Team Equinox

December 2, 2016

CS 262

User Tests Summary

Nine users, comprised of Stakeholders and CS 108 students, tested the user interface for our application, Magnum Opus. This gave us useful insight into what works well, what needs to change, and what potential features we need to add.

Many of the users found our user interface intuitive for the most part. It was encouraging that people who had never seen our application before were able to start a new drawing and use the various features right away without much hassle. When we asked about our main screen layout we got varied suggestions such as to make it more obvious where to start a new canvas or that the main screen looked too empty. While testing we were unable to save canvases so there was a lot of empty space that will be filled in once our save feature is up and running.

The next set of questions was geared toward using the features that have been implemented on the canvas. Most users just started drawing, however, there was some confusion with the eraser button in that it was occasionally pressed assuming that it would allow them to be able to start drawing. To fix this problem, we may need a new icon to be put in place of our current one. In addition, some users had trouble opening the brush select menu because you have to press directly on the words or the arrow next to it. If you do not press it directly, then the application registers it as a mark on the canvas. The color wheel was very straightforward. No one had issues figuring out how to use it. Panning around the canvas was easily done for most of the users, however, some users wanted to use multiple fingers to allow them to pan around instead of having to press a button. Overall the interface was simple to use and no one had any big issues figuring out how to use the various tools that are available.

Some of the users had some good suggestions as to features to implement to the application. One, as mentioned before, was the use of multi-touch panning. Another user suggested the creation of pre-made drawings that could be used as a coloring book. Another suggestion was a copy and paste feature, for example if a user had drawn a tree they would like be able to copy it and paste it in various places around the canvas. Many users tried to zoom in and out of the canvas when the panning button was selected, which would be a very useful feature to add. The last feature that was recommended was an erase all feature, which could be useful but unnecessary if you don’t save your canvas.

Overall the user testing was extremely insightful and gave us a lot of great ideas for moving forward with the Magnum Opus application. The user tests gave us a good understanding on how to optimize the application, increasing usability and removing confusion, while also providing user requested features.