**LightR User Evaluation Sheet**

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| LightR User Evaluation Report |  |

**The LightR app**

The LightR app is a conceptualisation of the internet of things(IoT), LightR uses sensory data to detect light, temperature and sound levels of a room and displays this data on a mobile application, this data is then manipulated according to the settings and actions taken by the user. This app will allow you to control the temperature and lighting of the rooms, you will also be able to pre-set parameters on the app and view them in a calendar.

**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?
2. Are the icons for unique features clear to understand?
3. What are your views of the prototype in terms of ease of use? (E.g. navigating through the app etc.)
4. In your own words how will you describe this product?
5. Is there anything in the app that is different from what you expected?
6. During testing were there any confusions that occurred?
7. What are your reflections on the colour choices?
8. Would you recommend the finished product to a friend?
9. Are there any other observations you would like to make about the Prototype?