

Tshwetso Mokgatlhe

User Testing

User Test Plan

Test Planning

	Objective	Screen/Flow	Scenario/Task
	What do you (as the researcher) want the user to achieve on this screen?	Which screen or flow does this task refer to?	What task are you going to ask your user to do with the application? Write the question or task here.
Example	The homepage should lead the user to food purchasing options	Homepage <ul style="list-style-type: none">scroll through and cards with hover	You are craving samosas, how would you go about ordering them?
Example	Users should be able to track their order	Track order and menu options	Your order has been placed successfully and your samosas are on its way. How do you track the order?
Task 1	The sign up page first leads the users to the sign up page. where they can choose which soccer leagues they want to see on their stream page.	Sign Up Page <ul style="list-style-type: none">provide user details to setup account.scroll through soccer league options and mark the ones user is interested in.	You want to watch the up coming game of the english premier league with your friend who lives far from you. How would you bypass the distance problem?
Task 2	The friends page leads the users to their friends list where they can see what friends are watching and also invite new friends to their account.	Friends Page & Stream Page <ul style="list-style-type: none">Add new contacts to your friends list.Scroll through contacts whilst seeing what friends are watching and join in on the stream.watch a stream with your friends.	You've invited your friends and now you want to watch the same stream with them in real time. How do you watch the same soccer match in real time.
Task 3	Users want to be able to post rants/ articles about the matches being watched and share their thoughts publicly with other viewers on the app	Feed page <ul style="list-style-type: none">post articles about matches being watched.read your friend's articles	What would you like to say to your friends about the match.

Phase 2:

Conducting the User Test

Task 1

Description

Screens/Flow:

SIGN UP

Name:

Email:

Phone Number:

Password:

SIGN-UP

SIGN UP

Name:

Email:

Phone Number:

Password:

SUCCESS

[choose your leagues](#)

CHOOSE YOUR LEAGUES

English Premier League

La Liga (Spain)

Serie A (Italy)

Bundesliga (Germany)

Primeira Liga (Portugal)

Ligue 1 (France)

Eredivisie (Netherlands)

Brasileirao (Brazil)

Primera Division (Argentina)

Major League Soccer (USA)

PSL

LOCK IN

LOGIN


Email:

Password:

LOGIN

[continue to home](#)

Task 1

 Time on task= ex. 1 min 50 sec

Was the user confused about anything on the screen?

User was able to complete this task in under a minute. Also said that it was straight forward.

Was the user able to achieve the task?

Yes

How easy or difficult was the task to achieve?



