
Test plan

for

OT mobile

Version 0.1

Prepared by

Group Name: 1998

Manuel Martin Rico

17016289

ManuelRico98@outlook.es

Instructor: Edgar Cambranes Martínez

Course: Human computer interaction

Date: 10/06/2020

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Revisions

Version	Primary Author(s)	Description of Version	Date Completed
0.1	Manuel Martin Rico	First template.	10/05/20

OT mobile usability baseline

This plan is for testing and evaluating the usability of OT mobile. This test is for improve the experience of users and avoid problems with interaction.

Overall objectives for the study

We will gather baseline data about how quick an user could learn how to use OT mobile. The goals of this study are:

- See the overall of how quick is learnability of OT mobil for the main users.
- Identify obstacles to complete tasks on the app.
- Create a repeatable study protocol.

Research questions

In addition, in this study will try to answer these questions:

- How easily do the users start a new game?
- Is the login easy enough?
- What obstacles do the users find to complete a task?

At the end of the sessions, we will have quantitative data:

- Errors in initialize a new game in a select level.
- Errors in the login of a session.

Location and setup

This session is going to take place remotely, because of the quarantine and the setup would be and smartphone, preferably with android.

Participants

We will select participants who have the same profile as the main person. Each one of the team members will apply the testing to one (or more) user.

Characteristics	Desire number of participants
Participant type User based in the main persona	5

Methodology

Participants will perform three tasks where is include the main task (start a new game). We will collect data about error and success.

We will use a within-subject design.

The five participants will perform the three tasks in a random order.

Initialize a new game	Change the color of the app	Log in
Participan A	Participan A	Participan A
Participan B	Participan B	Participan B
Participan C	Participan C	Participan C
Participan D	Participan D	Participan D
Participan E	Participan E	Participan E

Task Sequence

Participant	Task sequence
Participan A	Task 1, Task 2, Task 3
Participan B	Task 2, Task 3, Task 1
Participan C	Task 3, Task 1, Task 2
Participan D	Task 2, Task 1, Task 3
Participan E	Task 3, Task 2, Task 1

Each participant will work through a group of tasks. The moderator will be one of the team members. Each participants will perform the three tasks after read the user manual. The users will have the time they need to do this tasks, the exercise only stop when the user give up.

Session outline and timing

This session will not have a time limit. The moderator will use 10 minutes of each session for the pre-test. After that he will start giving the user manual and letting the user use the app, the opportunity will finish when he give up or when complete the three tasks.

Pre-test arrangements

Have the participant:

- Give the permission for recording
- Pre-test questionnaire (5 minutes)

Introduction to the session

- Explain about the project and the test (5 minutes)

Reading the user manual

- Give the user the manual and let him read it (10 minutes)

Using the app

- The user will do the tasks. If he can not perform it, he will read again the user manual.

What will we do in the middle of the test?

A list of:

- The time that the user delay in perform some action.
- How much it struggle with the app.
- How many times did he an incorrect selection.
- Is the user manual readable enough?
- The minutes the user take to read the user manual.

Possible scenarios

- The user only takes 1 read to the user manual and perform the three tasks: Excellent
- The user takes more than 2 but less than 4 reads to perform the three tasks: Acceptable
- The user takes more than 4 reads to perform the three tasks: Unacceptable