

Usability Test Rapport



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01

Introduction

1. Introduction

This review is conducted by AUX

The review will be based on knowledge about human cognition.

The UX review will focus on:

- Introduction Flow
- Landing Page

Our goal is to identify usability issues that could impact the experience of the website.

02

Predicted User Issues

02.1

Signing up

Sign up page

Signing Up

Predicted User Issue

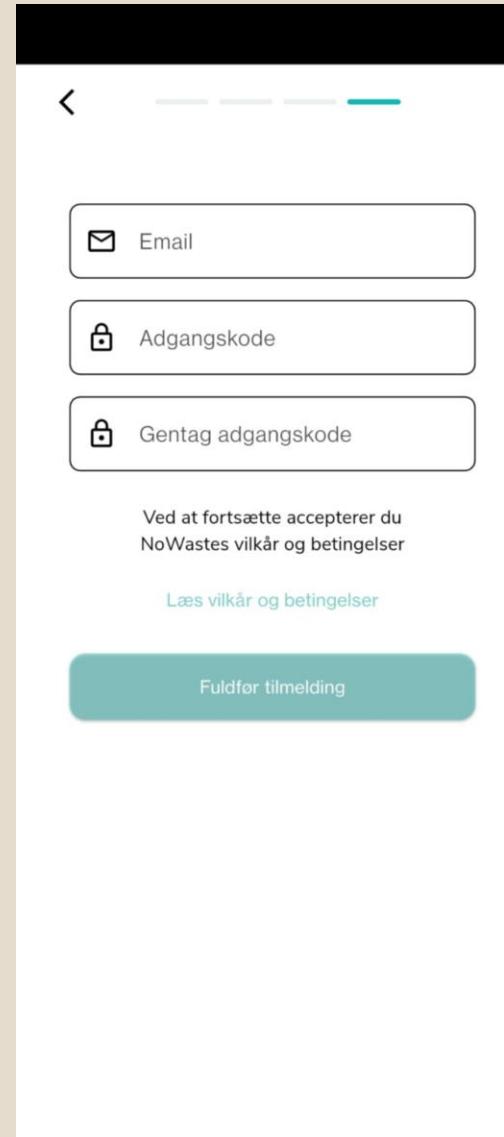
The user might be impatient on this page

Root Cause Analysis

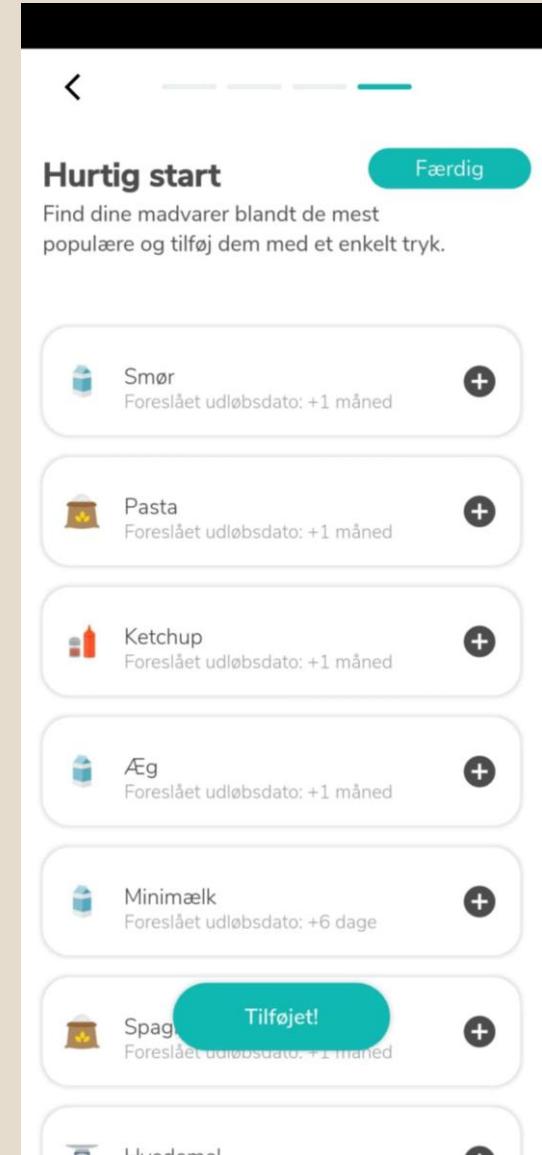
Users will **likely** expect to be able to test out the service without signing up, as this is the case on other free apps

Recommendations: Design Solutions

The design could be improved by letting the user test out the app, to see if they like it, before requiring them to sign up



