**Consent Form: (see bottom)**

**Formative Objective:**

1. How often does the user get stuck/or make an incorrect decision when trying to complete a task (Think Aloud)?
   1. Methods: Record the user talking through their actions and mark down any points where a user goes in the wrong direction, where they went instead, and what they were trying to do.

**Summative Objective:**

1. Quantitative: How does the user rank the app on the SUS, how does it compare to a good app?
   1. Methods: Have the user complete a quick SUS survey after exploring and using the app for 5-10 minutes and/or after completing the tasks

**Tasks:**

1. User tries to select a new game (Call of Duty) to add to the vote for the group Warzone Squad.
2. User creates and starts a 1 hour and 45 minutes game timer.
3. User creates an event for the 6th of May and names it “Gaming Day.”
4. The user looks to see if their friend Sarah is online, and if so for how long they have left to game.

**Researcher Notes/Jobs:**

The researcher should give the app to the user, then tell the user to complete a task, then ask the user to talk aloud as they try to complete the task (where did they get stuck?). The researcher should make note of any time when the user goes in the wrong direction for a task, what the task was, and where they ended up going instead. The researcher should also explain and administer the SUS (System Usability Scale) and compute the final value after the user is done using and exploring the app.

**Open ended questions:**

1. What possible features would you use in this app? Why?
2. What features present in the app do you not plan to use? Why?
3. Did you find any page in particular confusing or harder to navigate due to the layout or design?

**Measures/Instruments Used:**

1. System Usability Scale Survey
   1. [System Usability Scale (SUS)](https://www.usability.gov/how-to-and-tools/methods/system-usability-scale.html)
2. Voice recording and transcription software for the talk aloud part of the task process

**Consent Form** **to Participate in a User Evaluation**

Game-Plan

You are invited to be in class project evaluation of our app, ‘Game-Plan’. We ask that you read this form and ask any questions you may have before agreeing to take part. This class project is being conducted by: Zachary Benson, Wil Bishop, Todd Nathan, Garrett Abou-Zeid, Trey Taylor, and Bashar Mandily. User Interface and Computer Science Departments, of the University of Minnesota.

Procedures:

1. You shall be given this consent form. Upon agreeing and signing this consent form, the interviewer shall continue according to the rest of this procedure. At any time you may opt out of the app evaluation process, and are not required to answer any questions you do not wish to.
2. You shall be given the app and a series of tasks. On doing the tasks, you will describe your thought process and why you are doing the things you are doing to accomplish the given task.
3. At the conclusion of the tasks, you will be given a short (10 questions, multiple choice) questionnaire that asks you to give your opinion on our app called an SUS survey. This will be recorded
4. We may ask several open ended-questions after the multiple choice questionnaire. This will be recorded
5. The user evaluation is now over. We will leave contact information in case there is anything the participant wants to change, add, or remove to their feedback.

Risks and Benefits of Being in the Study:

Benefits:

* “You will not receive direct benefit from participation, but your responses will be used to inform our class project and may in the future help technologists build better systems for people like you.”

Risks:

* There is a potential risk that anything you share may be leaked in the case of a data breach.
* Beyond a potential leak of data or personal information there is no greater risk than performing this activity in a non–research environment.

Compensation:

* There is no compensation for this study.

Confidentiality:

We will not collect any information that will make it possible to trace your participation back to you and will not share your participation with anybody outside of the student project team. We will keep your participation private to the extent allowable by law.

Voluntary Nature of Project Participation:

Participation in this project is voluntary. Your decision whether or not to participate will not affect

your current or future relations with the University of Minnesota. If you decide to participate, you are free to not answer any question or withdraw at any time without affecting those relationships.

Contacts and Questions:

The students conducting this project are: Zachary Benson, Wil Bishop, Todd Nathan, Garrett Abou-Zeid, Trey Taylor, and Bashar Mandily. The faculty member supervising this class project is: Dr. Lana Yarosh. You may ask any questions you have now. If you have questions later, you are encouraged to contact her at Keller Hall (Office 5-187), 443-622-4020, lana@umn.edu.

You may keep this page for your records after signing and returning the attached sheet.

Statement of Consent:

I have read the attached information regarding the class project Video Game Choice. I have asked questions and have received answers. I consent to participate in this class project.

Signature:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Signature of Investigator:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_