

Web Game Inhouse Test Plan

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Scope

The usability test will cover the friend searching, showing videos and modifying the volume and screen size, changing styles(e.g. background color, fonts) of the website, submitting feedback, executing operations(submit, reply, delete) in community forum page.

Purpose

We wish to evaluate the Web Game Inhouse website with respect to usability goals as well as to identify potential usability issues that should be corrected. All the functions to be tested should meet the easy-to-learn requirement. Also, different users may prefer different website styles when they are watching a video as well as modifying the volume and the screen size of the video. We wish to investigate these potential issues specifically.

Format

Testing will take place between November 16th and December 3rd, 2020. The usability tests will be a communication with participants that will take place over Microsoft Teams.

Participants

Participants will be made up of 5 undergraduate students in McMaster University.

Equipment

Participants should have a computer with a common web browser. We will be asking participants to record their screen on Microsoft Teams and to provide us with a think aloud as they perform tasks recorded with their microphone or a document.

Roles

The participants will carry out the instructions provided, and our team's role will be to analyze and report the data collected as well as improving the style and function implementation.

Sessions

Usability test sessions will be conducted as follows:

1. Participants will fill out a pre-test survey.

2. Participant will be asked to record their screen and microphone while thinking aloud and performing each of these task scenarios:
 - Scenario 1: Submit feedback and report issue on the website
 - Scenario 2: Execute different operations to community forum posts, including submit, reply and delete.
 - Scenario 3: Start a game and adjust game screen size/volume, search friend list and invite friends.
 - Scenario 4: Customize website's style in setting page, e.g. font type, font size, background color.
3. Participants will end recording and fill out a post-test survey.
4. Participants will send their video file via Microsoft Teams chat and let us know they have completed the test.
5. Short interview via chat will be conducted with the participant.

We estimate that the test should take no more than 30 minutes for the participant to complete.

Observations and metrics

After receiving the video from the participant, specific qualitative observations will be made via notetaking as to the participant's performance and experience with the tasks.

The following metrics will be kept of specifically:

- Performance in seconds for each task
- Number of errors made per task
- An error will be considered to be made when a user attempts the wrong user action.

Both metrics will be measured via observations made via note taking, a stopwatch will be used in the case of performance time and errors will be kept track of by ticking off boxes.

Instruments

We will use a pre-test and post-test survey, see the attached surveys in the appendix.

After the test is complete, and we receive the recording or document from the user, we will ask the following post-test interview questions in a scripted interview.

- What were your favourite parts of the interface?
- Are there any features that could be added to the website, or are there any features that are not needed on the website?
- Is there anything the application could have been done to improve this user interface?

Appendix

Pre-test survey

*必填

What's your name?

您的回答

How often do you play games (Console games)? *

- ☐ Everyday
- ☐ Less than 5 days in a week
- ☐ Less than 3 days in a week
- ☐ Once a week
- ☐ Never

What websites (or add) do you play game premade?

您的回答

Post-test survey

*必填

What's your name

您的回答

What were your favourite parts of the interface? *

您的回答

Are there any features that could be added to the website, or are there any features that are not needed on the website? *

您的回答

Is there anything the application could have been done to improve this user interface? *

您的回答