Current design



Re-design

02.2

Language selection

Introduction flow

Language Selection

Predicted User Issue

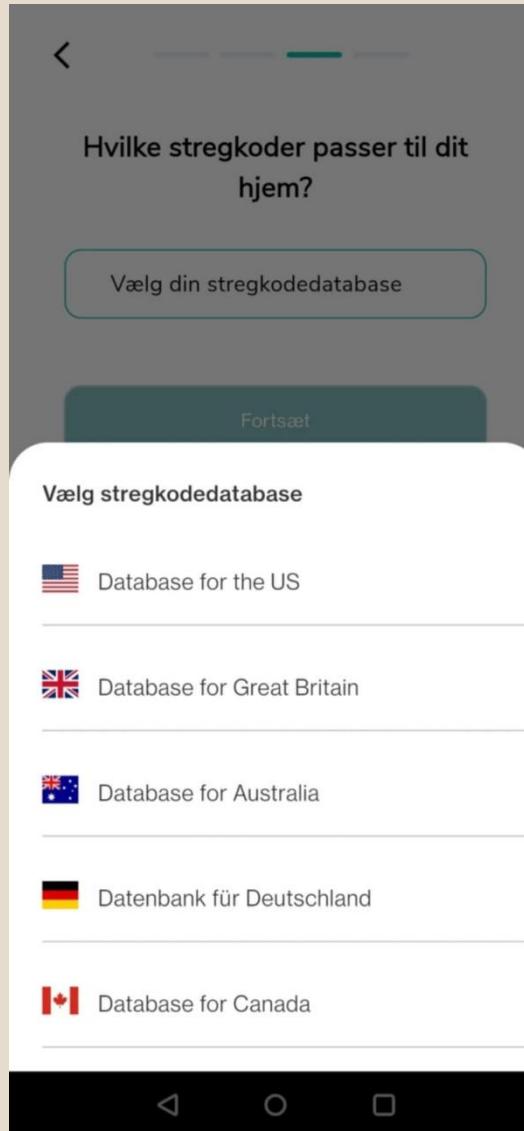
The user might be confused on this page when selecting country

Root Cause Analysis

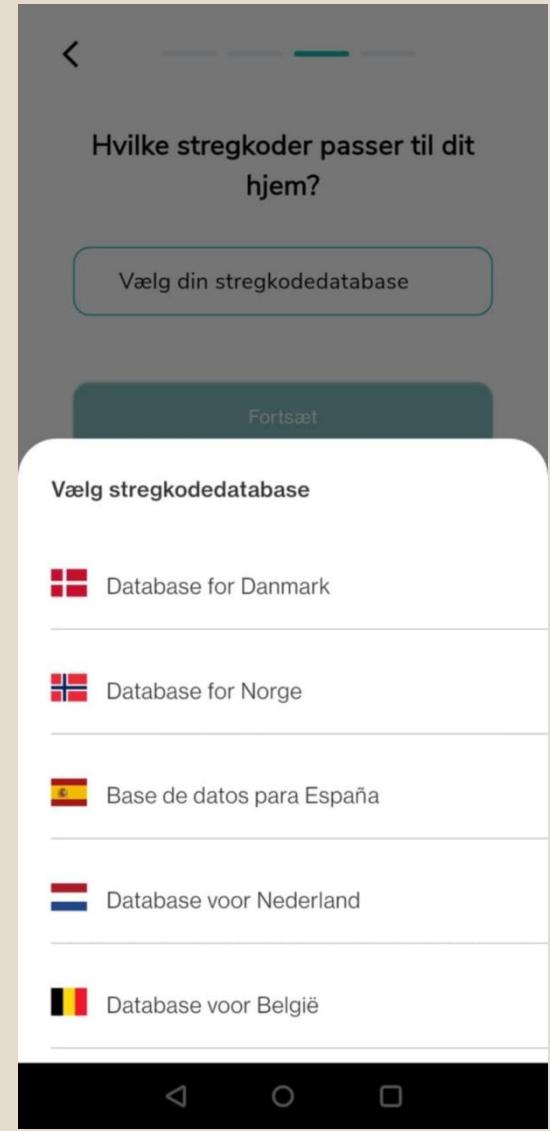
Users will **likely** expect this menu to default to Danish settings because the text (in this version of the) is in Danish

Recommendations: Design Solutions

The design could be improved by automatically filling this option with “Database for Danmark” or by putting the Danish database at the top of the menu



