Project 2 Hypothesis

By: Brian Rothschild, Aaron Pingo, James Sigler

# Task

For the user study I would like for the users to attempt to draw initiate the tracking software and get to the point where they can comfortably draw a good drawing with the finger tracking software. Since for the user study we are focusing on just the role of the drawer, so guessing will not be an aspect of this study. However, the chat feature is still in the interface, so I would like some feedback on that as well.

# Hypothesis

I believe that about half of the people will get comfortable with the design in the first 5-8 minutes. As great as this library we found is, there is still a learning curve to an unusual process. While we tried our best to make it as intuitive, and this may be an underestimate, but I do think it may take some time for some people to get it. Obviously, I hope that it works for everyone immediately, however this is supposed to be realistic. The chat and guessing interface is very simple chat interface, so I assume that everyone will be able to use it right off of the bat. So, 100% for the chat interface, 50% conservatively for the drawing aspect of the webpage.

# Summary

So, while we attempted to follow all of the golden rules and I believe that we did a good job doing so, I do understand that what three developers cannot cover the whole populations tendencies for design. Which is why this user study should help us understand people’s opinions about the interface, and how it should help us actually get a better score on the final grade.