Usability Tests & Planned Design Changes

Goals:

Our primary goal is to test the overall usability of the game and to see if this type of game is appealing to older adults. In particular, for this round of testing, we would like to focus on older adults who are on the upper end of the range of age — around 80 years old and up. In order to not leave out these older adults who may be less tech-savvy than younger older adults, we want to gain concrete information on the steps we may need to take for our app to be more appealing for this group specifically. We plan to take the feedback from these tests to iterate upon our UI.

Target Participants:

Though our overall target participants are older adults aged 65 and older, with varying levels of experience with technology, we aimed to recruit older adults who are on the upper end of the range of age who are around 80 years old and up for this particular round of testing.

Recruiting Strategy:

We plan to recruit older adults via snowball sampling from our previous interviewees by asking them about any people they know who might also be willing to participate, as well as by reaching out to older adults in our own personal connections.

Overall Test Plan:

We plan to conduct a formal usability study with our second med-fi prototype redesign by following [this discussion guide](#), which we used for our previous testing round as well. We will start by asking them a few initial background questions to better understand their technology history and experience, then we will have them go through each task one at a time after introducing the basic premise of the game. Afterwards, we will ask them some wrap-up questions to get a better sense of their overall experience and their thoughts about it. From the information we will gather from this test, we will integrate the changes into our final prototype design.

User Test Summary

See [this doc](#) here.

Planned Design Changes:

Based on our interview results, one of our main goals is to improve upon the task of installing technology. A pattern we found across our testing was that there should be more real-world transfer, and currently our installation process for technology is simply just placing the technology somewhere in the room. We want this process to be a little bit more involved, where there are more practical real-world lessons to take away from it that can be applied in their own lives. Moving forward, we'd like to further flesh out this task. An idea we have for this is to incorporate AR to help users better understand how to install certain pieces of technology.