

Final Project Component

Team Gloin

Team Members: Vi Le

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Course: 3916-001

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1.

Changes we plan to make in this iteration:

Add menu bar to Mood Screen

We plan to add menu bar in Mood Screen to make our app more consistent for every screen. We thought it would also provide the user with more options, not making them feel stuck on the Mood Screen.

Add pictures in Recommendation Screen

Adding pictures in recommendation would provide more visual variety in recommendation screen. We thought that user would be more please to see pictures instead of just texts. It would also increase memorability.

Make major changes to Recommendation Screen

Due to adding picture in Recommendation Screen, screen real estate would be more limiting. We plan to divide Recommendation Screen into three different screens, one for songs, one for artist, one for playlist. We would allow user to move between those screens to not make them feel restricted.

Add scroll bars to all screen that needed it

Adding scroll bars would hint user they could scroll. Scroll bar would allow us to add more item into each screen, more effective use of screen real estate.

Remove underline in MyAccount Screen and remove > icon in playlist

This is to increase consistency between screens. We do this to increase style uniform.

Add color to bottom button bar (orange, black), change button color based on clicked

We add more color so the app looks more pleasing and reduce monotone style. This would also increase visibility and provide feedback to user, showing where they are in the app.

Change blue buttons to orange on Login Screen and Mood screen

We do this so our color scheme is consistent between screens.

Add screens for change password feature

We want to increase our vertical implementation in MyAccount part. This new function would be in Profile screen. We plan to create 3 new screen, profile screen, change password, confirm.

Implement back function in Music Player Screen

Due to increase complexity of interaction between Music Player screen and Recommendation screen, Home screen, Playlist Content screen, we need to create multiple Music Player screens for the back function. We think that the implementation of back button would provide a fast undo, providing the user with a fast and easy way to help user with errors with a core function of the app.

Implement pause button function in Music Player Screen

We plan to implement pause button in Music Screen to increase our app vertical implementation in Music Player. The pause function is important to our future testing in this iteration.

We use a skeleton screen for this app prototype. We updated the skeleton screen that implements the things we want to change in this iteration. New screens will be created using this new skeleton. We plan to use duplicate option of Balsamiq to quickly create new screens for back function and pause function implementation.

2.

Testing Script

Thank you for participating in this usability testing. Before starting I will read to you an overview of what we will be doing and what you are allowed to do.

First, your participation is voluntary, you can leave at any time, and you can take as many breaks as needed during the testing. Any information collected will be kept confidential and your personal information will not be disclosed. During the testing please be as honest as possible and explain your reasoning behind what you are doing. You will not hurt our feelings with negative feedback. We are here to test the app to make improvement so all feedback is good feedback. If you get stuck do not worry about it, you are not being judged, we only judge our design.

Preliminary Questions

We will start by asking you a few questions.

(The user should not navigate the program before getting to the task portion of the testing)

- How often you use the internet in a week?
- How many hours do you listen to music a day?
- What is the app you use most often to listen to music?
- How long have you use your music app?
- What is your first impression starting at Home?

Tasks

- Task one will require you to, starting at the mood screen find a way to play a song.
- For task two you are asked to play a song from a playlist.
- Task three you will need to find out how to change your password.
- Task four pause a playing song.
- For the final task please go to the home screen and play the third most recently played song.

