**Usability Testing Plan**

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**Revision History**

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| --- | --- | --- | --- |
| **Date** | **Author** | **Version** | **Changed details** |
| 5/27/15 | Kevin | 1.1 | * Add to features to do usability testing on * Add to target audiences * Add to How to/Where to find these audiences * Add to Pre-Survey * Add to scripted instructions * Add to Post-Survey |
| 5/27/15 | Yohanness | 1.1 | * update Translation Service * Add Quiz Mini-Game * Add Role of Testers * Add Possible Methods * Add Testing criteria * Add Mini-game questionnaire |
| 5/28/15 | Kevin | 1.1 | * Add Introduction * Move Roles of testers * Move Possible Methods * Incorporate mini game question in post-survey * Edit Testing criteria * Edit Mini-game questionnaire. |

**Introduction**

This usability testing plan is created for the purpose of testing the LANguage App extension by recruited subjects, who are the target audience as mentioned in this plan. The subjects will be asked a pre-survey prior to the testing of the extension. The subjects will follow the scripted instructions as they test the extension. Afterward, the subjects will answer a post-survey questions to understand in close details, what the subject think of this extension product.

Role of Testers

* Recruit participants
* Conduct manual based usability testing
* Record test results to the requirement data sheet
* Present test findings to project team members

**Features/User stories to do Usability Testing on**

1. Quiz Mini-Game

The usability test is to confirm whether the mini game is doing its intended task, from can it be used? to is it fun? Because this feature is what make this extension different from existing competitor, it is crucial that it works properly. Testers need to check users’ interaction during manual based usability test period:

* To identify design concerns to be addressed in order to improve the minigame feature and experiences.
* To understand usability, understand users engagement, and test effectiveness of playing Quiz Mini-Game.

1.2 Testing criteria

This section focuses on the usability and playability of the mini game. the first thing is to set some task for each player:

* The player has to play the mini game three times: This would ensure that users would have understood how to use the mini game feature. Also, is there any signs of unintuitive design that may have hinder users’ ability to play the mini game?
* The player has to complete the post-survey for testers to understand their thoughts about the mini-game.

2. History Record

This feature is not as important as the quiz mini-game, however, this feature if implemented and enhanced, could improve users’ experience greatly. The extension can save any quiz results after users finish it, and it will not be erased from the browser even after the users closed the browser. The progress is maintained, which encourages users to continue using the extension. The test team will specifically test to see if the recording and maintaining functionality are working properly. Refer to Test Plan for more information.

**Target audiences**

First choice of audience: German Language learner or German native speaker. Our MVP states that translation from English to German will be the first available service. Nobody is more suitable than people who are actually interested in German or speak German.

Second choice of audience: Anyone who is interested to see this product expand and include more language options. People who are in needs of a tool that can translate a word they want to know right on the spot are potential audiences. People who are looking for better ways to learn a language will find this extension very easy to use and helpful.

Third choice of audience: anyone. For the purpose of testing this product, if none of the people above are available, then anyone who is willing can be potential subject for this usability testing. However, it should be noted that first choice and second choice of audience could provide much more meaningful feedback than these audience.

**How to/Where to find these audiences**

First choice of audience: To recruit German language speaker, the best solution for short amount of time would be through online, such as social media website like Facebook, some kind of forum, and Github. The downside for this method would be lack of observation and notes taking for testers.

Second choice of audience: To recruit anyone, who is interested in this extension to learn language in an interactive way, the solution could be through online as mentioned, but the solution could also be simply asking any classmates in language classes or people who are learning either English as second language or some other languages. This mean asking people on campus to be subjects for testing the extension. This way, the tester can observe and take notes, while the subjects can provide much more personal, meaningful feedback.

Third choice of audience: To recruit anyone, the best candidate will probably be testers’ or any developers’ friends and family members. However, it should be noted that friends and family could give back biased feedback and completely missing the whole point of usability testing. A better way would probably just ask anyone in class who are willing to volunteer and gives feedback on the extension. As mentioned before, the first choice and second choice of audience could give a much more in-depth feedback that represent the users who are interested in this extension more accurately.

**Pre-Survey**

The pre-Survey is conducted before the usability test begin. Users should be inform first about what the extension is, however, do not reveal about the features of the extension yet.

Question to ask the users:

Have you ever learned a language or is currently learning language(s)? If yes, what was/is the language?

Also if yes, what kind of resources did you turn to that helped you learn? (online dictionary?...)

What are your current impression of this extension that you are about to experience? expectation?

**Scripted Instructions**

Overview:

This Chrome browser extension is to help language learners to learn language in a more fun and interactive way. Currently, the only translation option is from English to German, however, we are looking to expand more option on this extension.

Resources needed for this testing:

* Any machine that has Chrome browser installed on it.
* Access to internet.
* A piece of paper.
* A pen or pencil.

Steps:

1. Open up a Chrome browser windows.
2. Open up any website that has English text on it. (your choice)
3. Open up any translation website that can translate from English to German. (i.e. translate.google.com) (if you are using google translate, make sure it is set to English and German.
4. Open another new tab and paste in this URL. <https://github.com/zenithlight/the-language-app/releases/tag/beta-release>
5. Click to download the “the-language-app.crx” file.
6. Open up the folder where the “the-language-app.crx” file is.
7. Open another new tab and type in chrome://extensions. (without www or https://)
8. Drag and drop the “the-language-app.crx” file into the chrome://extensions windows.
9. Make sure the “The LANguage App” is on there and it is checked “Enable”.
10. Go ahead and look for the LANguage browser icon.
11. Click on it.
12. Verify that the number of successful completion is zero.
13. Go to the website with the English words and reload the page.
14. Click on any already highlighted word.
15. Choose any answer until the right answer is chosen.
16. Use translation website to verify the correct answer is indeed the German meaning.
17. Write down one vertical line every time you complete a quiz.
18. Click on any other available highlighted word and play around with the quiz.
19. Click on the LANguage browser icon again.
20. Verify that the number of successful completion are the same as what was wrote down on the paper.
21. Close the Browser.
22. Open it again and verify that the number of successful completion is still there.

Post-Survey

The post-survey is conducted after the usability test finished.

Question to ask the users:

Was there any steps you felt were missing or steps that were confusing?

What is your impression now about this extension?

Were you surprised by what this extension is capable of?

Did you enjoy the quiz mini-game?

Are there any problems with the mini game?

Did you enjoy using this extension?(overall) (scale from 1 to 5) (1 being not at all, 3 being okay, 5 being very fun)

What was your favorite part about this extension?

Was there anything that you wish this extension could had have? (additional features)

Are there any improvement you would suggest for this extension? (on existing features)

If you are not learning a language or if you are, picture that you are learning a language, would you want to keep using this extension?