Current design



Re-design

02.3

Adding items to the tracker

Introduction flow

Adding items

Predicted User Issue

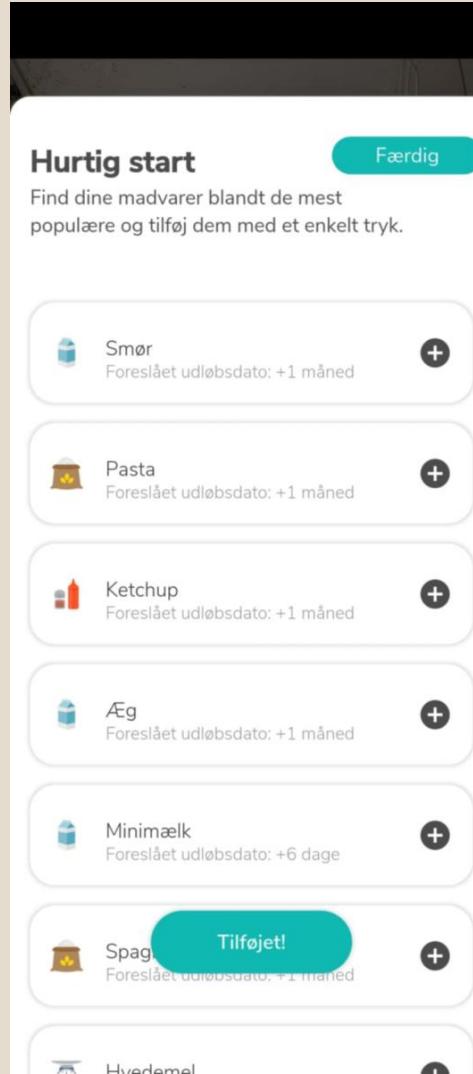
The user might be confused when adding more items to their list of goods

Root Cause Analysis

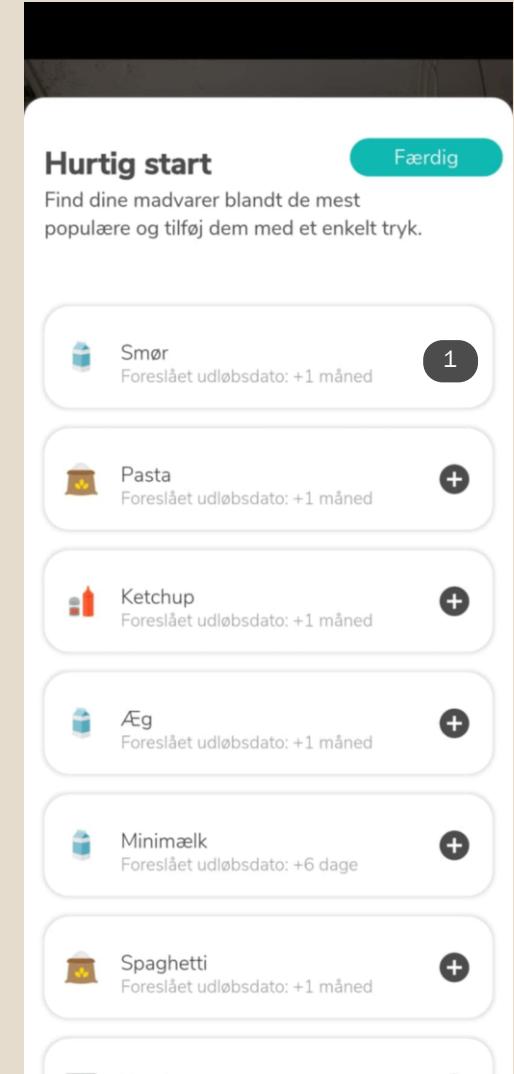
Users will **likely** expect to be able to continuously see which items they have already been added, and the amount they already have on hand

Recommendations: Design Solutions

The design could be improved by adding a counter, which helps the user keep track of which items have already been added



Current design



Re-design

02.3

Understanding of text

Introduction flow

Understanding text

Predicted User Issue

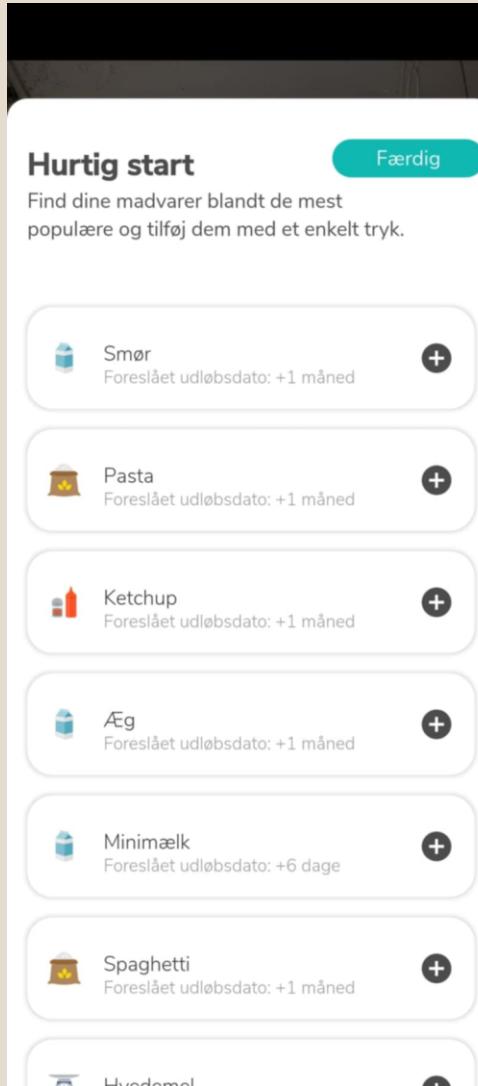
The user might be confused on what this flow helps them set up

