System Usability Scale - Final evaluation

User task：

1. Ask the user to enter the note page.

2. Ask the user to find the group page and view the group task.

3. Ask users to read and understand the content on the main screen.

4. Ask users to find the social interface and see other people's profiles.

5. Ask the user to enter the course content interface and view others' study notes.

6. Users are required to enter the course content interface through the main interface.

7. Ask users to view daily tasks.

8. Ask users to check the group page.

9. Ask users to find out setting page.

10. Ask user go back to main page.

11. Ask user to share note with friends.

12. Ask user to open a meeting with group.

13. Ask user to check the group information.

14. Ask user to narrow the course column.

The task of this test is the same as that of the first test. In order to pursue the stability of the test, the task is not changed.However, as the new prototype adds some new features and interactions, several new tasks are added, each of which is independent.

Usability scale testing process

Our prototype was tested a total of 10 times on the usability scale, with each user performing the same user test session and completing the usability scale score.The average user time to complete our user tests was about 6 minutes, and the usability scale tests and feedback sessions were about 10 minutes, so the total testing time was closer to 2 hours, excluding the additional time spent connecting with users.During the test, the majority of users were proficient in the interaction between the pages and did not need additional guidance from us.We recorded the test results in the following table and processed the data.

	A	B	C	D	E	F	G	H	I	J	
1	5	5	4	5	5	5	4	4	5	4	
2	2	1	1	1	1	1	2	2	2	3	
3	5	4	5	5	5	5	5	4	4	5	
4	1	2	2	1	2	1	1	2	2	2	
5	5	5	5	5	4	5	5	5	4	5	77.25
6	1	2	2	2	1	2	1	2	2	2	
7	5	4	5	4	4	5	3	4	3	4	
8	2	2	2	2	2	2	2	1	1	2	

9	4	5	5	5	4	5	5	4	4	5
10	2	2	1	2	1	2	1	1	1	1
AVG	80	80	80	80	72.5	82.5	72.5	72.5	70	82.5

SUS data processing:

1. For questions with odd numbers, subtract 1 from the score.

2. For questions with even numbers, subtract the score from 5.

The results are as follows:

	A	B	C	D	E	F	G	H	I	J	
1	4	4	3	4	4	4	3	3	4	3	
2	3	4	4	4	4	4	3	3	3	2	
3	4	3	4	4	4	4	4	3	3	4	
4	4	3	3	4	3	4	4	3	3	3	
5	4	4	4	4	3	4	4	4	3	4	
6	4	3	3	3	4	3	4	3	3	3	86.75
7	4	3	4	3	3	4	2	3	2	3	
8	3	3	3	3	3	3	3	4	4	3	
9	3	4	4	4	3	4	4	3	3	4	
10	3	3	4	3	4	3	4	4	4	4	
AVG	90	85	90	90	87.5	92.5	87.5	82.5	80	82.5	

Overall result analysis

The final test score of our product is 86.25, which belongs to EXCELLENT, and most of the user feedback is great.

	A	B	C	D	E	F	G	H	I	J	
1	4	4	3	4	4	4	3	3	4	3	3.6
2	3	4	4	4	4	4	3	3	3	2	3.4
3	4	3	4	4	4	4	4	3	3	4	3.7
4	4	3	3	4	3	4	4	3	3	3	3.4
5	4	4	4	4	3	4	4	4	3	4	3.8
6	4	3	3	3	4	3	4	3	3	3	3.3
7	4	3	4	3	3	4	2	3	2	3	3.1
8	3	3	3	3	3	3	3	4	4	3	3.2
9	3	4	4	4	3	4	4	3	3	4	3.6
10	3	3	4	3	4	3	4	4	4	4	3.6
AVG	90	85	90	90	87.5	92.5	87.5	82.5	80	82.5	

Final result

Through SUS test, we come to the following conclusions.This test has achieved relatively satisfactory results, but for the average scores, we found that some users think of our product

itself may have some function is relatively complex, difficult to find or retrieve, so future project development direction may be lies in how to manage the integration function of module, and our team is considering whether to design a function to retrieve the box, Similar to the IOS drop-down search,here is the conclusion:

1. The score range of the project is 3.1 to 3.8, which is a satisfactory result.

2. The final score of the project is 86.75, it is a great grade.