**Interview Script— Low Fidelity Prototype – Team Annex**

**Interview 1 3-18-13**

**Start Time: 8:05am End Time: 8:23am**

**Interviewer: Richard Blotevogel Interviewee: Cody Weber**

**Human Computer: Brian Olsen Note Taker: Joshua Koehn**

1. Introduction
   1. Introduce yourself
   2. Explain interview purpose – This interview assists in conceptualizing tasks, processes, and needs of the user’s that will be using the product we’re designing for our project.
   3. Reassure
      1. Interview is recorded, but private – only intended for school purposes
      2. No right or wrong answer
2. Warm up-session (demographic)
   1. What is your major?

cs

* 1. What class are you currently in? (Freshmen, Sophmore, etc..)

junior

* 1. How many years of computer experience do you have?

1

* 1. What kind of internet browser do you use?

Firefox?

* 1. What other software do you use regularly?

Netbeans,

* 1. Do you own a tablet?

He did

* + 1. If so, how long?
  1. Are you familiar with the Engineering Building?

Kind of

* 1. NOTE: Gently instruct and remind the user to “think out loud”

1. Main Session
   1. Describe assignment to them. (**Keep in mind this is touch screen not a PC application make sure to convey this to the user.**)
   2. Walkthrough (Start User in main screen):
      1. Enter into the application
      2. View room 1010
         1. What time does CS 321 meet? “Monday through Wednesday”
         2. Go back to the previous screen
      3. View second floor
      4. Can you find where the instructor information is located?
         1. View Dr. White’s information
         2. What are his office number and hours?
         3. Can you go back to the map?

(Did they use ‘back’ or ‘floor layout’ button?)

* + 1. View the third floor
    2. Find directions to room 3010

Had difficulty finding room 3010

* + - 1. Can you go back to the map?

(Did they use ‘back’ or ‘floor layout’ button?)

* + 1. View the third floor building extension
    2. Can you remove the building extension?
    3. Can you return to the first floor?
  1. Follow up Questions:
     1. Does the interface seem cluttered?

No, pretty spread out

* + 1. Was it easy to figure out how to pull up directions to the rooms?
       1. If not, explain how it was difficult to find?

It’s not quicker than looking for the room yourself

* + 1. When viewing the directions did the instructions seem clear?

yes

* + - 1. Did the layout seem easy to follow?

yes

* + - 1. Is there a way we could improve this section of our application?

Liked the display, liked the arrows

* + 1. Did you know that the “Floor Layout” button could take you back to the main screen that has the map?

no

* + - 1. Was the wording for this button confusing?

Not the word that he would have used, use a better one

* + - 1. If not, did it provide a smoother transition to the main screen?
    1. Is it confusing to click on the map to view a room?

Would not have done it without having been told that he could

* + - 1. Would it be simpler to use a button to lead you to a list of room numbers (similar to how accessed the faculty and staff page)?

No, not more efficient

* + 1. Were there aspects about our interface that you liked?

yes

* + - 1. If yes, name a few

Very clear, simple, liked floor layout

* + 1. Were there aspects about our interface that you didn’t like?

yes

* + - 1. If yes, name a few

Wording, add button to search through rooms

1. Cool-off Period
   1. If we were to build this kiosk, would you use it?

Yes

Ability to search for rooms by number or by class (didn’t hear the question)

* 1. If you could have one design wish for this software what would it be?

Make the directions easier and quicker to find, instead of having to click the room number first.

* 1. Debrief
     1. You did a great job…
     2. Do you have any questions for us?

Will this actually be made?

1. Closing Session
   1. Have the user sign the forms

Ideas:

* He used the back button, so maybe the floor layout button is not needed or change wording
* Pulling up directions took too long.
* Add a label to the map to instruct user to touch the rooms to pull up room information
* Ability to search through a list of room (instead of) or (in place of) clicking on the map
* Change some confusing wording