USABILITY TESTING DOCUMENT

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On the following section we list the most common errors that we found in our application on the early stages, and that can be found on many web applications.

Later on, we will discuss how we solved each one of this errors to make our application congruent with the usability standards.

Login Button

Many of our users argued that there could be another option for logging in besides adding you information and clicking the 'login' button.

The alternative is to use an 'Enter' key which would be useful in case the user, after entering his name and password in the application, wants to click the Enter key to login.

List Experiment / Questions / Questionnaire

In terms of usability, one of the things that most users said was that the elements in a list should be "clickable". In this sense, besides the "View" button implemented in all the lists of our application, the name of an element itself should have a link referencing to the view of that element.

Button colors

Along the application, the color of the buttons should be uniform. For example, if the 'Back' button in one view of the application is in red color, then the rest of the 'Back' buttons of the application should be in the same color. So, consistency in the buttons and the colors used in the interface is one of the main characteristics of testing the usability in software and web development

View design and organization

The user must be able to find a section of functionality within the application. To fulfill this requirement, we were careful on choosing the view design and organization of our application so that the flow of the views and the sequence of moving between different parts of an experiment is efficient and easy to walk through.

Button positioning

Another very important aspect of usability testing, is to find out if the buttons are positioned exactly where the user is going to look for them when he wants to change from view or to use one or more of the functionalities of the application.

Header

The header of our application was implemented specifically due to usability testing reasons. The reason of adding the header was to make it easier to find basic buttons to navigate through the application such as the logout button and the name of the researcher that is currently logged in into the application.

Error messages

Error messages are essential in any application to give a clear idea to the user of what is happening when he enters a certain command or when he clicks a button or just when he changes views.
This usability test is under development in our current application to make it easier for any user to handle the different functionalities from within our application.

Completion status and confirmation messages

When a request has been handled by the server or any type of information has been entered or modified in the database, users need to know that the request and/or operation has been completed.

In this matter, our application always redirects the user to the most intuitive view after completing any operation so he is always aware of the step of any process that is being done.

Back buttons

In any application, it is important to always give the user an opportunity to undo any task that he has done.

To do this, we implemented in all our views a back and/or cancel button, in case he wants to return to the last view to undo the last action that he made in the application.

Links

Every link and button within an application, for usability purposes needs to redirect correctly to the view that it is supposed to.

For this test concept, we verified and implemented links and buttons with methods linked to them so they always redirect to the view that the user wants to go to.