Mobile user testing, User 1 (September 15, 2009)

Related documents

This user testing session provided a lot of helpful information to us. Documents that are informed by this information are listed below.

Using iPhone's VoiceOver
iPhone a11y developer notes
Notes on the museum experience of a blind visitor

Demographic info

Note: User 1 was not a strict usability test & more of a walkthrough because at the time a working demo was not available. We described the interface to User 1 & he told us how we would use the application.

	User 1
Gender	Male
Age	N/A
Comfort level with technology	Very comfortable
Assistive technology ? (e.g. Voice Over)	Yes

Museum Experience

	User 1	
How often do you visit a museum or a gallery?	Haven't visited recently. See: http://wiki.fluidproject.org/display/fluid/Museum+experience+of+blind+visitor	
Have you used a museum's mobile or web application? Y/N	N	
If yes, what museum was it for? How was your experience? Would you use it again?	N/A	

Mobile Experience

	User 1
Do you own a mobile phone? If yes, what do you have?	iphone
How often do you use a mobile phone?	wasn't asked
How often do you surf the internet using your mobile device?	A few times a day

Task-oriented usability tests

Task	User 1
1 - How would you go about finding more about the sleigh?	- Thinks that the ... or expand buttons lead to more information - Button should say "more information" rather than "expand" to guide the user
2 - ...you want to mark it somehow so you can come back to it in the future. How would you do this?	- Add to collection if he is comfortable with this option and understand how it works - However, "my collection" has to be easily discoverable - needs to be apparent how you get back to "my collection"
3 - you decide to leave a note about the sleigh. How would you do this?	- Click on the comment link and would look for the form to add the comment - Would also click on the tag link