

### **Figma Prototype Link:**

<https://www.figma.com/proto/IpC9KvcrAvg8jIOqLEEvu7tr/Sports-Reel?node-id=8%3A8&scaling=scale-down>

### **Study Descriptions:**

We conducted prototype with three undergraduate students here in the Engineering Center at the university. Of the three interviews, two took place in the CSEL and the last one took place in ECES 112. The three interviews ranged anywhere between 6 minutes and 15 minutes in length as we wanted to allow the users to pace themselves through our application prototype.

A few struggles that we observed from the three prototype interviews included: icon confusion (especially between the back space and sign out buttons), small items, and complexity of interface.

Where we went wrong with the icon confusion was having the back button and sign out button too close to one another. What users thought was going back to the previous page ended up signing them out and having to log back in. Additionally, some users identified issues as to what certain icons would do (what happens when you click the 'heart' icon and the 'text box' icon).

What we plan to do to resolve this issue is to leave the back button on the screen, but move the sign out button to a settings page (which we will locate on the right side of the screen). Additionally, we will probably remove the "swipe" option to view comments and leave it as a button at the bottom of the highlight video. We will probably keep the "swipe" right feature to view your favorites.

Two of the three users brought up small items on the screen (ranging between the highlight screen to the instruction text). Where we went wrong with this was not thinking about what was most important aspect of our program (users want to see highlights, not the comment previews or background space).

To resolve this issue, we will probably keep the focus entirely on the highlight video taking up most of the screen (rather than contained within a small box) and remove all text from the screen for directions/instructions. We will stick with simple icons for favorite and commenting (and maybe uploading your own homemade upload icon yourself). The main focus should be watching these highlight videos.

Finally, with the complexity of the interface, we were attempting to make things a linear process rather than hide those complexities within a settings tab. For example, you are brought to what should be a settings page rather than a dashboard.

To resolve this, we will create a settings button where users can click on to change their preferences for highlight videos and even sign out to remove the on-screen clutter when logging into the application.

Saying that, the users reported back that they really liked the simple interface and nice designs of our application. It was easy to catch on once they understood what they needed to do to navigate the application.

### **Feedback from Users:**

Lili Chusing-Quevli, 18, Undergraduate – “The visuals were very nice and made the application easy to use.”

Steve, 22, Undergraduate – “There was confusion between the back and sign out buttons; there could be better mapping.”

Ryan Fleury, 20, Undergraduate – “I think you all could increase the size of the highlights video and remove the comment preview.”

### **Contributions:**

Joshua Paup – created the homepage, login and signup, recovery, and payment pages on the Figma prototype. Helped with linking icons to different pages throughout the prototype. Assisted with completing interviews.

Jake Tran – created the dashboard and comment pages, created the designs for the icon pages. Helped with linking icons to different pages throughout the prototype. Assisted with completing interviews.

Jason Hong – created the compiling and custom highlights pages. Helped with linking icons to different pages throughout the prototype. Assisted with completing interviews.

Drew Casner – created all the buttons (back button, sign out button, next button, etc.) on the pages and assigned linking to those buttons. Assisted with completed interviews.

### **Prototype Interview Notes:**

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#### **User Test #1:**

**Name:** Lili Cushing-Quevli

**Age:** 18

**Gender:** Female

**Academic Background:** Undergraduate Student

**Study Setting:** CSEL

**Test Length:** 6 minutes, 30 seconds

**Struggles:** Clicked the sign out button often (it was too close to the back button).

**What did you like:** Preferences were nice, visuals were nice, very easy to use, good step-by-step instructions, and final scrolling capabilities

**What did you not like:** Not many issues, more button pathways, icons could be more clear

**Other comments:** No other comments

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**User Test #2:**

**Name:** Steve

**Age:** 22

**Gender:** Male

**Academic Background:** Undergraduate Student

**Study Setting:** CSEL

**Test Length:** 10 minutes

**What did you like:** Not much

**What did you not like:** Small font on the sign up feature, bad and confusing log out button, the swiping features is confusing, needs better mapping

**What would you improve:** Add settings page, maybe no Tinder swipes, keep to convention

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**User Test #3:**

**Name:** Ryan Fleury

**Age:** 20

**Gender:** Male

**Academic Background:** Undergraduate Student

**Study Setting:** ECES 112

**Test Length:** 15 minutes

**What did you like:** The concept was good, the interface was simple(-ish)

**What did you not like:** All-star did not mean skill level, the log out button had bad placement

**What would you improve:** Instructions are bad to show (bottom of favorites and dashboard), preference button after sign-up, able to change preferences after the fact, needs a setting button to remove complexity, enlarge highlights screen and maximize buttons, keep to more standard conventions, remove comments preview from the highlights screen, make it more Instagram like?

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