

Panel Testing

Team Setup (1)

- This tab displays each team's logo, Mascot, and players when their button is pressed. The button will be programmed to have a preset clip ready for when they want to display the team's logo, mascot, or players during transitions or before talking about that team.

Test Description

- I simulated what the panel operator would do during a hockey game to make sure everything was in the proper place and worked as planned. It should take approximately 10 seconds for someone to locate and press whatever button they were told to press

Trial #1

- I asked a friend to look at the panel and I asked them to press the button that would display the home team's mascot. The test subject found the button easy to locate and use in only 7 seconds

Trial #2

- I asked a different friend to look at the panel and I asked them to press the button that would display the away teams player. The test subject found the button with ease because it was labelled and had a picture of a hockey player on it, it took them 9 seconds

Trial#3

- I asked another friend to look at the panel and I asked them to press the button that would display the home teams logo. The test subject found the button and said that the panel was simple and well organized, making it easy to locate in 6 seconds

Conclusion

- The trials went well and overall the test subjects seemed to concur that the panel was simple and very easy to locate the desired button. They all agreed it was organized and would be easy to use during a game under pressure. I wanted people to be able to locate the buttons in about 10 seconds and it took most people less than that to find it.

Goalie Matchup (2)

- This tab displays the home and away goalies for the game with a slider that when pressed reveals the home teams goalie, and when pressed again reveals the away teams goalie. Each side also shows the bio and stats of each goalie in their OHL careers.

Test Description

- I simulated a game situation to test how easy it would be to use the panel. I wanted the tabs to be found within 5 clicks to be able to say it is easy to locate.

Trial #1

- I asked a friend to look at the panel and locate the bio of the home goalie. The test subject was able to toggle the slider to the home team's side and click on the bio tab in 4 clicks .

Trial #2

- I asked another friend to look at the panel and locate the stats of the home teams goalie and the test subject was able to locate the stats using only 3 clicks, given no directions or information on the panel beforehand.

Trial#3

- I asked a third friend to look at the panel and locate the bio of the away team's goalie and the third test subject had slight trouble using the slider, however once they realized how it worked they found the bio tab using 7 clicks.

Conclusion

- The trials went quite well, most test subjects had zero trouble locating and using the panel. Test subject number 3 found the slider slightly complicated if you had no information on how to use the panel beforehand, because it is not labelled or explained how to use it. This is something to take into consideration for prototype 2. We found most people only need 3-5 clicks to locate which is optimal, except for the final test subject who took 7 clicks to find the tab.

Standing/Stats (3)

- The panel was built to be reliable . To make it reliable we have colour-coded boxes that can easily be modified and changed directly on the panel when needed for a match. It is

possible to change a player's name, a score, a logo and the title when needed for other matches.

Test Description

- The purpose was to create a panel not overcrowded, easy to use and efficient during the game. The testing method was to get comments from users/potential clients. Here we had our prototype used by 3 different people to obtain comments. This will help us verify our test.

Trial #1

- Here we observed how many clicks a user did to input a team logo. We observed that our user took on average 2-3 clicks which is not bad. This gives us positive results.

Trial #2

- Here we ask our user to find an object on the screen and we record the time it took. It took around 5-7 seconds which is also a positive result for us.

Trial#3

- Here we ask another user to change a variable on the panel once he finds the box for it, for instance to input a player's points and we record the time it took to find and input the information. It took overall 5 seconds which is what was expected. So it gives us a positive result.

Conclusion

- The purpose of these trials was to build a panel that is reliable. We can say that we achieved our test for this first draft as the results were quite positive. 5 seconds to find and modify a player's score is a positive result for us.

Three Stars (4)

- This panel is used to showcase the best three players of the game in spite of the winning teams. The panel has to take account of the scores of the players as well as pinpoint any player for their exceptional performance in the game.

Test Description

- The task was to bring the player name from the catalogue of players of the playing teams. After that pinpointing the player and changing to another team catalogue if required. The panel has to be easy to use and a new user has to be able to get around the desired function by 8 or less clicks.

Trial #1

- When the new user added the files of the catalogue of players on the 'search team' widget, the catalogue did not appear and the file was not being read. Later after further investigating by myself, I found that the widget that would show the player's name wasn't added to the 'search team' widget.

