

Think-aloud protocols survey

Welcome to the think-aloud protocols survey.

The study is used to understand how think-aloud protocols are currently used in industry and academia.

No personal identifiable information is collected. The survey takes approximately 5 minutes to complete. If you have any questions or would like to follow up with the result of the survey, you could contact Mingming Fan at mfan@cs.toronton.edu.

Thank you very much!

* Required

1. What is your current job? *

Check all that apply.

- UX designer
- UX researcher
- UX engineer
- UX manager
- UX team lead
- Design strategist
- Other: _____

2. How many years have you worked in HCI/UX/usability testing fields? *

Mark only one oval.

- less than 1 year
- 1-2 years
- 3-5 years
- 6-9 years
- 10 or more years

3. Where do you work? *

Mark only one oval.

- Africa
- Asia
- Australia
- Europe
- North America
- South America
- Other: _____

4. Which company/organization do you work in? *

Mark only one oval.

I prefer not to say *Skip to question 5.*

Other: _____

Skip to question 6.

Company size

5. What is the size of the company/organization?

Mark only one oval.

Self-employed

< 100 employees (start-ups, small business)

100-999 employees (small-medium business)

1000-9999 employees (medium-sized business)

>= 10,000 employees (large enterprises)

Other: _____

Think-aloud protocols usage

6. How many UX designers/researchers are there in your UX team? *

Mark only one oval.

1

2-5

6-10

11-15

16-20

20-30

30-50

>50

Other: _____

7. What are your three most frequently used methods for detecting usability problems? *

Check all that apply.

Usability testing

Interview

Heuristic evaluation

Field studies/observation

Card sorting

Focus groups

Cognitive walkthrough

A/B testing

Other: _____

8. When did you first learn about think-aloud protocols? *

Mark only one oval.

- At university/college
- At work
- UX online/offline bootcamps
- I am unfamiliar with think-aloud protocols
- Other: _____

9. When conducting usability tests, do you use think-aloud protocols? *

Mark only one oval.

- Yes *Skip to question 11.*
- No *Skip to question 10.*

Usability testing without using think-aloud protocols

10. If you know think-aloud protocols, what are your reasons for not using them? (optional)

Stop filling out this form.

Think-aloud protocols usage continued

Concurrent think-aloud: participants think aloud while performing the testing task simultaneously.

Retrospective think-aloud: participants think aloud after they have completed tasks. Participants usually watch the session recording when they think aloud.

11. When conducting usability tests, how often do you use concurrent think-aloud protocols (i.e., participants think aloud while performing the testing task simultaneously)? *

Mark only one oval.

- Almost never
- Roughly a quarter of the tests
- Roughly half of the tests
- Roughly three quarters of the tests
- Almost every test

12. **When conducting usability tests, how often do you use retrospective think-aloud protocols (i.e., participants think aloud after they complete the testing task)? ***

Mark only one oval.

- Almost never
- Roughly a quarter of the tests
- Roughly half of the tests
- Roughly three quarters of the tests
- Almost every test

13. **Why do you use think-aloud protocols? ***

Mark only one oval.

- To inform design (e.g., problem discovery)
- To measure performance (e.g., success rate)
- Both
- Other: _____

14. **What testing environment(s) do you use think-aloud protocols in? ***

Check all that apply.

- Controlled lab studies
- Field studies
- Remote usability testing
- Other: _____

15. **When conducting think-aloud sessions, what tasks do you ask participants to perform?**

Mark only one oval.

- Tasks without instruction steps to follow (e.g., navigating a website)
- Tasks with instruction steps to follow (e.g., setting up a TV with its manual)
- Both
- Other: _____

16. **How often do you ask participants to practice think-aloud prior to the actual sessions? ***

Mark only one oval.

- Almost never
- Roughly a quarter of the time
- Roughly half of the time
- Roughly three quarters of the time
- Almost all the time
- Other: _____

17. Besides asking participants to speak out anything that comes into their minds, what else do you ask them to verbalize? *

Check all that apply.

- None
- Actions
- Feelings
- Feedback
- Design recommendations
- Other: _____

18. When facilitating think-aloud sessions, do you prompt your participants? *

Mark only one oval.

- Yes
- No
- N/A

19. Compared to when you just started your UX career, do you prompt participants more or less often now? *

Mark only one oval.

- Significantly less often *Skip to question 20.*
- Somehow less often *Skip to question 20.*
- Roughly the same *Skip to question 22.*
- Somehow more often *Skip to question 20.*
- Significantly more often *Skip to question 20.*
- N/A *Skip to question 22.*

Prompting frequency change

20. In which way do you think the change is related to your skills? *

Check all that apply.

- Increased ability to sympathize with participants
- Increased ability to sense the importance of participants' experienced problems
- Increased ability to understand the overtone of participants' verbalization
- Increased ability to deal with unexpected situations
- N/A
- Other: _____

21. In which way do you think the change is related to the evolving UX design thinking? *

Check all that apply.

- Increased amount of in-person usability testing
- Increased amount of unmoderated remote usability testing
- Increased amount of moderated remote usability testing
- Increased amount of agile design process with faster turnover testing sessions
- N/A
- Other: _____

Think-aloud data analysis

22. How do you currently analyze think-aloud sessions and deliver results? *

Check all that apply.

- Write a formal usability testing report
- Write an informal usability testing report
- Have a data analysis discussion meeting
- Other: _____

23. If you write a formal report, who do you write it with? (optional)

Check all that apply.

- Only myself
- UX team lead
- UX designers/researchers
- Lead of non-UX teams (e.g., engineering, marketing)
- Other non-UX team members (e.g., engineers)
- C-level (C-suite) executives (e.g., CEO)
- N/A
- Other: _____

24. If you write an informal report, who do you write it with? (optional)

Check all that apply.

- Only myself
- UX team lead
- UX designers/researchers
- Lead of non-UX teams (e.g., engineering, marketing)
- Other non-UX team members (e.g., engineers)
- C-level (C-suite) executives (e.g., CEO)
- N/A
- Other: _____

25. Who attends the data analysis discussion? (optional)

Check all that apply.

- UX team lead
- UX designers/researchers
- Lead of non-UX teams (e.g., engineering, marketing)
- Other non-UX team members (e.g., engineers)
- C-level (C-suite) executives (e.g., CEO)
- N/A
- Other: _____

26. What activities do you perform when analyzing think-aloud sessions? *

Check all that apply.

- Transcribe and review think-aloud data (i.e., what participants said)
- Review observation notes taken during the sessions
- Review session recordings (e.g., audio/video recording)
- Review post-task interview data
- Review post-task questionnaire/survey answers
- Other: _____

27. When reviewing session recordings, what is helpful in identifying usability problems? *

Check all that apply.

- What participants are saying
- How they are saying it (e.g., pauses, tone)
- What they are doing (e.g., user actions on the interface)
- Other: _____

28. When analyzing think-aloud verbalizations, what do you look for? *

Check all that apply.

- Action descriptions
- Comments (e.g., feedback)
- Feelings (e.g., excitement, frustration)
- Design recommendations
- Explanations
- Other: _____

29. **What have been your biggest inefficiencies or difficulties in analyzing think-aloud sessions?**
(optional)

30. **Thank you very much for your time and help!**
We greatly appreciate it! We would like to follow up to understand deeper about your responses. If you would like to be contacted, please leave your email here (optional).

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