

test plan

# test plan

## introduction

- Roota Usability Test – Mobile Navigation
- Chicago, IL, USA – Remote
- Stakeholder: Diana Stavropoulos, UX Researcher & Designer

## background

- Roota is an app that connects users to experts in local and personal networks to help aide in everyday plant care.
- Users can get assistance with purchasing, maintaining, and providing a healthy environment for their plants to thrive.
- Personas: James & Kelly

## goals

- The goal of this study is to test the usability of Roota's core functions and to identify potential navigation problems.
- With participant feedback I hope to learn any design improvements the prototype might need.

## test objectives

- Measure how quickly users navigate through Onboarding and Sign Up/Login
- Observe how users interact with the introduction video
- Test how long it takes for users to complete a new task
- Identify any difficulties in the initial onboarding and daily tasks the user comes across

## methodology

- This test will consist of Moderated Remote Testing.
- Participants will be given a video introduction that will provide a general overview of Roota and the purpose of their participation in the usability test.
- I will guide everyone through each task and will finish with a final debrief.

## participants

- The test plan will consist of 6 participants within my personal network of family and friends.
- The core features will be assessed during this test, so the need for participants who are interested in plant care is not necessary at this point.
- I will be looking for the functionality of the features throughout the app.

## schedule

- The test will take place between Jan 7 – 15, 2022. Since this will be remote, participants will be given flexible time slots in the morning or evening.

## sessions

- Participants will take part in a 15 minute Roota usability test session

## equipment

- Participants will be given a link to Roota's Interactive prototype via email.
- They will be able to use this link on their computer or cell phone. During the test, we will meet via skype to have a video call.

**metrics:** Errors will be measured using Erik Nielsen's severity ratings 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