

# **Usability Test Plan**

## **Sheep Wormer**

### **Developers :**

Ryan Cole

Leiya Rybicki

Ben Fosdick

Brendan Fuhrman

Sidney Gillig

Jacob Smith

AK Syracuse

### **UX Consultant :**

Uday Sagar Reddy Meka

## **Consent Form:**

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 ?

- a) Yes
- b) No

2. Which suits you well ?

- a) An Undergrad Student
- b) A Grad Student

3. Do you have experience in developing in any kind of application ?

- a) Yes
- b) No

4. Do you have experience in testing any kind of application ?

- a) Yes
- b) No

5. Do you know about sheep worming ?

- a) Yes
- b) No

6. Do you understand the purpose of this application ?

- a) Yes
- b) No

7. Have you ever heard/used a similar application before ?

- a) Yes
- b) No

8. Do you have any questions ?

## **Test Scenario - 1**

**Scenario Name :** Filling the Flock Check Form

**Goal :** Able to fill the Flock check form and submit it.

### **Software or Equipment used :**

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

### **Quantitative measurement list:**

- 1) Time taken to navigate the Flock check form.
- 2) Time taken to filling the form.
- 3) Able to find the submit button

### **Description :**

Welcome to our usability test session. Your task is to navigate and fill out the flock check form. After creating and logging into your account, navigate to the flock check form. Fill in the required details. After completing the form, submit it. Thank you for your participation.

### **Task List :**

1. Open the app
2. Login/ create your account.
3. Navigate the flock check button.
4. Fill out the details that are required.
5. Click on the submit button.

### **Qualitative measurements :**

1. Was it easy for the user to navigate the flock check form ?
2. How many times the app glitched or crashed ?
3. Was it easy to submit the form ?

## **Post-test survey and questions**

1. Did you understand the task?
2. Do you like this app ?
3. Do you suggest this app to farmers ?
4. Do you want to test this again ?
5. Was this app confusing?
6. Do you face any issues while doing the task ?
7. Was the UI easy to understand ?
8. Was it easy to complete the task ?
9. How long did it take to complete the task?
10. Any suggestions to the developers ?

## **Test Scenario - 2**

**Scenario Name :** Checking the saved data

**Goal :** Able to find the sheep history.

### **Software or Equipment used :**

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

### **Quantitative measurement list:**

- 1) Time taken to navigate the Flock check history.
- 2) Was Able to find the previously saved data and sheep history.

### **Description :**

Welcome to our usability test session. Your task is to navigate flock check history. After creating and logging into your account, navigate to the flock check form. Fill in the required details accurately. After completing the form, submit it. Then navigate to the sheep record. Find the previously saved data. Thank you for your participation.

### **Task List :**

1. Open the app
2. Login/ create your account.
3. Navigate the flock check button.
4. Fill out the details that are required.
5. Click on the submit button.
6. Navigate the sheep record.

### **Qualitative measurements :**

1. Was it easy for the user to navigate the sheep record ?
2. How many times the app glitched or crashed ?
3. Was it easy to understand the saved data ?

## **Post-test survey and questions**

1. Did you understand the task?
2. Do you like this app ?
3. Do you suggest this app to farmers ?
4. Do you want to test this again ?
5. Was this app confusing?
6. Do you face any issues while doing the task ?
7. Was the UI easy to understand ?
8. Was the data you filled and the data that saved are same ?
9. How long did it take to complete the task ?
10. Any suggestions to the developers ?





