# User Introduction

**A brief note to our test participants:**

Thank you for participating in our usability tests. Your participation is truly central to the proper evaluation of our system design.

Today you will be testing a prototype 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.

1. We are not evaluating you, we are evaluating the prototype.
   - there is no right or wrong answer to our questions
   - the prototype will lack some advanced functionality because the design has not been finalized – there is certainly room for improvement
   - if you feel something is strange or odd, please mention it immediately to your tester

2. Communication is the key to success.
   - thinking aloud is unnatural (we know), but it will help us a lot
   - give honest feedback and make it clear when you do or do not 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 prototype's features
   - imagination is your friend: if you can guess the way something might work (a button for example), narrate what you think will happen before performing the action

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