User Testing With Kim Keller Feb. 2, 2024

Map Screen
- Knows plant icon is sample taken
- "If I click on a plant it will take you to the sample?"
  - Stated it is <u>simple and straightforward</u> and all you might need if running in the field.
- Might be people that will never get a grade 1 so won't want to look at a map that is only red.
  - Potentially changing the color scheme, might defeat the purpose of displaying the grade/quality.
- <u>Might not even need the trail</u> if you just have the pin for the sample.
  - Just have the pin color coded.
  - Accuracy is important and since we don't have header size as a parameter, displaying the line make a lot of unwanted assumptions of the quality between and around points.

Imaging View
- Definitely <u>wants the bounding boxes</u> for quick glance at ones with more bounding boxes for quick reference
- Suggested adding a link to go back to where it was on the map.

Map Filter
  - Stated that it made sense.
  - There may be a lot of grain characteristics, <u>might want to bundle</u> them by like damage, disease, etc so don't have to scroll.

Overall
- Overall layout is really simple.
- There's so much happening in the combine so dont want someone to have to be clicking in the app - passively active, can look over to see but don't have to. Select the field and let it run.
  - This shows the importance of making the application <u>as touch-free as possible</u> to ensure effectiveness and appealability