Usability Test Analysis for RNF002 and RNF005

General Information:

Test Date: 19/05/2023
Evaluator's Name: Jaroth Moo
Participant's Age Range: 28 - 48
Participant's Role: Elementary School Teacher

Tasks performed by the participant:

Scenario 1: Registration and Login
✓   Task 1: Register as a new user in the web application. (Estimated time: 1 minute)
Succes rate: 100%

✓   Task 2: Log in to the web application using existing credentials. (Estimated time: 1 minute)
Succes rate: 100%

Scenario 2: Review ADHD Information
✓   Task 3: Access the section containing information about ADHD and read the different articles and available resources. (Estimated time: 2 minutes)
Succes rate: 100%

Scenario 3: Register Students
✓   Task 4: Review the student section and check their details. (Estimated time: 2 minutes)
Succes rate: 100%

Scenario 4: Review Activities and Techniques for working with children with ADHD
✓   Task 5: Explore the activities section and review the details of each activity. (Estimated time: 2 minutes)
Succes rate: 100%

✓   Task 6: Explore the techniques section and check the details of each technique. (Estimated time: 2 minutes)
Succes rate: 100%

Scenario 5: General Navigation and Test Completion
✓   Task 7: Explore other sections of the web application. (Estimated time: 2 minutes)
Succes rate: 100%

✓   Task 8: Provide feedback and evaluate overall satisfaction with the web application in a final survey. (Estimated time: 3 minutes)
Succes rate: 100%

Participant Satisfaction:
Likert scale used for satisfaction assessment:
This scale consists of a series of statements or statements on which participants must indicate their degree of agreement or disagreement. Typically, a range of response options representing different levels of agreement or disagreement is provided, and participants must select the option that best reflects their opinion.

The response options on a Likert scale generally follow a structure of 5 or 7 points, although they can vary as well. For example, a 5-point scale might have the following options:

Strongly Disagree
Disagree
Neutral
Agree
Strongly Agree

Each response option is associated with a numerical value, and in this specific case, it will be used to evaluate participant satisfaction with the test. The questions asked were as follows:

The registration and login interface was easy to understand and use.
1: Strongly Disagree
2: Disagree
3: Neutral
4: Agree
5: Strongly Agree

The process of registering students was intuitive and straightforward.
1: Strongly Disagree
2: Disagree
3: Neutral
4: Agree
5: Strongly Agree

The function of jotting down student observations was intuitive and easy to understand.
1: Strongly Disagree
2: Disagree
3: Neutral
4: Agree
5: Strongly Agree

The way information about ADHD is presented is understandable.
1: Strongly Disagree
2: Disagree
3: Neutral
4: Agree
5: Strongly Agree

The section of activities to work with children with ADHD is easy to understand.
1: Strongly Disagree
2: Disagree
3: Neutral
4: Agree
5: Strongly Agree

The overall handling of the application was intuitive and easy to follow.
1: Strongly Disagree
2: Disagree
3: Neutral
4: Agree

5: Strongly Agree

Overall, I am satisfied with the user experience of the application.
1: Strongly Disagree
2: Disagree
3: Neutral
4: Agree
5: Strongly Agree

Quantitative Results:

Time taken by each participant to complete the test:
Participant #1 - 15 minutes
Participant #2 - 16 minutes
Participant #3 - 16 minutes
Participant #4 - 18 minutes
Participant #5 - 15 minutes
Participant #6 - 13 minutes
Participant #7 - 20 minutes

The average time is 16.14 minutes.

Percentage of participants who completed each task correctly:
Participant #1 - 100%
Participant #2 - 100%
Participant #3 - 100%
Participant #4 - 100%
Participant #5 - 100%
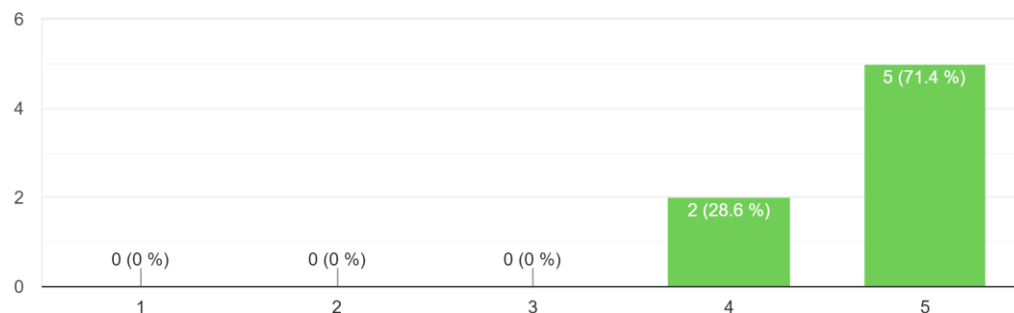Participant #6 - 100%
Participant #7 - 100%

The average percentage of tasks completed is 100%.

Ratings given in the satisfaction survey:

The registration and login interface was easy to understand and use.

