Script: Adapted from Paper Prototyping

"Hello, my name is Hannah Wilk. I'm a student at Olin College taking part in a class involving User experience and software. In this class we are working to design an application to make managing inventory easier in a commercial kitchen. Looking at the form we have given you, the purpose of today's session is to work with you, to help us figure out how user friendly our application is to use. We are going to ask you to suspend your belief and use the paper prototype in front of you, as if you were using a normal tablet. Hannah TS here is our tablet- don't look at the woman behind the curtain.

Over the course of this session we will be asking you to complete some tasks within our application. We want you to tell us what is working, what confuses you, how you think certain features work, or how you expect certain features to work. We need you because your understanding of tablet applications will make the product easier to use.

Please keep in mind that at most two of the other members of our team will be with us during the test. They will be taking notes and observing the process. They will not be involved with the test, you can basically ignore them. Please understand that we are testing the interface- not you. Even though we want to hear your thought process, we really want to understand how you interact with the application. If you run into any problems, it is not your fault- we are fully aware that their is room for improvement on our side, and we want you to understand that this is not a completed and polished application. It is still in development. I can help you through the process if you want. Please note that we have tested this application and have already made some changes. We really appreciate having your input in our process.

The paper prototype is just that, a prototype. Not everything is functional, and some parts are incomplete. It is a work in progress. Before we finalize any designs we want to get feedback from the community about how our design functions. If you have any suggestions we will mark them down, however we cannot promise your idea will make it into the final design. However I can say it will help us, at minimum, make the design more robust.

Do you have any questions about what we are doing today?

As I mentioned, here is the paper prototype of our tablet based inventory application. We assumed that you opened the app from the home screen and this is what came up when you opened the application. This will be your starting point.

Also mentioned before, Hannah TS is our computer. Hannah the computer, doesn't have AI. Hannah cannot explain anything, if you want to get something, you need to interact with the prototype like you would with tablet. Use your finger like you would on an any current generation tablet. If you find that you need to type something, a keyboard will be brought up on screen.

While you are going through and completing the tasks, talk us through your thought process. Please tell us what makes sense, or what is confusing. Please share with us any questions you have, for these are especially valuable. That being said, I may not answer them right away because our goal is to adapt the interface so it can answer the questions.

Please remember we are not testing the you, but we are testing the interface! This will only take a few minutes to complete the test.

Here is the first scenario:

      Jeff hears from a lot of students that he should add shawarmas to the menu but he doesn't have the necessary meat to make them. While out in the kitchen he decides to add the meat to the inventory but doesn't want to go down to his office to input it onto his computer. Instead of having to add more sheets of paper to an already stuffed clipboard, he uses an app on a tablet instead."