Gamification: User Testing

**Tester 1**

The user was taken through the concept of the application (as described in the Stand-Up Week 10 folder). Then they were asked to explore the prototype, and ask questions as they seemed fit. After around 10 minutes, they were asked a few questions:

1. **What makes you motivated to keep your personal goals?**

Seeing some progression on them gives me momentum to continue.

1. **How do you hold yourself accountable to this?**

The thought that in the end the only person to blame is myself if I don’t achieve my goals.

1. **What do you do when you lack the motivation to keep going?**

It is a significant weakness of mine, I supposed to have to renew my reasons as to pursuing the goal, I can't just push through the barrier, have to find a new reason to keep going.

1. **Would you use an app like this?**

I wouldn’t use it for progressing on my own goals - I keep those to myself generally, because I feel less likely to accomplish them when I talk about them to others. I would much rather be the helping someone else (a Sheriff, from the Sheriff/Lawmaker concept). I’m good at pushing and teaching people, and I think this would be a good way for me to keep track of anyone I mentor.

1. **Finally, do you have any thoughts on the stick/carrot metaphor?**

I get it, but I would find it more enjoyable to change it according to context. If I’m using it to mentor someone in something related to fitness, I’d rather give them something that could translate into something tangible. For example, if the person or people I’m helping are a part of the boxing club, I might give them vouchers or discounts to events or classes for achieving their personal milestones. But if that’s not possible, maybe just not carrots.

Also, taking things away on an app just makes you not want to use the app (in reference to Sticks). You could give them something bad (like a rotten carrot?), rather than take anything away, and have a good-bad ratio instead.