**Activity Guide – User Testing (Computer)**

**Navigation Diagram**
The Navigation Diagram to the right describes how each screen of this prototype is connected to other screens. Each arrow connects an element (such as a button, image, or icon) to another screen of the app. Combined with the UI screens this diagram allows you to “use” the paper prototype as if it were a real app.

**Prototype Testing**
You’re going to test out this prototype with a partner. Your role is to be the computer, taking input from the user and responding accordingly.

**Rules for the Computer**
- Place the first screen in front of the user.
- Place the rest of the screens off to the side.
- When the user clicks on a card, refer to the diagram:
  - If the clicked element has a line, switch to the screen that the line links to.
  - If the clicked element doesn’t have a line, don’t do anything.

**TXT UR Grndkdz**

**Help**
Txt Ur Grndkdz is an app designed to help you connect better with the younger generation.

Add a grandkid, select their face on the home screen and start chatting. Whenever your grandkid uses a slang word it will show up with a red outline. Click on the outlined word to learn the definition and see a translation of your grandkid’s message.

**Settings**
Grandkid 1 Name:
Grandkid 1 Bday:
Grandkid 1 Phone:
Grandkid 2 Name:
Grandkid 2 Bday:
Grandkid 2 Phone:
Grandkid 3 Name:
Grandkid 3 Bday:
Grandkid 3 Phone:
Grandkid 4 Name:
Grandkid 4 Bday:
Grandkid 4 Phone:
Allow Notification

**LOL**
Definition
Laughing Out Loud
Grandkid Use
Laughing Out Loud, you’re a goof

**Chat**

- Hi granny, how are you?
- "Just keeping’ it real!
- LOL, you’re a goof!
- You know me :)

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