A7 – High-Fidelity Prototype & Usability Study Instruments

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Wellness Warriors (Group C19*)

CSC 318: The Design of Interactive Computational Media

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November 15, 2022

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Section 1: Usability Testing Plan

Research protocol

1. **Project Title:** Questionnaires on Gen Z using the social media application on Mental health
2. **Investigators:** Ayesha Nasir, Ruemu Digba (Ray), Sheraveen Huang, Siyi Wang (Cynthia), Stefanus Albert Welong, Victor Alvarez
3. **Purpose:** The purpose of the research is to understand how generation Z operates our application, and which aspects of the design needs to be improved. It aids us to get requirements for the application that is crucial to the ease of use by these Gen Zs.
4. **Process to be followed:** The participants will be briefed about the application's purpose, presented the consent form and making sure that it is signed. Afterwards, we will brief them about certain scenarios for them to answer a 10 question Questionnaires about the app and its navigations.
5. **Participant selection:** Participants will be chosen from th University of Toronto Campus, teenagers on discord (Gen Z), social media groups.
6. **Relationships:** Our relationship to the participants may be described as follows: No relationship
7. **Risk and benefit:** There will be minimal risk to the participants. The only benefit will be to contribute to the education of the investigators. Participants are free to withdraw before or at any time during the study without the need to give any explanation.
8. **Consent details:** We will brief the participants about the purpose of the study, and explain the attached consent form to them, and ensure that they consent to participate and sign the consent form.
9. **Compensation:** Participans will receive no compensation
10. **Information sought:** The information to be sought is described in the attached document.
11. **Confidentiality:** : Information will be kept confidential by the investigators. Names or other identifying or identified information will not be kept with the data. The only other use will be to include excerpts or copies in the assignment submitted, but names and other identifying or identified information will not be submitted.

Consent Form: Social Media's Impact on sleep and mental health

I hereby consent to participate in a research study conducted by Ayesha Nasir, Ruemu Digba (Ray), Sheraveen Huang, Siyi Wang (Cynthia), Stefanus Albert Welong, Victor Alvarez for an assignment in University of Toronto Computer Science course *CSC318 The Design of Interactive Computational Media.*

I agree to participate in this study the purpose of which is to understand the role social media plays in the user's mental health. I understand that

· The procedures to be used are Questionnaires.

· I will receive no compensation for my participation.

· I am free to withdraw before or any time during the study without the need to give any explanation.

· All materials and results will be kept confidential, and, in particular, that my name and any identifying or identified information will not be associated with the data.

PARTICIPANT

Name (please print)_____

Signature_____

Date_____

INVESTIGATORS

Name Ayesha Nasir_____ Signature_____

Name Ruemu Digba (Ray)_____ Signature_____

Name Sheraveen Huang_____ Signature_____

Name Siyi Wang (Cynthia)_____ Signature_____

Name Stefanus Albert Welong_____ Signature_____

Name Victor Alvarez_____ Signature_____

Section 2: Usability Testing Instruments

Pre-study questionnaire

1. Age: _____
2. Gender: Male/Female/Others: _____
3. Origin: _____
4. Average time spent on social media daily
    a. ≤ 1 hour
    b. ≤ 3 hours
    c. ≤ 5 hours
    d. ≤ 8 hours
    e. > 8 hours
5. How often do you have difficulty sleeping at night?
    a. Every night
    b. Most of the time
    c. Sometimes
    d. Rarely
    e. Never, I always sleep well

Task Performance

1. You just landed on the landing page. You realized that you haven't set your profile. You want to personalize your application and profile. How would you do that?
2. You want to insert your name 'Momo' and your birth date '1999-01-29', and you want to turn the blue screen settings on. How would you do that?
3. You want to see your avatar status. How would you do that?
4. You don't like your avatar status and wants to set another goal. How would you do that?
5. You want more energy. You decided to have regular breakfast and hence you name your goal 'Breakfast'. For this particular goal, you would want to have a full 8 hours of sleep, and you want to wake up by 8AM. You want this to repeat every Wednesday and Saturday. How would you do that?
6. To support your new goal, you want to put a limit to your app use. You would want to go and limit your app. How would you do that?
7. You see that you should limit your YouTube use more. You decide to limit the use to all days of the week. How would you do that?
8. You are curious to see your result so far for the week. How would you that?
9. You remember that on November 3rd, you had a great rest. You want to check the result of that particular day. How would you do that?
10. You are done exploring the app. You would like to go back to the initial landing page. How would you do that?

Post-test questionnaire

1. Which navigation is difficult or unclear to do? Why?
2. What is the best feature of the application model? Why?
3. Is the users' priorities achieved through the application's model?
4. In what way does the application reflect the issue of social media and do you think that it can really help Gen Z have better sleeping habits?

Checklist

- Link to the URL with the Original hi-fi prototype:
  https://www.figma.com/proto/BVGsNl0bjYJmOo0oheKbII/Momo-Hinamori-s-team-library?node-id=0%3A1&scaling=min-zoom&starting-point-node-id=414%3A3
- After opening the prototype, make sure to do this (Options > Disable default keyboard navigation)

Appendix 1

Assignment Attribution

DIGBA, Ruemu (Ray): Planning the hi-fi prototype on paper
ALVAREZ, Victor:
WANG, Siyi: Hi-Fi prototyping
WELONG, Stefanus Albert: Planning the hi-fi prototype on paper, Starting and creating the hi-fi prototype, Usability testing instruments
HUANG, Sheraveen: Starting and creating Section 1 (Usability Testing Plan) and Section 2 (Usability Testing Instruments)
NASIR, Ayesha: Hi-Fi prototyping