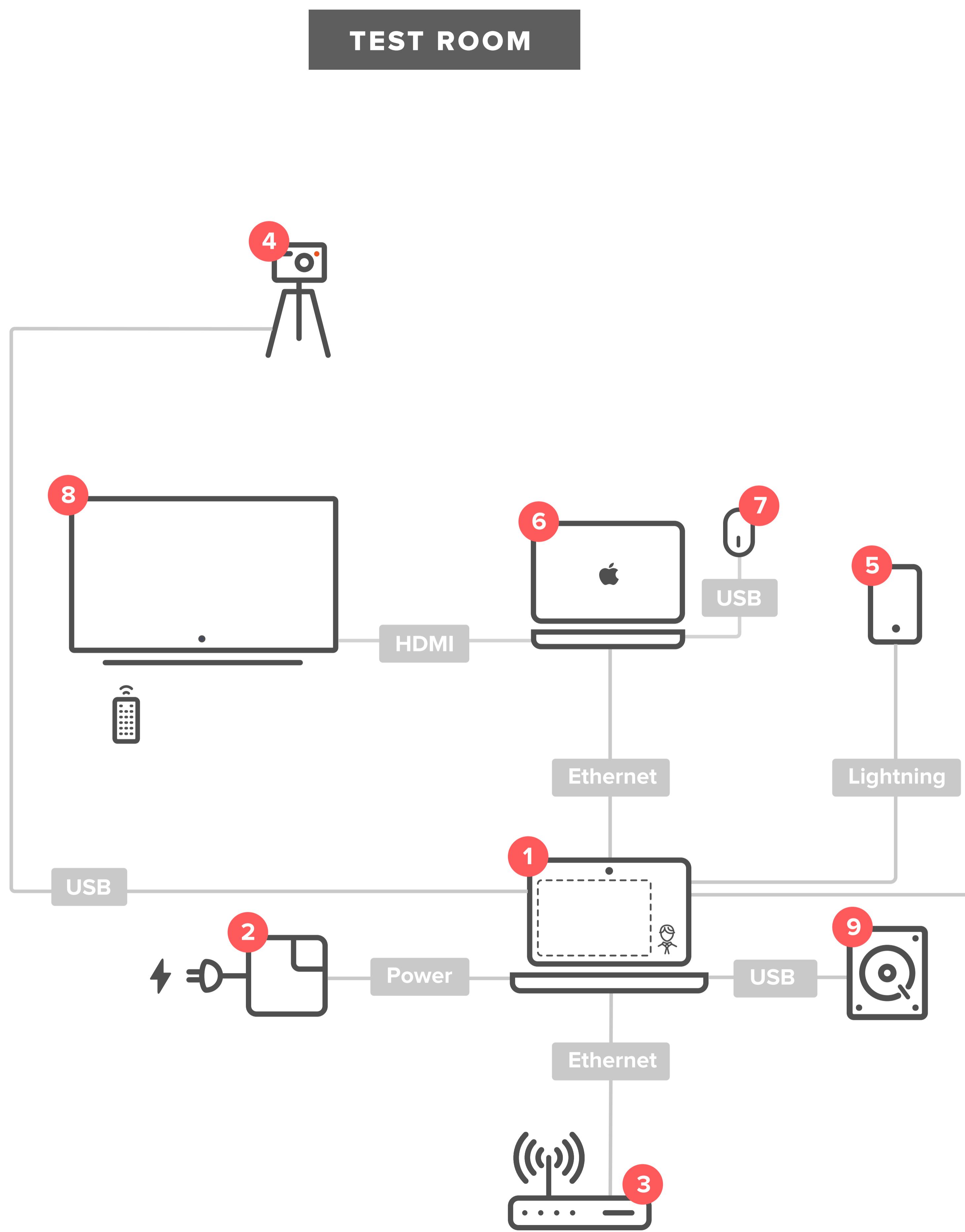


# TEST ROOM



# OBSERVER ROOM

# Usability test

## SETUP GUIDE

- 1 Host laptop**
- 2 Charger**
- 3 Fixed Internet connection**  
- Optional -
- 4 USB Webcam**
- 5 Test Device 1**  
(e.g. iPhone/iPad)
- 6 Test Device 2**  
(e.g. MacBook/Website)
- 7 USB Mouse**
- 8 Test Device 3**  
(e.g. TV)
- 9 External Hard Drive**  
(use after the test)
- 10 Monitor / TV / Beamer**
- 11 Brownpaper, Whiteboard**
- 12 Observation Equipment**
- 13 Small audio speaker**  
- Optional -

# HDMI longer than 5 meter?

Keep in mind that a long HDMI cable only works in one direction (one end is the source). The HDMI most likely will only work with a resolution of 1080px.

