Hi, we’re designing a new efficient registration system to replace the current registration system at Northeastern University. Although this new efficient system can be used across multiple platforms at different universities and colleges, I am designing particularly for Northeastern University at this time only.

**Informed consent:** We’re conducting a study to find out what students think about this new system. We will not record or publish any personal information collected from you nor would we be using any of your personal information without your sole consent. This is primarily a semester project for the class Human-Computer Interaction that we’re currently taking with Professor Bickmore in the College of Computer and Information Science. Your participation is completely voluntary and you are able to stop at anytime, and all data collected from you can and will be deleted upon your request. Your participation is vital to the success of our project, and would take approximately 20 minutes of your time. Would you be willing to participate in our trial run?

Great. As I mentioned before, we’re working on a new efficient design of the current registration system at Northeastern University. The product is a web-based system and its purpose is to create a uniform system for registering for courses for the semester. The purpose of today’s session is for you to help us figure out how to make the system more fluid and user-friendly, before we finish developing it. We created a paper prototype of our systems user interface, which is designed to perform the same way as it would on a computer.

We will give you some tasks that we think are representative of what normal users might do in real life, such as performing teacher evaluations. Your job is to tell us what makes sense, and what is confusing. One member of the team would be playing the computer, and the other member would be just watching and taking notes. We will like you to try your best at performing each task, with little to no guidance from any member of our team.

Remember that we are simply testing the interface and not testing you, so if you run into any problems, it is our fault not yours. I’ll be sitting next to you and can help if you so desire, but would like you to try to limit my help as much as possible.

The prototype is by no means complete and still has some design flaws that need to be worked through. Before we begin, please note that our team members are not allowed to interact with you, as they would be playing the role of computer and observer. Use your finger as a mouse to click on buttons. You may encounter pieces of tape, which indicate a text area, where you can write something in, just like you would type something in on a computer with a keyboard.

Now that we are on the same page, are there any questions before we start?

Ok, here’s your first task, please take a minute to read over the material and let me know if there is anything that doesn’t make sense. Whenever your ready we can begin…