Round 1 (paper prototypes)

- *Think Aloud protocol*
- *Observations*
- *Structured interview*

P1

Think aloud protocol

User goal/ task	Interface part/ location	Verbal Protocol
View a scenario	The page where she is viewing potential situations that can occur	So is this like a preview or what is this image and what text is going to be here I'd want to see the scenario, what happened and how to get out of it
	Possible situation factors	So what is this page
		Is this a description (lines)
		I want it to tell me what the scenario is like the details what happened and how to get out of it

Observations

User goal/ task	Interface part/ location	Physical behaviour
Click through the scenario	Workspace page	Didn't know what to do
		Was confused as to what that page was
		Had to have most of it explained to her, needed to be guided through experience

Structured Interview questions

Content

- Is there anything there that was not useful to you?
  - No I think it was all useful
- Is there anything you need that is not there?
  - Maybe more information cause you know how you can go around and you click the scenario it will tell you how the person got out of it or tips
  - I feel like it need more than just random things I can click. Pop up explaining how I'm meant to use it would be helpful yeah. I want it to clearly tell me step-by-step what they did
  - Highlight what was the thing that got them out of it make those the main things in the story

Layout

- Was the layout clear?
  - I think it was Laid out well. Idk you told me what to do so i got it but I feel like if you weren't here and I was trying to do it myself, it might be a bit confusing. Maybe a tutorial at the start would be helpful
  - Missing next and back to home buttons, f I don't want this one I should be able to exit
- Was everything set out as you'd like?
- Is there any parts of the layout you would want to change? What?
- Is there any other features you would like?

Usability

- Do you understand how it works?
  - Yes
- Would this be useful for you? Would you use it?
  - I think I would use it. I don't think I would take the time to make the whole scene because there's no incentive for me to go through sit through all the scenes and the whole thing
- Is there anything you don't understand? What? Why?
  - It would be a bit harder if you guys weren't here

Potential iteration feedback
1. Incentive to create a scenario
   a. You have to submit one in order to view and learn
      i. What if they've never had an experience but still want to know..
   b. Being able to see comments and views on your scenario
      i. If I'm sharing my experience that would help motivate me a lot

P2
Think aloud protocol

User goal/ task	Interface part/ location	Verbal Protocol
	Choose page	I would want to share when I start on this website
Create a scenario	Create	This comes when I click next? (submit pop up)
		I can scroll through the backgrounds? (limited to 3 at a time)
		Oh this is like a stop motion animation?
		I want a tree so I click on a T
Putting objects into a scenario		I would want to have hashtags and suggested or filtered objects based on backgrounds
		Profile picture or persona what is this?
		What's the difference between the possible scenario page vs other's experiences (general vectors vs exact preview of scenario)

Observations

User goal/ task	Interface part/ location	Physical behaviour
		Thought a lot about what to do when creating a scenario
View other's scenario		Thinks a lot about what's happening in the scenario, analyzing the behaviour of people
		Was confused what would be in a wireframe image box - would want to see the vector or photo

Structured Interview questions

Content

- Is there anything there that was not useful to you?
  - Not anything that I could think of
- Is there anything you need that is not there?
  - When I start making my own scene I'd like little pop-up tutorials (hints like click here to do this)

Layout

- Was the layout clear?
  - Layout was on point
- Was everything set out as you'd like?
- Is there any parts of the layout you would want to change? What?

  Feels like it's an incomplete experience if I can't save a scenario

- Is there any other features you would like?

Usability

- Do you understand how it works?
- Would this be useful for you?
- Would you use it?
  - If I faced something I would go and share. If I went to a music festival, I'd like to see if other people faced it at that festival, like mardi gras. So another filter, filter by events or places so that it's more relatable to me.
- Is there anything you don't understand? What? Why?

Potential iteration feedback
  2. Incentive to create a scenario
     a. You have to submit one in order to view and learn
     b. Being able to see comments and views on your scenario

Questions
  - What do you think of that?
  - Would that improve it or make it worse?
  - Would that make you more or less likely to use it or the same?

