

# Activity Guide - Paper Prototype User Testing



## 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. In order to get the best feedback possible you will be assigning different roles in the process so that while some team members run the simulation the others just focus on writing feedback.

## 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:** manipulate the low fidelity prototype based on what the user is doing.
- **Observers:** watch the interaction and write down in their notes what they see the user do in response to the computer

## Identify Users

Decide who in your class will be your user of your app. If you like you can also run this test with people outside of the class who might be part of the target audience of the app.

## Create and Run Test Cases

On the next sheet you'll find the test cases sheet you'll use to run and record your test.

## Summarize Findings

Once you've run your tests record the most important findings or changes you found in your testing

User Said / Did	What it Means
<i>Kept clicking on Suzette's face to try and change her settings.</i>	<i>Grandkid images should link to settings page.</i>
<i>Game did not give feedback to users responses to tell them if they were right or not</i>	<i>Add another screen that can tell users if their response is correct or not. Also a good chance to add more info</i>
<i>Information screen does not have anything after to display information</i>	<i>Need to actually have information to be able to give people.</i>
<i>App is trying to do a lot of different things that might not be too connected.</i>	<i>Are certain screens not as necessary as others? Do I think the information screen? What else can I change?</i>

## Test Cases

### Create User Tasks

Fill in the left column of the table with different common tasks your user will want to do with your app.

### Test Your Prototype

Ask the user to try to complete a task listed in the table. Test the app by starting the user on the home screen and allowing them to navigate through it by clicking. 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

### Record Findings

In the “What the User Tried” and “The User's Reaction” columns include what your user did to complete each task. In the next column include their reactions about how easy or approachable the app was to use.

### Switch Roles

Once the user is done with a task, switch narrator, computer, and observer roles within your group, and try the next task. The user does not switch.

Task	What the User Tried	The User's Reaction
Read the About Us	<i>Hit the about us button on the home screen to get to the about us screen</i>	<i>Got here easily.</i>
Look up some information	<i>went home and then hit the information button to try and look something up</i>	<i>I can get there to look up information, but I can't pull anything up. There is no screen after the information screen to show me specific information.</i>
Learn how to play the game	<i>went home and hit the how to play button to learn how to play</i>	<i>Straightforward to get here.</i>
Play the game	<i>Hit the play game button from the how to play screen</i>	<i>Easy to get here. I can play the game just fine, but I have no idea if what I am choosing is right or wrong. It does not tell me and I do not know sometimes.</i>
Read what you can do	<i>went back home by clicking the home button and then clicked on the what you can do button</i>	<i>what you can do and the game feel like they are not connected. one is teaching us about animals and the other is helping us with how to save the earth.</i>