**Preparation – Design Process in the Case Study**

**Have a look at the Fiscal the Fraud Fighting Ferret project – I’m sure you’ve already thought about the things that you feel are wrong, but what do you need to consider in order to formally evaluate and test this project?**

**Activity – Evaluation and Testing Planning**

Pokemon Go! Or The People’s Policy: http://www.thepeoplespolicy.com/ Pokemon Go has broken ground in terms of mainstreaming emerging technology, specifically Augmented Reality. The People’s Policy is a venture created by a pair of Griffith graduates. Thinking about this new approach to interactive media, develop a high level evaluation and testing plan:

1. **What are your testing goals and objectives?**

Ensuring Pokemon Go is fully functional. That all functions of Pokemon Go are operational.

Ensure multiple people can simultaneously connect.

1. **What are your research questions?**

Was the application enjoyable?

Was it easy to use the application?

Were there any problems with the design?

Were there any problems with the functionality?

1. **What are your participant characteristics?**

Those that fall under the target audience characteristics, such as teenagers, university students, people under 40. Those that are a fan or potential fan of pokemon.

1. **What method will you use?**

Free beta testing.

1. **What is your task list?**

Specific tasks aimed for each function for testing.

1. **What is your test environment?**
* User with a smart phone that meets the minimum hardware requirements.
* The Pokemon Go app.
* Testing location.
1. **What role will your moderator have?**

Test moderator role

1. **What data will you collect and what measures will you use to evaluate it?**

Feedback from testers, finding out errors

9. **How will you report your results?**

Moderators, evaluators, testers