**Pool-Tracker – Lo-Fi: Usability Testing**

1. Introduction: “We are developing a method for tracking pool balls with a camera. Furthermore our goal is to make an interactive system that will be controlled using a hand. The system should be easily calibrated and understood by almost everyone.”
2. Say: “Please follow the instructions on the table”
3. Start slideshow and proceed until placement of balls.
4. After slide “start game with hand” the person is instructed to break.
5. “Please bring up the menu”
6. “Please select new game”
7. “Please go back in menu”
8. “Please choose statistics”

Questions:

1. “What does the menupoint “new game” indicate”?
2. “What does the menupoint “choose game” indicate”?
3. “What does the menupoint “statistics” indicate”?
4. “What does the menupoint “Undo” indicate”?
5. “What does the menupoint “Re-calibrate” indicate”?