Mobile Computing - Usability Report

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1. Introduction

In this report the ISO usability model will be used so that everything is analysed when discussing in the app. All aspects of the app will be spoken about within this report including, accessibility, navigability, satisfaction and understandability.

1. Purpose

The purpose of designing the shooting game was to make a fun, enjoyable and easy to use game, the target audience for this game is children/teenagers, this is because the game in essence is very simple to understand and through different age groups each with have different attention spans and find different things rewarding. Children will find this game more enjoyable more adults as the game doesn’t require complicated skills to learn or is very challenging, it lacks some depth for adults. This is where learnability comes in for the target audience, as technology advances it plays an increasing role in the lives of everyone in society, learning facilities have started adopting games as educational tools in their teaching. (Kioke, Kimwele and Nderu, 2013). This game will be engaging for the targeted audience. Learnability is for the targeted audience is simply as there isn’t each to do from launching the ball at the birds from level to level, understandability also comes in as anybody can pick up and paly within having to learn or read beforehand, the app is useable by every else, even children without the ability to read and or write are able to understanding what to do and engage with the app.

1. Effectiveness

The functions with the app are implemented properly, the key factors and the foundation of the app is the aim and ball objects these operate as they should, smoothly and without error. The birds also collide with the ball as they should disappearing and adding one score to the users score count. Images are the correct height and fit all types of iPhones, the result displays at the top of the screen, as well as the current time until the level ends. The app is also durable and reliable, it still runs smoothly after play testing many times throughout development and after. As the game is easy to understand and play it can be used while on the move and not necessarily in a set location. (Harrison, R., Flood, D. and Duce, D. 2013) All targeted goals have been achievement but can still be improved.

1. Efficiency

Efficiency is very important when designing an app, you want to make each task within the app as easy as possible while also providing the same function as a more complicated function. The app when run goes straight into the game and once the timer runs out the game end screen is shown, with the click of the replay button it goes to the next level. This is good efficiency and isn’t annoying to the user. Efficiency also helps increase performance especially in children which as spoken about before is the target audience for this app. (Moyer-Packenham et al., 2015)

1. Satisfaction

Satisfaction consists of many things, such as is the game repeatable and does it appeal to the target audience. Starting with the target audience it does appeal to them as children like simplest games that aren’t complicated and won’t confuse them. The game allows repeated replay with the button and allows users to transfer to the next level through that. If the user doesn’t enjoy the game then they won’t continue to play the game so it’s important to make sure that the key elements of the game are working correctly. Efficiency and effectiveness also play a role in satisfaction as if the game doesn’t work properly and elements aren’t enjoyable then users won’t want to continue playing the game.

1. Future Improvements

While thinking of future improvements to this app, the first would be more variants when talking about birds and the objects within the levels, such as the rectangle and square box. This will add more enjoyment and replay ability for the users. Also, levels could have a coloured background, helping distinguish easier to more harder levels. Easier levels could have green background steadily going to read which is harder levels. Also, new levels can be added to increase the play time of the time, it is very short at the moment and doesn’t give a big challenge, more levels can start harder than the current ones and progressively change to very hard giving an enjoyable challenge to the user. Adding visual impact would be a good improvement to make the game more satisficing, this can be done when a ball collides with a bird.

7.0 Conclusion

Overall the app fits the expected functions and the key functions for it to run and operate. There are still many things that can be improved such as added harder levels, more enemies and more blocking objects. The game is designed for children as a targeted audience and meets that mark as the job of the app is to work efficiently, work effectively and provide a good experience for the user. The app has a lot to improve on including better levels and visual impacts but overall it works correctly, there are some bugs into the collision with birds that also need to be improved on. The time label was also used but issues with the code wouldn’t make the timer go down so it was removed, this is something that could be improve in the future as it helps users understand what time the game is on.

8.0 References

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