PASS THE PH◓NE

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Usability Test Procedure

The test can be conducted with one or two examiners. The first part of the test aims to evaluate the setup portion of the game. The examiner will to follow a user as they go through the setup phase, and take notes on what they observe. The second part is two-fold, and is where the test can be separated among two people. To evaluate the game itself, the way a single user interacts with the application is just as crucial as following how the game unfolds among the group. When a user has the phone, notes on their interaction with the application should be taken. The usability goals that relate to the game itself – whether the game is fun, confusing, involves all players, and if the length is adequate – are easier to evaluate from a more removed standpoint, overseeing the group as a whole. Since there are relatively few game screens, a single examiner could potentially do both tasks, just as they could be distributed to two examiners.

Equipment and Handling

As detailed in the User Manual section, the prototype requires an Android smartphone. You may choose to install the application on your own smartphone by following the installation instructions, or we may supply a smartphone with the application on it for testing. From this point, the application is ready to be tested.

> **Tip:** If you are running Android 6.0 or above, you have the option to turn on a feature called Screen Pinning. This allows you limit the use of the phone to the current application only, preventing users from navigating out of the game. This is particularly useful for testing. To turn on Screen Pinning, open the Settings application, navigate to Security, and select "Screen Pinning". Below the toggle for this option, quick instructions on how to use Screen Pinning are provided.

Interacting with Test Subjects

First of all, test subjects should be told that they are testing a rough prototype of the final product, that encountering interaction problems is normal and expected, and that any feedback is appreciated. Test subjects should be given a general idea of the application, and should be able to relate this to their own experience. To do so, the paragraph on our home page serves as a good introduction:

> You're sitting with a group of friends, and yet everyone is on their phone. No social interaction whatsoever. Has this ever happened to you? Pass the Phone is a mobile game whose goal may seem contradictory at first: to get people off their phone! The game only needs one person's phone, which gets passed around as people ask questions and answer them as a group.

Since we would like the application to be easy to use, this should be enough exposition on the part of the examiner. The tester should be left alone while using the application, and questions on how to proceed should not be answered (unless the user has been stuck on an issue for a long period of time). This is to avoid interference on the part of the examiner in the process of the game, and to ensure that a user's feedback in not influenced by outside sources.

Measurements

There are five quantitative measurements, linked to the first five usability goals. Measurements 1 to 3 should be gathered during the setup part, and measurements 4 and 5 relate to the game part.

1. A new user should make **no more than 2 errors** throughout the setup.
2. The setup should take **no more than 3 minutes**.
3. The setup screen should be entered in its entirety **no more than once** for a given group, even if a new round is started.
4. A new users should ask **no more than 3 questions** related to the progression of the game
5. If a player does not receive the phone as often as the other players, or if they do not ask questions as often, then this goal is not met.