HCI Assignment 5: User Study Design

Group 10, Daniel Leal & Fabian Gubler

November 24, 2022

1 Introduction

After successfully designing our high-fidelity prototype we are now ready to test whether the user goals we had in mind are actually achieved. In order to test and evaluate our prototype we have prepared an experiment slidedeck combined with three questionnaires. In addition, we have written down an extensive experiment procedure to ensure a successfull experiment session.

2 Experiment Procedure (20 Steps)

The following procedure is divided into the following three parts: before, during, and after the experiment

2.1 Before

1. Thank the user for the willingness to participate in our experiment

2. Ensure that the user is on a desktop environment, conversly urge user to switch to a desktop environment

3. Remind the user that the experiment is both voluntary and can be stopped at any time

4. Give a brief overview on the procedure of the experiment to ensure that user knows what to expect

5. Note that we will provide comprehensive guidance throughout the presentation

6. Mention to the user that they are supposed to screen & voice record the session

7. Give detailed instructions on how the user is able to screen and voice record

8. Remind the user to start the recording now

9. Present the context scenario and optionally if they are comfortable ask them to read it aloud

10. Remind them that they should embrace this context scenario

11. Tell the user that followingly they will see a prototype of our product and that they are going to be able to interact with it first hand

12. Explain to the user that they should read what is presented on the screen and speak aloud on what they are thinking and why they are doing certain actions

13. Remind the user on when the task is finished (showing a screenshot of sucess screen) so that they can return to our slidedeck

2.2 During

14. Tell the user that the task starts now and provide a link to our figma prototype

15. Congratulate the user and tell them that they did a great job.

16. Tell the user that she/he can now turn off the screen recording and should go back to the presentation after

17. Present an overview of our three questionnaires

18. Give a link to the questionnaire and again tell the user to return once she/he is finished

2.3 After

19. Thank the user for his participation and wish them a nice day

20. Remind the user that she/he is now able to close the instructions

3 Questionnaires

For our user study it was required to create a System Usability Scale and demographic questionnaire. We have decided against the NASA scale, as many of its items of are similarly contained within the efficiency scale of the User Experience Questionnaire (UEQ). The UEQ, provides us a much more holistic feedback on 6 different scales: Attractiveness, Perspicuity, Efficiency, Dependability, Stimulation, Novelty.

3.1 Reference

All questionnaires have been implemented using google forms. Please refer to our slidedeck or access the questionnaires directly using the following link: Google Forms

4 Figma Prototype

During our previous exercise session we had the opportunity to gain feedback through our first external interaction of our prototype. For this assignment we have made use of this feedback and improved the following aspects of our prototype:

- Make the font larger.

- Change the Style of the Success page to the minimalist style of the other pages.

- Add help inputs (dialogs to inform user).

- Check app in different screens (in Mason's laptop it did not fit his screen).

A link for the prototype can be found in the slidedeck or is accessible directly using the following link: Figma Prototype