Root Cause Analysis

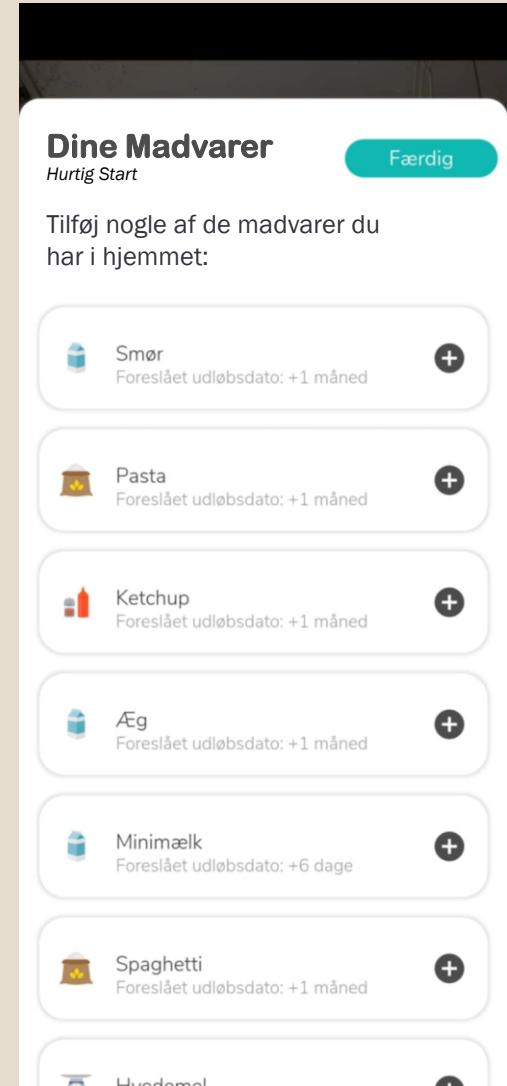
Users **might** not understand this screen, as the text does not explain the outcome of the actions, after this flow is done and the user clicks “Færdig”

Recommendations: Design Solutions

The design could be improved by explaining the outcome in the top of the screen



Current design



Re-design

02.4

AI Chatbot

Landing Page

AI Chatbot

Predicted User Issue

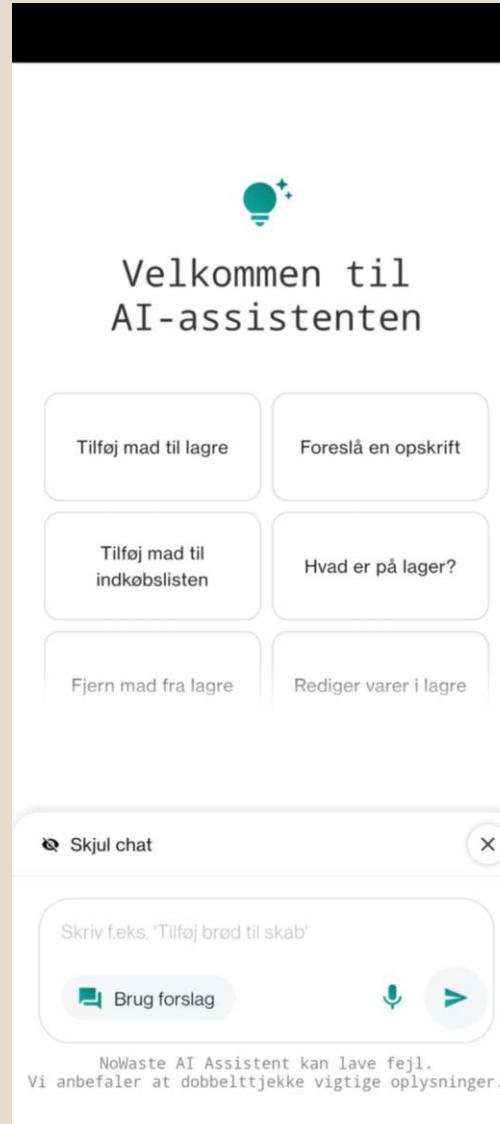
The user might be confused when entering the AI chatbot screen

