

User Design Study Protocol

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Group 13

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Make sure you have a copy of the guideline complete blocks printed and the latest Unity files downloaded.

1. Initialize

- (a) Open the [sheet](#) and check which participant number is next.
- (b) Open the [form](#).
- (c) Enter the participant number in the form. Choose prototype A first if ID is even, else prototype B. (Choose corresponding section in form by [Back](#) and [Next](#) buttons)
- (d) Set up the laptop with mouse connected and the right prototype open. Open the other prototype in the background.
- (e) Set to play maximized and click on the Play button.

2. Set up participant

- (a) Introduce the participant to the purpose of the interface (creating a game).
- (b) Let participant fill up details in the form.
- (c) “Logic of the program is split into blocks which can be selected on the right panel, and buttons on the left. You interact with the center.”
- (d) Introduce them to the first prototype and how to interact with it (drag and drop bricks into blanks).
- (e) Introduce them to the training and testing tasks, specifically: **Spawn Asteroid** for training and **Collision Check** for testing.
- (f) Ask if any doubts, else continue with training.

3. Training on first prototype

4. Testing on first prototype

- (a) Set up stopwatch
- (b) “Let me know when you want to start”
- (c) Note down number of clicks before and after participant completes block, and time taken in the form.
- (d) After participant finishes, stop stopwatch
- (e) Provide participant with form to fill up

5. Set up second prototype (navigate to corresponding section in the form)

6. Training on second prototype

7. Testing on second prototype

8. Ask general questions (as in the last section in the form) orally and record responses in the form

9. Thank the participant for their time. “Ciao!”

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