

Team Name: StoryPlay (Group 9)

User 1: 33-year old woman

Instruction	Observations	Thoughts from user/ Include specific quotes	Updates to consider
1. Click through a story of your choice	Font too small, uncentered Found the arrow on the last page confusing Thought arrow on last page appeared too soon	"I can't read this font, it is too small" "The arrow on the end page is confusing" "I love the little graphics"	Change font size Center some text Change when the end page arrow appears
2. Choose your avatar and note how it interacts with the story	Had trouble figuring out how to pick a character Generally loved the avatars	"I like the pop up graphics with the kids in them" "I love the avatars they are cute and diverse"	Make it more clear how to pick an avatar

User 2: 16 year-old boy

Instruction	Observations	Thoughts from user/ Include specific quotes	Updates to consider
1. Click through a story of your choice	Generally did not enjoy the game Thought moving pictures were the best part Didn't really understand the stories	"Font is too small, I can't read it" "This is for little kids" "I don't understand what I'm supposed to do"	Change font size Make story more clear
2. Choose your avatar and note how it interacts with the story	Didn't really care about the avatars but thought it was kind of cool that they appeared in other places	"None of these look like me" "Its fine, they are all little kids"	Even more avatars

User 3: 4-year old boy

Instruction	Observations	Thoughts from user/ Include specific quotes	Updates to consider
1. Click through a story of your choice	Had a little trouble figuring out how to advance in the story Wanted to see different animals on different playthroughs	"More pictures!" "More animals!" "More moving pictures!" "More colors!"	Make buttons bigger Random animals on different playthroughs
2. Choose your avatar and note how it interacts with the story	Had a good time selecting an avatar and was amused that they showed up in later pages	"This one looks like me!" "That sounds like aunty Tracy"	More chances to see avatar in the story

From the usability test, what suggestions are you implementing?

The main change we will make is to set the font text to a larger size on all pages. It is definitely too small and hard to read. There are also places the text needs to be centered.

The end page button is kind of confusing if you don't already know what it does. It appears at the very beginning of the narration which might lead users to click it right away, ending the story. We will have the button appear when the narration is concluded.

We will certainly have more opportunities to see the avatar within the game. That was a huge plus that we were complimented on.

It should be more clear how to pick an avatar. Currently, it is a small image at the bottom of the screen that isn't obviously clickable. We'll change either the size of the image, make an arrow pointing to it, or similar.

Some buttons could be bigger. We'll figure out which ones make sense to enlarge.

In conclusion, things went pretty well. The 33-year old woman is a professional instructional designer and was overall impressed. The 16-year old boy was not really engaged but he is not really engaged in anything but video games and YouTube. The 4-year old did enjoy it, though he might be too young for it.