Root Cause Analysis

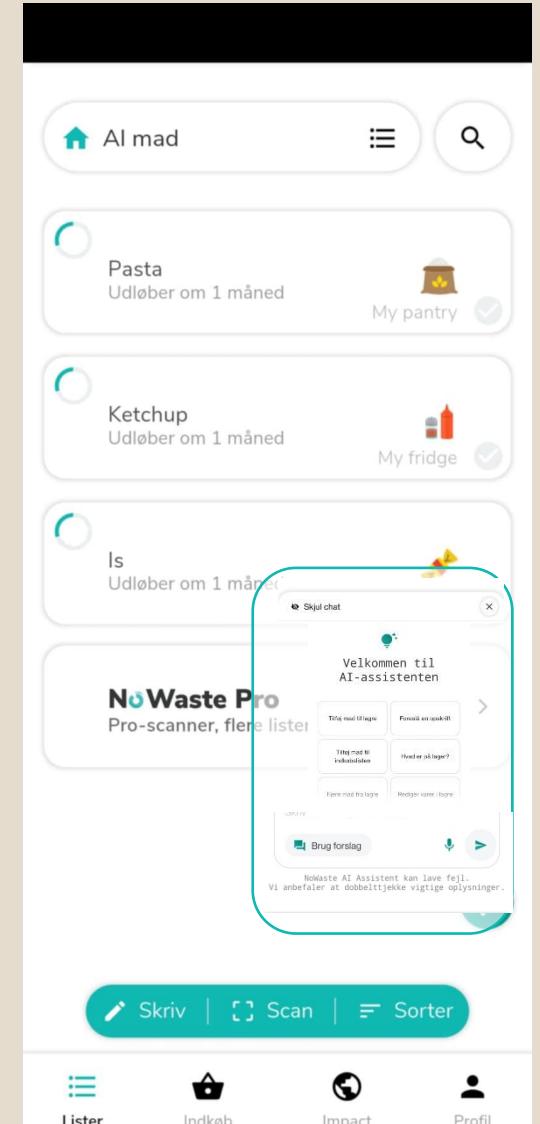
Users **might** expect chat icons to open as pop-up windows as they are used to this from other services

Recommendations: Design Solutions

The design could be improved by adding the AI chat as a pop-up window instead



Current design



Re-design

02.5

Button Layout

Landing Page

Button Layout

Predicted User Issue

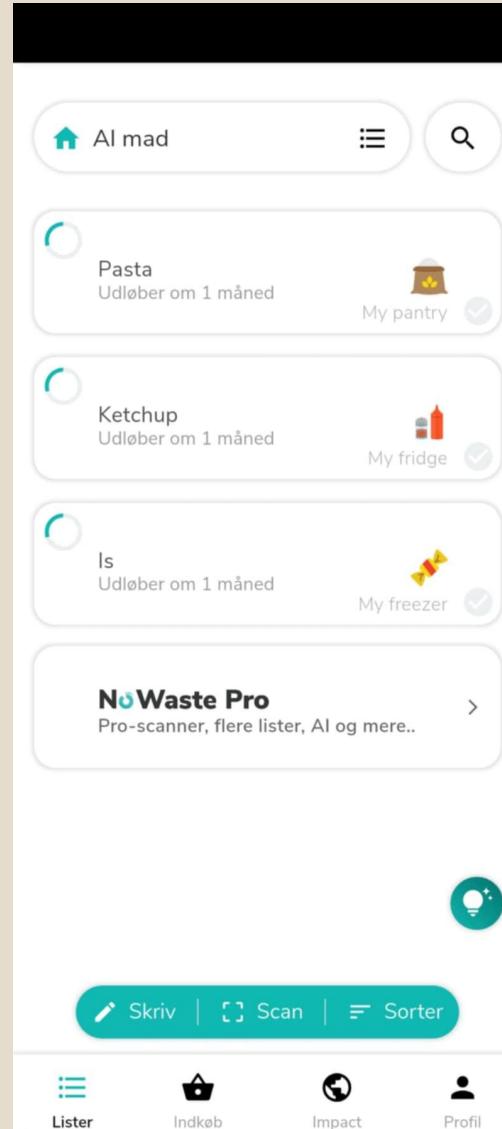
The user might not immediately understand the functions of each of the blue buttons

