

Hi-Fi Prototype Usability Test Report

1. For each of the following goals, take notes on the following:

- ***Points of confusion when using the application***

Test Subject 1: Android keyboard confusion, probably needs to be manipulated. Confusion with apps using this OS.

Test Subject 2: Not intuitive.

Test Subject 3: New line instead of hitting enter.

- ***Areas where the user interprets a signifier the wrong way***

Test Subject 1: Arrow key with keyboard

Test Subject 2: Enter doesn't work

Test Subject 3: Enter button

- ***Did the areas of confusion have to do with system status visibility or error prevention?***

Test Subject 1: System visibility

Test Subject 2: N/a

Test Subject 3: Had trouble reading looking for text

- ***The time it takes for users to go from the command prompt page to the application they are looking for***

Test Subject 1: Takes a bit long, 20 seconds

Test Subject 2: Same as subject 3

Test Subject 3: Went through it quickly but had issues with the newline, 5-10 seconds.

- ***The number of tasks a user undertakes while trying to complete a certain goal***

Test Subject 1: Close current application, search for the next application, open and close it.

Test Subject 2: Same as 1

Test Subject 3: Same as 1

- ***The time it takes for users to switch from one application to another***

Test Subject 1: 30 seconds

Test Subject 2: 20 seconds

Test Subject 3: 20 seconds

Goal list:

- ***Goal #1- You just got home from school and want to check your email. Show me how you would go from this home page to your email.***

Test Subject 1: Was able to complete this task but had some issues with the keyboard, mentioned having a go button in the prompt.

Test Subject 2: Completed

Test Subject 3: Completed

- ***Goal #2- While typing your email, you realize you need to look up the date of an event on the internet. Please find the date of the event, then return to your email to finish writing it***

Test Subject 1: Task completed.

Test Subject 2: Completed

Test Subject 3: Multitasking function

- ***Goal #3- You are done writing your email. You want to close the page it's on and go watch some movies. How would you do this?***

Test Subject 1: Task completed.

Test Subject 2: Completed

Test Subject 3: If typing movies typing movies should show apps that use movies.

2. At the end of the user evaluation ask the user to rate the following on a scale from 1-5

- ***How much control did you feel you had over the system?***

Test Subject 1: 4

Test Subject 2: 2, with phones you are more prone to just swiping and seeing all the apps and whatever you want but in this case i have to search for every one, not as fluid, less control in this case.

Test Subject 3: 2

- ***How would you rate the aesthetic design?***

Test Subject 1: 4

Test Subject 2: Very simplistic, search box and a clock, 3

Test Subject 3: Digital time might be nice rather than analog. 2

- ***Did you feel like you had adequate help and explanation of the system?***

Test Subject 1: 2

Test Subject 2: The main problem I see is once you download enough apps you will forget about the apps, so I would say a 2 or 3 depending on how good your memory is.

Test Subject 3: 1

- ***Did you find that the system was efficient in helping you achieve your goals?***

Test Subject 1: 2, Doesn't see how this would limit internet usage.

Test Subject 2: 4.

Test Subject 3: 2