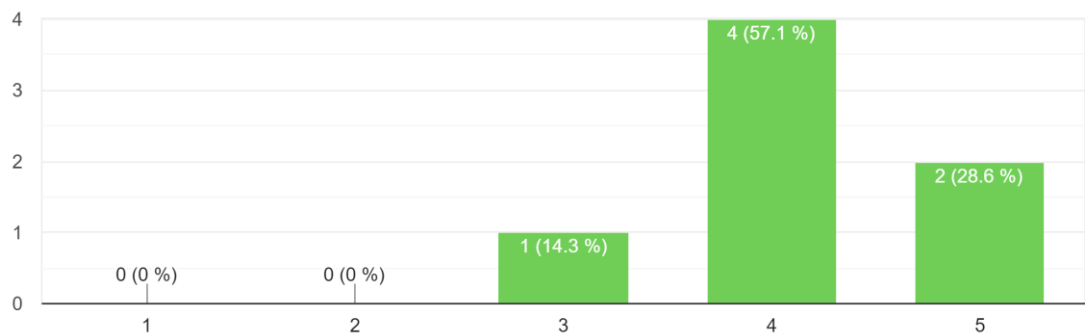La interfaz de registro e inicio de sesión fue fácil de entender y utilizar.
7 respuestas

The process of registering students was intuitive and straightforward.

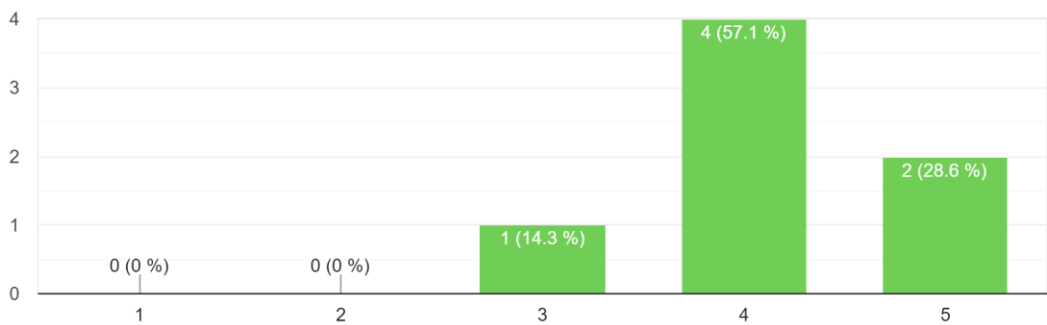La interfaz de registro de alumnos fue intuitiva y sencilla de entender.
7 respuestas

The function of jotting down student observations was intuitive and easy to understand.

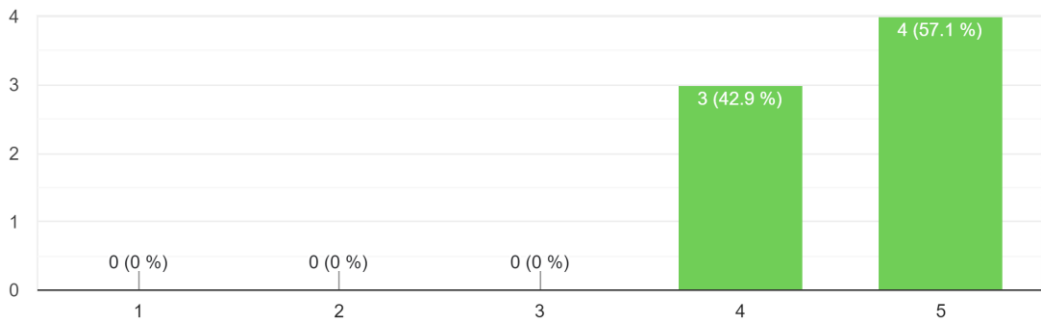La función de anotar observaciones de los alumnos fue intuitiva y se entiende muy bien
7 respuestas

The way information about ADHD is presented is understandable.

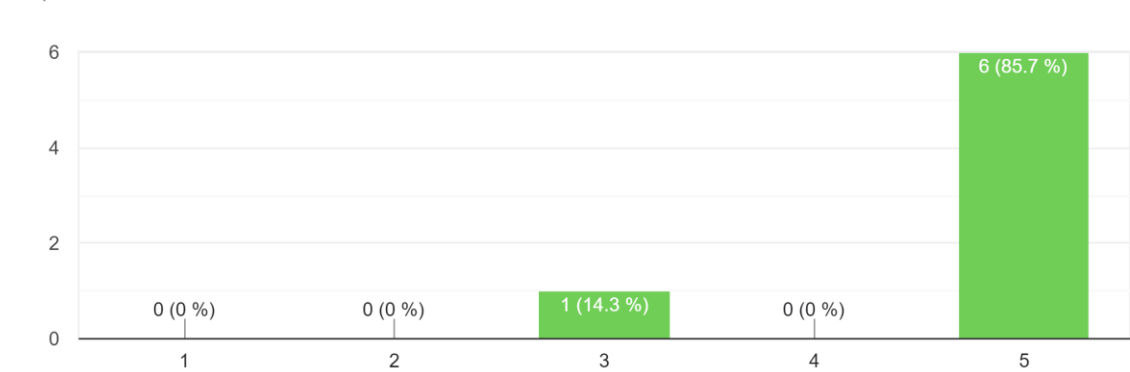La manera en que se presenta información sobre el TDAH resulta entendible
7 respuestas

The section of activities to work with children with ADHD is easy to understand.