Trial #2

- After fixing that issue, the user was given another try to use the panel. This time around the user was able to get all the player's info. But he was not able to pinpoint a player or edit the player's scores. Later on I figured out how to fix that and it took him about 15 or more clicks to get the pinpoint to work. As it was not the desired number of clicks, I worked out the panel to make it more easier to use

Trial#3

- After changing some functions, the user was able to pull the team's name with 5 clicks and then pinpoint the player with 3 clicks.

Conclusion

- The panel did take longer to make it work than other ones. Although a trained user could make it work faster, there could be other ways to make that function much quicker. Nonetheless, assistance will be required to operate this panel.

Full Page Sponsors (5)

- The purpose of this panel is to be able to display the full page sponsors in an organized manner.

Test Description

- I asked 2 people to try to use the panel and locate different things to see if they were able to do so with ease/ to ensure the panels were organized. I want the users to be able to

switch between tabs in 8 seconds, find the style folder in 15 seconds, and be able to change the image in the tab within 6 clicks.

Trial #1

- I asked one person to see if they were able to switch the tabs by using the buttons within a max of 8 seconds. They did this very quickly as they found it in 4 seconds.

Trial #2

- I asked another person to try to locate where you would go to change the image on the tab in case they wanted to switch a sponsor. They did struggle slightly with this as it took around 30 seconds before they asked for help but after I guided them to the style tab in edit mode, they found it pretty easy to do.

Trial#3

- I asked the same person to find the style tab again but by themselves to see how many clicks. It took them about 3 clicks to get to the option where you can select an image and then 2-3 more clicks to set the image and apply the changes. Overall this is pretty good as I am able to change the images in the same number of clicks.

Conclusion

- The trials went pretty well considering the users were new to Dashboard. The second user did need some guidance finding the style tab but overall everything went pretty well.

Fan Birthdays (6)

- This panel was made to display fan birthdays with enough spaces to be able to present varying numbers of fan birthdays for each game.

Test Description

- I asked 2 new people to undergo the same testing as the full page sponsor bugs. I want the users to be able to switch between tabs in 8 seconds, find the style folder in 15 seconds, and be able to change the image in the tab within 6 clicks.

Trial #1

- I asked the first test subject to use the buttons to switch the tabs. They did this in 3 seconds and the goal was 8 which was very good.

Trial #2

- I asked the second test subject to locate the style tab to be able to switch the images on the tabs. The goal for this test was 15 seconds. This did take some guidance as they were not too sure on how to get to the style tab but after some guidance they got there successfully. After giving them guidance, it took about 20 seconds.

Trial#3

- I asked the second test subject to actually change a tab image on their own to see how many clicks it took. The goal was 6 clicks and they achieved that goal.

Conclusion

- Overall, the trials ran pretty smoothly. Finding the style tab seems to be the spot where users struggle but with guidance they seem to get it pretty quickly. This isn't something I'm too concerned with as they were not familiar with hockey panels or Dashboard.

Sponsor bugs (7)

- The panel was designed so that 2-3 sponsor bugs appear on the panel colour-coded with 2-3 buttons reserved for sound to accompany these sponsor bugs. Each audio button is colour-coded to match with each sponsor bug and lastly a back-up message box in case there is an error to display any sponsor bug.

Test Description

- Here the challenge is to find a sponsor bug at the fraction of a second on the panel. This is very important because this is the task that is the most time sensitive during the games. Three different users were given trials to perform the test and the solution was tested.

Trial #1

- Here I asked a user to click a button that corresponds to a sponsor bug and we recorded the time it took and it took 3 secs to find it which is not bad and is close to our goal.

Trial #2

- Here we asked a different user to click another button corresponding to another sponsor bug and recorded the time and how many clicks it took. For this time it took one click and 2 seconds which is realistic to our goal.

Trial#3

- Here we asked a different user to perform the click test again and for this time it took half a second because the design was clear , the colour well defined , and every sponsor button at each corner on the panel to make it even more visible.

Conclusion

- The plan to test the design was well defined , the goal was to access the sponsor bug button on the panel in a fraction of a second which is what was observed . The test was positive .

