

Summary of expert test group 11

Name of the user and group no.	1.Can you figure out the story?	2.Do you notice the clickable items?	3.What do you expect to happen?	4.Do you recognise the style?	5.Would you like to change something?
Brice (group 10)	Alice in wonderland	clock, rabbit,hole	The clock lines to move when clock clicked	No	Alice should be moving as well
Lee (group 8)	Alice in wonderland	rabbit,clock	Clock lines spinning	Between surrealism and psychedelic	Make the mushrooms grow
Monika(group 12)	Alice in wonderland	Rabbit,hole,clock	She expects the rabbit to jump in the hole, not click on the hole for this to happen	Collage	Expect Alice to do something Easter egg should be less visible
Gabriella(group 12)	Alice in wonderland	rabbit, clock,hole	The clock would turn Rabbit should jump Expect them to get in the hole	Collage since you have different textures	I would not put the same effect on hover. Some ice could pop up from the hole Alice should be less static

Describe the setup:

First we analysed our animation at the current stage and we tried to “squeeze” the most obvious questions out of it so that our experts can understand it better. Then we built up a table in a document and went around the class to ask for users. After the test, we had a meeting again and discussed the impressions and the possible changes we need to make.

What was the experts overall impression?

The experts seemed to understand the main idea of the animation and they thought it was fun.

What specific input did you get from the experts?

Each expert wanted some changes in the animation and interestingly enough they expected the same thing to happen, a thing that we don't yet have in the animation.

What other earlier input did the group get? (from teachers etc., if any).

After meeting with the teachers, the group was advised to make the animation more “mature” and more for “young adults” since in the beginning it was considered too childish. The group decided together with the teachers to give more personality to the characters in order to make them more interesting.

What changes and enhancements do you consider to use?

For the moment we are focusing on making one of our characters more animated, since our user experts expected that to happen.