**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:** Lai Lu (Group 17)

**Questions**

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

The purpose of the app can be clearly identified from the product design.

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

I was able to establish the icons for unique features.

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?

In terms of ease of use the prototype is very successful, it is easy to navigate and can be used by all age groups. The only issue I have faced was adding a pre-set time onto the calendar; however these issues should be eliminated by the final product.

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

The only major issue that may impact the user experience is the lack of information on each function; there are no clear instructions on pages which may cause disorientation on the users experience of the app.

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

I would describe this product as a smart home app that has several uses and has a unique take on the concept of IoT.

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

I did not expect a graph on each page showing the recent activity recorded and I did not expect the prototype to acquire unique features (e.g. languages section).

1. During testing were there any confusions that occurred?

The prototype was very basic to use; however it was only functional to a certain extent. This issue should be resolved on the final product

1. What are your reflections on the colour choices?

I am really impressed with the colour scheme of the prototype; the colour scheme has added energy and goes well with the font colour. One issue with the colour scheme is that it can potentially cause eye strain after a certain amount of time.

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

I would recommend the final product to a friend if it is within a price range of £40 after all parts are purchased.

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

I have no further observations about the prototype; however if it is successfully implemented I believe there is a broad market for a such product.