

# Usability Feedback

Hyde Park Infant School

## Group 1 (smaller, group feedback)

Does the app look nice?

All students say yes

Was the app fun to play?

All students say yes

Was it clear what you needed to do?

All students say yes

How was the difficulty?

All thought it was a good level of difficulty and could eventually get greens. Teacher also added that originally the children were not doing as well but by the end of the 3 day period there was a marked improvement.

The teacher added that for prolonged use the children probably picked it up a little too fast.

## Additional Notes from the Teacher

- Was obvious to see the children improving
- As mentioned previously the learning curve may have been too easy
- The children would sometimes start tapping with the "Get ready play now" as the metronome starts then
- Sometimes the teacher thought the children had done perfectly but only got a yellow
- Sometimes the teacher thought the child was all over the place but managed to get a green
- The children very quickly picked up the navigation and were able to locate the required screens quickly and easily
- It might be nice to have a key for the beat types as some children forgot what certain ones meant
- Some children tried to hold the tablet up off the table like they would a phone - this led to issues tapping as their hands were too small

## Additional Notes from Children

- One child thought it was too easy
- General vote of difficulty (easy, middle or hard) was middle
- One person suggested just having the numbers for counting (would not really work)

## Group 2 (larger, individual feedback)

This group only played lesson 1 and lesson 2.

### Does the app look nice?

General opinion of the visuals was positive, the children thought it looked nice and that the colours were good.

Some children said they would have liked to have seen even more colours.

### Was the game fun?

Children enjoyed both the lessons and the game very much.

### Was the game clear?

Most children seemed to pick up the instructions very quickly. Many said that they enjoyed the lessons by Mrs Beat.

### Did you find the game too easy?

Children seemed to find that lesson 2 was too easy (presumably because you only need to tap the screen twice) and that lesson 1 was harder even though it only used one beat type.

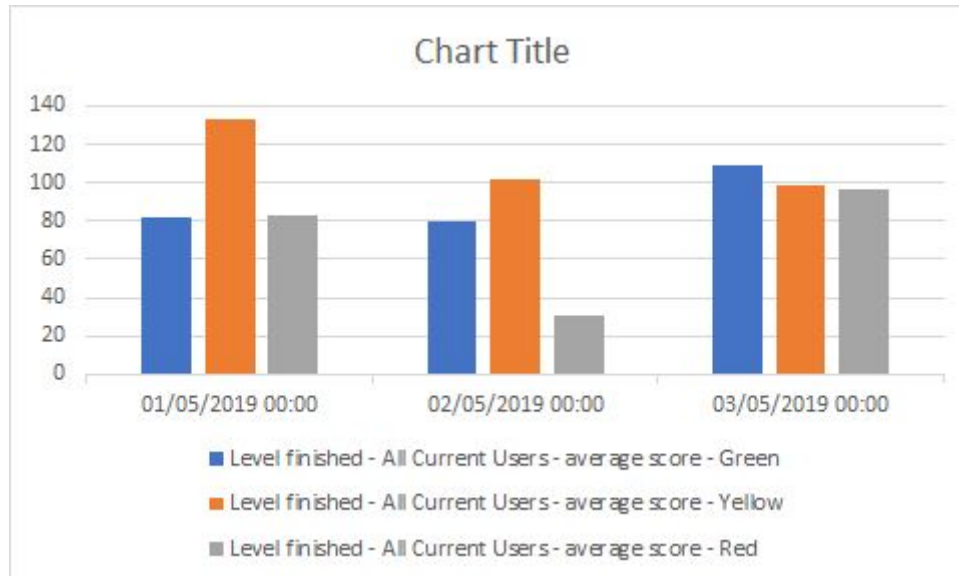
In general children thought the app was too easy although the Unity data shows that all children had improved over time, not being very good at it at the start

