Before we begin, I have some information for you, and I'm going to read it to make sure that I cover everything.

You may already have a good idea of why I asked you here, but let me go over it again briefly. I am asking people to take a look at a prototype of a project so that I can see if it works as intended.

Today I am going to be testing a prototype for a potential redesign of the Super Smash Bros. Ultimate Stage Selection Screen. This is just a prototype or simulation of how the actual screen would work. It does not perform all functionalities and not everything works as it would in the final product.

The first thing I want to make clear right away is that I'm testing the prototype, not you. You can't do anything wrong here. In fact, this is probably the one place today where you don't have to worry about making mistakes.

As you use the app, I'm going to ask you as much as possible to try to think out loud: to say what you're looking at, what you're trying to do, and what you're thinking. This will be a big help to me.

Also, please don't worry that you're going to hurt my feelings. I'm doing this to improve the screen, so I need to hear your honest reactions.

If you have any questions as we go along, just ask them. I may not be able to answer them right away, since I'm interested in how people do when they don't have someone sitting next to them to help. But if you still have any questions when we're done I'll try to answer them then. And if you need to take a break at any point, just let me know.

Before we look at the site, I'd like to ask you just a few quick questions.
1. First, what is your occupation? What do you do all day?
2. Now, roughly how many hours a week altogether - just a rough estimate - would you say you spend playing video games?
3. How competitive would you say you are when it comes to playing games?
4. What kinds of games do you play?
5. Do you have any favorite games?
6. Have you ever played Super Smash Bros. Ultimate before?
7. If yes, how often do you play it?

Thanks. Now I'm going to ask you to try doing a specific task with my prototype.

And again, as much as possible, it will help if you can try to think out loud as you go along.

- *Show the participant the first scenario, and read it aloud.*

- *Allow the user to proceed until you don't feel like it's producing any value or the user becomes very frustrated.*
- *Repeat for each task or until time runs out.*

TASKS:
1. Select the stage named "Animal"
2. Select the stage named "Dialed"
3. Select the stage named "Armies"
4. Select the stage named "Penguin"

Thanks, that was very helpful!

Do you have any questions for me, now that we're done?