**Experimental protocol**

A. Set-up

1. Arrive 15 minutes before the testing session.

2. Turn on a computer / laptop and make sure the Internet connection is on and running.

    2.1 If there is no Internet connection, plug in to the computer / laptop the provided USB drive.

    2.2 Launch Google Chrome or Mozilla Firefox.

    2.3 Click on the "File / Open file" at the top navigation menu of the browser. The pop-up window apperas asking you to indicate the required file location.

    2.4 Navigate to the USB drive, choose the folder "timeApplicator".

    2.5 Select the file "start.html" and press "OK".

    2.6 Make sure the application prototype starts loading.

    2.7 Open second tab of the browser (that will be used for the testing of the redesign prototype).

    2.8 Repeat steps 2.3 and 2.4

    2.9 Select folder "timeApplicator\_redesign".

    2.10 Select the file "start.html" and press "OK"

    2.11 Make sure the application prototype starts loading.

    2.12 Switch to the first tab of the browser.

    2.13 Go to the step 15.

3. Lauch Google Chrome or Mozilla Firefox.

4. Since the application prototype is hosted via Dropbox, go to the Dropbox web site and sign-in with the following cridentials:

    Email:       xyz@abc.com

    Password: qwerty1234

5. Navigate to the "Public" folder, find the "start.html" file, right click mouse on it, and choose "Copy the public link".

6. Confirm the copy.

7. Open a new tab in Chrome or Firefox and paste the copied link to the address bar.

8. When the application prototype is loaded, scroll up / down, click all 5 navigation menu buttons on the left consequently, click the date picker  icon on the top to make sure the prototype works correctly. If you experience any problems, refresh the page. This will help to avoid confusions during testing that might be caused by Internet connection.

9. Go to the Dropbox Public folder again.

10. Navigate to the "timeApplicator\_redesign" folder, find the "start.html" file there, right click mouse on it, and choose "Copy the public link" (this is the redesign version of the application prototype).

11. Confirm the copy.

12. Open another tab in the Chrome or Firefox and paste the copied link to the address bar.

13. When the application prototype is loaded, scroll up / down, click the calendar on the left, select different months, and click the "Prev" / "Next" buttons of the slider to make sure the prototype works correctly. If you experience any problems, refresh the page. This will help to avoid confusions during testing that might be caused by Internet connection.

14. Return to the second tab of the browser.

15. Turn off the computer / laptop monitor so the tester won't see the application at arriving.

16. Get forms ready for tester arriving. The required forms are:

*Informed consent form (see the informedConsentForm.docx)*  
*Questionnaire form (see the timeApplicator\_questionnaire.docx)*

17. Get a blank list of paper ready for you to take notes.

B. Informed Consent:

1. Read the following:  
"Hi! Thank you for agreeing to participate in this application testing. Today, I'm asking you to serve as an evaluator of this application and to answer / complete a set of questions and scenarios. My goal is to see how easy or difficult you find the application to use.

I’m here to record / note your reactions and comments of the application you’ll view.

First, I'll show you the application initial screen / tab and give you 3 minutes to simply look at that without clicking on any element. You can use a mouse to scroll up or down, but please, don't click on anything yet. When time is over, I'll ask you if you would like more time to look or think about the application. If you do, I'll give you another 3 minutes. When you are ready I'll ask you several question regarding what you think about the application.

Second, I'll explain you what the application is about, what's its main purpose and what it does. Then, I'll ask you to perform several simple tasks and record the time you need to complete them. If you will have any problems, or get stuck, don't worry, that’s the UI at fault not you. If you decide not to perform any given task at anytime for any reason, don't worry as well. We'll simply move to the next one. Unfortunately, not all the elements of the application are fully functional, so when you hit such an element, I'll explain you how that works and provide any additional information. If a not fully functional element prevents you from a task completion, we'll move to the next task. Also, time to time I'll take photos if you don't mind. This will help me with the testing results evaluation.

Third, when you finish with the tasks, I'll ask you several question regarding your experience and record your answers. Some questions will contain the scale of 1 to 5, where 1 means not at all, while 5 stands for very something.

Fourth, I will show you the redesign version of only one element of the prototype and give you 5 minutes to check / play with that. When time is over, I'll ask you several questions regarding your thoughts or how you like / dislike the redesign element comparing to the original version."

"Ok, can I ask you to take a look at the consent form. It basically outlines that there’s no benefit for you taking part in this testing, but equally there’s no risk. It also asks you to give permission for me to take photos. Any photos I do take might be used for the BCIT “COMP 8521: Selected Topics in Advanced Interface Design” course final project, but your face and any identifiable details will be removed or blurred out first. To help me take notes, I might ask you questions time to time. So could you take a look at that and sign it if you're comfortable."

2. Have the tester read and sign the consent form. You keep the consent form.

3. Turn on the computer/ laptop monitor and show the tester the original application (second tab on your browser).

4. Start counting 3 minutes.

5. When time is over, ask the tester if more time is required. If yes, give 3 more minutes. If not, proceed to the next step.

6. Inform the tester you are going to ask him/her several question regarding the application's first impression.

7. Read the following:

"Remember, that its the application under test here, not you. So don't worry about making mistakes. If you have any problems, or get stuck, that’s the UI at fault not you, and those are exactly the things that I want to find in the test. Also, there is no right or wrong answer. I really just want to know if the application is designed well for you."

8. Ask the "part\_1" questions from the questionnaire (see the *timeApplicator\_questionnaire.docx*) and

record the tester's answers.

9. Inform the tester you are going to ask him/her to perform several tasks.

10. Start with the task 2.1 from the questionnaire (see the *timeApplicator\_questionnaire.docx*) and finish with the task 2.5. Record time the tester needs to complete each task. If the tester is stuck, ask the reason and move to the next task. If the tester hits a not fully functional application element, explain its functionality and let the tester continue based on the explanation you provided.

11. When all tasks are done, inform the tester you are going to ask several question regarding his/her experience playing with the interface.

12. Ask the "part\_3" questions from the questionnaire (see the *timeApplicator\_questionnaire.docx*) and record the tester's answers.

13. Inform the tester you are going to show the redesign element of the prototype.

14. Open the third tab of the browser, show the redesign version, and start counting 5 minutes.

15. When time is over, ask the tester "part\_4" questions from the questionnaire (see the *timeApplicator\_questionnaire.docx*) and record the tester's answers.

16. Write down any additional notes or suggestions the tester might have.

17. When you are done with the questions, thank the tester and indicate that was really great to work with him/her.