## 1 Getting Started

Place the host laptop ① somewhere not too visible for the participant, but not too far from your test device(s).

## 2 Keep it powered!

Always keep the host laptop ① charged with a charger. ②

## 3 Fixed internet

Optional to share the screen of the host laptop via Skype to let stakeholders join the test from other locations. Because wifi is not trustworthy enough, use an ethernet cable to connect it to a fixed internet connection. ③

## 4 Place webcam

Place the webcam ④ in front or a little sideways of a participants seating place. Connect it via an extended USB cable to the host laptop. Open Photobooth to see the webcams image. Place it in the right bottom corner.

## 5 Setting up a test on a iPhone or iPad

Connect the device ⑤ with a lightning cable to the host laptop ①. To see the screen of the iPhone/iPad on the host laptop, please do the following:

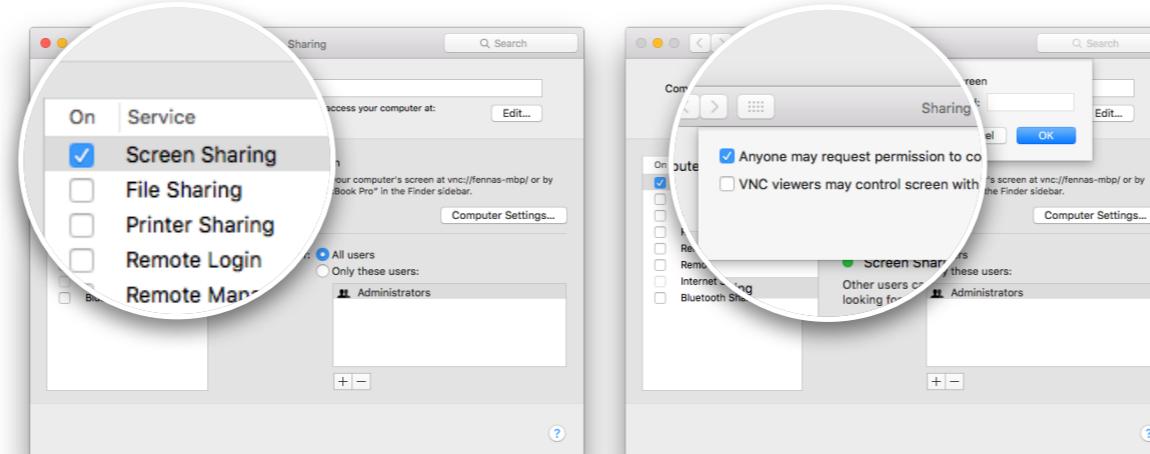
- Allow permission on the device
- Make sure the iPhone or iPad is unlocked
- Open Quicktime
- Select 'File' → New movie recording
- Select the device from the menu next to the record button



