**Online Banking Budgeting System Usability Test**

**Demographics and Background Information**

1. Participant ID:
2. Participant Age:
3. Does the participant use online banking? Yes | No
   1. Average number of hours spent on online banking:
4. Education:

Some HS | HS Degree | Some College | College Degree | Post College

1. Average number of hours spent playing video games:

**Task 1: Create a Goal**

Information for the goal: Name - Testing, Amount - Let participant decide, Finish Date - Let participant decide

Ask the participant how they feel about the ease of finding create goal page.

**Task 2: Create a Budget**

Information for the goal: Category - Entertainment, Amount - Let participant decide, Finish Date - Let participant decide

Ask the participant how they feel about the ease of finding create budget page.

**Task 3: Modify a Goal**

Information for the goal: Modify a Testing goal, Change the Amount or Finish Date - Let participant decide

Ask the participant how they feel about the ease of modifying a goal.

**Task 4: Complete a Goal**

Have the participant complete a Testing goal.

Ask the participant their thoughts on the goal completion screen.

**Task 5: View the Wallet Balance Sheet**

Ask the participant their thoughts on the ease of finding the answer.

Ask the participant their thoughts on the page.

**Task 6: Find the FAQ about Reward Points**

Ask the participant their thoughts on the ease of finding the answer.

**Task 7: Launch The Lonely Village Game and Upgrade a Building**

Ask the participant their thoughts on the game's layout.

Ask the participant about the ease of finding the building upgrade function.

**Task 8: Find the Balance Page of The Lonely Village**

Ask the participant about the ease of finding the balance page.

**Task 9: Customize the Appearance of the Town in The Lonely Village**

Ask the participant their thoughts on finding the customization menu.

**Task 10: Redeem Points in the Rewards Store**

Ask the participant their thoughts on finding the rewards store.

Ask the participant what they would expect to find in the rewards store.

Ask the participant if there is anything they would like in the rewards store.