Assignment 07

COS30017 - Software Development for Mobile Devices

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Usability Test Information

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About Suntime

Idea

An app. that will show the Sun Rise, Set time and weather forecast at a given location for any valid date (past/present/future).

Motivation

This app. will provide useful information for photographers, bush walkers, and people that undertake prayers/spiritual practices based on the sun rise/set times.

Key Features

- Show sun rise/set times for a date/location.
- Can add new custom locations (or) select from pre-built set of locations.
- Generate a table of sun rise/set times for a date range.
- Share information via SMS and email.
- Can detect current location.
- Integrated into Google maps.
- Can detect current location.
- View sun rise/set times for various locations on a map.
- View weather forecast (current, and near future)

Scenarios

- 1. Brad is planning a short 3 day holiday in Wellington, NZ (travelling next month). He wants to take a few photographs of the sun set over the harbour and wants to make sure his flight times give him sufficient opportunities to take these pictures.
- 2. Sachin has to undertake a religious fast for 40 days from sun rise to sun set starting in mid-May. Unfortunately, he is travelling during this time to 3 different countries across the world (China, US and India). Sachin works for a large mining company and the locations that he is travelling to are very remote placed in these countries. He generates a table of sun rise/set times for each of his locations, emails them and print the email message ahead of this journey time.
- 3. Li wants to walk on the beach tomorrow morning to reflect on the purpose of life (she was just promoted in her job). She checks the sun rise time in Sydney before going to bed.
- 4. Justin and Mary are off camping. They reach the camp site and realise that they are a little bit behind schedule. They need to start off at day break to get to the top of the mountain as planned. They use the built-in GPS facility to find the sun rise/set times for their location. As they have a faint mobile signal, they send the sun-rise time to their friends that are also climbing the mountain from another direction. They add a short note to the message saying they are looking forward to beating them to the top of the mountain.

Usability Test Information

You will need to perform the above scenarios as best you can on the prototype application. Note that the prototype is limited in functionality. Read out loud the scenario before you attempt it, and inform the supervisor when you are going to begin to attempt the task.

The test supervisor will not be able to assist you in using the app as this would skew any results of the test, however you should let the supervisor know if you are stuck. The supervisor is able to act as the phone's GPS sensor as the prototype is lacking in that functionality.

Whilst attempting the scenarios, please verbalise your thoughts in regards to what you are doing as this will assist the tester in their study.

At the end of the usability test, you will be required to answer a short survey which the supervisor will provide to you.

The supervisor will be recording your comments on paper for reference. Your personal details will remain confidential, and any information retained will

Questionnaire

Please answer the following questions using the 5-point scale as well as providing a brief comment.

1.	Clarity of the UI in communicating how to complete the scenario	(i.e. t	ester is
	able to use the correct set of features to complete the task without an	y assis	stance).

	1	2	3	4	5	
Poor						Excellent
Comment	•					
Comment	J •					

 $2. \ \,$ The visual clarity of the sketch/prototype (specifically, readability).

	1	2	3	4	5	
Poor						Excellent

Comment:		

		_	_		1 -	1			
		1	~ 2	3	4	5			
პ.	3. The effectiveness of the overall layout of components and functionality.								
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Poor						Excellent	
Comment:							

4. General difficulty in using the application.

	1	2	3	4	5	
Poor						Excellent

Comment	•			
Committee	•			

5. Effectiveness of the prototype with respect to communicating the intent of the application.

	1	2	3	4	5	
Poor						Excellent

Comment:		