User Test: Application Flow

First Impressions

- "100%" could be confusing for battery or connectivity of the bluetooth
- Clean and visible
- "Favourites" large, and confusion is it a button?
- Not sure if the hexagons with the "%" if for design or changing with the level of percentage
- Charge: took some time to distinguish
- Play: easy to understand

TLDR: charging and hexagon area can be confusing, clean and visible overall, "Favourite" confusion; button? , visibly a playing functionality

Connectivity

NAVIGATION 1
N1: Not sure, difficulty 5
N1: assumption "100%" for connectivity, maybe click on the icon to check, if nothing then would check menu, difficulty 1
N1: assumed a pop-up would show for connectivity, difficulty 3.5

NAVIGATION 2
        N2: Options section, bluetooth - looked around page first, then went to options, difficulty 3
        N2: Options section to check connectivity, android also having a setting to check connectivity, difficulty 2
        N2: top part of screen - check connectivity using icons to help show, difficulty 2

TLDR: bluetooth connectivity can't be taken for granted as a known feature, Navigation 2 proved to work better with "Options", Navigation 1 was more assumption based rather than interface knowledge

Navigation

Power Level

- **100% of users were "Very Confident" with located the power level**

NAVIGATION 1
N1: "100%", confidence 5
N1: "100%", confidence 5
N1: "100%", confidence 5

NAVIGATION 2
N2: "100%", confidence 5
N2: Options, then power level, confidence 5
N2: "100%", confidence 6

TLDR: power level section worked well and doesn't need changing

Playlists, Artists, Albums

Navigation 1 was proven to be more user friendly with the Menu, Navigation 2 was more exploration findings rather than knowledge of interface. Both Navigation tests were proven to work easier with more use; however Navigation 1 worked better.

NAVIGATION 1
N1: "Favourites", or go to menu, difficulty 2 - rest of navigation difficulty 1
N1: Menu, playlist, difficulty 1 - rest of navigation difficulty 1
N1: Found after exploring menu, difficulty 2 - rest of navigation difficulty 1

NAVIGATION 2
N2: took a while, then went into options, clicked on song title then "Favourites", difficulty 3-4 - rest of navigation 2-3 difficulty

N2: "Favourites" then look at playlists, if people don't explore it could be challenging, difficulty 3 - rest of navigation 3-5 difficulty

N2: "Favourites", assumption of favourites, difficulty 2 - rest of navigation 2-3 difficulty

TLDR: Navigation 1 was better than Navigation 2, for both initial usage and for further exploration, still needs to be further explored for improvements.

Scenarios

How would you add any of these songs to a playlist?

NAVIGATION 1
N1: 3 dots, add to playlist, confidence 4
N1: 3 dots, confidence 5
N1: 3 dots, similar to something seen before, confidence 5

NAVIGATION 2
N2: 3 dots, iPhone user knowledge, confidence 5
N2: unsure, after some further explanation said 3 dots, confidence 1
N2: 3 dots, but under the assumption of iPhone, confidence 3

TLDR: 3 dots are known as prior knowledge, assumption based, but proven to work

On "Currently Playing" page, how would you add a specific song to this playlist?

● As this was a "trick" question for our participants, we used this time look for suggestions on that they would ideally like

Suggestions

- Custom backgrounds
- Making an easier way to access the playlists, "Favourites" makes it seem like there is only 1 playlist
- Have a favourites icon (heart)
- Have a playlist icon (plus), or add to playlist, located by the play button (similar to Spotify)
- "Less is more"
- Hot link to visualizer

Concerns

- Design of "100%" a bit confusing with the hexagons
- Unsure of "Favourites" button
- Use caution with certain design concepts (hexagons as elements of design/hexagons as functionality)