Test Script

Hi <name of the user>,

Thank you for coming! As mentioned in the user introduction, you will be testing out three prototypes today. We will be guiding you along the way by telling you what to do at every step. If ever you get stuck and don't know how to perform a task, it probably means that there's a weakness in our design so don't hesitate to ask us questions/clarifications! The goal here is to catch any flaws that might confuse or mislead users like you. We also will be using our laptops to document our observations, so if you see us typing you know what it is for!

Before starting, we would like you to read and sign the following **consent forms**, as well as fill out this questionnaire.

> *<User reads and signs consent forms>*
> *<User fills out questionnaire>*

Alright, we are ready to start!

Here is the scenario: You are studying on your laptop and mindlessly open a tab to go on facebook.

> *<Put facebook page in front of user>*

For the **first prototype**, the following page appears:

> *<Put first prototype page on top of facebook page>*

Do you know what to do now?

> <User answers that it has to type in the randomly generated sentence>

What do you think will happen after you type in the sentence?

> *<Record answer>*
> *<User types in the randomly generated sentence>*
> *<Put the typed sentence and "continue" button on page>*

How do you access facebook?

> *<User clicks on continue>*

Let's say you didn't want to access facebook anymore, what would you have done?

> *<Record answer>*

This concludes our first prototype. Before moving on to the second prototype, we would like you to complete the post-test questionnaire.

> *<User fills out questionnaire>*

Onto the **second prototype**. The scenario is the same, except this time, a different page appears.

> *<Put page in front of facebook page>*

You don't need to know the answer to the question that is displayed on the page, but you need to choose one. What do you expect after you click on a choice?

> *<User clicks on a choice>*
> *<If right answer, then put the green label on answer and put the "go to website","close tab", "keep learning" label box under choices>*
>> What would you most likely choose?

Is there an option that you would never choose?

What do you expect to happen after you click on your choice?

<User clicks on choice>

<If wrong answer, then put "Try again" label on page>

Would you want to try again for the same question, or with another question?

How would you change the level of difficulty of the questions?

<User clicks on change settings> or *<User clicks on extension logo>*

Which one do you find more intuitive?

<Put pop-up box on page>

How would you add a website that you'd want to be prompted when accessing?

<User clicks on blacklist>

This concludes our second prototype. Again, before moving on, we would like you to fill out a questionnaire.

<User fills out questionnaire>

Lastly, our **third prototype**. Still with the same scenario,

<Stick "feed" button and apple side-by side, under pet>

<Page cut out window displays pet with mouth open saying "Feed me!">

how would you feed the pet?

<User sets time>

<User clicks on "Feed" button>

<Take off feed button and apple>

<Put sleep button and clock>

<Change page cut out window to display pet in blue saying "I tired…">

Can you put your pet to sleep?

<User sets time>

<User clicks on sleep>

How would you get more information about your pet?

<User clicks on extension logo>

What indicates when your pet will grow?

<Record answer>

Awesome! This concludes our prototypes tests for today! Before you go, we would like you to fill out the last questionnaire form.

<User fills out questionnaire>

Thank you again for coming!