

Demo Script

Hello and welcome to this walkthrough of our interface. This process will help us greatly in evaluating our interface's strengths and weaknesses and we thank you for your participation. Keep in mind that anything you say will be kept strictly anonymous, so feel free to say whatever comes to mind. We ask that you read and sign this consent form to ensure that you accept all the terms and conditions of this experiment.

[User reads and signs consent form]

[Read this paragraph to the participant]

The application we are developing is a serious game that teaches beginners how to program. This game consists of three sub-games which are Datris, What Goes There?, and Bug-a-Boo.

- The Datris game helps solidify the player's understanding of different basic Java's data types.
- The "What Goes There?" improves the player's logical thinking by filling the blanks to get the desired outputs.
- The "Bug-a-Boo" improves the player's skill in finding programming error in a line of code.

To get you started, we'll start off by showing a basic demo to get you familiar with the system.

1st Demo: At the Main Menu:

- Click on the Single Player option,
- Choose the "Datris" option, click "Ready to Play" on the tutorial screen
- Click the "Start" button on the middle of the play area
- Give an example of what happens when the block falls into the right bucket
- Give an example of what happens when the block falls into the wrong bucket.

2nd Demo: At the Main Menu:

- Click on the Single Player option,
- Choose the "What goes there?" option, click "Close Tutorial" on the tutorial screen
- Click "Yes" after prompted.
- Type something in the blanks, DO NOT type in the solutions

3rd Demo: At the Main Menu:

- Click on the Single Player option,
- Choose the "Bugaboo" option, click "Ready to Play" on the tutorial screen
- Click the "Start" button on the middle of the play area
- Show what happens after crashing the jet to one of the balloons
- Show what happens after shooting at a bug-free balloon

- **Show what happens after shooting at a buggy balloon.**

[Show home screen in the prototype]

Here is where we will begin our user testing.

[User the 10 steps as taught in the lecture to conduct the experiment and to collect data]