

# 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. If it is not there yet, we would like to gain concrete information on the steps we may need to take for our app to be more appealing to our target audience. We also want to ensure the intuitiveness of the experience of going through each of the tasks, and then iterate upon our interface based on the feedback we receive from these tests.

## Target Participants:

Our target participants are older adults aged 65 and older, with varying levels of experience with technology. We would like our game to cater and adjust to different levels of technology history and experience, so ideally we'd like to have a large range of experience across our participants to make sure that no older adults are left out.

## 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:

Once we are able to recruit a sufficient number of older adults, we will conduct a formal usability study with our first med-fi prototype redesign by following [this discussion guide](#). 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 next med-fi prototype design.

Design Changes: