

Usability Test Plan

Usability Tests Plan

Introduction:

Wavely Moderated Remote Usability Test (Mobile)

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Background:

Wavely is a weather forecasting app that helps sailors, surfers, fishers, and any other water sport lovers easily understand and use the weather forecasts. *Wavely* also helps users to get in touch with local communities and to be better prepared for any experiences on the water. The main emphasis of the app is to make statistical weather and safety information accessible to beginners.

Goal:

The goal of this study is to evaluate the basic functionality of the app and to see how the users will interact with it. I would like to observe and measure how users understand the app, value the initial functionality and share their feedback.

Test Objectives:

The participant will be testing the basic functionality of the following features:

- + *Onboarding screen*; Overall understanding of app's purpose, what the app is about, how to start using it.
- + *World map usage*; How easy or difficult is to use it for the fresh user. Could the user find a desired spot on the map, set up the current location, understand how to use filters?
- + *Spot's weather report and safety information*; Is this information accessible to everyone, easy to find and navigate? Can user contact the local community?
- + *Sign up and personal account*; how intuitive and user-friendly is this feature?
- + *Search*; Will the user find a desired spot or location easily or not?

Methodology:

The study will be conducted in moderated remote mode. Each task will include a short briefing, task performance and feedback parts.

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Participants:

5-6 participants will be taking part in this usability study.

Schedule:

The test study will be scheduled on 21-22 of April, 2020. The exact time will depend on availability of the participants.

Sessions:

Participants will individually engage in 15-20 minute usability test sessions that will be recorded.

Equipment:

Testing will be performed using Skype or Zoom. Each participant will be using his\her own computer. Link to the prototype will be provided by the organiser.

Metrics:

Errors will be measured using Jakob Nielsen's scale:

0 = I don't agree that this is a usability problem at all;

1 = Cosmetic problem only: need not be fixed unless extra time is available on project;

2 = Minor usability problem: fixing this should be given low priority;

3 = Major usability problem: important to fix and should be given high priority;

4 = Usability catastrophe: imperative to fix before product can be released.

Script:

TBD

Tasks:

TBD