Usability Test: **Journeysmith**

Fall, 2024

The Joyful Team

**Introduction**

Thank you for agreeing to do this usability test for the new Journeysmith world-building app. The software team would like to see first-hand what it’s like for real people to use the app, which we hope will help us improve the app.

We’re testing the app, not you. You can’t do anything wrong here. We want to hear exactly what you think about the app. Be honest and don’t worry about hurting our feelings. That will help us find problems that exist and will help us fix them.

For the test, we’ll ask you to do certain tasks and we’d like you to think out loud while you’re doing them. If you have questions, just ask. If you have comments, go ahead and say them. We’ll record your comments, but won’t make them public. If, for any reason, you’d like to quit this test, then just say so.

**Background Questions**

We presume that you’re a CS 108 student who has heard of DnD or is familiar with role-playing games. How did you hear about the game? Do you have any preconceptions about the game that may affect your testing today?

Have you ever played Dungeons and Dragons? If so, did you play as a dungeon master or a player?

What is your level of familiarity with role-playing games like Dungeons and Dragons?

Before we begin, do you have any questions for me?

**The Test**

1. Reactions to the homepage – Looking at the Journeysmith homepage, what is your general impression of the design.
2. General tasks - I’ll ask you to do some of the following tasks, depending upon how much time we have together:
3. The Journeysmith app allows users to upload their own world maps. Can you upload a world map to the home page?
4. Users of the app are allowed to add pins to store information. Can you place a pin on the map and write a note into it?
5. Pins can be moved if a mistake is made. Can you move that pin to another location on the map?
6. Pins can be viewed so that you can see the note that is written in the pin. Can you find the note that you wrote?
7. (If/When implemented): Pins can have submaps added to them that give a close-up view of the location. Can you add a submap to your pin?
8. (If/When implemented): Pins can be used to open a submap that is attached to them. Can you open the submap that you added?
9. Pins can be deleted if a user decides that they don’t want it anymore. Can you remove that pin that you placed?
10. Each user can have multiple maps on their account. Can you go back to the home page and add another map?
11. Users can keep more general notes that are not attached to any pins. Can you add a note to the new map that is not attached to a pin?
12. Final observations – Do you have any final observations on the app? Based on this testing period, would you consider using Journeysmith to run a Dungeons and Dragons campaign?

**Thanks**

Many thanks for your willingness to help us test the new Journeysmith app. The app is rather new, so we appreciate your help in fixing it up.

We’ll contact you soon with a summary of what we found and how we hope to use it to improve the app. We’ll keep the data from your individual session private and will only release aggregate data.