

Usability Testing Protocol

1. We will utilize in-person testing to conduct the tests. We will be conducting usability testing on a specific user flow intended to point out best practice as well as any design flaws. X amount of participants will be recruited based on the following criteria:
 - a. Must be at least 18 years old
2. Participants will be utilizing a paper prototype depicting the major screens of the mobile app. They will be presented with the following tasks and scenarios:
 - a. Add a segment to “Day 2” of the Japan Trip.
 - b. Add a photo to the album section of the segment, “Fish Market”.
 - c. Share that photo to social media (Facebook, Instagram).
3. Participants will be instructed to talk aloud as they complete the tasks.
4. All of the participants’ on-screen actions and voices will be recorded through one of the researcher’s phone. After the tests are complete, we will evaluate each task based on the following criteria:
 - a. How many errors were made
 - b. How long it took to complete
 - c. User feedback
5. When the tests are complete, we will watch the videos together and discuss what we learned and then we will summarize into a report.
6. It’ll cost \$0 to do this test.