

GOLDSMITHS, UNIVERSITY OF LONDON

SOFTWARE PROJECT FINAL REPORT

# iLost

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- 1 Introduction
- 2 Development Record

## **3 Formative Evaluation**

### **3.1 iOS App Evaluation**

#### **3.1.1 Objectives and Questions**

In order to test our app usability, we chose some of the user stories which the functionalities were already completed at that moment and .

#### **3.1.2 Participants, Location and Setup**

According to Jakob Nielsen, testing 5 users in a usability study could find almost as many usability problems as testing more participants[1] . So iLost app was tested with 5 participants for each version. The study was taken place in the library and refectory of the Goldsmiths, University of London, and the participants were the students who used to bring a bag to the campus daily. Participants were provided with a iPhone 6 to try out the app and an iPad to fill the online questionnaire after using the app.

#### **3.1.3 Methodology and Measures**

There was an observer to guide the user through the test and take notes of how the user used iLost app, specially when the user was confused or couldn't get the task done.

#### **3.1.4 iOS app v0.10 Evaluation**

150 max words

#### **3.1.5 iOS app v0.11 Evaluation**

150 max words

#### **3.1.6 iOS app v0.12 Evaluation**

150 max words

### **3.2 Tracker Evaluation**

total 700 words

#### **3.2.1 Objectives and Questions**

100 words

### **3.2.2 Location, Setup and Participants**

100 words

### **3.2.3 Methodology and Measures**

100 words

### **3.2.4 Tracker v0.10 Evaluation**

150 max words

### **3.2.5 Tracker v0.11 Evaluation**

150 max words

## **3.3 Conclusion**

200 max words

## **4 Design and Implementation**

## **5 QQuality Assurance**

## **6 Summative Evaluation**

## **References**

- [1] "How Many Test Users in a Usability Study?", Nielsen Norman Group, 2012. [Online]. Available: <https://www.nngroup.com/articles/how-many-test-users/>. [Accessed: 01- Mar- 2018].

## **Appendices**

### **A Tasks Divided**

### **B Progress Tracking Form**