REQUIREMENTS

- Must not be a CIS major
- Must not be enrolled in CIS 443/543
- Must not have taken CIS 443/543

GIVE CONSENT FORM

PURPOSE

Given the systems that are presented to you, I am trying to observe how the average user uses these systems to set certain weekdays and times.

INFORMATION

This study will take roughly 10 minutes. You may quit the study at any time for any reason.

While you perform the task(s) given, I would like for you to think aloud. This means that I would like you to say what comes to your mind while you are working on the tasks and interacting with the system(s). This type of feedback will be very useful for evaluating the system and the results.

****** Begin Test Run ******

SECTION 1.

Note: For setting the minute, round the given minute to the nearest interval of 5.

1.1 Use the system to set the day and time to **<Random Time>**

1.2 Have the system auditorily display this full time

1.3 Use the system to set the day and time to **<Random Time>**

1.4 Have the system auditorily display this full time

1.5 Use the system to set the day and time to **<Random Time>**

1.6 Have the system auditorily display this full time

1.7 Exit the system

SECTION 2.

Note: For setting the minute, round the given minute to the nearest interval of 5.

2.1 Use the system to set the day and time to **<Random Time>**

2.2 Have the system auditorily display this full time

2.3 Use the system to set the day and time to **<Random Time>**

2.4 Have the system auditorily display this full time

2.5 Use the system to set the day and time to **<Random Time>**

2.6 Have the system auditorily display this full time

2.7 Exit the system

Debriefing Q & A

What did you think of the task?

Did the system always respond to your input as expected?

Was either system particularly easy/hard to use?

Which system did you prefer?

That's the end of the study. Do you have any questions for me?

What I am Observing

I am hypothesizing that one of the two systems has superior usability, in terms of how accurate and quickly novice users can complete the task at hand. In particular, I am focusing the study on how different key mappings can help/hinder users when using a system. For example, keys J and K scroll left and right respectively, and makes sense since J is to the left, and K is to the right. This is known as stimulus-response compatibility. The higher the compatibility, the better the user's accuracy and speed will be.