Yee

INTRO

The x Drone is an entry level drone that is aimed towards a younger audience or beginners to such technology. Containing basic but necessary features, this product is able to deliver fundamental experience, that forms core learning for more advanced drones. It also provides enjoyment for its users. Whether you are young, old, a pro or a beginner, the x can provide a good amount of entertainment.

The purpose and the contents of this website is to provide an insight on the x drone. How well is the product designed? From hardware to software, ergonomics and visuals, a qualitative research method had been done to provide accurate information on the product.

METHOD

As a group, we decided to go with a qualitative approach to gaining more understanding about the product. We aimed to understand the product's usability through informants; observe how they with the drone as well as receiving their opinions and thoughts on the product itself. Our method of assessing the product was to have 6 people interviewed by our group.

They were given the product and have 10-15 minutes to figure out how to use the product, without any help from the team members. They were to spend time with the product and while doing so, at least one of our team members will be present to observe the interviewee's interaction with the drone, noting down any important information regarding the interaction between user and product.

The next part of this process is to interview the user(s). We had asked them questions regarding the product. Questions that would give us more information and detail on aspects such as visuals, hardware ergonomics and design, software and user interface usability and design, and other pros and cons, that the interviewees would like to add. Once data on their experiences are collected, each member is to compile a low-level report on their collected data.

Each report, created by the members, will be visible for the other members. We compiled all if their information into this report, further explaining the usability of our chosen product; how well is it designed for the user and comparing the found information to our initial thoughts on the product.

Our report further explains many aspects of the product.

- Visuals:

How well is the box designed(Visual-wise)?  
Drone visuals  
Controller visuals   
Other hardware visuals

- Hardware Ergonomics:

Controller design   
Drone design  
Other hardware

- Software Design:

Accessibility of the application  
Initial Usability (Connection Process)  
Graphical User Interface Design

All of these will be covered in this report.