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CPSC 3750
Dr. Wooster

Prog16: Usability Test

Overview/Purpose

I, Kevin Blinn, will be conducting a Usability Test for my *Collection App* in order to improve functionality, usability, and design layout. The participant of this test, Nick A, is a 22-year-old Clemson student who will help me in a 30 minute usability test. The test will involve a Welcome stage, About the Participant stage, Tour of the Home Page, Tasks for the User, Post Test Questions, and Final Thoughts.

My goal for this usability test is to gain any feedback that will improve functionality, usability, and design layout of the app. My goal is to make improvements to my app by reducing the time-on-task (ToT), changing any formatting to increase usability, and updating any design choices that will help with user satisfaction.

You can visit my “Prog16: Usability Test” page for a quick summary on this usability test. This document contains more in depth details that the webpage doesn’t cover so for grading purposes, I would read this document.

Link to Usability Test Page: <https://kjblinn.com/projects/prog16/index.html>

Assignment Chosen: Collection App

This app allows the user to search through an extensive collection of video games, using the RAWG API, and display key aspects about that game. The app displays some of the statistics of the API for the user. The user can also search for any game they chose and the app will show search results that match the user’s choice. The user can also select to view more details about a certain game that shows information like a description of the game, release date, rating, developers, genre, and platforms that game is available on. This app also allows the user to navigate to an About page where they can learn more about the API being used in this assignment.

The Participant

- Name: Nick A [REDACTED]
- Age: 22
- School: Clemson University
- Major: Chemistry
- Computer-Savvy: Average
 - Nick is familiar with the basic tasks associated with a computer i.e browsing the web, managing files, and doing research but he struggles with more of the

advanced tasks. As a Clemson student, he is very familiar with using his computer for day-to-day student life but prefers to use pen-and-paper as much as possible. He states that he often gets frustrated with technology and is quick to give up when an application is hard to use.

The Tasks:

Nick would be asked to complete 4 tasks and each of these tasks will be calculated based on ToT and accuracy. The conductor will also take any notes on how the user navigates the app, any immediate feedback the user has, anything that slowed down the ToT, anything that would help improve the accuracy.

The goal of the tasks are listed below:

1. Tell me the “Most popular Game” on the Stats section
2. Access the About page and Link for the API
3. Tell me the developer of “Team Fortress 2”
4. Search for the “Highest Rated Game”

Predicted ToT and Accuracy per tasks:

1. ~5 seconds / 100%
2. ~15 seconds / 75%
3. ~25 seconds / 100%
4. ~10 seconds / 100%

These tasks will go over all of the main functionalities of the app and will give any incite of anything that needs to be improved on. Below is a link to a video of the app in it's **BEFORE** condition:

<https://www.loom.com/share/842b438532af4446a0b5fb091de4106d?sid=c5ddee69-9499-42f5-9812-0b169c23de5a>

The Results:

Task 1: 20 seconds

The participant had trouble understanding the where the stats section was

Task 2: 15 seconds

User was able to access the API link easily but wished there was more information about the API on it.

Task 3: 30 seconds

Nick was able to search for the game easily and liked the overall look of the details page.

Task 4: 35 seconds

The reason why this took longer than expected was because the user had some issue finding the navbar back to the game collection screen so I have to update that.

Improvements and Updates:

This usability test gave me some great insight on what needs to be worked on to give the user a better experience. After analyzing the results of the test, I listed out some of the changes that I would make in order to achieve my goal.

Here is the list of changes I made:

- Make the Game Collection Search the first thing
- Add more information on the About page
- Make the Navbar for this assignment more noticeable
- Make a separate pages for Stats

These changes should help guide the user to a better experience and you can see the changes I made on my website.

The link for that is below:

<https://kjblinn.com/major-prog/project02/index.html>

Improved Prototype Screenshots:



