

Explore For Bugs

Idea/Introduction

Often, when building an app, we make assumptions about who is using it and how it should be used. Our assumptions aren't always the case. Personas may uncover other people who will use your app that you didn't consider. Usability testing may uncover different ways that people are trying to use your app that you didn't intend. We try to do research in the beginning of a project to figure out all of the people and uses for an app, but sometimes we miss things. Corner cases can be created to extend your code to work in these scenarios.

Learning Outcome

Participants should learn to think about alternate ways that people could incorrectly use the app and then edit their code to account for these differences. Participants should try to steer all users away from these corner cases, via the code, so that all users have the desired experience using their app.

Time

10 min

Definition

Corner Case (or Edge Case): A way a user can use your app that causes it to break or exhibit undesirable behavior.

Activity

This activity should occur after Personas and Silent Test. For this activity, participants will try to find the areas of their app that do not quite work as they would like. You can uncover problem areas for each app by having another group or participant try to use the app differently than it was intended.

Framing for slower-paced participants

This video accompanied by a game will help get participants into App Lab and get them breaking down their processes into code bits.

Bee Debugging - "help the bee get the honey"

<https://studio.code.org/s/course2/stage/10/puzzle/1>

Framing for faster-paced participants

This video accompanied by a game is for more advanced participants and will help get them into App Lab and get them breaking down their processes into code bits.

Bee Debugging - “help the bee get the honey”

<http://studio.code.org/s/course3/stage/14/puzzle/1>