**Goals**

**Scope:**

**Knowledge Challenge**

1. Send a challenge (1 to 1)
2. Accept a challenge (1 to 1)
3. Send a challenge (1 to many)
4. Accept a challenge( 1 to many)
5. Send a challenge ( many to many)
6. Accept a challenge ( many to many)

**Little Classroom**

1. Creating of a lesson
2. Publishing of a lesson
3. Sharing of a lesson
4. Collaborative editing of a lesson

**Little Desk**

1. Post a question
2. Invite collaborators
3. Answer a question

System A and System B are identical, except that System A has the side tool bar, while System B has the top tool bar.

**Purpose:**

A/B Testing:

* Is there any difference of having the tool bar on top or at the side?
* If there is, what are users` preference on it?
* If there is no difference, is it by chance or is it by statistical analysis proof?

General:

* Are the rules of the application easy to understand?
* Are the functions working properly?
* Can user suggest a question easily?
* Can user vote an answer easily?
* Can user send an individual challenge easily?
* Can user send a class/school challenge easily?
* Can user accept an individual challenge easily?
* Can user accept a class/school challenge easily?
* Can user get corresponding rewards after suggesting questions, vote answers, send challenges and accept challenges?
* Can user create a classroom easily?
* Can user publish a classroom easily?
* Can user share (invite collaborators) easily?
* Can user collaborative edit the a classroom contents easily
* What is the user`s general impression of the application?
* What does the user like and dislike of the application?

**Tasks**

**Knowledge Challenge**

1. Suggest a question
2. Starting condition: after loading the suggest question page
3. Ending condition: question added successfully message appears
4. Vote an answer
5. Starting condition: after loading the vote answer page
6. Ending condition: voting result page is displayed
7. Send an individual challenge to another user
8. Starting condition: after loading the send challenge page
9. Ending condition: challenge sent successfully message appears
10. Send an individual challenge to class/school
11. Starting condition: after loading the send challenge page
12. Ending condition: challenge sent successfully message appears
13. Send a collaborative challenge
14. Starting condition: after loading the send challenge page
15. Ending condition: challenge sent successfully message appears
16. Accept an individual challenge
17. Starting condition: after loading the accept challenge page
18. Ending condition: challenge result page is displayed
19. Accept a class/school challenge
20. Starting condition: after loading the accept challenge page
21. Ending condition: challenge result page is displayed

**Little Classroom**

1. Creating of a classroom
	1. Starting Condition: after loading the Little Classroom Main Page
	2. Ending condition: a new classroom has been created and appeared in My Classroom
2. Publishing of a classroom
	1. Starting Condition: after loading the Little Classroom Main Page
	2. Ending Condition: a classroom has been published
3. Sharing of a classroom
	1. Starting condition: after loading the Little Classroom Main Page
	2. Ending condition: new collaborators have been added in
4. Collaborative editing of a classroom
	1. Starting condition: after loading the Little Classroom Main Page
	2. Ending condition: other collaborators are able to edit the contents.

**Little Desk**

1. Post a Question
	1. Starting Condition: after accessing the My Desk page
	2. Ending condition: a new question has been created and appeared in My Desk
2. Invite collaborator
	1. Starting Condition: after loading the My Desk page
	2. Ending Condition: a friend has been added as collaborator
3. Answer Question
	1. Starting condition: after loading the My Desk Page
	2. Ending condition: question answer has been posted

**Data**

**Qualitative Data**

1. Clarity of the objective of the application
2. Clarity of the icons and symbols used
3. Clarity of the procedure to suggest questions
4. Clarity of the procedure to vote an answer
5. Clarity of the procedure to send challenge
6. Clarity of the procedure to accept challenge
7. Clarity of the procedure to create a classroom
8. Clarity of the procedure to publish a classroom
9. Clarity of the procedure to share (invite collaborators to) a classroom
10. Clarity of the procedure to edit a classroom as a collaborator
11. Clarity of the procedure to post a question
12. Clarity of the procedure to add collaborators
13. Clarity of the procedure to answer a question
14. 3 things they like about our system
15. 3 things they do not like about our system
16. Overall impression of the application

**Quantitative Data for both A&B Systems**

**Knowledge Challenge**

1. Time taken to suggest a question
2. No. of clicks to suggest a question
3. Time taken to vote an answer
4. No. of clicks to vote an answer
5. Time taken to send an individual challenge to another user
6. No. of clicks to send an individual challenge to another user
7. Time taken to send an individual challenge to another group
8. No. of clicks to send an individual challenge to another group
9. Time taken to send a collaborative challenge
10. No. of clicks to send a collaborative challenge
11. Time taken to accept an individual challenge
12. No. of clicks to accept an individual challenge
13. Time taken to accept a class/group challenge
14. No. of clicks to accept a class/school challenge

**Little Classroom**

1. Time taken to create a new classroom
2. No. of clicks to create a new classroom
3. Time taken to publish a new classroom
4. No. of clicks to publish a new classroom
5. Time taken to share(invite collaborators ) to a classroom
6. No. of clicks to share(invite collaborators) to a classroom
7. Time taken to edit a classroom
8. No. of clicks to edit a classroom

**Little Desk**

1. Time taken to post a question
2. No. of clicks to post a question
3. Time taken to invite collaborators
4. No. of clicks to invite collaborators
5. Time taken to answer a question
6. No. of clicks to answer a question

**Overall:**

1. No. of clarification needed throughout the testing
2. No. of bugs faced throughout the testing