P3

Think aloud protocol

User goal/ task	Interface part/ location	Verbal Protocol
Starting the experience	Home page	
Think about the scenario she escaped	Scenario component page	Yeah I was at a bar. Dancing with my girlfriends. Creepy guy comes up behind us and starts dancing, But one of our guy friends comes in and intercepts
Start creating a scenario - Putting in the details	Submit scenario name and description popup	Okay so I just name the factors?
		I wanna start here (presses on search)
Putting background in a scene		Oh, so it's a drag and drop
Searching for objects		I search according to what letters are on the side to get all the stuff I want, so words starting with a b or whatever
		Are the objects I can drag gonna be unlimited?
		Do you want me to create a situation like what's happening or...
		It's like storyboarding
		Is there a specific time of my story you'd want me to start with?
		How detailed should I be?
Preview submitted scenario		Is the review going to be just all the static screens?
		A timeline editing is what comes to my mind
		What does put my wants first mean? Clarify that more

P3

Ticking off her behaviour when interacting with a MPS		I feel like most of the options are kind of negative but there are situations where girls behave more positively
		Oh wait hold on, so that is more about the person and this - about scenario?
		Am I gonna know what to click on? Do I click on the objects or is there going to be… because right now I see I can click anywhere I would want highlights to show me where I can click so it's easier for me

Observations

User goal/ task	Interface part/ location	Physical behaviour
Move from a scenario component page to next		Couldn't find a next button
Starting to create a scenario	Working space	Took some time to press any buttons, looked around for a while
Create a scenario		Didn't know exactly what was expected of her when creating a scenario
		Didn't know she could add speech bubbles and text boxes
		Was confused with how detailed she go go
		Easily submitted her scenario
Preview scenario before submitting		Wasn't sure how preview of her scenario would look like
		Wanted to see if she could edit her scenario
Starting a second user	Characteristics when	Needed an explanation as

	interacting with a MPS	to why she was ticking of her behaviour with a MPS
Generis scenario details vs other's scenarios		Confused about the difference between the possible scenario components page vs. other people's scenarios page - wants that to be more clear I wouldn't call that situations per se, it would be maybe themes idk. This is situations you might find yourself in, but that should be themes
		Wasn't sure whether to press next button or clicking the image to proceed
Start viewing other's scenario	View and learn	Had no idea what she could click on and how long will it take to finish a scenario

Structured Interview questions

Content

- Is there anything there that was not useful to you?
  - No, I don't think so
- Is there anything you need that is not there?
  - Idk, personally I don't find myself in situations often because I don't go out much and if I do I only go out with people, I have a lot of guy friends so I'm never really in that situation plus I have a boyfriend so. It's hard because I've given the wrong impression when dancing or whatever and a guy comes over and I'm just no but then we talk it out
- Would you use this website in the future?
  - For fun maybe if I wanted to. I know one of my best friends lives far away and I know she always goes out by herself at night I would her to use it. I feel like I can't help you in person but you can educate yourself

Layout

- Was the layout clear?
  - Yeah I like it. Don't think it was too different but I like it
- Was everything set out as you'd like?
  - I wanted to ask if it was a website. You don't have to log in?

- ○ Would you want an option to create an account?
- ○ No, I think it's good that you don't have to
- Is there any parts of the layout you would want to change? What?
- Is there any other features you would like?

Usability

- Do you understand how it works?
  - ○ With these 2 headings, I would be confused (scenario details vs others). I would want to have more pop-ups like here we have these objects like a little rundown and instructions on what you have to do (create and view). You probably need a help button. Are the objects we can drag and drop unlimited? I;m just thinking if I have a lot of time on my hands, I'm gonna drag every single thing I can find. So this depends on what you want. If you want this to be more content-base and focus on what it delivers because if you want us to enjoy that and be creative, then keep it unlimited but if you want us to get something out of this, then limit it.
- Would this be useful for you?
- Is there anything you don't understand? What? Why?
  - ○ No, everything was simple enough

Potential iteration feedback
Incentive to create a scenario
- c. You have to submit one in order to view and learn - what if people haven't really been in a situation and still want to view and learn? Maybe they can still create something even if they didn't experience but they have witnessed it as a 3rd person but still can help and offer tips or point out red flags
- d. Being able to see comments and views on your scenario - If i didn't have an incentive to create one, I think that would encourage me. It would be impactful if they could get notifications, that can be a good surprising element for the creator of a scenario - not through email though that can be annoying personally at least

Questions
- What do you think of that?
- Would that improve it or make it worse?
- Would that make you more or less likely to use it or the same?

P4
Think aloud protocol

User goal/ task	Interface part/ location	Verbal Protocol
		This gets people creative and takes a serious thing with a note of fun so I like

		that but be careful if people won't take it seriously
		How do I know these scenarios are actually helpful? Maybe a rating system is needed

Observations

User goal/ task	Interface part/ location	Physical behaviour
		A bit skeptical of how this would actually help

Structured Interview questions

Content

- Is there anything there that was not useful to you?
- Is there anything you need that is not there?

Layout

- Was the layout clear?
- Was everything set out as you'd like?
- Is there any parts of the layout you would want to change? What?
- Is there any other features you would like?