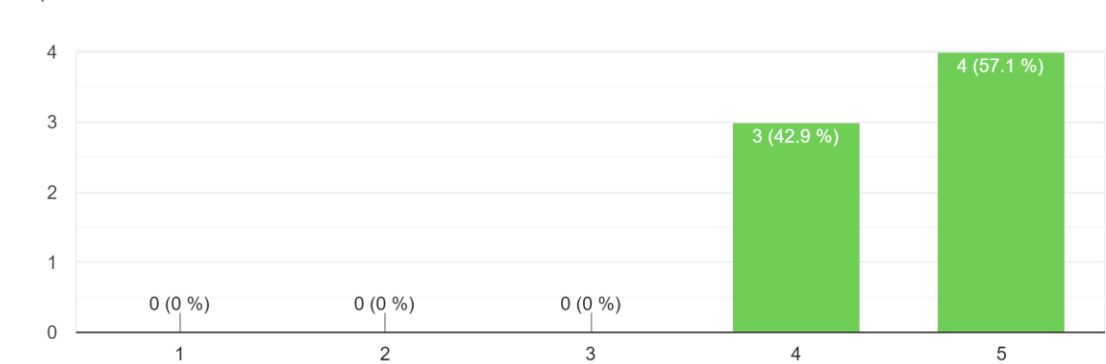La sección de actividades para trabajar con niños con TDAH es sencilla de entender
7 respuestas

The overall handling of the application was intuitive and easy to follow.

El manejo general de la aplicación fue intuitivo y fácil de seguir.
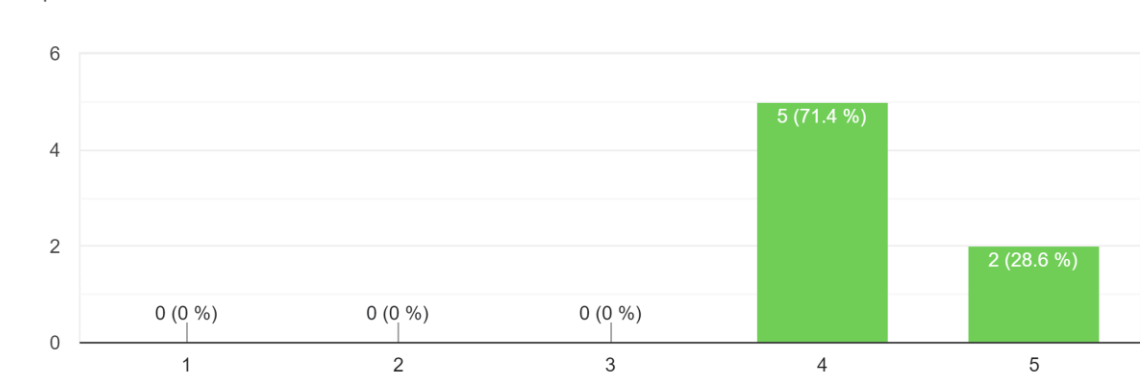7 respuestas

Overall, I am satisfied with the user experience of the application.

En general, estoy satisfecho/a con la experiencia de uso de la aplicación.
7 respuestas

Qualitative Results:

The comments made and obtained from the test participants were varied, and some of them mainly highlighted that certain elements were well-placed. The colors and other graphical elements were frequently mentioned as areas for improvement, such as changing the color scheme. We also received feedback regarding the tables used to represent students and activities, but overall, many teachers found it to be a good idea and a helpful tool for their work with these children. Several teachers praised the work and emphasized that we should continue moving forward.

Conclusions:

Based on both qualitative and quantitative results, we can observe a positive reception of the presented product. Qualitatively, we found that the test served its purpose, and the prototype performed well. It was evident that task completion was extremely simple and easy to understand, thanks to the prototype's well-designed elements. On the quantitative side, we observed that teachers praised the work and provided feedback based on their experience. Undoubtedly, their input was invaluable for evaluating the prototype through this test.

Throughout this test, we discovered that certain elements play an important role in recognizing specific functions. Factors such as font styles, colors, and overall graphical interface are crucial for user engagement with software, and these are aspects that our product encompasses. However, elements like tables sometimes lead to information overload, which is an area for improvement. For instance, using warmer and less vibrant colors, as well as placing elements in the appropriate locations.

In conclusion, we can say that this test proved to be extremely useful in assessing the intuitiveness of this prototype. Despite some errors, we were able to achieve our objective, and now the focus is on making the necessary changes to achieve even better results.