**Viewpoint**: Every student is different and has different needs, especially when it comes to making the right meal choices. Students should be encouraged to eat meals which best suit their dietary needs and goals, instead of eating anything that is available. Information about meals should also be presented in a way which enables students to learn about what they are eating so that they would be better of in making the right meal choices in the future.

**Goal**: The Healthy Eating Information System will enable the students in making the right meal choices by presenting them a list of recommended meal choices based on their previous meal selections and/or their dietary needs and goals. It will also allow them to purchase their selected meals by using electronic credits.

**What do I want to learn? What concerns, questions, and goals is the test focusing on?**

* **Are students able to make effective and efficient meal choices?**
* Will the monetary value of the meal influence the meal choices the student makes?
* Will students be influenced in buying meals not recommended for them because the meal might look appetising on the image?
* Will the students know where to set up their dietary goals and needs so that the system could present them with relevant meal choices?
* Will students favourite meals so that they can easily access it in the future?
* **How satisfactory do students find using food credits to purchase their meals, rather than real cash?**
* Will the students know how to top-up their food credits?
* How easy is it for the student to find out how much food credits they have left?
* Do the food credits allow the student to manage their money better?
* **How useful does the students find the information about the meals?**
* Are students able to learn from the information that is presented about the meal?
* Will the students be bothered to read the information of the meal at a busy time (lunch time)?
* How much detail does the student want from the meal’s information?
* Will the student read through the meal’s information a second time when they are ordering the same meal again?
* **What other features would the student like the system?**

**What tasks will I ask the user to perform that will help answer your questions?**

1. You have had a busy day so far at the university, and now want something filling to eat. However, the cheapest filling meal costs £3.34, and you have £1 in your account, and £2.40 in your pocket. How would you use the system to buy a filling meal?
2. Its lunch time and you are hungry. You have been on a diet for some time now but you feel no change. Therefore you would like to decrease your calorie goal to 900 on the HEIS and purchase a meal within the new calorie goal. How would you do that?
3. You are in a rush and want to purchase a quick meal which will sustain you through to the evening. You remember that you enjoyed the last meal you purchased from the system; however you forgot to favourite it and also forgot the name of the meal. How would you use the system to quickly purchase a meal which you had last time?

**Where/when will the test take place? How long will it take?**

* The test will take place on Saturday, 23rd of March 2013 at 12:30 PM for participant 1.
* The test will take place on Saturday, 24rd of March 2013 at 13:00 PM for participant 2.
* Two participants will be chosen that best represents the personas created from the B2 component.
* Location: This evaluation will take place within each of the participant’ home. This was because I was unable to find a location within the university which quiet enough and at a convenient time for the participants to do the evaluation.
* Approximate duration for a single user test: 45 minutes.
* Approximate time needed to complete the evaluation: 1 hour and 40 minutes.

**Evaluation Technique**

The evaluation technique I will be using is the cooperative evaluation technique. I chose this technique mainly because it enables the users to think aloud, enabling me to receive feedback as the user is completing the task, and also allowing me to ask questions whilst they are doing the tasks to get a much deeper understanding into their actions .

**Appendix A**

**Things to observe/note during the tasks**

* Are they able to successfully navigate through the prototype?
* Where do they appear hesitant?
* Do they look as if they have a clear understanding of what they are meant to be doing?
* Are they using knowledge from completing the previous task to complete the current task?
* How often are they clicking?
* Do they look comfortable in the environment?