

# Test Protocol

## Introduction

1. Welcome participants to the test and thank them for attending.
2. Explain the purpose of the usability test and steps involved in the task the user will be participating in.
3. Ask the participant(s) if they have any questions or concerns
4. Explain that the participant is not being tested on their abilities, but instead they will be testing our interface.

## Background

1. Determine if the user has used professional CAD software before. (Autodesk, Blender, Etc.)
2. Determine whether the user has used an online floor plan editor before.
3. Ascertain the user's familiarity with the principles of Feng Shui
4. Determine whether the user will use the product personally or professionally.
5. Ask if the user has participated in a UI study before.

## Tasks

### 1. Website Login

#### *a. Description*

- i. You are an interior designer who is looking to create an account on RoomArranger.
- ii. You will use the following credentials to login:

<b>First Name</b>	Sarah
<b>Last Name</b>	Johnson
<b>Email</b>	sarahj@designfirm.com
<b>Password</b>	Interior22!

#### *b. Steps*

- i. Using the website, create an account using the provided login credentials.
- ii. Log into the website using the credentials provided in the previous step.

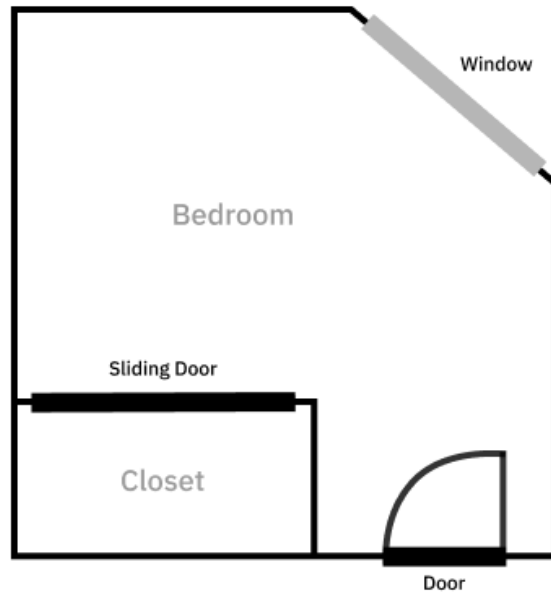
#### *c. Rating*

- i. Were you able to complete this task?
- ii. Rate difficulty on a scale of one to five. One being extremely easy. five being inordinately difficult or confusing.

## 2. Create a new floor plan layout

### a. Description

- i. You have a simple floor plan drawing from one of your clients.
- ii. The floorplan sketch you will use for reference has been provided below:



### b. Steps

- i. You will need to first create a new floor plan layout on the website.
- ii. You will attempt to recreate the floor plan within the website using the tools provided on the editor page. Do not worry about the dimensions being exact.
- iii. Add the entrance door, sliding door, and window after defining the room shape.

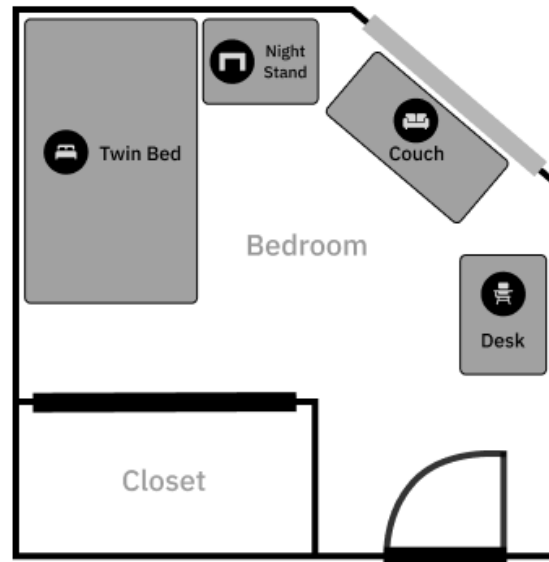
### c. Rating

- i. Were you able to complete this task?
- ii. Rate difficulty on a scale of one to five. One being extremely easy. five being inordinately difficult or confusing.

### 3. Add furniture to a floor plan layout

#### a. Description

- i. You have been provided a premade floor plan layout.
- ii. You will add four pieces of furniture to the layout using the image below for reference:



#### b. Steps

- i. From the pre-constructed floor plan layout provided, add all four missing pieces of furniture to the layout. Do your best to approximate the placement (and rotation if required). Do not worry about the exact placement.
- ii. Limitations of the prototype only allow adding one item at a time, so just add one of the pieces of furniture.

#### c. Rating

- i. Were you able to complete this task?
- ii. Rate difficulty on a scale of one to five. One being extremely easy. five being inordinately difficult or confusing.

#### **4. Save and share a room layout**

##### *a. Description*

- i. You have completed your room layout and need to save and share it with a client.

##### *b. Steps*

- i. From the provided website home page, locate the room layout titled “Client Layout 1” and go to edit the layout.
- ii. Export this layout to your computer as a .roomarrange document. This file can be used as a backup if needed later.
- iii. Now, back within the editor, share the document “Client Layout 1” with the provided sharing tools. Share using the email option. Send the link to the following email: [client1@roomarranger.com](mailto:client1@roomarranger.com)

##### *c. Rating*

- i. Were you able to complete this task?
- ii. Rate difficulty on a scale of one to five. One being extremely easy. five being inordinately difficult or confusing.

## **Debrief**

1. Ask the user what they found most frustrating about their experience
2. Ask the user what they found most satisfying about their experience.
3. Ask if there are any additional features that would improve the overall experience.
4. Determine which steps were the most ambiguous or confusing.
5. Ask if the user could see themselves using this software in the future.