User Testing Plan

Testing Goals
- To get Feedback from the group of Children to see if the proposed *StoryQuests* Reading Game is a concept that will be interesting to them.

What is being Tested
- A Paper Version of the Game. The parts will be a paper map, a short story and several pictures that relate to the story.

Testing Procedure
- I will be sitting on the floor with *StoryQuests* Paper Pieces and a short story that offers the Children options as they would have if they were reading the story in the real game. They will read the game and I will be the Computer who places the star stickers on the map to indicate their progress.
- The Children will be asked to pretend that the sheet of paper we are working with is a computer screen divided into 3 parts. The Map on their left, a picture depicting the page we are reading on the top section on the right and the story text on the bottom left.
- The Children will be asked their opinions about the process of going through the story and the feedback they get back relative to the following aspects.
  - Do they like the overall layout
  - Do they like the way the Map tracks the changes and
  - Do they like the way Pictures change with the story
  - Do they think that we always need pictures or is it OK to just have text on some pages
  - Do they want an undo?
  - Are they bored with the concept
  - What do they think will make the Reading Game better

Measuring Results
- The Children should be able to understand the concept of the *StoryQuests* Reading Game and interact with it as a book with a map on the side.
- The children should be interested to see where the story is going
- They should be perceived to find it a satisfying experience.

Success
- If the Children have ideas to make the Paper Version of the *StoryQuests* better then the concept is interesting enough to pursue as an application.