Usability

- Do you understand how it works?
- Would this be useful for you?
- Would you use it?
- Is there anything you don't understand? What? Why?

Potential iteration feedback
3. Incentive to create a scenario
   a. You have to submit one in order to view and learn
   b. Being able to see comments and views on your scenario

Questions
● What do you think of that?
● Would that improve it or make it worse?
● Would that make you more or less likely to use it or the same?

P5

Think aloud protocol

User goal/ task	Interface part/ location	Verbal Protocol
See what the website is about	Initial page	I will view a scenario
Reply to comments	Viewing page - comments tab on the side	I want to be able to reply to comments you know when you want to comfort someone and give them advice you directly can reply on someone's comment
Click on something	Profile page	I think i would be really confused about what I could click A simple shimmer would indicate what is clickable
Get objects	Create page - searching objects	The dragging is pretty intuitive it's more just figuring out where i can get the objects so like maybe just the search option is where I need a pop up

Observations

User goal/ task	Interface part/ location	Physical behaviour
		Looked confused when trying to figure out which page is which (possible situations vs other's

		experiences)

Structured Interview questions

Content

- Is there anything there that was not useful to you?
- This check box list was pretty long and it was hard to read through but I feel like it might be relevant for other people
- Is there anything you need that is not there?
- An easier way to navigate, like categories on the top
- Sometimes a little pit of prompts, such as for dragging the objects down
- It was just the create one where I didn't know a way I can get started and adding scenes (like the options available to me)
- If I make a mistake, maybe I can reverse that or if I just quickly want to go to my home page or my profile

Layout

- Was the layout clear?
- I would say the general layout is very clear.
- Just the page where I was just a little confused about which is the create one
- Is there any parts of the layout you would want to change or any other features you would like to add?
- Just a menu or menu bar so I can quickly go back to home and a tutorial to get me started
- Text as prompts in case in case I don't know what I'm doing
- It's really interactive rather than reading a whole fact sheet

Usability

- Do you understand how it works?
- The view and learn was straightforward
- I feel like I needed support from you for the create
- Would this be useful for you?
- Would you use it?
- I would, I would think so. Because I feel like especially if I am if I'm sharing something personal and today that maybe it might be hard to share something uncomfortable and like, you know, you help someone else like that is encouraging.
- Is there anything you don't understand? What? Why?

Potential iteration feedback
4. Incentive to create a scenario

        a. You have to submit one in order to view and learn
        b. Being able to see comments and views on your scenario

Questions
a)
- ● What do you think of that?
- - Well I found a good starting point was just viewing the content first, so I can kind of understand the website and then if I'm ready to create something, because it looks like it takes a while to create something
- ● Would that improve it or make it worse?
- ● Would that make you more or less likely to use it or the same?

b)
- ● What do you think of that?
- ● Would that improve it or make it worse?
- ● Would that make you more or less likely to use it or the same?
- - Probably not as often because I wouldn't want clutter in my email, but it will be nice because I don't know how regular I would open the app.

Other feedback/ suggestions:
- ● 'it was really interactive. especially create. I feel like a good way to learn. Like, yeah, when you write the text you actually reflecting on what happened.'
- ● 'I guess they help they're really learning to avoid certain things. like I'm not repeating the same mistakes. And I guess other people who haven't experienced the same things they are learning because they can see the whole situation progressing. And they know that it could happen to them as well because it's like a regular person experience.'

P6
Think aloud protocol

User goal/ task	Interface part/ location	Verbal Protocol
Get Objects		You should do it just like sims so there's all the options right in front of you
		It can be overwhelming and confusing if there's no suggested objects because I could literally ad anything
		I would want a warning that this content might be sensitive to me

Observations

User goal/ task	Interface part/ location	Physical behaviour
		Excited to create a scenario because it reminds her of dress up games

Structured Interview questions

Content

- Is there anything there that was not useful to you?
  - I think everything was useful. I would like to see more options given to me immediately. So I know what I'm doing because I don't know what I can search for? so I would like to be able to immediately to be given prompts versus like having to go and look for stuff. That's what I would like.
- Is there anything you need that is not there?

Layout

- Was the layout clear?
- Was everything set out as you'd like?
- Is there any parts of the layout you would want to change? What?
- Is there any other features you would like?

Usability

- Do you understand how it works?
- Would this be useful for you?
- Would you use it?
- Is there anything you don't understand? What? Why?

Potential iteration feedback
5. Incentive to create a scenario
   a. You have to submit one in order to view and learn
   b. Being able to see comments and views on your scenario

Questions
- What do you think of that?
- Would that improve it or make it worse?
- Would that make you more or less likely to use it or the same?