

## **Analysis of the information**

After carrying out the tests, we are analyzing the information obtained by the user's interaction with the system. And we found that some of the metrics are not planned to be measured at this point in the project, which led us to determine which metrics we are able to do with the data. Because of this we saw the need to find other ways of interpreting it.

The degree of user satisfaction towards the system, we obtained thanks to the averages obtained in the form that was applied to them after the test, in which with various questions they made it clear to us that the system was not complicated or unintuitive. This was not the only point that was taken into consideration, since the time needed and the number of times I hesitate when performing the task were also analyzed.

If each task has a weight (0.30, 0.20, 0.20, 0.30) and all tasks were successful; In order not to obtain extreme values such as 1 or 0, the response time for each task performed is averaged and the weight of each task is re-calculated based on the difference from the average. If you used more time than the average, a rule of 3 is used to know what percentage more it took you to complete the task and that same percentage is subtracted from the preset value.

Example: if the task is worth 0.30 for completing it, but the person performed it 2 seconds after the average, this average being equivalent to 10 seconds, then we can see that it took 20% more to perform the task, therefore to the original value, preset from 0.30 we will subtract .06, which would be the extra 20% of time it took to complete the task.