User test report 3

Content

1.1 Introduction

This user study was performed as part of the final documentation in the eduTrail v2.0.2 application development, mainly for the purpose of gaining insight into the usability of the application. The project is coming to an end, and these user tests will help us get the last part of the project in place. In this run-through, the entire program was reviewed, and users were allowed to test all features. Users had advance expectations that the program would work, and that it would be easy to navigate and with high learnability. This round of user tests showed us that we have reached the goal of the most important functions, and there are only a few things to change.

1.2 Selection of participants

The eduTrail application is intended for use by a rebus administrator and should be able to be used easily by people of all ages, independent skills or previous experience. This is because rebus administrators can be of all ages and with completely different backgrounds. It has

therefore opened the possibility of testing users of all ages. This time we had four participants aged 18, 24, 25 and 35, both women and men as well.

2. Method

All participants received a brief introduction to the application and its main features before the tests were performed. Users were given information about the purpose of the study and how the test would take place. Each participant was given a computer with the user interface on screen. Furthermore, they were given different tasks based on what they could see on the screen. Most of the features were the same as in the previous test but updated with the previous feedback we received. For example, there were more and larger spaces for each menu and choice the user had.

Unlike the old program, the user now had a new feature in the beginning. Before the program started, the user was told to create a name for the tournament. Then it came to the main menu, in the same way as last time. The biggest changes in this menu are the "manage saves" function, and that there is no settings choice. This was changed after feedback from previous user tests. There is also a new button to end the program.

The menu option in "manage saves" gives four choices. "1. Save Game, 2. Load Game, 3. New Game, 0. Return to main menu". In this menu, you get an overview of different options to save, load and start a new program. Return to main menu has the same function as in the rest of the program and as in the previous program. It is to show that there is a choice to return to the main menu.

Exit program is a new feature to exit the program. This is displayed in the main menu, and by typing "0", the program ends. Since we can save along the way, you will be able to start up again where you left off.

3. Execution

During the user tests, each participant was asked to perform different tasks. Users were given the task of creating new teams, creating new posts, registering points, viewing the registered points and saving the tournament. This time they were also asked to quit the application and

restart it. By observing the user during the test, we were able to detect possible difficulties and get a good overview of what works well. Finally, the user was given the opportunity to explore independently and try out the features they wanted. When the test was completed, the user could give feedback on what they liked and what could have been done differently. During this run, new team and new post had a high success rate. Unlike the previous run, it was easier to add points and see the results. The task with the lowest success rate was to save, as the difference between "load and save" was unclear to the user. It also turned out that some of the users had trouble finding the main menu.

4.1 Feedback

This section presents the impressions of users as well as the observations of observers during the execution of certain tasks in the application eduTrail.

4.2 User input

All users were generally satisfied with the way the data was entered into the application. When launching the application eduTrail, a clearly defined menu did not confuse the users. The large space after data entry allowed visibility in the program and thus easy and fast entry of the desired data by users. Regarding objections and problems when data was entered by the user, the following was noted: in cases where you want to save the game, after restarting the application (or starting again application), the saved game is displayed. The user does not have the ability to start a new game (there is no such option). If the user wants to start a new game, he must do that via the menu of the existing or saved game (there is no difference between the save game option and load game option).

Also, there was noted, when registering points by the user for the team and the post, if the user does not enter the space between the team number, the number of posts and the number of points, there is a error in the application response or possible interruption (termination) of the application.

When the user is in the edit post section, after changing the data related to the desired post, the user cannot return to the main menu but returns to the post menu.

4.3 Aesthetics

During the testing, there were no objections to the aesthetic characteristics of the eduTrail application. Several users responded positively to the visibility and clear overview of the menu and options offered during input, which allowed quick and easy data entry.

4.4 Managing teams and posts

There are certain problems with entering data related to the team and post sections. All users failed to delete the desired team. Users eventually managed to change the name of the team, but not to delete the desired team (or team members). Also, users could not delete the tournament. Problems appeared when user wanted to register points for the team and the post. If the user didn't enter the space between the team number, the number of posts and the number of points, there was error in the application response or possible interruption (termination) of the application.

4.5 Application feedback

All users had difficulties in some segments of data entry in the application. Running the game after saving the game was a problem for most of the tested users. Some problems that existed in previous versions of the application still exist, such as deleting teams or tournaments. Not recognizing the precise way of entering data in some sections by the user can lead to interference or shutdown of the application.

5.1 Solutions

This section will offer possible solutions to the problems that users have encountered while using the eduTrail application. There are few problems and they have occurred to almost all users. Solving those problems will be a priority to enable the smooth work and use of the application.

5.2 Menu options and user input

Launching the app after saving the game was a problem for most users. Users are shown a saved game on the screen, with a tournament and not being able to clearly choose the next step, especially if they want to start a new tournament. Solving this problem can be achieved by an additional option that allows the user to choose whether to preview the saved game or want to create a new game. In this way, the user has no doubts and easily chooses between the options offered. In cases where the user is in the data change options, it is possible to emphasize where the user returns after the change and thus remove doubts if the user has them.

5.3 Aesthetics and navigation

As there were no objections to the aesthetic appearance of the application, the visibility of the operating field and the method of data entry, no changes will be made to them at the moment.

5.4 Application feedback

There are certain places during data entry (registering points, saving and restarting the game, changing the entered data) that could have additional information or options for users to avoid possible doubts and improve the operation of the application.

5.5 Teams, posts, and points

There are certain problems when the user wants to delete the desired tournament or team. Such problems have also occurred in previous versions of the application. They must be removed to allow the application to run smoothly.

6. Conclusion

The user test showed that the eduTrail application still has a couple of issues that need to be solved. These problems are not big and with small modifications they can be eliminated. In any case, already at this stage, the eduTrail application meets the conditions under which it was designed and it remains only to make minor changes to ensure its smooth operation by users.