

## **Who are our users?**

### **Participant number one: Akalie**

Interviewer: Gabe Molitor, Technology: Matin Horri & Nathan Kohane, Notes: Dida Jarso

### **Participant number two: Ben**

Interviewer: Lorenzo Vega, Technology: Matin Horri & Nathan Kohane, Notes: Elliot Wooley

## **Goals of the test**

- Ask the user to accomplish specific tasks using the interface; observe where the user has issues, makes errors, etc.
- Determine whether participants can complete tasks successfully and independently.
- Assess their performance as they try to complete tasks, to see how well our design works.
- Review the interface with the user to get feedback about how well it addresses their needs, and see how much users enjoy using it.
- Identify problems and their severity
- Improve the interface based of user's feedback

## **Testing Plan**

Introduction: Thank you for agreeing to participate in user testing for our note taking application. Please remember that we are not testing your ability to use the software, but the software itself, and that any and all feedback you can offer us is valuable. We also ask that you think aloud while using the software, so that we can gain more insight into how someone might use our app. We will be recording notes based on events that happen during the test, but these notes will not be tied to you in any way. Additionally, these notes will be deleted once the project has completed. Finally, we would like to remind you that you may choose to end the test at any point during the session for any reason.

User Instructions: Ask the user to direct their attention to a laptop with a powerpoint presentation. Then prompt the user to create a new subject. Next, tell the user to open the subject and take notes of what is on the powerpoint, making sure to format correctly. Finally, ask the user to add an image to the side-bar. Finally, ask the user what they thought worked and didn't work with the prototype.

Team Roles: The interviewer will directly interact with the participants, giving instructions and encouraging the user to think aloud. Gabe or Lorenzo will act as the interviewer in each of these tests. As the group member most familiar with the prototype, Nathan will be in charge of monitoring the prototype in all tests. The application will be loaded on Martin's Android tablet, so he'll also help make sure the technology runs smoothly in both tests. Dida and Elliot will each take notes on one of the tests.

Challenges: If a user manages to break the prototype in a way that is unrecoverable, then we will step in to reset and/or remedy the situation. However, if a user finds themselves stuck in a situation that isn't catastrophic to the prototype's functionality, we have decided to let them try and solve the problem themselves. If the user encounters such a problem, we will encourage them to vocalize and talk through their thinking as they try to solve the problem. If the user is unable to solve a non-catastrophic problem themselves, we will step in and reset the situation. Since our focus is mainly on simplicity and ease of use, we will try to be as hands off as possible during our user testing.