Usability Test Report: lifeManager app

Spring 2018

Team GG

EXECUTIVE SUMMARY:

In our usability test, we had an overall positive feedback from our users. The two main issues raised across the board was the lack of indication when a new event was entered, and the app's default start up screen displaying the New Activity page, instead of the Schedule page or a page with the app's three available pages, Schedule, New event and Analytics.

TESTERS:

Our usability test was conducted on 8 college aged students. All of who are currently in either a 100-level or 200-level Computer science class.

TASKS:

1. Our app allows you to input a new event into your schedule list. Can you open the "New Event" page and Create one event that you do in the evening? (e.g., a study for CS 108 session in the lab)
2. The lifeManager app allows you to see the events created. Can you figure out how to view your new event?
3. The lifeManager app allows you to add events at any point of your day. Can you add one more event for a pre-scheduled class that you typically do in the day (e.g., CS 108 class)
4. The lifeManager app enables you to edit your schedule. Could you delete any of the previously created events?
5. The lifeManager app stores your data even when close, Can you close the app and reopen it.
6. Our app analyses your time based on your schedule. Can you take a glance at the Analytic page and and tell us what you think?

RESULTS:

Bugs: During out usability test, it was discovered that the radio buttons disappear when clicked on. In addition, when the app first runs, the display bar highlights the "Schedule" icon but takes you to the "New Events" page. The app also does not consider the chosen dates when sorting out events. Instead it arranges based on the allocated 24hour time choice.

Usability problems: In terms of the usability of the lifeManager app, most users complained about the lack of a popup message or some sort of indicator to show that an inputted event had been registered and added to the schedule. Users also brought up the confusion with some of our category name choice, i.e. Direct and Indirect activities. Users found it hard to differentiate between the uses of "Label", "Title" and "Activity name". The app felt very compact to most of the users as majority of the texts were closely arranged and the color choice for the texts were too similar to its background. This caused difficulty in reading alongside clicking on various fields in the app. It was also difficult to keep track of which schedule was being displayed as there was no date header provided on the schedule page. On the Analytics page, the display of mere text to show a user's data was unattractive and lackluster.

OVERALL IMPRESSION:

The users were generally happy with the look and functionality of the app. Some said that it is an app they can see themselves using if various bugs and usability problems were properly ironed out. Some certain features such as a graphic display of data and the ability to scroll through schedules from various dates, were requested from majority of the users.