Instructions on how to access prototype used during usability testing:

** Note: this prototype was specifically designed for and tested on Apple's iPhone. It is unknown how the application would work on other smartphone devices.

- From iTunes, download the free version of the SwiftBrowser SE, from SwiftFox Software. The SwiftBrowser application provides full-screen website browser capabilities, hiding all browser-specific functionality (i.e., Back, Home, URL bar). The free version is ad-based, so the purchased version ($0.99) was used for usability testing.

- In the URL bar, proceed to the following URL:
  - http://www.davidcraske.com/TCO/TaskList.htm

- You will now see five hyperlinks, corresponding to the four scenario-based tasks and the realtime task performed by usability test subjects.

Brief description of each hyperlink:

Task 1: For this task, please use the iPhone to find out who the fastest driver is in the current "live" session at Chicagoland. As an interested IndyCar fan, I (the facilitator) would also like to know what Tony Kanaan's fastest lap speed is as well, and where he ranks in the current session.

Task 2:-For this task, please use the iPhone to find out which qualification session is currently underway at Toronto. After having two notable practice sessions, also please tell me the status of E.J. Viso in qualifications.

Task 3: For this task, please use the iPhone to find out who is currently making a qualification attempt at Indianapolis, and in what position he/she provisionally qualifies in. Additionally, please let me know whom the next three drivers in line to make qualification attempts.

Task 4: For this task, please use the iPhone to go back to a previous race in the 2010 Firestone Indy Lights season. Please tell me – according to the application - whom won the FIL race at Long Beach and who finished 2nd and 3rd in the same race. Additionally, I would like to know in what position the race winner qualified in, and what his fastest lap was during practice.

Realtime Task: This was more of an observation. The 2010 IndyCar race at Kentucky was recorded, and cued to the restart on appx. Lap 95. When the leaders crossed the S/F line, the test subject was instructed to press the button, which started the application. From there, users interacted with the device as they saw fit. The video was 400 seconds in length (to the next commercial), and users were measured regarding how much time they were interacting with the device, rather than watching the television broadcast.