

## User Introductions

Thank you for participating in our usability tests. Your participation is central to the proper evaluation of preliminary designs.

Today you will be testing two prototypes of a wayfinding application in the Brown building. You do not need to bring any materials to the test session, however you should reserve a 1-hour period in your schedule for the test.

To make this test as beneficial as possible, we have laid out a few tips and pointers for you. There is no need to memorize them! Just read them over and feel free to ask questions if you don't understand any of the points.

1. We are not evaluating you, we are evaluating the prototypes
  - there is no right or wrong answer to our questions
  - the prototypes will be made of paper and cardboard, they are not final designs and there is certainly room for improvement
  - if you feel something is strange or odd, please mention it to your tester
2. Communication is the key to success
  - thinking aloud is unnatural (we know, we know) but it will help us a lot
  - give honest feedback and make it clear when you don't like something
  - if anything is confusing whatsoever, make your confusion clear
3. Relax! You're doing an excellent job
  - although your tester might be rather quiet sometimes, it's just because they want to see your reactions to the prototypes' features
  - imagination is your friend: if you can envision the way something might work, narrate what happens out loud when you perform an action

Thanks again for participating! We really couldn't do this without you :)