Name(s)_____ Period _____ Date _____

Activity Guide - App User Testing

Overview

Your group will be testing the 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 should 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.
- **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

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

- 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.

Task	What the User Tried	The User's Reaction