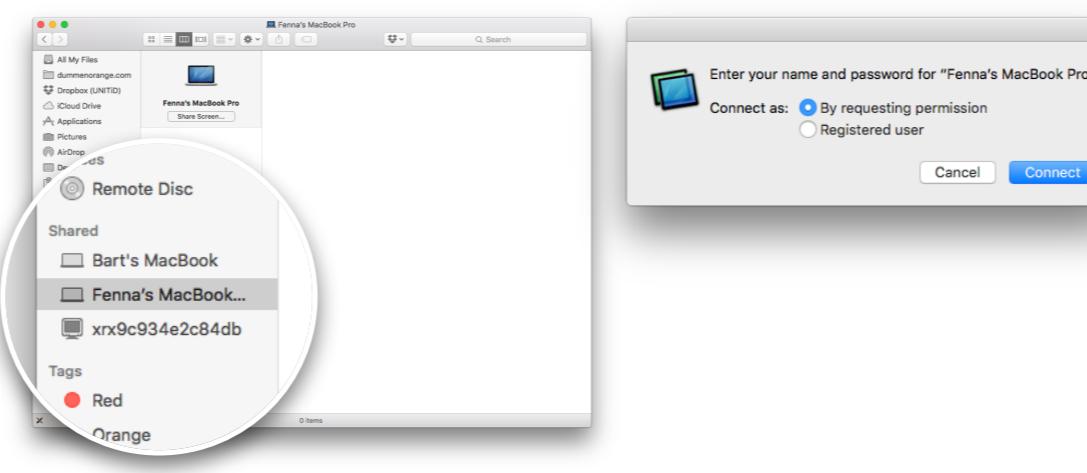
## 6 Setting up a test on a laptop

Connect the device ⑥ with an ethernet cable (Thunderbolt connector) to the host laptop ①.

- Go to System Preferences → Sharing → Choose screensharing → Select 'All users'. Select 'Computer settings.' → 'Anyone may request to control the screen'.

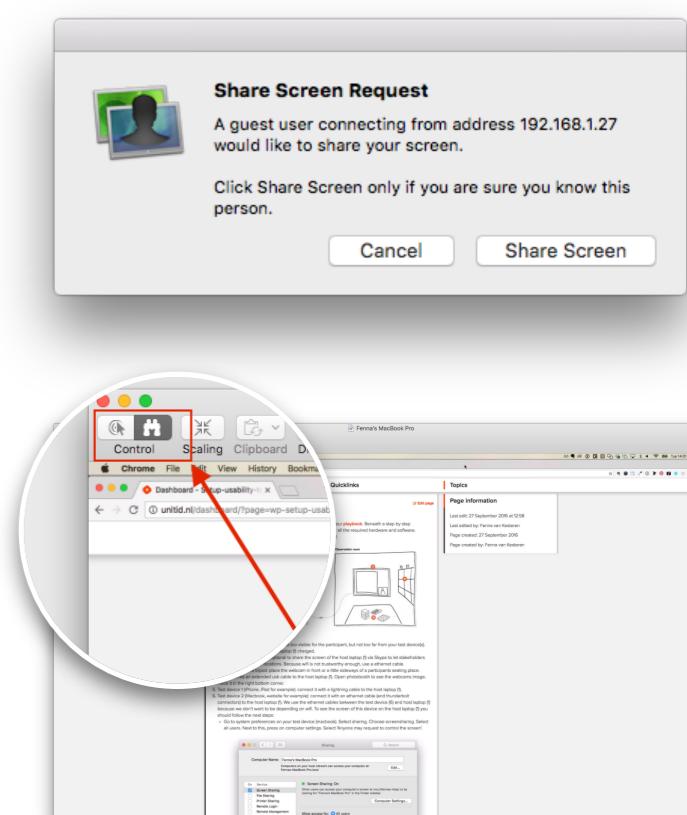


- Go to Finder on the host laptop. Select the test device in the menu (left). Select 'Share Screen' in 'By requesting permission'.



- On the test device, select 'Share screen' in the Share screen request modal.

- On the host laptop ① select the binocular icon in the window of the screen share.



- Place the shared screen next to the webcams image. Make it as big as possible (it could overlap the webcams image a little, but make sure you still see the face of the participant).





## Pro Tips

- Prevent your laptop from sleeping automatically by installing the 'Caffeine' app or disabling it in: Preferences → Energy Saver → Turn display off after: 'Never'

- Connect a mouse to the test laptop. **7**

- You could connect the test laptop to a charger as well. There is a power reel in the suitcase if needed.

- Turn off natural scrolling (Preferences → Trackpad → Deselect 'Scroll direction: natural') and other typical 'Mac' options, to make sure that the user uses functionalities that they are familiar with.

- Change views on the host laptop when switching from test device 1 and 2 (phone/tablet to MacBook) with your participant, so the right screen will be mirrored to the observation room..

**11 Collect the data**

Provide sharpies, post its (one color per participant) and stickers **12** in the observation room. If you would like to know more about our observation method check the UX Playbook.

**8 Setting up a test on a TV**

If you use a TV **8** for a prototype (use our Protoid prototyping tool), connect it through HDMI to a laptop with your proto (URL) on it. Open it fullscreen. The host laptop shows that screen as well.

