



Test Manual

Test Requirements

- At least 3 (three) examiners
 - One to answer any questions the user may have about the application
 - One to record data in the data sheet
 - One to make and take note of observations
 - Note: all examiners must be familiar with how the prototype should be handled prior to testing (explained in the provided User Manual)
- A laptop/desktop computer on which to carry out the test
 - For the mobile application, the computer must run on the Windows operating system and the following applications must be installed:
 - Android Studio
 - Genymotion Android Emulator
 - For the desktop application, the computer must run a Windows, Mac, or Linux operating system. Ubuntu is strongly recommended, as that is the only one the design team has tested on thus far.
- Another device (mobile/desktop) with access to the internet
 - This is so that the examiners can record quantitative data on the Data Collection Google form (link provided)
- A stopwatch
 - This is to measure how much time the user spends distracted

Pre-test User Briefing

Before, during, and after the test, make the user feel comfortable; be friendly and make them loosen up so that you can get the best feedback they can give. Prior to the test, please read out the following to each user:

Product Description:

"This application aims to curb internet addiction by developing goal-setting habits in the user. Our application is cross-platform, syncing your desktop and mobile devices in order to discourage you from using websites (on your desktop) and applications (on your mobile) that you consider distracting. You, the user, get to choose those websites and applications and change them at any time. Each time you use the app, you also get to set a task to complete and estimate how long it will take to complete them. We, Conscious.ly, will do our best to keep you on track with reminders and prompts, but we will not block you from anything - that's all on you!"

Current Prototype Description:

"This is our first computer prototype. Currently, the mobile and the desktop application are not synced, and there are slight differences in the features that each application has. The two applications also have different user interfaces; we will be tackling giving them both the same theme in later versions, and that theme may either be one of the themes from this prototype (improved), or be completely new and different altogether."

Expectations of the user:

"We expect you to use this app as you would any app that you are using for the first time: play around and discover it! Try to use the app for its intended purpose - to make you stay on track while you try and get something productive done. It will be a 10-minute test period, and we want you to be as natural as possible - which means that if you happen to get distracted, so be it! With that in mind, since we are trying to test how people interact with and respond to the application's features, we will also be giving you certain tasks that you must attempt to perform. Feel free to ask us any questions and to think out loud; the more insight we have into your experience, the better."

Important Note for the Testers

For the mobile application, since it is being done using an Android emulator on a desktop computer, the emulator phone will not have "real" distracting applications. Here, you will have to play a little bit of Wizard of Oz and tell the user (either before the test or while they are setting preferences) that if they feel the need for a distraction, they should use their own phone, but only after they click on one of the "fake" applications on the emulator that they selected during the preference-setting task. Don't tell the user the reason, but it is so that they come across the distraction pop-up.

Test Procedure

Note: Record all data in the Data Collection sheet for each user

1. Ask the user to open the application
2. Ask the user to start a task for 10 minutes
3. Ask the user to set preferences (i.e. outline their typical distractions) using the app. Note the limitation mentioned above
4. Ask the user to check how much time they have remaining without leaving their work
5. Let the user be, until the time is up and the "Time Is Up" popup appears
6. Ask the user to exit the app when the time is up
7. Ask the user the Usability Goals 3 & 4 questions
8. Ask the user to for their feedback