McGill

Usability Goals
Intersect Assist

> **Thank you for considering being a volunteer for the low fidelity prototype usability test of Intersect Assist**. The result of this usability test will help us determine and improve the final product which will help visually impaired people to feel safer while crossing roads intersections.

User Code:_____   Date:_____/_____/_____

Goal #1
The user shouldn't need to play the introduction to the application more than two times, which includes the information on allowances.
Pass / Fail
If the user needed to repeat the introduction more than two times, the system fails to meet this goal.

Comments

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Goal #2
The described allowances below shouldn't cause any confusion to the user.
- Swipe up, meaning relative to the screen.
- Swipe down, meaning relative to the screen.
- Double tap, meaning to double tap the screen.
Pass / Fail
If, for example, the user swiped upwards when he intended to swipe downwards(or any variant of this example), and it wasn't due to any accidental swiping, the system fails to meet this goal.

Comments

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Goal #3
The rendering of information regarding mapping and/or veering should be coherent with what the user intends to accomplish.
Pass / Fail

Observer
Name:_____   Signature:_____

If the user is confused and requires the help of someone else, the system fails to meet this goal.

Comments

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Goal #4
The user should be capable of skipping any information he doesn't want to hear.
Pass / Fail
If the user is not capable of skipping certain pieces of information, the system fails to meet this goal.

Comments

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Goal #5
The user should at all time know what input is expected of him in order to enter the mode he requires.
Pass / Fail
If, at any time, the user shows signs of confusion and asks the examiner to help him with what to do next, the system fails to meet this goal.

Comments

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Observer
Name:_____   Signature:_____