Post Testing Questions

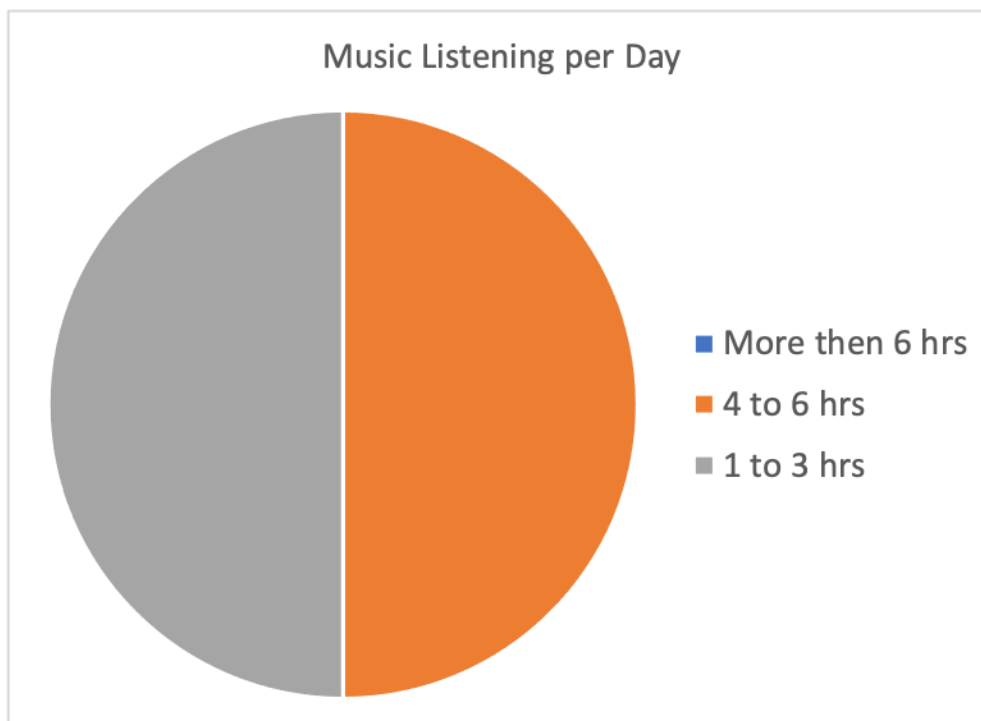
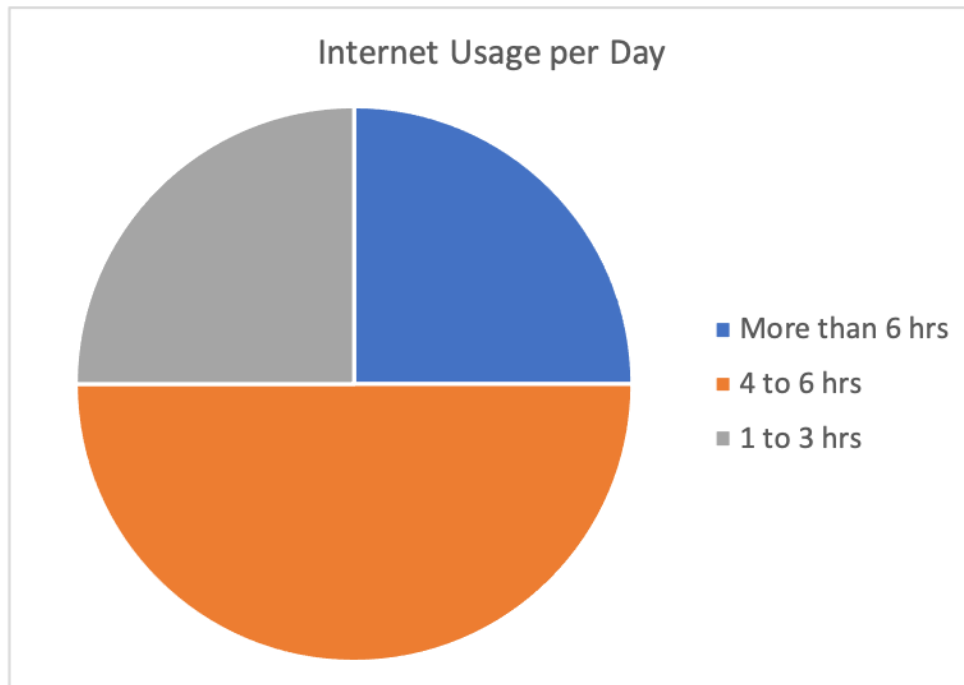
Now that the testing is over, please answer a few post test questions.

- What is your general impression when using the app?
- Did you enjoy using the app?
- Was it easy to use?
- If you could add anything to the app, what would you add?
- Is there anything you really hate about the app?
- Do you have anything else to add? Suggestion?

