To Be Completed By Tester				
Session Date:	Session T	īme:		
Configuration tested:				
Webware version:	Server:	Browser:	Platform:	
App version:	Gerver.	OS version:	Platform:	
Sensor HW verson:	Sensor FW		i iddoini.	
Significant configuration of		7 70.00		
Ciamificant propert deviati				
Significant prompt deviati	ons (summanse).			
Operational difficulties, us	se errors, and close ca	alls (summarise and lis	st JIRA ticket(s)):	
Time Required for Execut	 tion:			
Test Executed By – Print);		
Print:	Signature:		Date:	
	-			
Deculte Devices of and A	annessed Dry Dulint Ma	ma Cimp and Data		
Results Reviewed and Ap Print:	-	me, sign and Date:	Date:	
FIIII.	Signature:		Date.	

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Test Protocol: Usability - Cards		

1. **Introduction and Purpose**

The purpose of this usability test protocol is to evaluate whether cards helps the users understand and navigate our mobile site in the most efficient way.

2. Scope:

- 2.1. The scope of this test plan includes looking at a card printout of our mobile application and interpret what it means.
- 2.2. More than one usability test may be run in a single usability session; see TST Usability ParticipantInfoSheet for introcution, purpose, scope, definitions, materials, and procedure information applying to all usability tests.

3. **Definitions**

- 3.1. **Card** - (loosely) a single view or screen appearing in the Propeller application.
- 3.2. MDI - Metered dose inhaler

4. **Materials and Equipment:**

- The following materials and equipment are required for executing the test plan.
 - 4.1.1. Data Sets: N/A
 - 4.1.2. Equipment:
 - 4.1.2.1. Hardware
 - 4.1.2.1.1. Screen or printout for displaying card prototype
 - 4.1.2.1.1.1. Printout
- TV screen
- Laptop screen
- Phone screen
- Paperwork 4.1.2.2.
 - 4.1.2.2.1. O Card containing prompt information: Dose times
 - © Screenshots or mockups of cards under test (attach images) 4.1.2.2.2.
- 4.1.3. Machine Configuration: As listed on Page 1.
- 4.1.4. **Automated Test Scripts: N/A**
- 4.1.5. Standard Data Files: N/A

5. **Procedure:**

5.1. Introduction to usability testing

See TST Usability ParticipantInfoSheet

5.2. Task

5.2.1. **Introduction to Propeller**

- 5.2.1.1. ☐ The Propeller System helps people who take an inhaler medication to treat asthma.
 - 5.2.1.1.1. Asthma is a condition that can make it hard for people to breathe. People with asthma often use an inhaler like these to breathe in medication that makes breathing easier. People typically have two inhalers:
 - 5.2.1.1.1.1. one that they use during moments when they're having an asthma attack and symptoms are bad, <point to Albuterol inhaler> and
 - 5.2.1.1.1.2. one that they use every day to prevent symptoms from occurring in the first place (similar to people who take allergy medication every day) <point to Flovent inhaler>.
- 5.2.1.2. ☐ Propeller Health does not make the inhalers themselves. We make an add-on product that works with the inhalers.

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	5.2.1.3.	☐ Our proau	ict includes	s a device called a "Sensor."	It goes on top of the
				ly records when you use you	
		information to	o your sma	rtphone.	
	5.2.1.4.			formation to remind you to ta	ke your daily inhaler.
5.2.2.	Stage	Setting		•	•
			ne you don	't have asthma, so we're goi	ng to
				retend that you are caring for	
				ild with asthma	
		5.2.2.1.1.2.		children with asthma	
	5.2.	2.1.2. © ai		ake "person" to pretend to be	
	0.2			are Alex, and	•
		5.2.2.1.2.2.	© You	have asthma.	
		5.2.2.1.2.3.		take	for your asthma
				O You take it every day at _	
				have <insert contact="" informa<="" th=""><th></th></insert>	
			1.2.4.1.	mave \misert contact informe	111011./
	<i>5</i> 2 2 2			araan wa'ra aanaidaring nut	ting in our onn Toko
	5.2.2.2.			screen we're considering put	ung in our app. Take
	5.0	a moment to			ala accide accide accide
				mean? / What is the screen	snowing you?
				you do in response?	
	5.2.2.3.			ou are done. I won't tell you	when I think you are
		done, so be		me know.	
5.2.3.		ecords record			
				enote important points with k	ey:
		3.1.1. [UE]		Use Error	
	5.2.3	3.1.2. [OD]	=	Operational Difficulty	
	5.2.	3.1.3. [CC]	=	Close Call	
	5.2.5 5.2.5	3.1.2. [OD] 3.1.3. [CC] 3.1.4. [B]	=	Close Call Product Bug	
	5.2.5 5.2.5	3.1.3. [CC] 3.1.4. [B]	=	Close Call	
	5.2. 5.2.	3.1.3. [CC] 3.1.4. [B]	=	Close Call	
	5.2. 5.2.	3.1.3. [CC] 3.1.4. [B]	=	Close Call	
	5.2. 5.2.	3.1.3. [CC] 3.1.4. [B]	=	Close Call	
	5.2. 5.2.	3.1.3. [CC] 3.1.4. [B]	=	Close Call	
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	5.2.	3.1.3. [CC] 3.1.4. [B]	=	Close Call	
	5.2.	3.1.3. [CC] 3.1.4. [B]	=	Close Call	
	5.2.	3.1.3. [CC] 3.1.4. [B]	=	Close Call	
	5.2.	3.1.3. [CC] 3.1.4. [B]	=	Close Call	

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5.3. **Follow up**

5.3.1. Self-identified trouble areas

5.3.1.1. Operational Difficulties: Was there anything that was difficult or confusing?

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5.3.1.2. <u>Use Errors:</u> Were there any points where you did something and later thought "oh, maybe that wasn't right?"

5.3.1.3. <u>Close calls:</u> Did you have any "close calls" where you almost did something and caught yourself?

5.3.2. Participant mindset during trouble areas

5.3.2.1. Can you walk us through your mindset when ...

5.3.2.1.1. (Individually discuss each use error, close call, and operational difficulty not already discussed. Record notes above.)

5.4. Interview questions

5.4.1. See TST_Usability_ParticipantInfoSheet

6. Appendix

- 6.1. Cards shown:
 - 6.1.1. Attach cards shown and record the order in which they were shown. If multiple cards were shown concurrently, record them with the same number.

6.2.	Additional Notes:

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