

# Activity Guide - Paper Prototype User Testing



## 1) Overview

Your group will be testing the paper prototype of your app on other members of your class and potentially users outside of the class. We will be assigning roles for testing, coming up with user test cases, then testing our prototype with different users and taking notes. This process helps make sure we get clear feedback that we can use to improve our apps.

## 2) Assign Roles for Testing

Decide who on your team will have each of the following roles for the test. You will switch roles between tests.

- **Narrator:** the person running the test. They explain what is happening to the user, answer any questions (though do not help the user) and assign users new tasks.
- **Computer:** handle the paper prototype based on what the user is doing.
- **Observers:** watch the interaction and write down what they see the user do in response to the computer

## 3) Create Test Cases

On the User Test Cases Activity Guide, write in an App Introduction that you will use to introduce yourself to your user. Then, fill in **only** the left-hand column with common tasks your user will want to do with your app. If you plan to test with multiple users, then each user should have their own copy of the User Test Cases Activity Guide.

## 4) Test Your Prototype

Find a test user to try out your app. The narrator should introduce your team by reading the App Introduction script you wrote in the last step. Give them a copy of the User Test Cases Activity Guide. As the user tests your app, they can take their own notes on their activity guide as a way to provide feedback. At the same time, you can take notes in this activity guide based on what you observe from the user. Here are some guidelines:

- As the “computer”, only use pieces of interaction included on the Navigation Diagram to move around the app
- Don’t explain how the app works to your user. You want to observe how they would use it without guidance.
- The user can and should think out loud. This is a way to help you understand their experience
- Record anything you notice the user try or say during the test

What The User Did	What Happened (it's okay if nothing happened)

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**5) Summarize Findings**

After user testing, talk as a team on any patterns you noticed while the user was testing your app or any key observations you made. Think about how these observations could lead to changes in your app.

Things the User Did	Changes We Can Make To Our App