

Usability Test Plan

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Team 3 Explorers

Pre- Participation Information Form:

Participants will be asked to provide the following demographic information after being reminded that it is completely voluntary (the Google form used will be linked to in the final report):

1. Please provide your gender identity:
2. Please provide your ethnicity:
3. Please provide your age:
4. Have you ever heard of the Keweenaw Time Traveler Website or Application before participating in this study?
5. Have you ever used the Keweenaw Time Traveler Website or Application before participating in this study?

Scenario One: *Button Preference*

Test Goals:

1. To understand what button placement is preferred and most noticeable
2. To understand what button style is preferred and most noticeable
3. To understand if the new button designs are better than the previous button design

Scenario Description:

Each participant will be read the following:

Today you will be trying out new designs for a Web Application called the Keweenaw Time Traveler. This Web application seeks to bring the local and global Keweenaw Community closer together through sharing stories about the area. These stories offer unique insight into the area's history and are used to create a large data base of cultural and geographical history.

In this first activity you will be shown several different screens and asked to find the button that would allow you to begin to submit a story to the website. Please alert me that you have found the button by saying "found it" and pointing to the button on the screen.

Test Set Up Details:

All testing will take place in Meese 203. Participants will be asked to sit down at the computer. Each of 5 button versions will be brought on screen separately by the researcher, then turned over to the participant to search. The researcher will ask all questionnaire questions aloud and record answers on their own machine using Google Forms.

Task list:

1. Observe display
2. Point and verbally alert researcher to button location
3. Respond to questionnaire

Quantitative Measurements:

1. Participants will be timed from the point the display is brought up until they alert us they have found the button.
2. We will record whether or not the correct button was 'found'
3. The questionnaire will ask which button display was the participants favorite and least favorite

Qualitative Measurements:

1. One of the undergraduate students will record any verbal frustrations while searching
2. The questionnaire will ask why they selected the button displays as their favorite and least favorite.

Scenario Two: Form Preferences

Test Goals:

1. Understanding which format users prefer
2. Understanding whether or not language use is clear to the user

Scenario Description:

Each participant will be reminded that they are still using the application described in the first scenario. They will then be read the following script:

Now imagine that you are ready to post your first story to the Keweenaw Time Traveler. You will be asked to post your story using 3 different forms. Please talk aloud as much as possible while filling out the forms, a short questionnaire will follow.

Test Set Up Details:

All testing will take place in Meese 203. Participants will be asked to sit down at the computer. Each of 3 form versions will be brought up on screen separately by the researcher, then turned over to the participant to fill out. The researcher will ask all questionnaire questions aloud and record answers on their own machine using Google Forms.

Task list:

1. Fill out form version 1
 - a. Talk aloud while filling out form
 - b. Respond to questionnaire
2. Repeat set one with other two form versions
 - a. Respond to questionnaire

Quantitative Measurements:

Quantitative measurements will come from the ratings given on the questionnaire. After completing each form version, users will be asked:

1. How easy was this form for you to use on a scale of 1-7 with 1 being very easy to use and 7 being very hard to use?
2. How much did you struggle while filling out this form on a scale of 1-7 with 1 being "I did not struggle at all" and 7 being "I had a lot of trouble figuring out how to use this form"
3. How understandable was the use of language on this form? On a scale of 1-7 with 1 being "I did not understand the language usage on this form at all" and 7 being "I completely understood the language used on this form".
4. How well were you able to understand what this form was asking you to do on a scale of 1-7 with 1 being "I did not understand what this form asked of me at all" and 7 being "I completely understood what this form asked of me".

Finally, after each form has been completed the participant will be asked to select which form was their favorite and which was their least favorite.

Qualitative Measurements:

Quantitative measurements will come both from the questionnaire and observing the participant’s behavior.

1. One of the undergrad students present will be asked to record and keep track of thoughts the participant verbalized after being asked to speak their thoughts aloud.
2. Any repetitive behavior or ‘struggle points’ will also be noted by this undergrad.

The questionnaire will also include open ended questions to allow for qualitative feedback. After each form version participants will be asked to “Please provide comments as to why you selected the ratings you did”. After all three forms are complete and a favorite and least favorite form versions have been chosen participants will be asked to “Please explain why the form you chose was your favorite version” and to “Please explain why the form you chose as your least favorite was your least favorite”.

Bug Report Form:

The undergraduate student recording observations will also be asked to fill out the following Bug Report form, should the participant come across a bug in the programming.

Bug #	Bug Name	Bug Uniqueness	Bug Location	Bug Description
1				
2				
3				
4				
5				
6				