Seeing as we’re all supposed to have done the evaluation studies in the same setting and with the same procedure, here’s what I’ve written so far...

## Setting

## Each evaluation was performed in a closed environment free from distraction to ensure the most accurate data, as well as the comfort of the user. Due to the online nature of the prototype, it was necessary for the evaluations to be performed on a computer. The sole point of interaction between the participant and the prototype was the mouse, as all the values were hardcoded into the prototype.

## Procedure

Our research consisted of two portions:

* **Stage one**: each participant was asked to complete the 8 tasks described above, while the researcher recorded various data for each task.
* **Stage two**: the participants were asked follow up questions regarding their experience with Room Raider in order to gather qualitative data.

Each session began with the researcher welcoming the participant, and thanking them for participating in the study. At this point the participant was asked to read and sign the consent form (a copy can be found in the appendix), before the evaluation began. Next, the researcher recorded the start time for the study, and exposed the participant to the interface for the first time. By design, the participants were not given any time to practice with the user interface beforehand. This was preferred, as the developers felt this would be the best test of usability for Room Raider’s interface. The researcher then gave the participant their first task to complete, and began a timer. As the participant was performing each task, the researcher recorded various qualitative metrics. This format was continued for tasks 2-8, at which point the researcher asked a few follow up questions before thanking the participant once again and ending the session. The average time to complete the usability study was 16 minutes.