**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.

**Questions**

1. Does the product design match the purpose of the app? If not please describe in what way.
2. Are the icons for unique features clear to understand?
3. 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
4. Are there any specific observations you have about the ease of use?
5. Are there any specific things in the prototype that you noticed which could have a negative impact on a user experience?
6. In your own words how would you describe this product?
7. Is there anything in the app that is different from what you expected?
8. During testing were there any confusions that occurred?
9. What are your reflections on the colour choices?
10. Would you recommend the final product as described to a friend?
11. Are there any other observations you would like to make about the Prototype?