**USABILITY TEST #1**

Where: User’s home (dining table)

Duration: ~10 minutes

Instructions: This is your mouse cursor (as I hand over a pen). This is the mobile app that you just opened (pointing to the paper prototype). Please only focus on the area within this box, which represents the mobile device screen. I’m going to have you perform certain tasks as if you were using the app. Does that make sense? (Yes) Okay, I want you to talk out loud whatever you’re thinking of while you go through these tasks. Okay? (Okay)

Process: I provide minimal directions to the user and have them perform one full task at a time, while observing their actions with the prototype.

Tasks:

* What would you do if presented this (Login) screen? (Enter email, password, and click “Submit” button)
* Let’s say you forgot your password, what would you do? (click “Forgot Password” link)
* Ok, assuming you are logged in, you would be presented with this screen. The app lets you scan a barcode on any food item and see health-related information about the product. What would you do at this point? (Press “Scan” button and scan a UPC)
* So now that you’ve scanned a product, it appears here in a list. What do you think about this?
  + “I wish it had more information here, instead of a link for the details.”
* What about the cutoff text to the right of the product info.? How would you perhaps investigate what that is? (Referring to the healthy alternative info)
  + “Maybe click it or swipe it horizontally. Probably swipe it.” (Swipe)
* So, lets say that you want to see more information about the product. What would you do? (Click “Details” link)
* What does this screen provide of value to you? (health information, ranking, numerical score)
* Now, if you wanted to scan another product, what would you do, assuming you were done with the information on this screen? (Press “Back” button)

Successfulness: User successfully completed all tasks, seamlessly and without any significant problems.

Challenges: N/A

User Thoughts: More information should be provided on the scanned products list screen

**USABILITY TEST #2**

Where: User’s home (dining table)

Duration: ~10 minutes

Instructions: This is your mouse cursor (as I hand over a pen). This is the mobile app that you just opened (pointing to the paper prototype). Please only focus on the are within this box, which represents the mobile device screen. I’m going to have you perform certain tasks as if you were using the app. Does that make sense? (Yes) Okay, I want you to talk out loud whatever your thinking is while you go through these tasks. Okay? (Okay)

Process: I provide minimal directions to the user and have them perform one full task at a time, while observing their actions with the prototype.

Tasks/Questions:

* What would you do if presented this (Login) screen? (Enter email, password, and click “Submit” button)
* Let’s say you forgot your password, what would you do? (click “Forgot Password” link)
* Ok, assuming you are logged in, you would be presented with this screen. The app lets you scan a barcode on any food item and see health-related information about the product. What would you do at this point? (Press “Scan” button and scan a UPC)
* So now that you’ve scanned a product, it appears here in a list. What do you think about this?
  + “I guess I could just click “Details” to see more.” (clicks “Details”)
* What about the cutoff text to the right of the product info.? How would you perhaps investigate what that is? (Referring to the healthy alternative info)
  + “Just scroll it to the right.” (Swipe)
* So, lets say that you want to see more information about the product. What would you do? (Click “Details” link)
* What does this screen provide of value to you? (health information, ranking, numerical score)
* Now, if you wanted to scan another product, what would you do, assuming you were done with the information on this screen? (Press “Back” button)

Successfulness: User successfully completed all tasks, seamlessly and without any significant problems.

Challenges: N/A

User Thoughts: Positive Experience

**FUTURE TEST CHANGES:**

* Omit notes from paper prototype and instead use a transparent overlay that contains additional notes.
* Create more wireframes that can be used throughout the usability testing process to create a more accurate and immersive experience.
* Record interviewees using video recording (multiple angles preferred)
* Add quantitative performance measures (like time to complete each task)