



# Resourceful Minds

HCI 430

Prototyping and implementation

Group 8

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### 1.1. Overview

The objective of this usability test is to assess the usability of the current mid-fi prototype of the Resource Minds application. A moderator will observe participants as they attempt to complete basic tasks using the prototype, with notes taken for observation and analysis. The aim is to identify areas for usability improvement in the application.

Our primary concerns pertain to the accessibility and logical placement of features within the application. We will evaluate the navigational layout's effectiveness in enabling users to easily access the required content. Specifically, we will test whether the top-level screens, including the home page and dashboard, offer efficient pathways to access specific features on both the desktop website and the mobile app. Additionally, we will assess the ease of interaction between these two channels.

This usability test aims to enhance the user experience of the Resource Minds application by identifying usability issues and opportunities for improvement.

### 1.2. Test Plan

#### 1.2.1. Script

##### *Introduction:*

Hello! I'm [NAME] and I'll be your test moderator today. I'm working on a group project for my prototyping and implementation class. We've designed a fictional application called "Resourceful Minds", a hybrid application that runs on both desktop websites and on mobile devices. Resourceful Minds is for working professionals and students who want to display their portfolio work online and connect with other likeminded creatives.

The purpose of this test we are conducting for our app is to test the navigation of our app and to practice our research methods. You will be given three short tasks to complete on our prototype application. You are also encouraged to "think aloud" and talk freely about motivations and challenges during this test. Remember that we are NOT testing you. We are testing how the application works. So, you can't do anything wrong. Your thoughts and opinions will be very helpful in improving the usability of our application. With that in mind, if you run into any problems or concerns, do feel free to voice them.

I will be video recording the duration of the test for research and observation purposes, as well as taking notes and asking questions at various points in the test. Notes from the tests will only be shared with the Resourceful Minds team, while video recordings will only be seen by team members if there is a need to reconfirm and double check certain notes. If you feel uncomfortable about any of these things, please tell me immediately.

Lastly, participation is voluntary. There is no obligation to participate in this test or even finish the test. Do you have any questions or comments before we begin?

#### 1.2.2. Task Prompts

1. Log in to portfolio
2. Change color scheme of portfolio.
3. Change font scheme of portfolio.
4. Upload new things and preview updated portfolio
5. Share updated portfolio to user's social media

### 1.2.3. (Optional) Post Test Questions

1. Is there anything you would like to share? Comments or other thoughts in regard to what you just did or of the app itself?
2. Was there anything among the tasks you found confusing or challenging?
3. Finally, was there anything among the tasks you found the easiest to do?

Thank you for your time, your participation is valuable to our team, as we are learning how to make our application easier to use and more effective overall.

### 1.3. Prototype

Desktop website

Mobile

Link - <https://wc77k1.axshare.com/>

### 1.4. Test Results and Recommendations

#### 1.4.1. Participants

User 1: Sealea

Age: 26

User type: Professional

User 2: Minh

Age: 22

User type: Student

User 3: Arial

Age: 26

User type: Professional

#### 1.4.2. Results

- All participants have mentioned at least general, very baseline, familiarity with social media and its usage. This allowed them to successfully complete all tasks.
- At least 2 users took longer to locate the edit button that allows access to font and color scheme customization features.
- Some users just closed out of customization feature instead of clicking the save button at the bottom of the customization feature section.
- 1 user was confused by the appearance of the color scheme chooser menu. They asked if each row was supposed to be a different color scheme. This indicated they were not sure of what they were looking at.
- 1 user found it unclear what the (mobile) homepage was supposed to be relative to the overall application.
- 2 users asked if the "Resourceful Minds" application was mainly for artists or people of all industries.

- The uploading feature and the sharing to other social media feature was considered the easiest to use by participants. This is possibly due to similar implementations seen in other social media and showcasing platforms.
- 1 user found the upload icon easier to find in the mobile channel than the desktop channel.
- 1 user remarked that they do not like Instagram and prefer using Tik Tok due to the colors used in Instagram.
- 2 users asked at least 1 question for the “Change color scheme of portfolio” task.

*Additional Data:*

[Group8\\_UserTestingData.xlsx](#)

#### 1.4.3. Recommendations from Participants

- Featured Accounts Page to discover new people to follow, keep up with, or network with
- Labeling Edit Icon to make usage more obvious.
- Some way to feature an artist on public platform. To help boost their presence and bring more eyes to their art.
- A method to search by category or industry for specific users.
- Make landing / home page a different page from the user profile.

#### 1.5. Changes

*For Future Tests:*

- For future user tests, we would expand our age range of testing participants to test their knowledge on social media type / portfolio display programs, to account for different skill levels and familiarity with this type of technology.
- For future user tests, we would expand our number of users for testing to account for more variation in user type and user preferences, to get a better idea of the usability of our prototype.
- For future user tests, we would add additional usability and functionality to the prototype to help give users a bigger idea of what the application being prototyped is. For instance, we would add functionality to the sign in function to the prototype.

*Application Interface Design Changes:*

- For changes to implement, we will add more separation between each row of the color scheme picker. That way, there would be much less confusion as to whether the user should click an individual color or the entire color scheme row itself.
- If time allows for the development phase of the “Resourceful Minds” project, additional customization features would be added to the prototype to further push the personalization aspect of the application for a wider appeal to users.
- For the next phase of development, with the high-fidelity prototype, we will ensure not to use colors that are not too saturated. This will make sure the user experience on “Resourceful Minds” doesn’t affect a user’s sensory experience with the application.