Amazing! Study Script

- Greeting the participant
 - Basic greeting
 - How are you?
 - I'm glad you could come today.
 - Did you have any trouble finding the room?
 - o Introduce the other people in the room
 - This is David. He will be taking down some notes during the test.
 - Set the stage
 - Thank you for helping us
 - We are designing an interface for the "Amazing!" e-commerce website
 - It is supposed to help people perform the following tasks
 - Logging in to an account
 - Searching for products
 - Writing product reviews
 - Purchasing products
 - We are very interested in what you think of the design so far
 - We are testing the prototype, not you
 - We will record the test for analysis purposes only
 - We have other observers on the other side of the one way mirror
 - The test will take 10 minutes to complete
 - We expect to make changes to the design
 - Please do not hesitate to tell us anything you see or think about the design
 - I will be giving you directions in a moment
 - Then you will participate in the test
 - I would like you to think out loud and describe why you do things and how you feel about the way they are done
 - You can ask me questions, but I may not be able to answer them directly; I will try to answer them after the test
 - Remember, there are no right or wrong answers
 - We will have a chance to discuss the test after it is finished
 - Have the subject practice thinking out loud
 - When you look at the screen, what are your first impressions
- Preliminary Interview
 - Warm up questions
 - We would like to find out a little about you before you begin
 - Have you used ecommerce websites before?
 - What sites did you use?
 - Do you prefer brick-and-mortar stores or online shopping?
- Testing portion: Providing Instructions
 - o Provide the directions for the tasks (they may be repeated as the test proceeds)

Scenario 0: Login as user "user"

Scenario 2: Search for the product "phone"

Scenario 3: Write the review "good"

Scenario 4: Add the product to cart and purchase

• Orient the participant to the screen objects and test elements

- Without explaining design make sure that they know what to look for and what to comment so they won't waste time searching for items that don't exist
- Provide an opportunity to clarify instructions
 - Are the directions clear?
 - Do you have any questions?
- Elicit and record observations
 - Why did you choose that method?
 - Do you normally do it that way?
 - Yes, that seems difficult. Thank you for pointing it out
 - That's an interesting question; let's talk about it at the end of the test
- Capture the participants impressions
 - We would like you to think out loud as you perform the tasks
- Debriefing the Participant
 - Thank the participant
 - Ask if he or she has any questions
 - Perform an interview or use a questionnaire to capture additional subjective information. Prompt them to elaborate more if they aren't giving enough information.
 - Interesting. Can you explain your experience in more detail?
 - o In the interview/questionnaire, ask a few questions to elicit opinions and attitudes but do NOT ask loaded questions that bias the participant
 - WHAT NOT TO DO:
 - I worked really hard on this. It's pretty awesome, right? Please explain.
 - Some example debriefing questions you might ask
 - How would you rate the usability of Amazing? 1-10
 - How would you rate the design of Amazing? 1-10
 - Was there anything that seemed unnecessarily difficult?
 - Did anything seem confusing?
 - Have you used other software like this?
 - If so, how would you compare this software with that other software?