Introduction

The purpose of this session is to test an interactive wireframe for a new driving lessons app we're developing. This is not a test of you or your abilities, but rather of the app's design. Your honest feedback will help us improve the app.

This is DriveN, an app that aims to help users get ready for their driving exams. You can do daily quizzes, go over lessons.... With the app you have access to daily quizzes, lessons, lesson topics with any information you'd need, and an AR functionality to further solidify your understanding of certain rules. You can also use it to study different parts of the car's systems such as the engine, tires, dashboard etc.

This is a prototype, so not everything will be fully functional, and there may be placeholders for certain elements.

We're interested in your thoughts and reactions as you navigate the app. Please think out loud—tell us what you're looking at, what you're thinking, and any questions you have as we go along.

Tasks

Find the AR screen

Find a particular topic's screen (lessons with a test)

See in which days you've done a lesson

Find the subscription plan

Finish a lesson

Follow-up Questions:

- What are your first impressions of the process?
- Was anything unclear or confusing?
- How would you expect this to work in a real app?
- What else would you expect this app to have?
- Was the information architecture well designed?

Test Goals:

- Make sure users can navigate effortlessly
- Understand if people can recognize it as a learning app
- Are the sections used expected, or 'right' for the users

Potential Tasks that achieve the goals:

- Navigating between the tabs and understanding what they are supposed to be.
- Finding a lesson to complete.

Findings to look for:

- Whether users can predict the result of clicking a button
- Whether they find it easy to find a specific section
- Where do users click on the sections
- Does anyone attempt to slide information to the sides.

Tasks:

1. Find the AR screen
2. Find a particular topic's screen (lessons with a test)
3. See in which days you've done a lesson
4. Find the subscription plan
5. Finish a lesson

Success Metrics:

The user was able to complete 4 tasks without requiring additional guidance.