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*A 1-3 page synthesis report discussing the evolution of your paper prototype throughout the sessions. What were common points of success/failure across all participants? What were changes you made to your materials between sessions? How did those changes affect subsequent users? Simply put, what did you learn from this exercise?

In our pursuit of creating a user-friendly mobile study app, we conducted a series of four user interviews, each revealing valuable insights that shaped the evolution of our paper prototype. This report provides an objective assessment of the common points of success and failure, the material modifications made between sessions, and the key takeaways from this exercise.

Common Points of Success/Failure: All users struggled with the clarity and accessibility of certain app features, such as task creation and navigation. This shared challenge highlighted a need for improved user guidance and interface design. However, the participants successfully navigated the registration process and located the “create an account” button fairly easily. We thought this would be the hardest task, since there is no indication that the “create an account” words were a button, but it was an extreme success with 4/4 interviewees locating it right away. All users provided positive feedback on the app's color scheme and design aesthetics, indicating that these aspects were universally appealing.

To address the issues identified across all user experiences, we would implement several changes in our materials between sessions. One key change would involve introducing a more intuitive sidebar with text-based titles, replacing image buttons for screen navigation. This adjustment aims to enhance user-friendliness and improve the clarity of accessing different screens. We would also consider incorporating introductory screens to provide clearer instructions on app functionality and better-illustrated buttons for specific actions, addressing the common challenges related to navigation. If the screen navigation is not a success, we plan to add a general tutorial at the beginning of the user's journey into using this app.

Implementing these changes can have a significant positive impact on other users as well. The introduction of a text-based sidebar and clearer navigation buttons will make the app more accessible and user-friendly for a broader audience, reducing confusion and improving the overall user experience. Providing clearer instructions and more self-explanatory visuals will make the onboarding process smoother, benefitting all new users. Moreover, the adjustments based on feedback will help enhance the app's usability, making it a more effective tool for accomplishing tasks and improving the overall satisfaction of users.

This exercise has provided valuable insights into the user experience of our app. It highlights the importance of user feedback and iterative design. By actively listening to our users and making necessary adjustments, we can create a more user-centered and effective product. The exercise underscores the significance of clear and intuitive user interfaces, as well as the impact of visual design elements on user satisfaction. Additionally, it reinforces the idea that a user's perspective can uncover issues that may not be immediately apparent to the development team. Overall, this exercise has been instrumental in guiding us towards creating a more user-friendly and successful application.

In conclusion, consumer feedback and a dedication to enhancing the user experience have inspired our redesign of our prototype. We've determined which areas need improvement the most and will keep working to create a mobile study app that is effective, efficient, and productive. The value of iterative design and the priceless contribution of user input to the development process have been emphasized by this exercise.

