Evaluate usability of the system

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The Mobile App

Big O is a screen time saver app that uses light games and virtual avatar to level up. If the users locks highly used apps, they can earn experience toward their avatar. When the player get enough experience they can level their avatar into a new form. The app give analytics to show how screen time is being used. It also incorporates other settings to further screen time control for the users. If the user wants more of an experience they can train with their avatar, by performing mindfulness exercises like breathing, posture, and mediation.

Tester Info

For this assignment, I shared the link with 4 people and used my phone and Discord to go through the process. Due to finals, work, and distance I could not met anyone in person. All four people gave permission to be recorded. Only two were from the original interviews and the other two people were new.

Common Problems Found in Testing

- Did not understand the game aspect (two of four people)
- Doing different activities should affects how the AI evolves
- Understood how to get home but some many preferred button on bottom
 - "Doesn't scream to go home"- Tester
- Setting buttons needed to do not work properly
- Enable desktop alarm clock feature doesn't light
- Needs a feeling of worth (lackluster)
- Posture game can be cheated using the phone gyroscope
- People with asthma may struggle with breathing
- Command Center can't go to settings

Problems Priority Level

Problems	Low(Yellow)	Medium(Orange)	High(Red)
Did not understand the game aspect			A few people could not grasp how the game worked. I need to define feature more and showcase evolution better.
different activities should affects how the AI evolves	Not a planned feature but a good idea		
Home button doesnt stand out		People said the top back was more website than app. I would just add it to the navigation.	
Setting Buttons dont work properly	This was a limitation on my end. I struggled to do this in Figma		
Enable desktop alarm clock feature doesn't light			Needs to be fixed in figma
Posture game can be cheated using the phone gyroscope	Not a major priority but I can see this as a disappoint for people who play right way		

Problems Priority Level

Problems	Low	Medium	High
Command Center can't go to settings			I am surprised I missed this and need to fixed asap
People with asthma may struggle with breathing	This is something to think about. Not sure how to work with it though		
Needs a feeling of worth			If people don't see the worth, they won't use the app. Need more feature possibly?