Root Cause Analysis

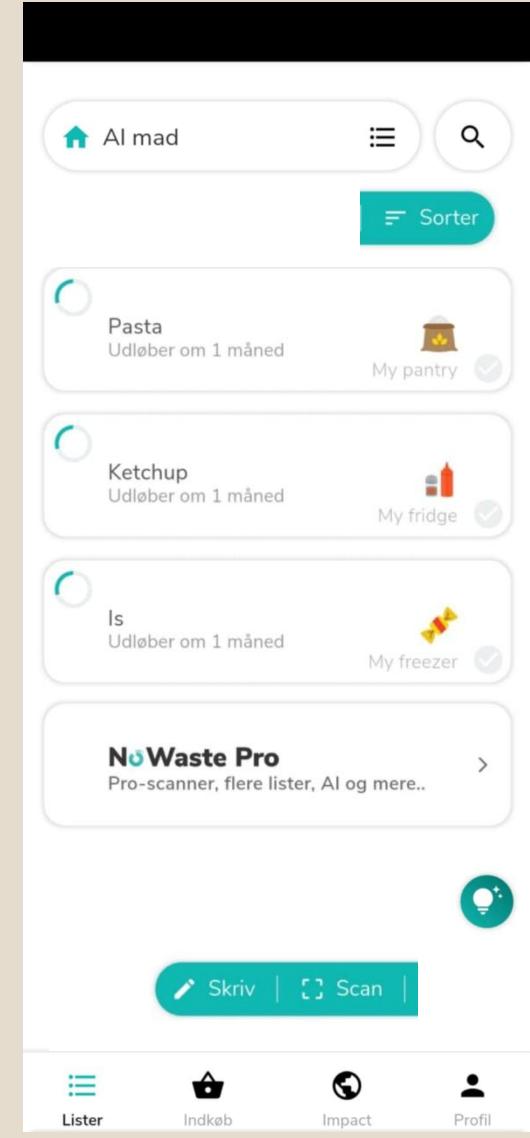
Users **might** expect that all buttons in the turquoise box do similar things (either adding new items / sorting them), since they are grouped together

Recommendations: Design Solutions

The design could be improved by grouping the “add more items” buttons and moving the “sorting” buttons to another location



Current design



Re-design

02.6

Item boxes

Landing Page

Item Boxes

Predicted User Issue

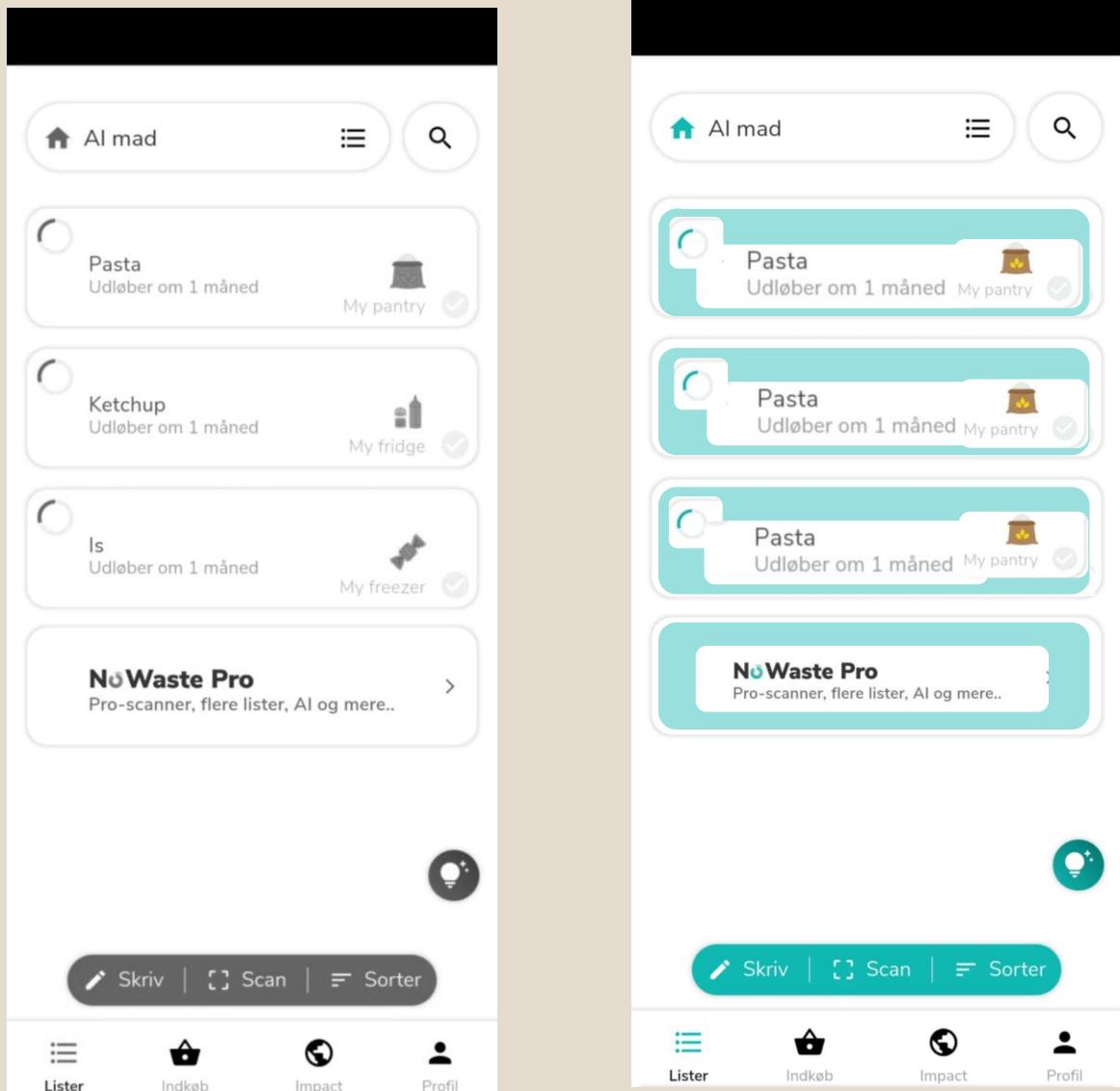
The user might not easily identify the item boxes

