# Protocol for low-fidelity prototype

- 1. Preparation before participant arrives
  - Prepare the low-fidelity prototype, video recording device, timer and consent form so that everything is ready.
  - Have the questionnaire ready to go on a laptop to ensure a smooth transition to the second part of the session.

#### 2. Introduction

- Introduce yourself to the participant.
- Provide a high-level overview of what the prototype will do.

#### 3. Consent

• Ask participant to fill in and sign consent form.



(Updated version 00 September 2017)

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## Informed consent form

User testing for DECO3500/7350 class exercise

This user testing exercise is for educational purposes only, and is being conducted as a course requirement for DECO3500/7350, a course about Social & Mobile Computing.

You will be asked to interact with an interactive prototype, computer program or system, and/or to answer questions about your interaction. We are testing the design; we are not testing you in any way. The test will require no more than 15 minutes of your time, and potentially less.

Consent is voluntary - you do not have to participate if you don't want to. If you do participate, you may withdraw your consent at any point, and all your data up to that point will be destroyed and not

All data collected is confidential and will be kept in a secure location, and your data will be indexed by a participant ID rather than by name.

If AV recordings are taken, they will be seen only by the students doing this particular project and possibly also by your Prac tutor and the class instructor (Ms Lorna Macdonald).

All your data, including any recordings, will be erased/destroyed once class grades are released.

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Participant Name:	
Participant Email:	<del></del>
Signature:	Date: / / 2017
Researcher Name:	Date:// 201
Researcher Signature:	

Because this is an in-class educational exercise, performed by course students with UQ students, family or friends only, formal ethics approval has not been sought.

### 4. Instructions (TBD)

# 5. Observation

- When participant is ready, start the video recording and ask the participant to start on the task.
- Start the timer and take hand notes as the participant works.
- If the participant goes a bit quiet, ask "what are you thinking now?" or "what are you working on now?"
- When the participant indicates they are finished or when 15 minutes have elapsed, say: great—we now have the information we need for that part of our session.

### 6. Questionnaire

- o Open web browser and guide the participant to the questionnaire.
- Clarify anything necessary.
- When the participant has finished filling in the questionnaire, check over the responses to make sure that all parts have been filled out clearly.

#### 7. Closing

- Tell the participant that the session is at an end.
- Thank the participant for their time and reinforce that their help has been extremely valuable for improving the functionality of the prototype, and let them know they are free to go.