

Usability Goals and Metrics

Usability Goal 1:

Enhance user enjoyment through the live vocal feedback feature.

- **Key Measurement:** Pre- and post-session Likert scale ratings of user emotions (e.g., enjoyment, frustration, confidence).
- **Process Data:** Observable emotional cues such as smiling, agitation, or vocal enthusiasm, along with behavioral indicators like the number of live sessions attempted and frequency of progress screen checks.
- **Bottom-Line Data:** Average time spent completing a full lesson.

Justification:

At this stage, the prototype's live feedback feature is being refined to ensure users feel engaged rather than overwhelmed. Measuring both emotional response and behavioral engagement will reveal whether the live feedback is enhancing the learning experience and motivating repeated use. This aligns with our focus on creating a positive, personalized practice environment that encourages consistent vocal training.

Usability Goal 2:

Improve learnability by helping users generate daily drills more efficiently across sessions.

- **Key Measurement:** Reduction in total time required to complete the live feedback phase and generate new daily drills across repeated sessions.
- **Process Data:** User confidence and fluidity in navigation, indicated by fewer pauses or misclicks during task completion.
- **Bottom-Line Data:** Difference in average time spent generating new daily drills between the first and subsequent iterations, as well as the number of unnecessary button clicks or navigation errors.

Justification:

Since users must adapt to our mobile app workflow, tracking improvements in speed and navigation confidence provides insight into how quickly they are internalizing the app's structure. As users become more familiar with drill generation, efficiency gains will reflect improved usability and intuitive design. This metric ensures that the system supports skill progression without adding unnecessary cognitive load.