Root Cause Analysis

Users **might** not notice the item boxes, since the contrast between them and the background is very low

Recommendations: Design Solutions

The design could be improved by increasing the contrast between the background and the item boxes



Current design
(In black and white)

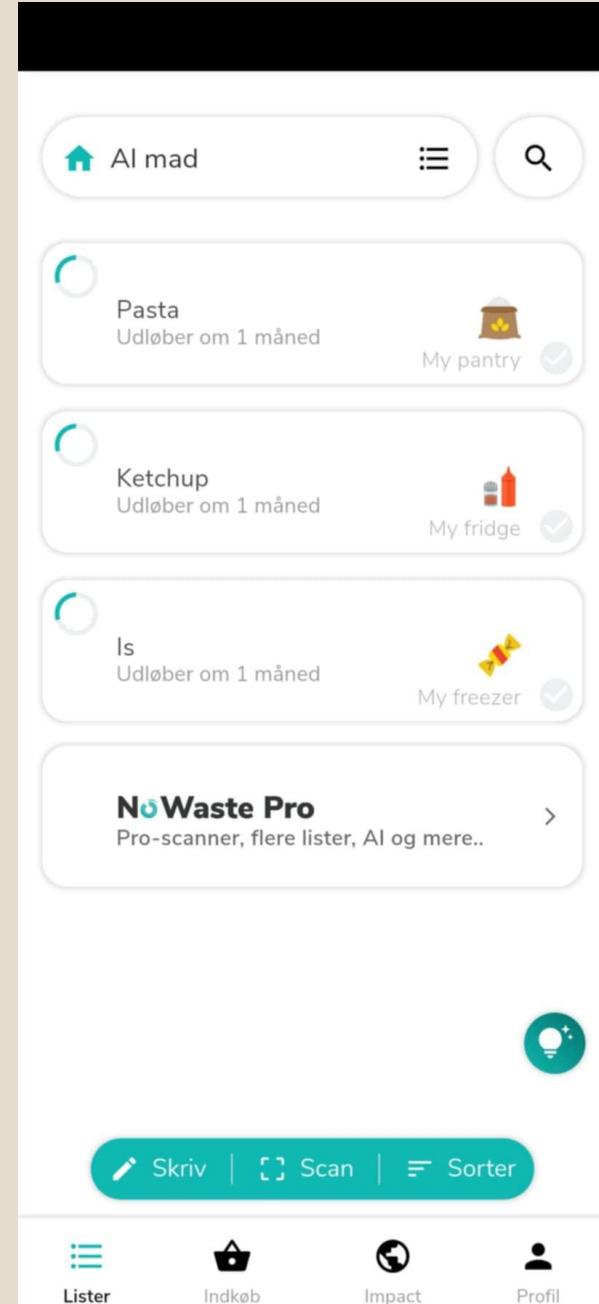
Re-design

03

Elements to preserve

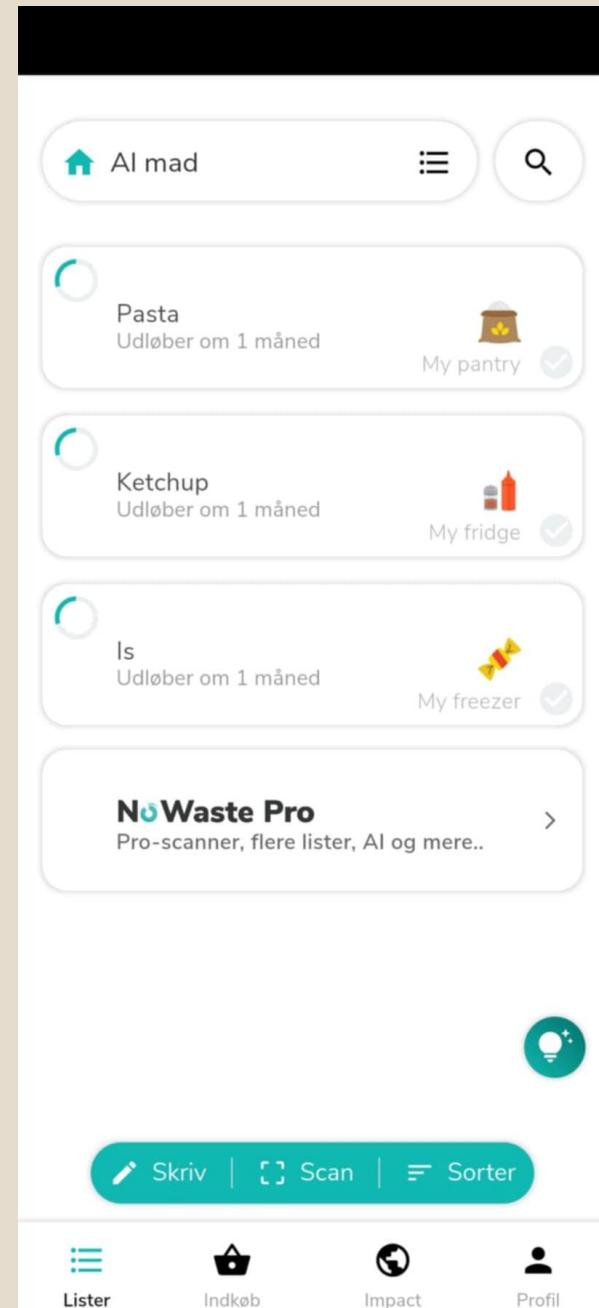
Consistent Buttons

