**Usability report**

[**https://marvelapp.com/57g2hig/screen/35001034**](https://marvelapp.com/57g2hig/screen/35001034)

A survey was carried out on the prototype of the application. A total of eleven people replied with their responses including one radio professional. The age ranged from late teen to mid-thirties as this would be a vital demographic that the application would look to be targeted at.

On the question of whether or not the design of the user interface aptly demonstrates the purpose of the application, the overwhelming response was that it did sufficiently fulfil its purpose. There were no negative replies to this question.

Those being polled were next asked for their opinions of the specific colour scheme being used. The general feeling is that the use of the contrasting blues was very good. Comments included it being very “Easy on the eyes”, and “Soothing”. On a negative note, the use of green over the blue seemed not to be favourable with some of those surveyed. “Looks a bit muddled”, and “Don’t think the colours go well together”. This is something to take on board when moving onto the next design phase.

Moving to the navigation functions of the application, and again, the response was positive on the whole. “Intuitive” was a word used a lot and it is considered straight forward and uncomplicated to get around the application. To be noted though that one user found it awkward to use as many of the buttons in the prototype are not mapped. Maybe some thought needs to be put into whether or not prototypes in future should include unmapped buttons? Although it could also be argued that it is indeed a prototype and is to be viewed as a sample rather than the finished article.

The consistency of the application design is thought to be good, in particular the use of colours. Two users remarked upon the home button on one of the screens being a different colour to the rest. This was part of the design process early on to explain how the button would look when pressed and is not a feature in the final design. Unfortunately it obviously led to some confusion but is something that can easily be rectified in the next phase.

With regards to the interactivity of the application, the general consensus is that it does what is needed for the purpose it supplies. It’s simple but effective. One user wanted more interactivity whilst another thought the ‘Favourites’ page took too long to load. The delay feature placed on this contributed to that and is something to think about going forward.

An overall majority found the functions and prime objectives of the application were clear and obvious to see which is obviously pleasing.

When asked if there were any functions of the application that the users felt were irrelevant, a clear majority thought not. One user again mentioned the loading of the ‘Favourites’ tab, whilst another commented that; “The arrows feel unnecessary and misleading”. This has been duly noted and will be considered during the next design phase.

When asked for any final comments, the radio professional who sampled the application wanted clarification that when fully active, the links would bring the user exactly where they should. Hopefully the final design will prove this.

The prototype received an average score of 8.55/10 from those surveyed which is a positive moving forward.