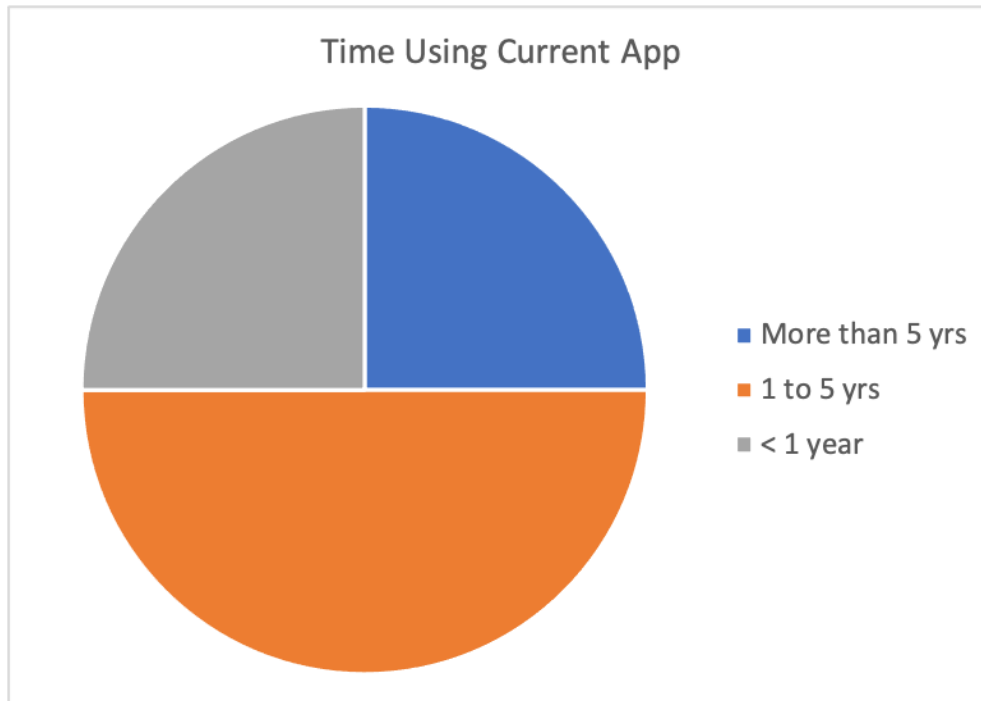
5.

Milestone 3 Analysis

The initial quantitative data that we examined was internet usage and time spent listening to music among the participants. The results for internet usage and music listening are as follows:



Participants were also asked what application they currently use to listen to music and how long they had been using the application. The software participants currently use are Youtube, Spotify, and I Heart Radio. The time they have used their current software is as follows:



The other quantitative data we looked at was the relative time it took for participants to perform each of the five tasks we selected. The results are shown in the following table with the scale we used shown below the results:

Task	User 1	User 2	User 3	User 4	Average
1. Pick mood and play song	3	3	3	3	3
2. Play song from playlist	3	3	2	3	2.75
3. Change your password	3	2	2	3	2.5
4. Pause a song	3	3	3	3	3
5. Go to Home screen and play the 3rd most recent song	3	3	3	3	3

Score	Explanation
0	Failed to complete task
1	Completed task slowly in a roundabout way
2	Completed task a little slowly
3	Completed task quickly

We analyzed our qualitative data using the critical incident technique. Based on what we observed during our usability study we identified the following critical incidents:

- When trying to change their password users clicked on the “Settings” option on the Account screen rather than the “Profile” option where the change password function was actually located.
- On the Home screen some users were confused when trying to access a song. The fact that songs and playlists only had icons and no text identifying them made it hard to determine the different options.
- On the Music Player screen the play icon in the menu is replaced by a waveform icon when the song is playing. Users expressed confusion over what this icon was and what it represented in the context of the application.

Some other suggestions and comments that were common among the different users or that we thought were worth noting include:

- That users thought the app had too little colour.
- That the different functions on the various screens were clear and worked as expected
- That visibility was good throughout the app, it was easy to find what they were looking for.

When conducting usability testing, we encountered no major issues and overall testing went well. We wouldn’t change anything about how we carried out testing, since we feeling that our testing process accomplished what it needed to. We think usability testing provided valuable feedback on our design and think that is we were to continue working on this project that we would conduct another usability study wafter we have refined out design through more iterations.

6.

This iteration conclusion:

From our experience with the final milestone, we could say that this activity was quite inclusive as everybody contributed actively and did their part effectively and efficiently. We did not get stuck anywhere throughout the project, even if we felt if there's a problem that exists, we solved it by brainstorming ideas or discussing about things that can help solve the problem. The designing process was pretty straightforward, it became a lot easier because we had developed a new template for all the screens from before, so the whole time we were working on the final activity from the template. Not only did it help in saving time, but it also improved consistency. But the analysis part caused a bit of trouble, we feel that we could've used more data points and more open-ended questions while conducting interviews. We were not too clear on the qualitative analysis and were kind of lost on that part. Overall, the team enjoyed working on the project, there were no arguments or confusion.

