2.7 Usability Test

Inseon Hwang, Saifullah Jailani

Link to Figma Prototype:

https://www.figma.com/proto/oLTwsGJKu43D3WD3nb7Rga/Project-2?page-id=0%3A1&node-id=2%3A2&viewport=403%2C445%2C0.13&scaling=min-zoom&starting-point-node-id=2%3A2

Note for studying:

Do you have any experience with drawing?

From my mom's recommendation, I studied how to use the "PPT" more effectively, "Photoshop" read some design books, and was going to the design academy.
Yes, so I used "PowerPoint", and "Photoshop".

What do you expect from clicking this icon?

It seems a new canvas will appear.

(After clicking) Is your expectation, right?

(With satisfy) Yes, as I imagined it worked.

What do you expect from clicking this icon?

I think we can bring the pictures owned by the expected users, from their computer. Yep, maybe I should pick a file from the computer?

(After clicking) Was your expectation the same as the output?

Yes, as I imagined it worked.

What do you expect from clicking this icon?

I think if I use a picture for reference, it would appear.

(After clicking)

(Frown) Ah? What is this? It's lame.

From clicking that, I expect that many images will appear those I can choose for my reference image... I think this design is sloppy.

From the perspective of the user, in the case of "Photoshop", the screen and the output for pdf or something can be different. So, I thought it is kind of the function that let the users see the difference.

What do you expect from clicking this icon?

(Looks like being confused) I don't know. What is that mean "Sketch Mode"?

I cannot catch it up...

You said this icon seems confusing. How can we improve this?

Maybe clarify the mode is changing the color to black/white.

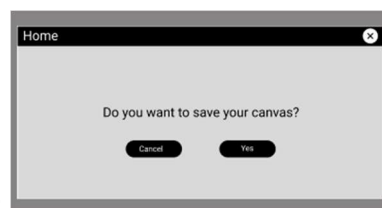*What do you expect from clicking this icon?*

Saving?

Yes, as I imagined it worked.

What do you expect from clicking this icon?

Hmm? Maybe the first screen of this app?

(After clicking, the request page of saving appears)

Good. I should save this drawing file.

Yes, it works as I expected.

Load Canvas

What do you expect from clicking this icon?

Maybe the saved files?

(After clicking) Was your expectation the same as the output?

Yes, it works as I expected. But I'm familiar with "Photoshop" or "PowerPoint". Maybe, someone who does not familiar with those kinds of programs might be confused.

I expect that there would be a more kind explanation, such as "Drag and drop" or "Chooses your file from your directory".

3 Minute Challenge

What do you expect from clicking this icon?

"3 Minute Challenge"? I don't know what this challenge means. Maybe something like sketching fast?

(After clicking) Was your expectation the same as the output?

Cool. It seems like a game. But there is no saving function or some functions for comparing with other drawings from other people.

(Without asking he immediately understood these buttons*)*

Are there more things you want to say about the app design or something?

I didn't catch up with the meaning of the app name "Quick Sketch". Because I thought the icons on the main screen, it seemed that the left icon looks more important, but in fact, the most important

thing was on the right. It confused me.

I hope to change the order of icons and make clear what is the main function. Just drawing with a reference image or drawing fast. Just focusing on one function would be better, I think. For example, adding some mode for practicing the fast drawing…

Or not the 3 minutes challenge but… We can draw with the reference in infinite time?

Thank you for your time. The study is done. Have a nice day!

Reflection & Synthesis

I learned that the concept of our app is vague for users yet. Almost icons are understandable for example, the "Try Again", the "Main Menu" buttons, and the saving icon. And the function of drawing with reference in a limited time was especially fun for the users and it helped to achieve the goal of feeling the fun of drawing. The user didn't say or do something unexpected. But the user requested the functions of the drawing app, and the name of the drawing app was mismatched. So, the user wanted the drawing mode of 3 minutes challenge as the main function and the rest of the drawing functions to be the practice or something like the deformed mode of the 3 minutes challenge. And the user also requested adding the function of saving and comparing the drawing with each other after 3 minutes challenge. In the next iteration, we will reflect the user's opinion by reordering the icons in the main function and changing the description "Sketch mode" and the description in the saving and loading pop-up screen.