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**SmartMatch: Usability Test Plan**

**Introduction**

SmartMatch is a mobile app that allows aspiring programming students to match with other users to create compatible study groups in order to practice coding problems. Users will input information such as their strengths and weaknesses into the app, which will match the user with other users based on those characteristics. The user will be inserted into group chats with other users that he/she matched with. Other features include solo and group coding quizzes, progress bars, and locations of other users.

**Goals:** **What usability issues are you trying to identify? What assumptions about the design are you trying to validate?**

We are trying to identify any bugs and logical errors that we may have missed in the development stages. We’re also looking for any issues that may affect the simplicity of the prototype such as too many pages to complete a task, unclear directions, weak calls to action, inconsistencies in the flow, etc. Our biggest goal is to make sure the user understands the purpose of each call to action we have and has an easy time getting around the prototype. We also want to make sure our buttons are working properly with each one leading to the correct page.

**Test Measurement Criteria: How will you measure the usability of your app?**

For each task given, we plan to test:

* Whether or not the user is able to complete the task given
* How long it takes for the user to complete the task
* Whether or not any errors were made while completing the task and if so, how many
* How much effort it takes to complete the task given (how many button presses/clicks/swipes it took to complete the task)
* Ratings given by the user on difficulty completing the task on a scale from 1-5 (1 being the easiest and 5 being the most difficult)
* Any additional positive or negative feedback given by the user

**Test Logistics:**

**a. Number of participants**

We plan to test up to 10 participants.

**b. Setting (will you grab people in the library or about campus, or schedule time?)**

Because of coronavirus we are restricted to testing in our home settings.

**c. Devices (what device will your test participants use? Will you record the test?)**

We will conduct our test on a mobile device. We will record the test using Validately.

**d. Prototype (identify where the prototype is located and how people view it)**

We will be testing our prototype through Validately. Validately will automatically record the data we’ll need.

**e. Test script (What will you say to your test participants?) If you are remote testing, you will not have a spoken script, you will have to write an introduction to your participants.**

Hello, we are Smartmatch, an app created to help students learn new subjects through practice and group collaboration. We are looking for users to test our prototype so that we can make improvements. In this test, you will be asked to do specific tasks and give feedback on how difficult the task was, time it took to complete, etc. At the end we’ll ask for additional feedback and for an overall rating.

**f. Data capture worksheet (How will you capture notes from your test?)**

We will be mainly taking data from our questions asked in Validately. We may also record additional feedback that a user may give separately from Validately.