

Usability Testing

1. Welcome and orient participant
 - a. We're Sun Emoji and our product is a wearable device, with an accompanying app, which is designed to help the user protect themselves from sunburns and skin damage by reminding them when they need to reapply sunscreen and what the current UV index is.
2. Collect supplemental demographic information
 - a. Name?
 - b. Age?
 - c. Are you a parent of a young child?
 - d. Do you get sunburned easily or are predisposed to sun damage?
 - e. Do you tend to remember to put on sunscreen?
 - f. Do you remember to reapply sunscreen throughout the day?
3. Conduct pre-test interview
 - a. Do you use a fitbit/apple watch/etc.?
 - i. If so, do you integrate it with your phone?
4. Conduct "free exploration" of user interface, if appropriate
 - a. How does it feel physically?
 - b. How does it look aesthetically?
 - c. Is the app easy to read (good font size/color/contrast)?
5. Direct participant to perform specific tasks
 - a. Walking outside into the sun
 - b. Can you reset the timer via the wearable button?
 - c. Can you reset the timer via the wearable app?
 - d. Can you tell me what the current UV is?
 - e. Can you reset before the timer goes off?
6. Conduct post-task interview; post-test interview
 - a. Was the app intuitive?
 - b. Was the information clear and easy to read/understand?
 - c. Was the device intuitive?
 - d. Do you have any other comments about the device or app?
7. Thank and dismiss participant