



## Spotify

### Author and Stakeholders

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### Objectives

- To identify any pain points as users navigate mobile application.
- To identify any issues as users search for newly integrated social features.
- To see how long it takes for users to complete a task.
- To identify any errors in the design of Spotify's new social features.

### Test Subject

- Spotify High-fidelity Prototype (via Marvel).

### Test Methodology

- In-person testing

### Participants

- 5, ages 18-37

### Recruitment Plan

- Unknown people-- for the purpose of obtaining honest feedback.

### Script

- "Thank you for taking the time to help us out with our usability test, this should only take about 5-10 minutes. My school has assigned me the task of practicing testing on a very basic prototype— a new social feature within Spotify's mobile application. This prototype is not fully functioning— for now there are only specific parts that can be accessed/ are intractable. There are only three tasks that I will ask you to complete— if you have any thoughts, comments, or concerns while completing these tasks please share them with me. For the sake of saving time taking notes, would it be alright if I recorded your interaction with the site?"

## Scenarios & Tasks

- **Scenario 1:** You notice a friend of yours shared a song to their personal Spotify story and decide to check out the song they posted.
- **Task 1:** View your friend's story.
  
- **Scenario 2:** You receive a notification that someone has sent you a message within Spotify and want to read the message they sent.
- **Task 2:** View the message.
  
- **Scenario 3:** You really like the song you're currently listening to and decide to share it to your Spotify story.
- **Task 3:** Share the song to your story.