

# **USABILITY TEST PLAN: ALLEZ GO!**

## **INTRODUCTION**

Allez Go! App usability test  
In-Person and Remote moderated test for mobile  
16th-18th May, 2019

## **BACKGROUND**

Allez Go! is an interactive exploring app where learning, fun and compassion meet. The goal is to explore the history of the local area, see the world through the eyes of the past using the AR feature, and contribute to current related causes to have a positive effect on history.

## **GOALS**

The goal of the test is to determine the apps usability and the satisfaction of using the app. We would like to observe is the user finds the features easy to use and the intuitiveness of the app as it is aimed for users on the go.

## **TEST OBJECTIVES**

- To determine if the user can onboard quickly and easily
- To determine if the user understands the hunt and can learn this on the go
- Observe how the user interacts with the app and what they enjoy using
- To determine if the user understands the causes page in the app

## **METHODOLOGY**

A combination of in-person moderated and remote moderated testing will be used.

## **PARTICIPANTS**

5 participants will be recruited using social media and hallway methods. At least 2 participants will cover the primary user persona (Amelia) with some participants not having used exploring apps before.

## **SCHEDULE**

Testing will be conducted from the 16th to 18th May, location TBD

## **SESSIONS**

Each test will have a run time of between 10-15 minutes

## **EQUIPMENT**

iPhone 6 - iPhone X

Macbook

Pen & Notebook

## **METRICS**

Errors will be measured using Jakob Nielsen's scale:

**0** = I don't agree that this is a usability problem at all

**1** = Cosmetic problem only: need not be fixed unless extra time is available on project

**2** = Minor usability problem: fixing this should be given low priority

**3** = Major usability problem: important to fix and should be given high priority

**4** = Usability catastrophe: imperative to fix before product can be released

## **SCRIPT**

TBD

## **TASKS**

TBD