1

2

3

4

5

Easy

Difficult

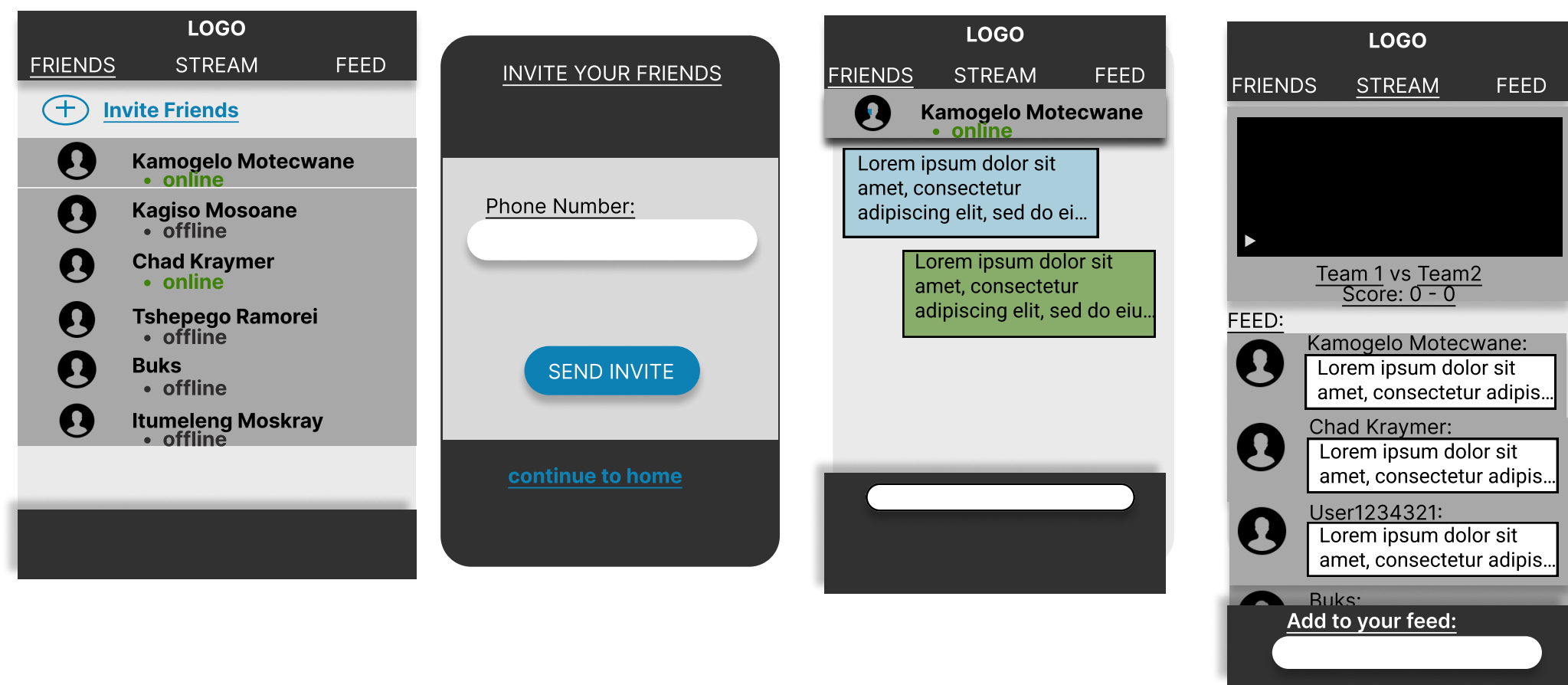
Notes

The sign-up and login pages are quite straight forward. After choosing the leagues that the user is interested in, pressing the lock-in button lead the user straight to the home page.

Task 2

Description

Screens/Flow:



Task 2

🕒 Time on task= ex. 1 min 50 sec

Was the user confused about anything on the screen?

User was confused when it came to navigating to the stream page.

Was the user able to achieve the task?

The user was able to navigate the friends page and the invite friends page but had difficulty reaching the stream page.

How easy or difficult was the task to achieve?



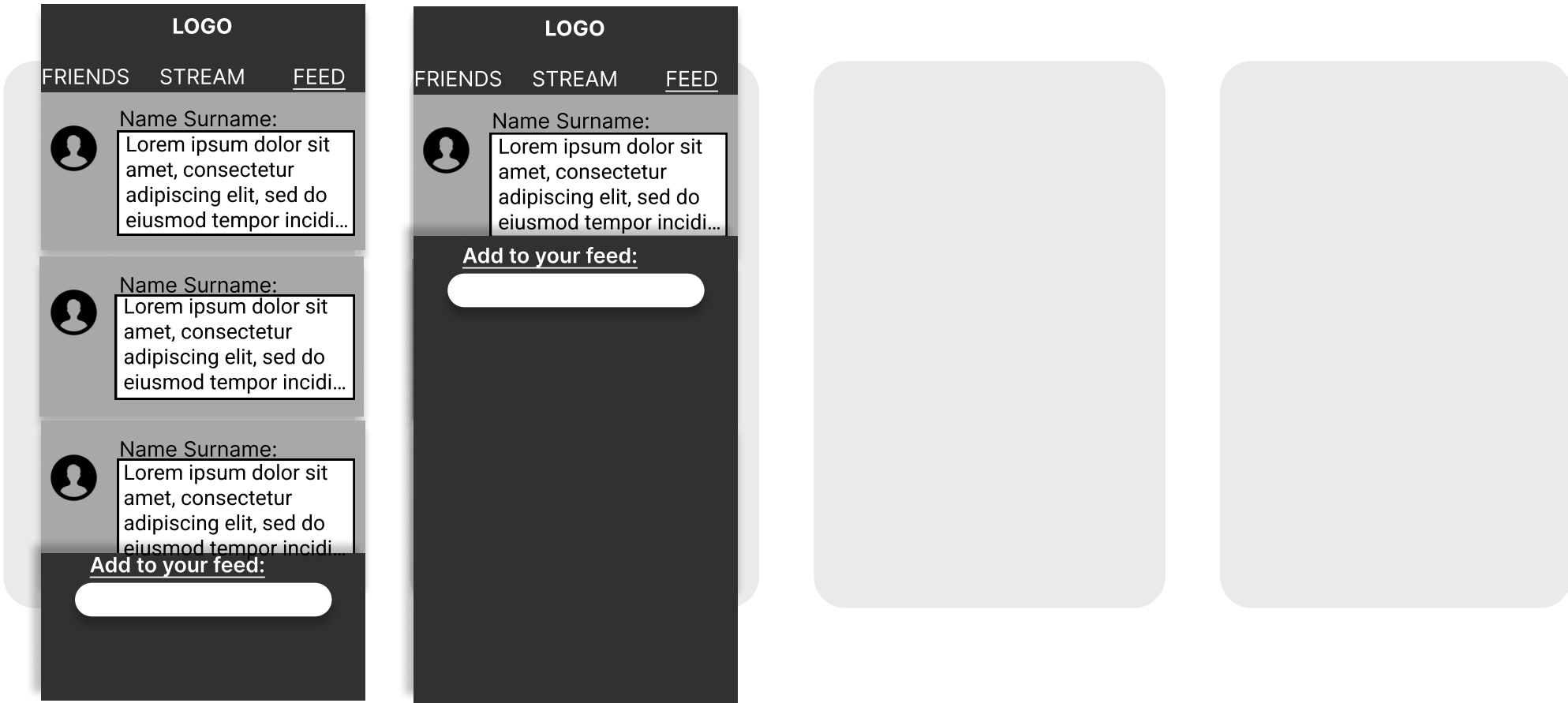
Notes

I'll need to add an easier way for user's to go to the stream page from the friend's page.

Task 3

Description

Screens/Flow:



Task 3

Time on task= ex. 1 min 50 sec

Was the user confused about anything on the screen?

Besides wondering where the keyboard is the user was able to understand the task,

Was the user able to achieve the task?

Yes

How easy or difficult was the task to achieve?

1 2 3 4 5

Easy Difficult

Notes

Need to add a functional keyboard and input text field.