

Usability Test Plan

Team: Sheep Wormer

Developers:

Ryan Cole

Leiya Rybicki

Ben Fosdick

Brendan Fuhrman

Sidney Gillig

Jacob Smith

AK Syracuse

UX Consultant:

Harika Vajrala

Computer User Interface Usability Testing

You are being invited to participate in a research study to determine the usefulness and usability of computer user interfaces. This study is being conducted by Dr. Robert Pastel of Michigan Technological University Computer Science Department and Dr. Pastel's Human-Computer Interaction (HCI) courses. The students are performing the usability tests as part of their project and to fulfill the HCI course requirements.

There are no known risks if you decide to participate in this research study. There are no costs to you for participating in the study. The information you and the tasks that you will perform will determine the usefulness and usability of user interfaces. The questionnaires and the tasks should take less than an hour to complete. The information collected may not benefit you directly, but the information learned in this study should provide more general benefits.

The questionnaires and tests are anonymous. No one will be able to identify you and your answers, and no one will know whether or not you participated in the study except for the instructor of the class who is giving you credit for participating. Should the data be published, no individual information will be disclosed.

Your participation in this study is voluntary. By completing the questionnaires and performing the tasks, you are voluntarily agreeing to participate. You are free to decline to answer any particular question you do not wish to answer or not to perform a task for any reason.

The testing may make use of video conferencing software which will record your tasks on the computer screen and from your webcam. The webcam recordings will not be shared, and you may mute the webcam at any time. Before sharing your screen, you should clear your desktop of any open apps except your browser. Also, you should clear your desktop of any icons or widget that you wish not to be observed.

If you have any questions about the study, please contact Dr. Robert Pastel, Associate Professor, Computer Science Department, Michigan Technology University, Houghton, MI 49931.

Pre-Test Survey

1. Are you comfortable to test this application? (Yes/No)
2. Do you have experience in developing in any kind of application? (Yes/No)
3. Do you have experience in testing any kind of application? (Yes/No)
4. Do you know about sheep worming?(Yes/No)
5. Do you understand the purpose of this application? (Yes/No)
6. Do you have any questions before starting?

Scenario - 1

Name: Registration and login

Goal: Able to register and then login to the application.

Description:

Welcome to our usability test session. Your task is to register to the account with your details and then log into the application.

Software or Equipment used:

- 1) Laptop/phone
- 2) Internet connection
- 3) Sheep Wormer App

Quantitative measurement list:

- 1) Time taken to find the signup/signin button.
- 2) Time taken to filling the form.
- 3) Able to find the register/login button.

Task List:

1. Open the app
2. Lookup for Login/register pages.
3. Fill out the details that are required.
4. Click on the submit button.

Qualitative measurements:

1. Was it easy for the user to navigate the login or signup buttons?
2. How many times the app crashed?
3. Was it easy to submit the form?

Post-test interview questions (survey included)

1. Did you like this app?
2. Did you understand the purpose of this app?
3. Do you recommend this app to the farmers?
4. Was the UI understandable?
5. Did you understand the task?
6. Is it hard to complete the task?
7. Would like to give any suggestions to developers?

Scenario - 2

Name: Adding sheep

Goal: Able to add the sheep to the flock

Description:

Welcome to our usability test session. After logging into your account, find the start the flock check button and fill the details. Then try to add other sheep to flock.

Software or Equipment used:

- 1) Laptop/phone
- 2) Internet connection
- 3) Sheep Wormer App

Quantitative measurement list:

- 1) Time taken to find the flock check button
- 2) Time taken to filling the form.
- 3) Able to add the sheep to the flock.

Task List:

1. Open the app
2. Login to your account.
3. Fill the flock check form
4. Add another sheep to the list.

Qualitative measurements:

1. Was it easy for the user to navigate the sheep list?
2. How many times the app crashed?
3. Was it easy to adding the sheep to the list?

Post-test interview questions (survey included)

1. Did you like this app?
2. Did you understand the purpose of this app?
3. Do you recommend this app to the farmers?
4. Was the UI understandable?
5. Did you understand the task?
6. Is it hard to complete the task?
7. Would like to give any suggestions to developers?

Testing challenges:

Number	Name	Description