User Test Report

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User Testing Recap

- The Children were interested in the concept of a computer version of “Choose your own story” but did not like the *StoryQuests* Interface at all.

Participants

- My Nephew age 10 and 4 of his friends 2 age 10, 2 age 9.5
- My Niece age 15 who babysits a lot and wanted to see this for herself.

Testing Procedure

- We ended up with all the boys and my niece participating at the same time, the paper prototype was too boring to just do alone.
- The Children did pretend that the sheet of paper we were working with was 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 were quite definitive as to their expectations.
  - Do they like the overall layout – NO!
  - Do they like the way the Map tracks the changes – Yes
  - Do they like the way Pictures change with the story – not really – that part made it seem too childish to them – like for little kids.
  - Do they think that we always need pictures or is it OK to just have text on some pages – Actually they didn't like the pictures or the concept of pictures at all
  - Do they want an undo – in the beginning, they saw this as a kids game and didn't think they would need one as discussions progressed this concept came back into play.
  - Are they bored with the concept – kinda had to be more interesting.
  - What do they think will make the Reading Game better – Where does the list end?

Measuring Results

- The Children did understand the concept of the *StoryQuests* Reading Game and knew immediately how interact with it as a book with a map on the side – but they did not like the interaction.
- The children were interested to see where the story is going but did not perceive it as a satisfying experience – not until they redesigned it.
Was the User Test a Success?

- Absolutely, the concept is interesting enough to pursue as an application because the Children did want it; but they wanted to see it happen in a new way.
- The Children had entirely new ideas of how they should interact with the story.
  - The children wanted the Map to be the Interface first. “If it’s a game it should look like one” was voiced by one of the boys.
  - They wanted the Map to be more interesting with some idea of what kind of place they were going.
  - They wanted to click on the Map not on some dumb “Turn the Page” or “Goto this page or that one” button.
  - As the discussions got rolling - maybe their first brainstorming session – it was decided that it would be very cool to have a wizard pop up and tell them the story. This is where my niece spoke up that it was to be a “Reading Game” - so compromise was struck the wizard pops up but the children have to read what he shows them.
  - That's when the scroll concept was brought up by my niece – that a book didn't go with a Wizard.
    - I liked that as the scroll is able to show the text better than a book. Also if the story was longer than the scroll it is more appropriate to scroll the text inside of the scroll.
  - They still liked the stars on the map, showing where they have been and where was still left to explore.
    - I found their “Explore” concept interesting, I think that their ideas to make StoryQuests better is based on experiences they currently enjoy with role playing games.
  - At this point the concept of an “Undo” became more important – this is when I knew that the idea was good, it just didn’t have an interface that was interesting until the Children redesigned it.
  - Also the idea of choosing your own character was only “OK”.
    - I don’t think they want to play a character that would be a depiction of themselves as I thought they would, I think they want a character different from themselves to live the game through.
    - During the discussions the boys expressed themselves in sounds, especially action sounds.

Changes Based on User Feedback

- The Map will be the Interface for the StoryQuests Reading Game.
- Each location will have a different guide, not just a wizard, that pops up with the scroll to communicate the next steps of the Story and the choices.
- I am not going to focus on designing different characters for the user to be – the focus will be on the pop up characters instead
- Sounds are now critical – especially coordinated with action.