

Story Gym: Tester Guide

Thank you for helping test Story Gym. It is a quick, tap only way to practise judgment about stories. Nothing to type, nothing to install. Please test on your phone if you can, in Safari or Chrome. Allow about 20 minutes.

Open the app at <https://storygym.thestorytoolkit.com>

Before you start

Your progress is saved on your own device only. Nobody sees your answers, so please be as honest as you like.

Part one: look around (5 minutes)

Open the home page and follow whatever catches your eye, without reading any instructions. Notice what you tapped first, what you expected to happen, and anything that felt unclear.

Part two: the five activities

1. Story Practice

- 1 Open Stories from the top bar and choose the Story Practice filter.
- 2 Pick any story and work through the challenges to the end.
- 3 Try getting one answer deliberately wrong, so you see the second try and the explanation.

2. Story Spine

- 1 In Stories, choose the Story Spine filter and start one.
- 2 Work through all six rounds.
- 3 On the last question, open the story so far and check it reads like a real story.

3. Sensory Swap

- 1 In Stories, choose the Sensory Swap filter and start one.
- 2 Swap all three told lines for something a listener could see, hear, or feel.
- 3 Watch the paragraph change when you pick the strongest option.

4. Story Shuffle

- 1 From the home page, open Story Shuffle.
- 2 Put the five moments in order, using taps and the grip handle.
- 3 Check your story, then play a second one using the button on the summary screen.
- 4 Turn Timed mode on from the home page and play one more.

5. Story Workout

- 1 From the home page, open Story Workout and read the two intro screens.
- 2 Answer at least eight questions, so you earn your first badge.
- 3 Turn Timed mode on from the home page and answer a few more.

4 Close the tab, come back, and check you are where you left off.

What to watch for

- Anything you tapped that did not do what you expected.
- Text that felt too long, too academic, or too obvious.
- Buttons that were hard to hit, or cards that were hard to drag.
- Any moment you were unsure what to do next.
- Anything that made you want to keep going, or made you want to stop.

Five questions to answer at the end

- 1 What was your first impression in the first thirty seconds?
- 2 Which activity taught you the most?
- 3 Where did you get stuck or confused?
- 4 Did the stories feel too long, too short, or about right?
- 5 If you could change one thing, what would it be?

Sending your feedback

Screenshots are very welcome, and please say which phone and browser you used.

Submit beta feedback

If the button does not work, paste this into your browser:
<https://www.thestorytoolkit.com/feedback?tool=story-gym>