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User Design Study Protocol (Preliminary)

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1. Welcome participant

"We present to you an interface using which you can develop a game. The game will be to shoot down stars with a rocket. Using a graphical interface we have developed, you can program the game."

2. Participant fills out demographic questionnaire (asking them for age, etc.)

A short questionnare asking for the participant's name, gender, age and educational background. A question regarding the participants prior experience in programming is also asked.

3. Participant is introduced to the study purpose

"The purpose of this study is to evaluate the usability of our interface. We are interested in your opinion on the interface and the game you can develop with it. We will also ask you to complete a short questionnaire after the study. The study will take about 15 minutes."

4. Training phase (no data collected)

The interface is introduced to the participant.

- (a) Participant practices task with prototype A (or B)
- (b) Participant practices task with prototype B (or A)
- 5. Trial phase (data is collected)

The screen is recorded in order to get the time taken for the rask, and step recorder is also run in the background.

- (a) Participant performs task with prototype A (or B)
- (b) Participant performs task with prototype B (or A)
- (c) Participant fills out questionnaire and answers interview questions

"We will now ask you to fill out a short questionnaire. The questionnaire will ask you to rate the interface. The questionnaire will take about 5 minutes."

Questionnare consists of 3 questions: how easy it was to use each of the A and B interfaces and which the user prefers, in a 5 point Likert scale. The questionnaire also asks the user to rate the game they developed, in a 7 point scale.

6. Debriefing

Explain how it was useful to have two interfaces to compare and how the study will help us improve the interface.

7. Participant is dismissed

"Thank you for participating in our study. If you have any questions, please feel free to ask us now. If not, you are free to leave."