Feature focussed user feedback surrounded the experience of the gestures, requirement for pressing the ‘next’ button after submitting an answer, and an inclusion of the bird images after answering sound questions.

Of the 16 users providing feedback, six provided feedback expressing a jarring experience regarding the requirement for pressing the ‘next’ button to continue the quiz, one participant expressed a preference for this requirement, and the final nine did not mention the next button during app testing or within feedback. We ultimately decided to take this feedback to include an automatic proceeding to the next question. We downloaded and played other quiz apps, finding that they had a smoother flow between each question using an automatic continue between questions, however we also found that a very popular quiz (Stuff) used a next button for their online quiz. We decided to prototype the automatic proceeding and found it flowed well in our app and so we polished and included this feature into the quiz activity to provide a more continuous experience that coincided with feedback we received; the next button is kept for if a user wanted to skip the waiting.

Regarding the gesture navigation nearly all the participants said they preferred button navigation, with the feedback from one participant suggesting the gesture needed an animation when sliding between the screens. We tried adding this sliding animation between screens, however found ourselves limited in terms of implementation where the animation would only occur immediately after the gesture was made, but not during. With this we decided to leave this addition in place, not remove the gesture nor add any additional emphasis on its usage.

One participant mentioned it would be helpful to get the image of the bird after answering the sound quiz. Although only one participant mentioned this, we decided to take it on board and implement this as we thought it would allow for better memory training/ learning for users as they could then visually associated the sound to known image through mnemonic learning.

There was also feedback regarding app settings of sound and quiz length. ?????

Three participants verbally expressed a need for the adjustment of the ‘ambient’ sound to be quieter in relation to the answer feedback sound, and so we adjusted this accordingly.

Regarding the quiz length, three participants expressed a want for a longer quiz length, and with this general preference also within the group we decided to increase the quiz length from five to ten. We originally decided to add an additional menu to allow for the player to decide the quiz length. However, internally we decided against this approach as this created 3 screens from app launch to start a quiz, which we thought became too many options for the user for a fluid experience. Often, too much choice, especially when a user is not familiar with the app, can be detrimental to their experience.

Feedback regarding the user experience found that all users enjoyed the quiz, and only one participant expressing that this app would not expand their knowledge on New Zealand’s birds. Additionally, users were pleased with the overall design choices of art made for the app.