Flash Team Alpha/Beta Testing

Alpha/Beta Test of Turf 435 Lab 4

Thank you for participating in the testing of Lab 4. The lab can be found at https://courses.worldcampus.psu.edu/public/turf435labs/lab4frames.html (login required)

General Instructions

- 1. Please test the above Flash element, and give us your feedback (either electronically or in paper form) using the attached Feedback Form. World Campus minimum technical specifications are required for this element, so please keep that in mind as you do your testing.
- 2. There are several introductory questions on the attached form—they are important to the Flash team in determining the usability of the element in question.
- 3. Return your feedback to Stevie Rocco (<u>stevier@psu.edu</u> or 225 Outreach Building) by **Friday, January 13**.

Testing Objectives

- Evaluate ease-of-use of element
- Evaluate directions for element
- Identify errors or problems in how the element works

Current Known Problems

- In Step 1, when you drag out and release when you're viewing images on the map, the image in question stays there until another is loaded
- In step 3, if you try to continue before adding the solution to the dirt, it lets you (even though the code is in there to stop you)
- In step 3, if you quickly continue after adding solution to the second beaker, the message "You have correctly measured your slurry" remains throughout the rest of the lab.
- In steps 3 and 4, a message shows up on the continue button's press. This needs to be removed.
- In step 5, there is a rounding error with the display—the numbers are not quite correct on the readout—there seems to be a rounding error of some kind here
- In step 6, there are only two columns in the data grid and the numbers aren't showing up; also, when you do a second city it doesn't keep your prior data. This frame needs more work in that area. This step is definitely in "alpha," but should continue to improve in how it works as you test.
- In step 5, there's an occasional weirdness between the rinse and position buttons. If you click the position button too quickly, sometimes the dispensetter won't reappear for the second beaker. I've also had the issue that the electrode doesn't disappear from the stand before it reappears on the electrode stand. If the error can be replicated, then we have a better chance of solving it.

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Course:			Element:
Tester Name:			E-Mail:
Co	mputer Inforn	nation:	
	Platform a	and Processor: (e.g., Mac G4, PC Pentium 4)	
	Memory:	(e.g., 1 GB RAM)	
Browser:			
Connection Speed: (If you are connecting from a modem,			
	please give	e both the modem speed and actual download speed,	
e.g., 48kbps)			
		Report She	et
		t column is for Flash Team use as problems/issues are fixed	
✓	Step/Frame	Problem/Description of Issue (For technical issues, us to duplicate the problem)	please include where possible any information that will help

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