## Additional Notes from Teacher

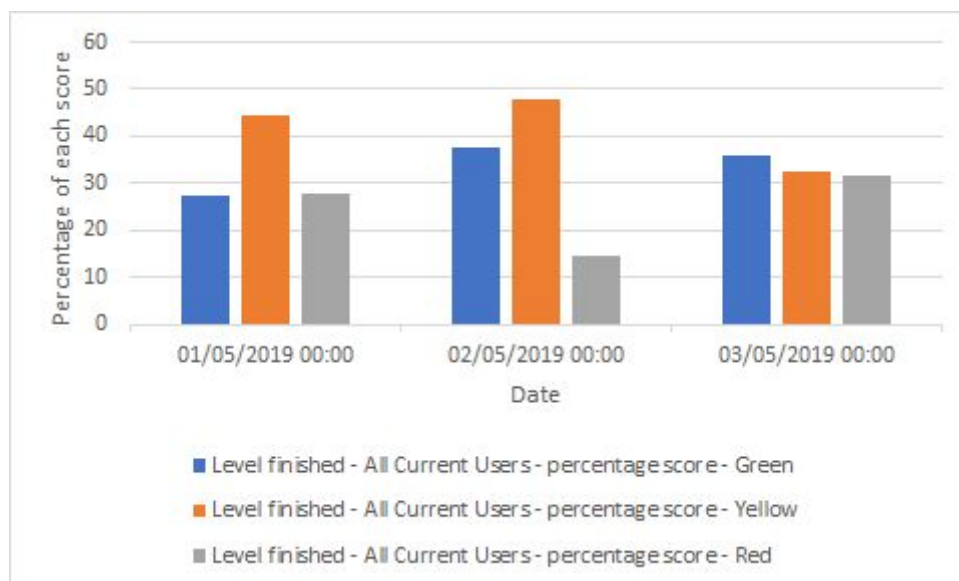
- Need to be able to skip the lessons
- Bigger buttons as sometimes children pressed the wrong ones

# Data Analysis

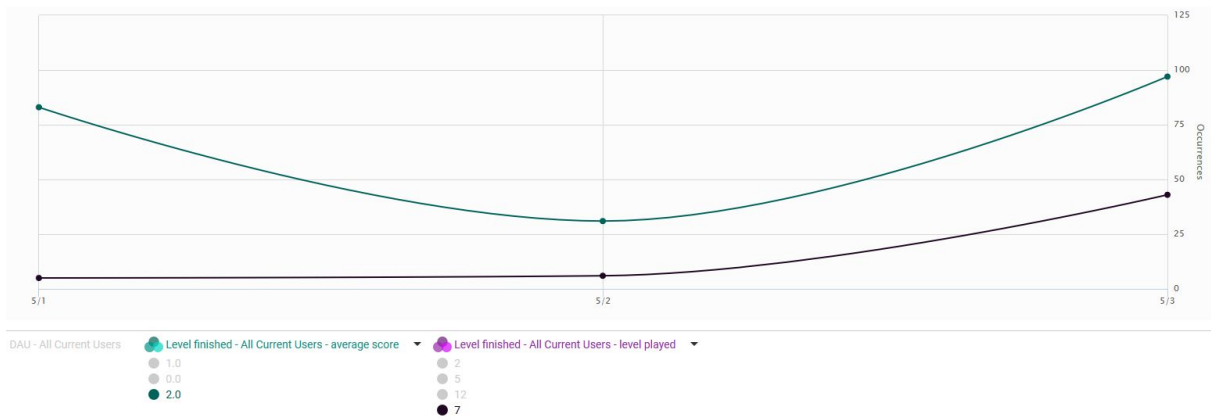
## Hyde Park Infant School



Above is the raw data collected from Hyde Park school, this shows how many occurrences of each score was achieved without formatting.



Above is the data translated into percentage form, as you can see from this data the green score goes from the lowest percentage of score achieved to the highest. This data shows clear progression and also that the difficulty is reasonable due to the averages being similar to each other. On the last day there was an increase of plays of a new level, level 7. This level introduces the hold beats which explains the sharp increase in scores of red.



This graph shows the impact that the plays of level 7 has on the occurrences of a score of red.

