A PUBLIC TEST / JULY 2026

# the experience test.

## score it honestly, or not at all.

A self-audit for founders and product teams. Ten checks, a simple score, and red lines that no average can hide.

PUBLIC RECORD / V2.0 ● LIVE

HOW TO SCORE

# honesty first, number second.

## the score only counts if the answers are true.

Score each of the ten checks from 0 to 5. Add them for a total out of 50. But the total is meaningless if a red line is crossed. A red line is an automatic fail no average can rescue.

### SCORING MODEL

0 absent. 3 present but weak. 5 true and verified. Total out of 50. Below 35 the experience is not yet honest enough to ship. Any red line crossed is an automatic fail regardless of total.

CHECK / 01

# first look.

## what does the first moment teach?

Before any deck or category story explains it, meet the product cold. The first look sets trust or confusion. Protect that perception, then let evidence correct it.

**WORKSHEET**

what does a first-time person feel in the first ten seconds, with no explanation given?

**SCORE**

0 confusing entry. 3 usable entry. 5 first moment is clear, oriented, and honest.

CHECK / 02

# promise clarity.

## can the person state what this is for?

The experience should explain why the work needs to exist even if the price disappeared. If a new person cannot say what it does and who it is for, the promise is not sharp.

**WORKSHEET**

in one sentence, what does this promise, and can a stranger repeat it back?

**SCORE**

0 no clear promise. 3 promise stated, weakly felt. 5 promise is sharp and the person can repeat it.

CHECK / 03

# core task.

## is the main job effortless and reachable?

The primary task should be reachable in a few obvious steps and feel intuitive. Polish elsewhere does not count until the core job is solid.

**WORKSHEET**

how many steps to the primary task, and where do people stall?

**SCORE**

0 core task broken or buried. 3 works with friction. 5 effortless, reachable in few steps.

CHECK / 04

# hierarchy and skimmability.

## skimmable, not sparse.

A person should scan the screen and know what matters. Clean is not the goal; legible information density is. Blankness that hides what people need is a failure, not minimalism.

**WORKSHEET**

can someone skim this screen and find the one thing that matters in under five seconds?

**SCORE**

0 cluttered or blank to the point of confusion. 3 mostly scannable. 5 clear hierarchy, skimmable and complete.

CHECK / 05

# accessibility.

## access is architecture.

Assistive technology, larger text, keyboard paths, reduced motion, and measured contrast in both appearances belong to the first surface. Test the smallest supported screen in both light and dark.

**WORKSHEET**

did you measure contrast, keyboard paths, and the smallest screen in both appearances?

**SCORE**

0 fails contrast or keyboard. 3 passes basics. 5 verified AA in both appearances, keyboard-complete, reduced-motion, no color-only meaning.

CHECK / 06

# automation behavior.

## quiet, not grabby.

Automation should run without seizing the pointer or stealing focus, and it should never take a destructive action on the person's behalf without sanction.

**WORKSHEET**

does anything move focus, hijack the pointer, or act destructively without explicit consent?

**SCORE**

0 steals focus or acts destructively unprompted. 3 mostly quiet. 5 quiet, pausable, and never destructive without sanction.

CHECK / 07

# data and privacy.

## the surface tells the same truth as the code.

Know what leaves the device, who can connect it to a person, and how long it survives. Data on device first, then the person's own storage, then only a plainly disclosed service.

**WORKSHEET**

what leaves the device, who can tie it to a person, and how long does it live?

**SCORE**

0 quiet collection or hidden sharing. 3 disclosed but heavy. 5 minimal, on-device first, plainly disclosed, exportable.

CHECKS / 08 TO 10

# errors, performance, exit.

## three checks, one page.

The last three checks decide whether the experience holds under stress and lets the person leave whole.

### ERRORS AND RECOVERY

08. does every error name the constraint and open the nearest truthful yes? 0 silent or dead-end failures. 3 errors explained. 5 truthful, recoverable, agency preserved.

### PERFORMANCE

09. is real, measured behavior allowed to stop a beautiful idea from shipping? 0 unmeasured. 3 measured, uneven. 5 measured and honest under real conditions.

### EXIT AND EXPORT

10. can the person leave with their data in an open format, with no lock-in? 0 trapped. 3 export with effort. 5 clean export, no lock-in.

RED LINES

# these cannot be averaged away.

## one crossed line is an automatic fail.

A high total does not save a product that crosses a red line. If any of these is true, the experience fails regardless of score.

### RED-LINE FAILURES

fabricated metrics, progress, or state. destructive action without explicit sanction. focus-stealing or pointer hijacking. quiet data collection. no export path. an accessibility failure that blocks a real person. a fake success that hides a real constraint.

01 fabricated metrics, progress, or state

02 destructive action without explicit sanction

03 focus-stealing or pointer hijacking

04 quiet data collection

05 no export path

06 an accessibility failure that blocks a real person

07 a fake success that hides a real constraint

THE VERDICT

# score it, then make it true.

## the test is a door, not a grade.

Add your ten checks. Below 35, the experience is not yet honest enough to ship. Any red line, and the number does not matter. Then do the work: name the smallest gap, change one true seam, render it, measure it, and run the test again.

**WHAT NOW**

score below 35, or any red line crossed, means keep building. When it is true, ship on cadence and test again after real use.

**CTA**

bring the experience to experience Architects at uxuiai.org. we do not compete; we clarify.