

# Usability Testing

# Data sheet

Notetaker Rachel Donalobson

Participant # 2

Tested product (e.g. website URL): Escape to Mars App

Task(s) (Enter a brief description for each task)	Success 0 = Not completed 1 = Completed with difficulty or help 2 = Easily completed	Time to complete	Number of Errors	Notes/Observations (Note why the user was successful or not successful, e.g., wrong pathways, confusing page layout, navigation issues, terminology)
#1: Find an interesting fact about Titanium	0	NA	NA	The participant thought you had to begin playing the game to find out an interesting fact out about Titanium
#2: Complete level 1	0	50 sec	2	After reading task participant thinks they have to go back to the home screen. Completes first level but not the second becomes stuck and can't proceed.
#3: Complete level 2	1	59 sec	3	Thinks you have to click level bar to move to next bar. Tries to drag He several times before realising He 0 moves does this on 3 bottles
#4: Complete level 3	2	1 min 20 sec	1	Is able to complete this task quite easily. Is confused by the flame. tries to click it rather than drag another element over
#5: Complete level 4	1	1 min 45 sec	7	Keeps trying remember what the elements symbol stand for. Can't get the drag function to work.