**LightR User Evaluation Sheet**

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| LightR User Evaluation Report |  |

**The LightR app**

The LightR app is a conceptualisation of an internet of things(IoT) app that uses sensory data to detect the light, temperature and sound levels of a room and displays this data on a mobile application. This app will allow you to control the temperature and lighting of the rooms and let you set up schedules to turn them off and on, which you’d then view in a timetable similar to the ones used at the university.

**User Evaluation**

You are about to evaluate a prototype for the LightR app, you will be expected to provide your observations in terms of design, features, functionality, navigation, search and control.

**Note:** The final product will have a menu bar on the left-hand side of the screen which will allow you to navigate between unique features. Additionally, the prototype will not be fully functional an may vary in design.

**User Name:** Ahmed Arshe (Group 17)

**Questions**

1. Does the product design match the purpose of the app? If not please describe in what way.

The product design matches the purpose of the app.

1. Are the icons for unique features clear to understand?

The icons selected for the unique features are very clear, hence I think it is a smart idea to select universal icons for each feature e.g. a lightbulb for the light feature.

1. In your opinion how would you rate the prototype in terms of ease of use? (E.g. navigating through the app etc.)
   1. Very good
   2. **Good**
   3. Neutral
   4. Bad
   5. Very bad
2. Are there any specific observations you have about the ease of use?

My observations of the prototype are that it was easy to navigate, the addition of a sidebar in the future is very convenient, the option of buttons and a textbox to enter values also improves the ease of use. A settings section is a very useful feature to have in the app; this will allow the user to set their app according to their daily routines and will improve the user experience.

1. Are there any specific things in the prototype that you noticed which could have a negative impact on a user experience?

An issue I have noticed in the prototype is that the graph covers around 50% of the screen, although it is not a major issue for me personally; this may cause confusion for an elderly user. Also, I think there the app requires more instructions on the ease of use; e.g. not every user may not know what “Your Sensory Device Connection Address” means. Another potential issue is that not every user will be able to understand or read graphs; therefore, a clearer form of information could be chosen. A user with a visual impairment will find it very difficult to navigate through the app.

1. In your own words how would you describe this product?

I would describe the product as a very useful app that automates daily activities in a household.

1. Is there anything in the app that is different from what you expected?

The app generally met all my expectations; however, if the user is able to give more detail into the changes made on pre-set that will be very useful, currently on the calendar the description only says, “Temp and Light”.

1. During testing were there any confusions that occurred?

There were no confusions other than technical issues such as the temperature not changing when I enter a new value; however, it was clearly stated that the app may not be fully functional therefore this issue should be resolved on the final product.

1. What are your reflections on the colour choices?

I think the colour choices are substantial, the background does not clash with the font colour. The only change that I have noticed is the home screen looks very generic due to the background font selected; this problem can be tackled by an addition of a logo or design in the background.

1. Would you recommend the final product as described to a friend?

I would defiantly recommend the final product to a friend and I personally am very eager to use a such app in my own household.

1. Are there any other observations you would like to make about the Prototype?

The prototype in general has a commercial vibe and can be effective in marketing the product; however; the features lacked functionality and was not responsive to any data entered.