

Project 5a : Usability Plan

- Participant Selection Criteria:
 - Participants should be in their early to late twenties, and should be *currently* running a Dungeons and Dragons campaign as a Dungeon Master. Dungeon Masters can potentially be recruited among the family and friends of Computer Science, CIT, and Illustration majors, or among the Southern Idaho LARP Council (Rexburg Branch), Comic Book Workshop, and Ocarina Workshop. These possible participants can be found in the Science and Technology Building, the Spori Building, Porter Park on Thursday and Saturday evenings, Room 270 of the Snow Building, or Room 137 of the Spori Building. Participants should be rewarded with pizza, energy drinks, or Amazon gift cards.
- Hypothesis:
 - The user will not be able to read the text on the screen easily.
 - The user will be satisfied with the layout, colors, typography, and overall design.
 - The user will find no problems with the item generation.
 - The user will be able to easily understand how the app works.
 - The app will be conservative enough with storage that the user will be able to keep it on their phone.
 - The user will be excited to use this app.
 - The user will be able to generate items quickly and without confusion.
- Experiments:

Ideally, the user should be able to use these during one of their planned campaigns. If possible, the user should test the app during a campaign session while the researcher is able to oversee and collect data. Due to the chaotic nature of organizing and arranging sessions, this may not be possible. Carry out the following experiments first, and if possible, ask the user (and the members of their campaign party) if they would be willing to have data collected during one of their sessions.

Hypothesis	Experiment		Interpretation
A	Easily understand app/ No confusion	While meeting with the participant and with the iOS device, ask them to open the app and interpret the purpose of the app.	If it takes less than 1 minute, the design passes. If it takes more than 3, there are serious problems with the design.
B	Easily read the text on screen	Ask the user whether they can read everything on the screen. Is anything difficult for them to read? Can they read everything quickly?	Is the user limited by the readability? If the user can read everything on the screen (assuming they have no vision problems) the design passes. If not, the design needs to be reworked.
C	Satisfied with overall design	Ask the user what they like about the design. Ask them what they like least. Ask whether the aesthetics of the app would factor into whether they'd want to use the app or not.	The like/dislike questions have obvious interpretations. At least 50% of the users should be satisfied enough with the app to want to use it.
D	No issues with generating items	Ask the user to generate an item with the default settings. Ask the user to generate a high-quality magic item, 5 low-quality potions, and one medium to high quality item that is either a weapon, a ring, or a piece of armor. Ask the user what the most recently generated item does. What are the properties of this item? What category does it fall into?	Look for sticking points, frustration, and the amount of effort required to perform the tasks. If the user has questions, is unable to perform a single task within 30 seconds, or generates items that do not fit the given criteria, the design may need to be reworked.
E	Easy on storage	Ask the user to check how much storage the app uses on the device. Ask the user whether the storage size is reasonable.	At least 50% of the users should be satisfied with the storage size of the app.
F	Quickly use app/ Excited to use	Ask the user to pretend that their campaign's party has just finished a large encounter and has started looting the bodies and surrounding chests.	Look for sticking points, frustration, and the amount of effort required to perform the tasks. The task should be completed within 4-6 minutes.

- Script:
 - Please open the app. (Hand the user the device)
 - Can you tell what is going on? What do you think this app is for?
 - Can you read everything in the app?
 - What do you think of the design? Do you like the layout? Does everything fit on your screen?
 - What do you like about the design? What do you dislike?
 - Would you want to use this design for the app, or are there things you would change before you would want to use it?
 - Try to generate an item with the default settings.
 - Try to generate a high-quality magic item.
 - Try to generate 5 low-quality potions.
 - Try to generate one medium to high quality item that is either a weapon, a ring, or a piece of armor.
 - What does the most recently generated item do? What are the properties of this item? What category does it fall into?
 - Can you check the storage remaining on this device? (Show them how to access Storage in the iOS Settings) How much storage does this app use?
 - Is this a reasonable amount of storage? Would you be able to keep this app on your device?
 - Pretend that your campaign's party has just finished a large encounter and has begun looting the bodies and surrounding chests. You have at least 5 bodies to loot, and 3 chests containing magical items within the room. Can you generate a good variety of low, medium, and high-quality items to satisfy your own personal preferences and the needs of the campaign?
 - Is this something you would find useful in your campaigns? Would it be easier to give your party members opportunities to find loot and items if you had access to this app?
- Interpretation Guidelines:
 - If it takes less than 1 minute for the user to interpret the purpose of the app, the design passes. If it takes more than 3 minutes, there are serious problems with the design.
 - Is the user limited in their interpretation by the readability? If the user can read everything on the screen (assuming they have no vision problems) the design passes. If not, the design needs to be reworked.
 - The like/dislike questions regarding the user's opinion of the overall design have obvious interpretations. At least 50% of the users should be satisfied enough with the app's overall design to want to use it.
 - Look for sticking points, frustration, and the amount of effort required to perform the tasks. If the user has questions, is unable to perform a single task within 30 seconds, or generates items that do not fit the given criteria, the design may need to be reworked.

- At least 50% of the users should be satisfied with the storage size of the app.
- Again, look for sticking points, frustration, and the amount of effort required to perform the tasks. The task should be completed within 4-6 minutes.
- The user should be excited to use the app and should see the possibilities for using the app during their campaigns.

Grading

	Exceptional 100%	Good 90%	Acceptable 70%	Developing 50%	Missing 0%
Participant Selection 10%	Following the participant selection process will always result in the best candidates being found	Participant selection will direct the UX engineer to find viable candidates	It is easy to tell whether a given candidates matches the selection criteria	The instructions are vague or unrealistic in any way	The quality of the instructions severely limit their usefulness
Hypotheses 30%	Every plan hypothesis is directed towards a real usability concern and all the concerns are addressed	Every plan hypothesis is directed towards a real usability concern or all the concerns are addressed	Hypotheses map to the "key usability issues" of the skin being analyzed	The hypotheses do not relate to the usability challenges of the skin	Missing hypotheses
Experiments 30%	Every hypothesis has at least one experiment that is valid, reliable, and efficient	"Acceptable" plus the experiments are likely to collect high-quality data	Every plan hypothesis has at least one experiment	There is at least one fully flushed-out experiment	The experiments are missing
Script 10%	The script is a "seamless" fusion of all the experiments	Every experiment is obviously represented in the script	At least one aspect of the script may decrease its effectiveness in collecting good data	The script is present but lacking in some fundamental way	The script is missing
Interpretation 20%	Same as "Good" and it will be "unambiguous" how to score every hypothesis	The lab will be able to address every plan hypothesis through the interpretation guidelines	Data interpretation guidelines will prompt the lab to look for the key issues	The interpretation guideline does not give sufficient detail to know what to look for in the study, how to score the design, or seems "made up" to any capacity	Interpretation guidelines are missing

In addition to the above criteria, a penalty will be added for write-ups that suffer from usability issues: grammar or spelling errors, overly verbose, poor formatting choice, difficulty finding important information, etc.