Client pilot notes

The following notes are the notes the client has made during the pilot testing at NEMO Museum in Amsterdam on 6th and 7th of June.

These notes are mostly related to the research the client is conducting and observations that she has made about children during the pilot. They are less related to the application itself, but they can help us understand how can the application be improved/adjusted. The pilot notes concerning the application can be found in the Pilot_notes_team file.

- It seems that 'helemaal een' en helemaal oneens' are not consistent with the text
- Children seem to have difficulties with the first training round IAT. They don't understand what is expected from them, how the controls works and sometimes also what images should go where. Once they get it, it goes fine.
- Two screens next to each other can be distracting
- Some children think they need to click the categories within the IAT (such as programmer). Maybe they look a bit too much as a button?
- The door of the space should be closed to avoid distractions
- Answering the first question cost more time (typing doesn't go fast)
- The glass and big windows results in some distraction
- During the first control test the video was shown to early
- Before seeing the video, kids didn't know what a programmer does
- Sound is not working on pc
- Children react positive towards 'TikTok' in the video
- The girl with the earring (short hair) seems to result in more mistakes than the other girl drawings
- One of the kids noticed that pressing E and I resulted in going to the next image
- One of the kids pressed the window key affecting the environment
- Some children don't know what is left and what is right
- Scrolling in the age questions is difficult
- Something is not going right with the Netherlands - demographics question
- A child said: 'some pictures are not logical. Games has to do with programming but the others are less logical'.
- Children react positive to the experience, they think the IAT is a sort of game
- Children use the following programs: many games (roblox, duckworld, Minecraft), things for school (math, Google Classroom), social media (Youtube, insta), video calling (teams, skype, facetime) and Netflix and Disney+
- According to the kids, writers write books, news, blogs, websites, poems, stories
- According to the kids, programmers do things with the internet, video's on YouTube, download apps, work on computers
- Some children react on the IAT combos : now it is getting difficult
- The text before the explicit questions is not clear for all kids
- One of the kids asked at the end page: what should I write here?
- The drawing of the tennis net is described as security fence

- Children don't seem to recognise what the older gaming devices are (it's a computer, remote control)
- The website drawing is something mentioned as being a computer or television
- Children make a distinction between digital and paper for the programmer and writer objects
- The boy in the picture is a criminal, works at the office, is a spy, can be a programmer, is a programmer
- The girl in the picture is just a girl, works in a clothing store, should brush her hair, is a spy, can be a programmer, writer
- When asking what professions could be linked with these objects, children mention journalist or writer for the writer images. For the programming images it seems to be a bit more difficult for them, one of them mention the profession of being a YouTube'er