Project conclusion:

Overall, the experience with the Moodify project was amazing, we learnt a lot along the way. Initially the designing process was a troublesome part but because we implemented the same concepts from class, things went in a flow. The user response towards the application seemed positive too. They had a positive engagement towards it and were excited to use an app which suggests music based on moods. Analysis process seemed a bit tough in some parts and took a long time, but we figured out as there were active group discussions. All the members of the team actively participated in all the meetings that we conducted, we patiently tried to solve things as well as come up with ideas. There was active coordination as we all were working on the same

page. The brainstorming sessions were quite effective and saved a lot of time, we could also explore new ideas.

Future Recommendations:

According to the data collected we could see that our Moodify app had some things that needed to be fixed or changed. It was recommended that there should be more icons, logo, and colour in the screens because it looks more pleasing to use or watch while doing any sort of an activity. The home screen required some major changes. It was suggested to move favourites and playlist options to home screen so that the user can view his favourite songs/playlist first before exploring anything else. It was also recommended that there should be a suggestions option in which the app itself suggests music NOT on based of users moods. MyAccount screen needed some major changes too, it was recommended to move the profile option into settings. There were some minor changes too such as the need to add label to the items, start recommendation on songs and the need to add cast function to the remote device.

Appendix

Vi's usability testing interview

How often you use the internet in a week?

A lot, All the time, roughly 14h a day.

How many hours do you listen to music a day?

Not everyday, about 4 hours per day average.

What app you use most often to listen to music?

Youtube website, not often listen on phone

How long have you use your music app?

Youtube at least 6 years

What is your impression at Home screen?

Like the layout

Too little color

Background too plain

Like bottom buttons

Easy icon recognition

Tasks:

1) Pick a mood and play a song

Click on happy mood button

Click on song on top tabs

Click in a song

Straight forward, find things quickly

Thought first tab should be song

3

2) Play a song from any playlist

Click back to recommendation

Click on playlist tab

Select a playlist

Click on a song in playlist

3

3) Change your password

click to myAccount button at the bottom

click on setting

Cannot press on setting

Click on profile

Click on change password

Complete password change

Thought change password in setting not profile

Not too sure of other app

3

4) Pause a song

Click on music player at the bottom

Click pause

2 clicks, very intuitive

3

5) Goes to Home and play the 3rd recent song

Click home button at the top right

Click 3rd recent song

Fast, simple, intuitive

3

What is your general impression when using the app?

Easy to use, straight forward, no confusion, up to standard

Do you enjoy using the app?

Yes, enjoy click around, did not feel frustrated.

Was it easy to use?

Yes

If you could add anything to the app, what would you add?

Add suggestion in home screen, suggest song based on history, make it easy to find.

Is there anything you really hate about the app?

Nothing feel wrong

Do you have anything else to add? Any suggestion?

Start on songs in recommendation, change password in profile, did not expect it to be in their, confuse account setting with app setting.

Laura's usability testing interview

- Use internet ~2 hrs a day
 - 1 hr a day listening to music
 - Use I heart radio app to listen to music
 - Have used this app for 6 months
 - First impression
 - Clear and obvious functions/buttons
 - Things you are most likely to need upfront
 - Locked at the Welcome Back first
1. Task 1:
 - Decided on chill
 - Went to click on artist to access music
 - Clicked on playlist
 - The fact that it played automatically was unexpected
 - Time to complete 3
 2. Task 2:
 - Time to complete 3
 3. Task 3:
 - Went to settings to look for where to change password

- Time to complete 2
- 4. Task 4:
 - Icon to indicate playing music unclear
 - Time to complete 3
- 5. Task 5:
 - Almost clicked back instead of home to find home screen
 - Time to complete 3

Post study interview

- Everything worked as expected
- Easy to navigate
- Did everything it needed to do
- Yes, they enjoyed it
- Yes, it was easy to use
- Add a function to cast to a speaker or another device
- Didn't hate anything
- Could add more colour

Purab's usability testing interview

You participation is voluntary.

You can leave at anytime.

You can a break, just let me know.

Any information collect will be keep confidential.

Your personal information will not disclose.

You will not hurt our feeling, be comfortable

We are not judging you, we are judging our design

During the test, can you explain what you are doing and why?

