Summary of expert test (cognitive review)
Group 5

Our group conducted an expert test on our danish colleagues (3 people), trying to find out if our demo version of the teaser is interactive enough, with the following questions:

1. What is the purpose of this page?
2. What is this text for?
3. What do you have to do in order to continue?
4. Is it clear where do you have to click?
5. Is there anything on this page that confuses you?
6. Is it clear that you have to choose the right answer in order to continue the game?
7. Does this teaser inspire the atmosphere of an old movie?
8. What is your overall opinion about this teaser?
9. Do you think other users might find the teaser interesting?

The purpose of the first page seemed clear for all the users and also the content of it. They all knew how to continue to the next page without hesitating (by clicking the start button).

The speed of the animation was one of the main things that confused them, along with what they are supposed to do after the animation finishes. People should try to guess what is going to happen next, but they thought they can decide what will happen.

Furthermore, we got positive feedback on the rest of the questions such as the idea of the design, the concept and the atmosphere inspired.

In conclusion, we will need to change the speed of the animations and reformulate the introduction of the game. ☺