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. If you like you may 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
Kept clicking on Suzette's face to try and change her settings.	*Grandkid images should link to settings page.*

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
Give this testing guide to your user. Test the app by starting them on the home screen and allowing them to navigate through it by clicking. Try to complete each task listed in the table. Here's 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
- Keep a scratch piece of paper to record anything else you notice during the test

Record Findings
In the "What I Tried" and "My 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.

Task	What I Tried	My Reaction