

HCIPlayer: Evaluation Manual

ECSE424 Winter 2010, McGill University

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1 Introduction

This document provides the necessary information to conduct usability testing and evaluation of the high-fidelity HCIPlayer prototype. Before you begin, please ensure that you have all of the items listed below.

- Two examiners: the instructor, who will read instructions and interact with the user; and the evaluator, who will observe and fill out evaluation reports
- The HCIPlayer prototype (a jailbroken iPhone with the HCIPlayer application installed)
- A quiet environment with a fast and reliable WIFI connection
- The user manual
- The data collection sheet
- The pre-test questionnaire
- The post-test questionnaire

During testing, if the user needs help or is stuck on a task, only information from the User Manual should be provided.

2 Device Summary

The HCIPlayer is an iPhone with the HCIPlayer application installed. It is a portable music player that takes speech and gestures for input while providing synthesized speech and vibration for basic feedback. Evaluators may find it useful to know that the iPhone itself does not process speech itself, but rather it exchanges data with a remote server, acting only as a microphone in the speech recognition pipeline. Therefore, a fast and reliable WIFI connection must be available to the HCIPlayer during operation. Gesture recognition is handled on the device and any visual feedback provided is for debugging purposes only.

3 Test Procedure

3.1 Experiment Setup

1. It is essential that the examiners first familiarize themselves with the device by reading the user manual.
2. The examiners should test out a number of voice commands and gestures to ensure both that they are familiar with the system and that the system is installed and working correctly.
3. The instructor should read the User Briefing to the user (found at the end of this document).
4. The evaluator should administer the pre-test questionnaire.

3.2 Test Script

For each benchmark task, the instructor should read the appropriate instructions below to the user, and the evaluator should fill out the data collection sheet with the necessary information.

1. Play the first song in your music library by tapping the screen.
2. Pause the song by tapping a second time.
3. Play the next song in your music library by swiping to the right.
4. Go back to the first song by swiping to the left.

3.3 Conclusion

1. The evaluator should administer the post-test questionnaire.

4 User Briefing