Make Noise/Crowd Prompts (8)

- The panel is to be used to add the auditory effect in the games. All the fan birthday, score, foul and other type of event noises are played using this panel.

Test Description

- Task was to make a panel with different colour tabs such that it can be replaced with the desired function when required. The tabs were arranged in one corner so that the panel does not look cluttered and also added a display panel to show the change while using the tabs.

Trial #1

- I asked someone to change the tabs with just clicking on them. In the first trial, the panel was not successful as it did not change the colours as I wanted.

Trial #2

- Later fixing that issue, I asked the same user to try to change the tabs and see if the colour of the visual tab changes or not. This time it worked. But this time, the issue I ran into was when I asked the same user to change the colour of a tab to his choice. He was not able to do it smoothly and his feedback was that it is too difficult to get to the function of the tabs

Trial#3

- So after reprogramming the function board and making it easier to access, I asked the user to try to change the colour of visual panels by clicking tabs and then try to change the colour by inputting a different colour for any tab of his choice. This time everything

worked out perfectly. The user was able to change to different tabs correctly with just 1 click and changing the colour of one tab to a colour of his choice took 6 clicks.

Conclusion

- The trials went somewhat smoothly. The task of making the function of changing the colour of a tab with ease took longer than expected. Although the user did the changing the function of a tab with just 6 clicks, if someone who never used dashboard it might take longer for them to do the desired function.

<i>Test ID</i>	<i>Test Objective (Why)</i>	<i>Description of Prototype used and of Basic Test Method (What)</i>	<i>Description of Results to be Recorded and how these results will be used (How)</i>	<i>Estimated Test duration and planned start date (When)</i>
1	This test was done to find out the reliability of the Team Setup Panel.	Physical testing was done on the panel to simulate what would be done during a game.	The ability for the user to display different cinematics on the screen was calculated in a time interval.	The base time given was 10 seconds to perform the requested task and each trial was successful.
2	For the Goalie Matchup panel we wanted to make sure the user could switch between goalie information.	Physical testing was done on the panel to simulate what would be done during a game.	In order to display the goalie information it was decided tabulating the amount of clicks was the most effective test.	The ideal base amount of clicks was 5 for a task, and was mostly successful with potential confusion in tab switching.
3	The design of the Standing/Stats panel was crucial for being able to swap information very quickly.	Physical testing was done on the panel to simulate what would be done during a game.	Since information input is a big part of this panel, the amount of clicks was the best test to run.	The average amount of clicks for each trial varied but overall had a positive outcome.

4	In order for the Three Stars panel to work, information gathering has to be seamless and quick.	Physical testing was done on the panel to simulate what would be done during a game.	The amount of clicks was important as the user would need to view multiple sources of information at once.	Through multiple trials and adjustments the user was able to get to an acceptable amount of clicks, potential further simplification.
5	The Full Page Sponsors needed to be displayed organized to not clutter the screen during the main image display.	Physical testing was done on the panel to simulate what would be done during a game.	Both the number of clicks and duration for a task suited this panel's testing as it has multiple aspects.	Overall the panel was successful when tested by the user, but slight complications can be fixed with the image adjustment.
6	The versatility of the Fan Birthday panel is important as there are multiple messages to display on the screen.	Physical testing was done on the panel to simulate what would be done during a game.	Since the user would have to upload and change messages, both the amount of clicks and duration to complete a task was tested.	The only complications that the users ran into were accessing the style tab so further development of simplification with this is required.
7	In case there was an issue in the Sponsor Bug Panel a backup message can be imputed, but simplicity was the goal.	Physical testing was done on the panel to simulate what would be done during a game.	Due to the importance in being able to display the sponsor bugs quickly, time duration was the test run by the user.	After observing each test it was concluded that the user could easily complete the tasks required and met the goals set prior
8	When designing the Make	Physical testing was done on the	When the user would set up the	By the end of the trials conducted the

	Noise/Crowd Prompt Panel simplicity was key as the user would need to differentiate between many different effects.	panel to simulate what would be done during a game.	panel, many different prompts would have to be imputed into the slots, so testing the amount of clicks was done.	panel worked as intended, but many different aspects needed to be adjusted in order for the user to meet the goals set initially.
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