**Pigeon Poll Usability Test Report**

**Executive Summary**

* The test aimed to assess Pigeon Poll’s usability and identify issues that users might have while trying to utilize the service
* Participants commented on the app while performing 6 tasks and gave suggestions after their session.
* Participants completed most of the tasks with relative ease (starting the game, navigating the app, modifying question database). However, participants noticed some bugs, (duplicate names allowed, adjusting play order, tied games presenting one person as the winner), were confused about the scoring system and felt the guesser role should be made more obvious.
* All our users did report interest in using our app in a communal setting, but felt it needed to be more fast-paced and that non-guessing players should earn points to make it more competitive.
* This report summarizes our project goals, methodology, findings and recommendations.

**TESTING**

**Test Groups**

We had two different test sessions with two sets of participants including stakeholders.  
Our target demographic is essentially everyone from age 11 and above who is interested in a playing a fun, communal party game.

**Session A:** Three (3) participants (including one (1) stakeholder)

**Session B participants:** Four (4) participants (including two (2) stakeholders)

**Tasks**For each step, we asked the users to be vocal about what they were doing for each action.

1. Start up the app.
2. Start a new game.
3. Add players to the game and play a few rounds
4. Go back to the main menu.
5. Make your own question and upload it.
6. Download a question from the internet.

The testers then asked the participants for their final observations and if they would consider using it.

**RESULTS**

**Bugs**

1. Users could add duplicate names when entering players.
2. Tied games would present just one person as the winner. Typically, the first name in the game loop.

**Usability problems**

1. Users couldn’t adjust the player order.
2. The “Guesser” role wasn’t clear to some users

**Other Feedback**

1. Some users recommended an alternative scoring system; where “non-guessing players” can earn points.
2. A user suggested that the “Guesser’s” screen should have a different color or background.