No Waste Utilizes a consistent button-design, consisting of rectangles with rounded corners, making it obvious for the user which elements are buttons, and which elements are non-clickable



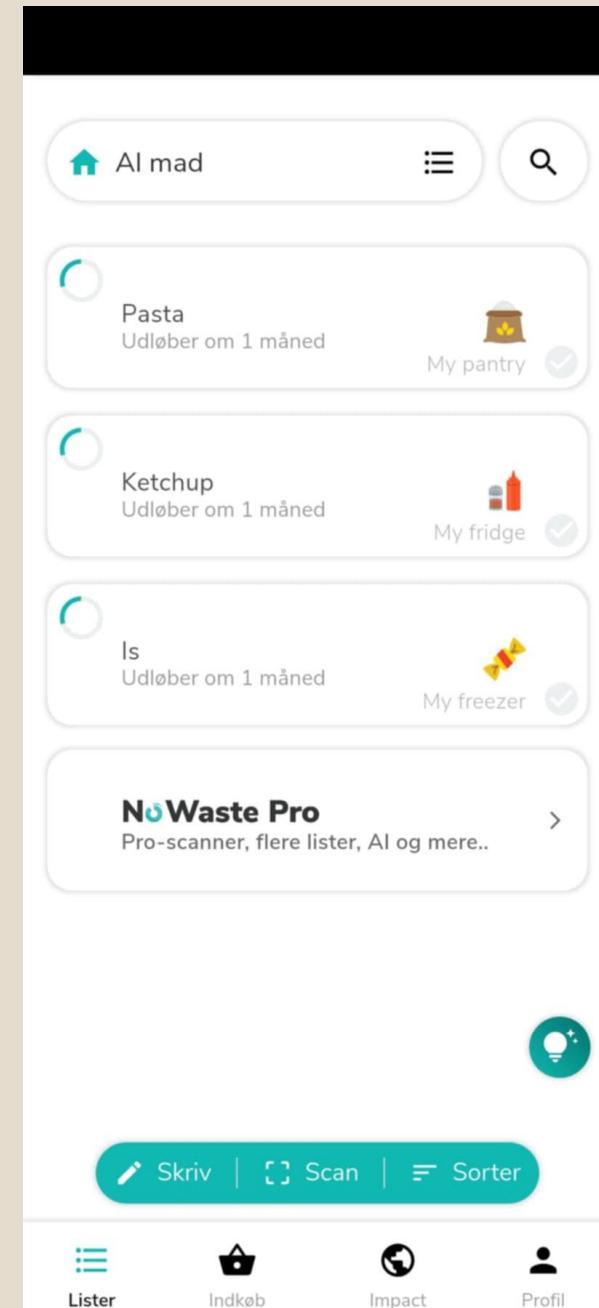
Colour Choice

No Waste Utilizes a simple color palate, ensuring the user does not get overwhelmed and guiding the user's attention clearly.



Icon Choice

No Waste Utilizes simple, well-known icons on the app, helping the user immediately understand the purpose of each of them.





Usability Test Report

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