

## Summary of expert test

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In order to make sure that our design, story and teaser communicates all the elements we are hoping for, we put together expert test. We decided to choose two of our classmates, because we consider them experts and ask them following questions:

1. **Is the setup and context clear for potential users?**
2. **Is it clear what elements are interactive?**
3. **Is the interactivity too simple, too complicated, not obvious?**
4. **Are the micro animations optimal? Are there enough of them?**
5. **Would the users recognize what elements are on the “scene” and their role?**
6. **Is there anything that is unclear?**
7. **Is there anything that might bring the user’s mind in a wrong direction?**
8. **How well is sound and music implemented?**
9. **Is the production interesting enough for the target group?**

**Rado, 20, Slovakia**

1. **Is the setup and context clear for potential users?**  
It is little unclear to understand how will you go from theatre to Warsaw and all of sudden there is Hitler.
2. **Is it clear what elements are interactive?**  
Prompter and heading in the first scene uses same font and size so it is misleading if it is clickable.
3. **Is the interactivity too simple, too complicated, not obvious?**  
If you add the buttons to guide the users it will be obvious.
4. **Are the micro animations optimal? Are there enough of them?**  
I would say it's enough.
5. **Would the users recognize what elements are on the “scene” and their role?**  
There is distraction, that heading and prompter has same font and similar size, so I am not sure what is his role.
6. **Is there anything that is unclear?**  
It is not clear if in the airplane scenes you are supposed to click the plane or the buldings.
7. **Is there anything that might bring the user’s mind in a wrong direction?**  
There isn't, because for example in the first scene the wrong answers will disappear.
8. **How well is sound and music implemented?**  
I would say it makes sense.
9. **Is the production interesting enough for the target group?**  
The users might not be interested in World War II, but they might be interested in bombing and Hilter's mustache scene might will be funny for them.

**Paulin, 27, France**

1. **Is the setup and context clear for potential users?**  
I have trouble knowing, what it is about.
2. **Is it clear what elements are interactive?**  
Prompter doesn't have button which makes it unclear.
3. **Is the interactivity too simple, too complicated, not obvious?**  
It's not complicated if you tell users what to do.
4. **Are the micro animations optimal? Are there enough of them?**  
I feel like it's enough.
5. **Would the users recognize what elements are on the “scene” and their role?**  
To me, it's clear.

**6. Is there anything that is unclear?**

Again the prompter and the heading and maybe also airplane should be clickable in the second interaction.

**7. Is there anything that might bring the user's mind in a wrong direction?**

I don't think so.

**8. How well is sound and music implemented?**

I think it is well implemented.

**9. Is the production interesting enough for the target group?**

The interactions might be interesting for them, especially bombing.

**Vítek, 2<sup>nd</sup> semester, 23, Czech Republic**

**1. Is the setup and context clear for potential users?**

I would say it is.

**2. Is it clear what elements are interactive?**

Yes because it is written in the frame.

**3. Is the interactivity too simple, too complicated, not obvious?**

I would say interactions are on point.

**4. Are the micro animations optimal? Are there enough of them?**

I think it is enough to change the scene, etc.

**5. Would the users recognize what elements are on the "scene" and their role?**

I think so.

**6. Is there anything that is unclear?**

Everything is clear, but style-wise it can be better.

**7. Is there anything that might bring the user's mind in a wrong direction?**

It is made the way, so user will eventually find the right direction.

**8. How well is sound and music implemented?**

I think sound effects are well edited and they react on the animation and click.

**9. Is the production interesting enough for the target group?**

Yes, because I think teenagers will be able to click all the elements.

We are pretty much satisfied with the results of our expert test, because the answers revealed only minor, cosmetic issues that will be replaced in the final product. So far we were able to present storyboard, two interactive animations and characters. While putting together the final teaser, we will have in mind the results of this test.