

Introduction

Hello. My name is Nick Bachan and I am an aspiring UX designer. We will be conducting a usability test today consisting of three tasks. You will be provided with task prompts as well as access to a few interactive prototypes that correspond to those prompts. I will provide no guidance with regard to completing the task prompts after each test has been initiated. No set time is allotted, and your observations on everything from the prototypes themselves to this observation process are welcome. Please speak audibly when conveying observations and gesture to things within the prototypes provided as needed.

Observation

Tell me about the last time you used a social networking app on your phone.

What are your common areas of frustration surrounding navigation within social apps?

Describe your goals upon opening an app like Facebook on your phone.

How many apps do you keep on your home screen? Can you categorize them by function?

Task #1

Referencing the prototype in front of you, imagine that you want to see your matches given previously input search criteria. By interacting with the prototype, demonstrate and describe how you would achieve that particular goal. Any thoughts are welcome, but I will not be answering questions or interjecting as you work toward this goal.

Task #2

Referencing this second prototype, imagine you would like to message matches with whose profiles you've recently interacted. Walk me through how you would achieve this goal.

Conclusion (for both tasks):

How easy was it for you to complete this task using the prototype provided?

Was there anything you found enjoyable?

What seemed intuitive?

Was there anything that represented a clear hindrance on your path toward completing your goal?

Is there anything else more general you'd like to share regarding this experience as a whole?

Thank you so much for participating in this observational exercise.