Future works and recommendations

The two most important criteria for a GUI prototype are that it closely matches the finished product and enable users to interact with it naturally when given certain tasks. This strategy eliminates any potential technological issues, allowing testers to concentrate on assessing the user interface without being distracted by technical issues. By including a prototype GUI application, we can get more precise and trustworthy customer feedback, allowing us to spot usability problems and make necessary changes to improve the user experience.

Users can access various components of their health summary in a straightforward and organised manner by using a navigational drawer to divide different categories of information into their own sections. An interface made using this method is more unified and user-friendly.

To learn more about users' thought processes, feelings, and decision-making techniques, usability testing should integrate quantitative and qualitative data collection techniques. This strategy improves the validity and thoroughness of usability testing, producing more successful and user-centred design outputs

Recommended Reading

- https://ieeexplore.ieee.org/abstract/document/926545
- https://www.tandfonline.com/doi/full/10.1057/hs.2014.26
- http://www.psychnology.org/File/PNJ14(2-3)/PSYCHNOLOGY_JOURNAL_14_2_3_CARTOCCI.pdf
- https://books.google.co.uk/books?hl=en&lr=&id=bPhLeMBLEkAC&oi=fnd&pg=PP1&dq=Measuring+the+User+Experience:+Collecting,+Analyzing,+and+Presenting+Usability+Metrics&ots=RaRgcrYZpI&sig=M8zzH73tTh-3Im8vaWGEa6KvQcI&redir_esc=y#v=onepage&q=Measuring%20the%20User%20Experience%3A%20Collecting%2C%20Analyzing%2C%20and%20Presenting%20Usability%20Metrics&f=false
- https://www.nngroup.com/articles/usability-testing-101/
- https://www.nngroup.com/articles/ten-usability-heuristics/

Main Report

The data provided makes it evident that there are several elements to consider enhancing the system's usability and satisfaction among users. The usability test results revealed that a significant portion of testers misunderstood the terminology in the health summary area, which could provide issues for both new and returning users. Participants were also dissatisfied due to the user interface's complexity and the requirement to browse to settings in order to set their dietary choices. However, participants were pleased with the barcode scanner since it gave them instant access to important product details. The usage of notifications and alerts to let users know about items that were contrary to their dietary requirements was also well accepted. Age-related differences were seen, with younger users more likely to use every feature, including the dietary system, and older users less likely to do so. The system's overall user experience might be enhanced by simplifying the information shown and addressing usability problems.

Ersana was engaged in several aspects of the project, providing knowledge with regard to usability testing, collecting and analysing data, report support, suggesting future work and compiling further readings. She has contributed considerably to the project's improvement by providing proficient observations, thoughtful analysis, and careful input.