

Usability evaluation

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Application name: Questionnaire Star

Use: An application for creating and participating in quizzes. It has a sleek, simple, modern look made for easy use. It supports quizzes with questions with either multiple choice answers or text answers.

Usability test: Two tasks were devised for testing of the two main functions: creating a quiz and participating in a quiz.

Participants: 2

Questions to consider: Time it takes to navigate and find buttons and options, and completing the tasks, potential frustrating hurdles, was it an enjoyable user experience? Improvements, ideas etc.

The tests were conducted before the results could display properly, so that is not included in the testing.

Task 1:

Navigating from the start page, make a small quiz asking the participant simple questions such as:

What color is the sky? (Text answer = blue)

Which number is even? (Multiple options: 1, 2, 3 with 2 being the correct answer)

This task was devised to test the usability of the Quiz Creation View. The questions were devised to be as simple as possible to put focus on the creation rather than the quizzes itself.

Results: The navigation was quick, it took around 1.5 minutes to create the two question quiz suggested in the task. The test on computer went slightly faster than the same on mobile.

There were some comments about the sizes of the elements on mobile, the buttons and text was quite small without zooming in.

Task 2:

Navigating from the start page, take a published quiz and complete it. (The quiz will have been created by the admin beforehand).

Results: There was at this point no way to join through a quiz ID without copying the link to it. The quiz was accessed through the Questionnaire List. Answering the questions and submitting the answer posed no problems. The main issues was what had not been completed yet, being able to see the result distribution and seeing if you had answered correctly or not.

Final thoughts: The user experience was quite positive and the site easy to navigate, which was one of the goals of this application. The main issues were those which had not yet been completed at the time of testing, as well as some accessibility in the design of the mobile view, especially the sizing.