Usability Test Script

Week 2 in-class Lab

Test Script

INTRO

This is a test script which will be used to evaluate the usability, accessibility and missing features the application can benefit from.

THE QUESTIONS

- Do you understand the purpose of this application?
- How easy is it to navigate all the features on the application?
- What other features would like to have that benefit your experience?

TASK

- Run a game of mtg gathering and use the application.

WRAP-UP QUESTIONS

- Does the application benefit the play experience?

CONCLUSION

- Thank you for using my application. Hopefully this tool benefitted your gaming experience.

Data & Notes

Questions before test

- Do you understand the purpose of this application?	No, there wasn't any clear instructions on how to use the application or didn't understand what the purpose was
- How easy is it to navigate all the features on the application?	Not that easy, as there weren't clear instructions on how to use the application.
- What other features would like to have that benefit your experience?	Have an introduction to what the purpose of this app is. And how to use it
- How easy is it to navigate all the features on the application?	It works smoothly
- What other features would like to have that benefit your experience?	Explain the purpose of the application more clearly

- Do you understand the purpose of this application?	- Not really, since the application did not provide any background information on how to use the application.
Observations during task completion	

Wrap-up questions

- Does the application benefit the play experience?	Not really because the application does not provide enough information on the purpose.
	- Yes

- Does the application benefit the play experience?	