

USABILITY TEST SCRIPT FOR OLYMPICS GAMING APP PROTOTYPE

Greeting and Onboarding Paragraph:

Welcome and thank you for taking the time to participate in this usability test. The purpose of this test is to evaluate the functionality and user experience of our wireframe prototype. Your feedback will help us improve the design. During this session, you'll be asked to complete a specific task using the prototype. Don't worry about making mistakes—this is a test of the design, not your abilities.

Scenario

Imagine you are a passionate sports enthusiast eagerly awaiting the upcoming Olympic Games. You've just downloaded our gaming app designed to enhance the excitement leading up to the Olympics. Your goal is to explore the app, participate in mini-games, and engage with the leaderboard to see how you rank globally against other players.

- **Task:**

- 1. Navigate to the "Mini-Games" section and select a challenge to play.*
- 2. Complete the challenge and submit your score.*
- 3. Access the leaderboard to check your rank and compare scores with others.*
- 4. Share your achievement on social media using the app's sharing feature.*

As you perform these tasks, we'll observe your interactions to understand your experience and take note of any areas that might need improvement. Please think aloud as you complete the activities, sharing your thoughts, challenges, or excitement in real-time.

Conclusion

Thank you for completing the test! Your input is invaluable to improving the design. If you have any additional thoughts or suggestions, feel free to share them. We appreciate your time and effort.