

**Intro:** This is an early mockup of our app, ParkMe. Its purpose is to help you get to class quicker by helping you find a parking spot. We will use your data to make our estimates of how full lots are more accurate. We will use your input from this interview to refine our UI. I want to stress that we are testing the system, not the user. You are allowed to quit at any time.

After the initial screen there is a pop up asking if you want to allow ParkMe to use your location. Which button would you click?

DON'T ALLOW

Why didn't you allow the app to use your location? It is an important feature for it to work.

ALLOW

Is there any specific reason, other than those listed, why you clicked allow?

After the previous screen there is a pop up asking if you want to allow ParkMe to send you notifications. Which button would you click?

DON'T ALLOW

Why didn't you allow the app to send you notifications? It is an important feature to alert you if you parked in a 15 minute spot.

ALLOW

Is there any specific reason, other than those listed, why you clicked allow?

This next screen is the main screen of the app, and is the first screen you see every time you open the app other than the first time. What do you want to click on? Why? (follow up with the same questions for each button they touch) Walk me through what you think each button does.

task: search for the data parking lot.

task: then see how full it is.

What else do you want from this interface that it doesn't offer? If you wanted to know more information, what would it be?

Was anything confusing or hard to use? What was straight-forward?