Name(s)_____ Date _____

Activity Guide - User Testing (User)

Test Cases

A *test case* is a specific user interaction that the developer of an app wants to test for. Choosing good test cases can ensure that when you test an app with a user, you hit all of the important functionality. In the table below, each row is a test case made up of a specific task that you are trying to perform, a space for you to document what you tried, and a space to record your reaction.



Prototype Testing

You're going to test out this prototype with a partner. Your role is to be the *User*, interacting with the User Interface screens as if it's an actual app. Your partner (the *Computer*) will take care of making sure the prototype responds as it was designed. Use the table below to try out different test cases and record the results. The last few rows are left blank to allow you to explore other areas of the app that interest you. The first row is completed as an example

Task	What I Tried	My Reaction
View Suzette's information	*Clicked on each of the of the faces until I found one that changed to Suzette's screen.*	*It wasn't really clear who was who on the home screen. It would be nice if it showed each kid's name below their picture*
Get help on how to use the app		
Find out when Suzette's birthday is		
Send Suzette a message		
Get the definition of an unknown acronym		

Table continues on the back

Task	What I Tried	My Reaction
Change Suzette's Age		
Change Suzette's Picture		
Enable Notifications		