**10 Monitoring the users in the observation room**

To see what's happening in the usability test room we need to connect the host laptop with a monitor/TV/Beamer **10** in the observation room. Connect the host laptop **1** via an HDMI cable (30 meters in the suitcase). Again, this is more trustworthy than using wifi. Check if the client has a TV with HDMI input. Otherwise, take the beamer along with you from UNITiD. Connect the speakerbox **13** to amplify the sound from the beamer.

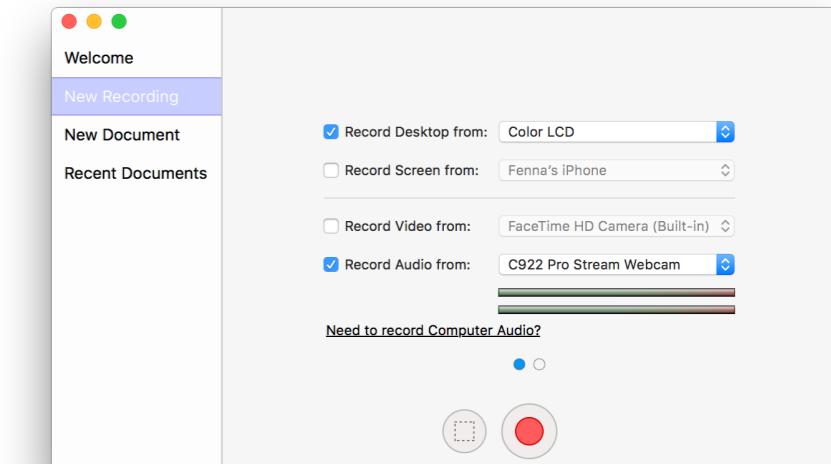
**12 Put it on the wall**

If there's no whiteboard, put the brown paper on the wall, in separate strokes (participants) and rows (tasks) **11**. Also here, if you would like to know more about our observation method check the UX playbook.

**9 Record video & sound**

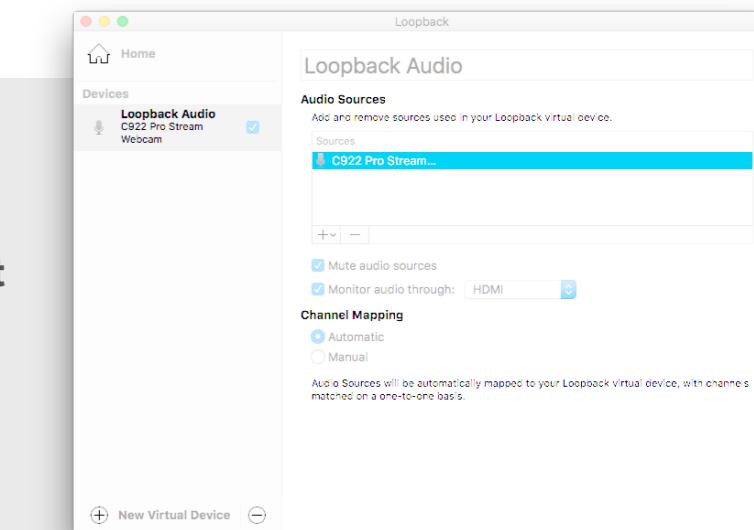
The app 'Screenflow' is a great app for recording your screen. To start your new recording select 'File' → New. It's important to select the audio input from the USB Webcam, as the sound quality is much better than the one your MacBook. Press the red dot to start the record.

Don't forget to stop the record after interviewing (right top controls of your MacBook).



## Don't forget!

Start Loopback on the host laptop. Select the webcam from the audio source and check the option 'Monitor audio through' and select HDMI.



Default the HDMI cable streams the sound of the host laptop in stead of the webcam. We don't want that because the webcam provide better sound and is closer to the participant.

**13 Saving the videos & Wrapping it up**

Stop the screenrecord of the interview (if you use Screenflow, close the window first and then press on save, this is much faster than first choosing save). After all interviews of the day: cut and paste all the saved screenflows on to an external hard drive **9** which is included in the suitcase. Export the interviews from Screenflow the next day from the HD to your laptop (you can upload the video's in the 'Archive' folder in Dropbox) and refill the suitcase with some fresh post-its and brown paper. This way the suitcase can be used by someone else the next day.