

Concept Testing Plan

Hypothesis: An illiterate user will be able to understand how to operate the system within 5 minutes. Through trial-and-error they will understand the function of the mobile phone buttons and are able to retain this information, once learnt, for future use of the system.

Who will be tested? As there is no access to the primary target user group, students of the Design Computing 3200 class will be used as well as young people who don't have much/any experience with mobile devices. Replacing text with another language will simulate illiteracy.

How will the test be conducted?

Users will be given a description of the context and a brief description of how the concept of the application relates to the context. Users will be told which mobile phone buttons can be used to operate the system and will be asked to explore the application once shown how to start it. GOMS will be used to record the key presses that were used to navigate the program. so an analysis of the users' learning can be made. After the test, users will be given a survey to complete and can ask any questions about the application.

Conclusions the user is expected to be able to easily discover:

- Share
 - select the option for 'Share'
 - take a photo and accept
 - wait for images to load
 - start creating a new artwork
 - submit the artwork to the server
 - return to main menu (user realises this is a conclusion to a process)
- Play
 - select the option for 'Play'
 - take a photo to get an average colour and accept
 - wait for images to load
 - add to the artwork
 - submit the artwork back to the server
 - return to main menu (user realises this is a conclusion to a process)

Questions:

- Did you understand what both the menu options meant before using the program?
- After using the program did they make sense?
- Did you get bored waiting for the pictures to download to your phone?
- Did you feel the data download time was too long?
- Were you happy with the level of detail in the photos?
- Were you able to create an image you were happy with?
- Did you want to see more of the images you were playing with?

How will you communicate the design concept to your users?

The design concept will be communicated using the Java prototype loaded onto a Nokia N80 mobile phone and used within the Architecture wireless network. The users will be given a description of the context in which the mobile application is intended for and given a brief description of the concept of the application. They will also be told what buttons can be used to operate the mobile (but not their function(s)) as a child in Aceh might explain a new toy to their friend.

What method will you use to interpret the results?

- Usability Evaluation Summary
- Average key presses needed to reach a conclusion
- Average/Percentage of participants that arrived at a correct conclusion state.

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