Preliminary interview:

How often you use the internet in a week?

- Everyday, approximately 4-5 hours a day

How many hours do you listen to music a day?

- Everyday, approximately 2-3 hours a day

What is the app you use most often to listen to music?

- Spotify

How long have you use your music app?

- 3 years

What is your first impression starting at Home?

- Overall, the first impression that I got starting from the home screen is that it has a quite simplified design and a minimalistic touch towards it. I find that very interesting as well as important because too much information or graphics can sometimes be less attractive or confusing for the user. Moreover, it was easy to remember the functionality because the app was directing me to the page where I wanted to be in.

Do not click anything yet, just tell me your thoughts.

- Just by looking at it, my first impression was that it is too ordinary or too dry. At first, I was a bit biased towards the design because there weren't as many logos/pictures involved in it which I felt could be boring.

Task:

- 1.Pick a mood and play a song – Was quite self-explanatory and user could do it without any problem
- 2.Play song from playlist – was a bit tricky, it took a few minutes to figure out how to play a song from the playlist
- 3.Change your password- Was done quickly, initial few seconds the user got confused on where to change the password
- 4.Pause a song - Was quite self-explanatory and user could do it without any problem
- 5.Go back to Home screen and play the 3rd recent song - Was quite self-explanatory and user could do it without any problem

What is your general impression when using the app?

- My impression after using the app changed completely, it was really easy and convenient to use the app. I understood that the simplistic design was implemented for the easier functionality.

Did you enjoy using the app?

- Yes

Was it easy to use?

- Yes

If you could add anything to the app, what would you add?

- I think some more icons or a logo

Is there anything you really hate about the app?

- No

Do you have anything else to add? Suggestion?

- No.

Ryan's usability testing interview

Preliminary interview:

How often you use the internet in a week: everyday

How many hours do you listen to music a day: 6 hours

What is the app you use most often to listen to music: Spotify

How long have you use your music app: 5 years

What is your first impression starting at Home: Liked that they could see the playlists

Do not click anything yet, just tell me your thoughts.

Task:

1.Pick a mood and play a song: was completed fast without problems or questions. 3

2.Play song from playlist: got tripped up by the recently played songs but ended up finding playlists. 2

3.Change your password: was done quick a little tripped up by having setting not be where you change your password. 2

4.Pause a song: completed without problem. 3

5.Go back to home screen and play the 3rd recent song: completed without problem. 3

What is your general impression when using the app:” it was fine and simple to navigate”

Did you enjoy using the app:” yes, it was easy to use and easy to navigate”

Was it easy to use:” yes”

If you could add anything to the app, what would you add: “The shuffle button should stay on when song goes from paused to play. Favorites and playlist shouldn’t be in my account. The home screen could use some more options”

Is there anything you really hate about the app: “My Account having playlist and favorites in it”

Do you have anything else to add? Suggestion: “no”

Self report

Name: Vi Le

Contributions:

- Helps organize team meetings.
- Create update wireframe skeleton.
- Conduct 1 usability testing interview.
- Help brainstorm new functions, new design.
- Implement pause and back function in music player.
- Help create test script.
- Assemble this iteration wireframe prototype.
- Help analysing usability test findings.

Self report

Name: Laura Didyk

Contributions:

- Participated in group discussion on changes to make to app
- Helped to write script and plan usability testing
- Made changes to Recommendations screen
- Carried out 1 usability test
- Participated in group discussion on results and analysis of usability test
- Writeup for analysis section
- Create charts for quantitative data analysis
- Participated in group discussion on conclusion and future recommendations

Self Report

Name: Ryan Driver

Contributions:

- Participated in group discussions
- Presented my ideas for how to solve problems we ran into
- Help with brainstorming
- Created the home screen wireframe
- Conducted a usability test with a test user
- Rewrote the script
- Participated in the analysis of the usability test results

Self report

Name: Purab Budhwani

Contributions:

- Participated in group discussion on making the final changes towards the moodify app
- Helped in preparing questions for the interview and questionnaires; assisted in the formation of the final script
- Developed the 3 screens for create password
- Planned usability testing and carried usability test out with 1 participant
- Helped in brainstorming ideas for the new design of the app
- Helped in overall analysis of usability test
- Wrote the iteration and overall conclusion for the project
- Helped in creating the testing script
- Wrote the future recommendations and things that can be improved