

# Quest User Testing Report

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The team members of Quest would like to give a final anonymous report about the usability findings of Quest. We would like to thank you once again for showing up this past week and testing out our application. You have provided us with valuable feedback on both things that work well and things that need improvement. These findings will be detailed below.

The first user task asked users to try logging into Quest by creating a team name. This generally went ok for the testers. I think the nature of our login screen made it relatively clear that the type of login we are requiring is a temporary team name to distinguish them from others teams. Some tester did raise questions about about how exactly this name will be used, what would happen if they duplicated the name of another team? These are good questions that we will need to consider as we move forward.

The next user task asked users to navigate through the three main tabs of the application and talk out loud about what they thought each one was for and give their thoughts about them. Many testers seemed to have a good sense of what each tab would be used for based on their name and the contents in it. Some feedback that we got about the task list page was to include images side by side similar to that of your phone's image gallery application. This is something we heard a lot and are working to make look better. Throughout this test we also noticed that many people did not try to expand the thumbnail images. We may include some sort of text on this screen to indicate that this feature is available.

We also received some various comments about the leaderboard page being quite empty. This was due to the fact that this page will be doing most of the interacting with the database, which was not set up at the time. Our goal here will be to show the score of each team taking part in the scavenger hunt, so that they can gauge how well they are doing compared to the other teams.

Our final user task asked the users to find locations around the room and score points for themselves. The scanning of the qr codes worked well and users were able to see that they had scored a point, however, this raised more questions from our users. The first thing that we got many questions about was what will happen to the locations once a team has visited them. From talking to everyone, we concluded that we will either grey out or put a check mark on top of pictures in the task list that correspond with visited locations. During the test there was also a bug that would reset the user's score to zero every time they went back to the leaderboard without scanning a qr code. This has been fixed.

In conclusion, some of the main things we have found from the tests that we would like to incorporate into our app include: a better layout for the task list images, a possible help page in the top right of the application to explain the workflow of our application to new users, and an updated leaderboard page displaying each team's score. Through the course of the tests we were also able to find and fix many bugs that we hadn't noticed before. Thanks again to all user testers, we appreciate your help and thoughts about Quest.