Experimental XO User Testing

Instructions for testers

Thank you for helping us test!

The most important thing to do while you are testing is to think out loud and tell your assistant what to write down.

What are you trying to do?

Before you click on something, what do you think will happen when you click ig?

After you click it, were you surprised at what happened?

Instructions for assistants

Thanks for volunteering to be a testers' assistant! We will be asking our testers to think out loud as they are using the computer, and your job is to write down what they're thinking and how they try to do things. (What do they click on? When do they get frustrated?) You can use the back of this sheet or the next sheet to write down your notes.

There is no right or wrong answer; we're interested in finding out what a kid's first instincts are when they come across an XO. This means that if they can't figure something out, it's our fault, not theirs - and we're very thankful to them for pointing it out to us so we can fix it!

There are also three rules for Being An Assistant you should keep in mind.

Rule #1: Do not touch the computer. If you absolutely must, point at things - but try as hard as possible not to tell your tester what to do. If they get confused or lost, ask them what they are confused about, and what they can do to start figuring out how to solve the problem.

You can switch off with your tester afterwards and test the XO yourself while he/she records you, but when you are an assistant, you should be watching your tester use the computer.

Rule #2: Capture everything you can. "Mistakes" are great, because they show us (the development team) what we need to fix - please write them down!

Rule #3: Ask your tester questions. What are they trying to do? What are they thinking about? Do they need to slow down and repeat something so you can write it down?

First impressions

Who do you think this computer is designed for?

What do you think the different buttons on the keyboard do? The different pictures on the screen? (Try them!) How can you type? Click on things?

If you get stuck, keep thinking out loud so your assistant can write things down! We are interested in finding out whether we have designed the computer so that kids can teach other kids how to do new things on it.

Challenges

Pick one or more of these challenges to try, or make up your own. There are no instruction books around; don't let a grown-up tell you what to do. Instead, see if you can figure out how to do them on your own, or by asking other kids around you - when these laptops go out to schools in the developing world, the students there have to help each other learn how to use the XO when their teachers are busy.

Can you...

1. Chat with another person across the room? (10 minutes)
2. See what somebody else is typing in their Write document? (15 minutes)
3. Write a poem or draw a picture and save it, close the Activity, and then open it up again? (15 minutes)
4. Make the Turtle draw a star? (15 minutes)
5. See a sound wave play across your screen? (10 minutes)
6. Take a video of somebody using an exhibit on this floor? (5 minutes)
7. Find and use things that other kids have written, drawn, photographed, and made on the XO before you started using it? (5 minutes)
8. Make the screen black-and-white and put the XO in tablet mode? This mode is great for reading books. (5 minutes)
9. Figure out how to put a picture you took into a Write document? (15 minutes)
10. Think of your own challenge here!

Stories and ideas

Tell us a story about one of your favorite learning moments. How can we design the software on the XO to make the same kinds of moments happen for other kids?

Finishing up

Age:

Gender:

Do you use computers in school? At home?

Have you ever seen an OLPC XO before?

When you are done using the XO, please close/stop all the Activities you started, and then reboot the computer so the next tester can use it. Thank you!