# Medium Fidelity Usability Study

# Interactive Physics Simulator

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| **Participant** | **Hobbies** | **Occupation** | **Demographic** | **Method of contact** | **Method of testing** | **Setting** | **Current application rating** |
| User 1 | Gaming  Basic web design | Bar tender  Has intermediate knowledge of computers and technology  Understands C and other scripting languages | Male  20 years of age | Steam chat client | Send user to the website to test it for themselves without telling them how it works | This user was tested through online communication. They were sent a copy of the application to run and test | Good |
| User 2 | Gaming Java application development | CST Student  Has advanced knowledge of computers and technology | Male  20 years of age | In person at BCIT | Send user to the website to test it for themselves without telling them how it works | This user was tested on one of our computers at school. They were shown the actual application we have | Fair |
| User 3 | Gaming | Network Administrator.  Has advanced knowledge of computers and technology | Male  24 years of age | Steam chat client | Send user to the website to test it for themselves without telling them how it works | This user was tested through online communication. They were sent a copy of the application to run and test | Fair |
| User 4 | Uses the computer every day.  Photoshop and image animation | Student at Douglas college.  Has intermediate knowledge of computers and technology.  Understands CSS and HTML | Female  20 years of age | In person at their residence | Send user to the website to test it for themselves without telling them how it works | This user was tested on one of our computers at school. They were shown the actual application we have | Good |

Duration:

Each test only lasted a few minutes but each user was question in detail about each of the current aspects of the application.

Questions asked:

What do you think of the application?

How sophisticated do you feel it is currently?

Do you think this application has any feasibility to it given its final intention?

Do you feel the interface is good in its current layout or that it needs improvement?

Is there anything you feel needs to be added to the future design?

Order of operation:

Each user started the application and tested the basic features that currently exist. We then explained the final intent for each of the objects on screen and what their functions were such as, why you are able to drag and element across the screen, why the graph follows that element and what type of data would occupy the drop down list.

User Feedback

|  |  |  |
| --- | --- | --- |
| Users | Comments | Suggestions |
| User1 | I don’t play the game but I can understand its usefulness | Make everything bigger |
| User2 | It’s still very basic but it’s pretty good so far, can’t wait to see it finished | Add more functionality |
| User3 | I like it, it’s nice and simple | Add more detail to the design  Make the design look more like the game |
| User4 | I don’t really understand what this is for because I don’t play that game | Maybe add some explanations about what it is the application does and why |

Conclusion:

The users found the application premise very easy to understand and a basic concept that could be made into something interesting.

They all believed that the application had feasibility and usefulness within the demographic of people who play the game Planetside2. The interface currently leaves much to be desired but the aesthetics are still in the early stages as we deemed the functions to be much more important to tackle first. Many of them wished that there was more to the application and that more could have been done and explored but that the application wasn’t bad by any means. All in all the test were very helpful for us to decide on future design goals and functionality.