

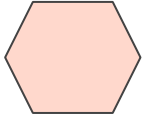
# Improve Locket Application

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Team members: Raghad Askool, Yara Bashmail, Rasha Alyazeedi,  
Amani Albibi



# Outline



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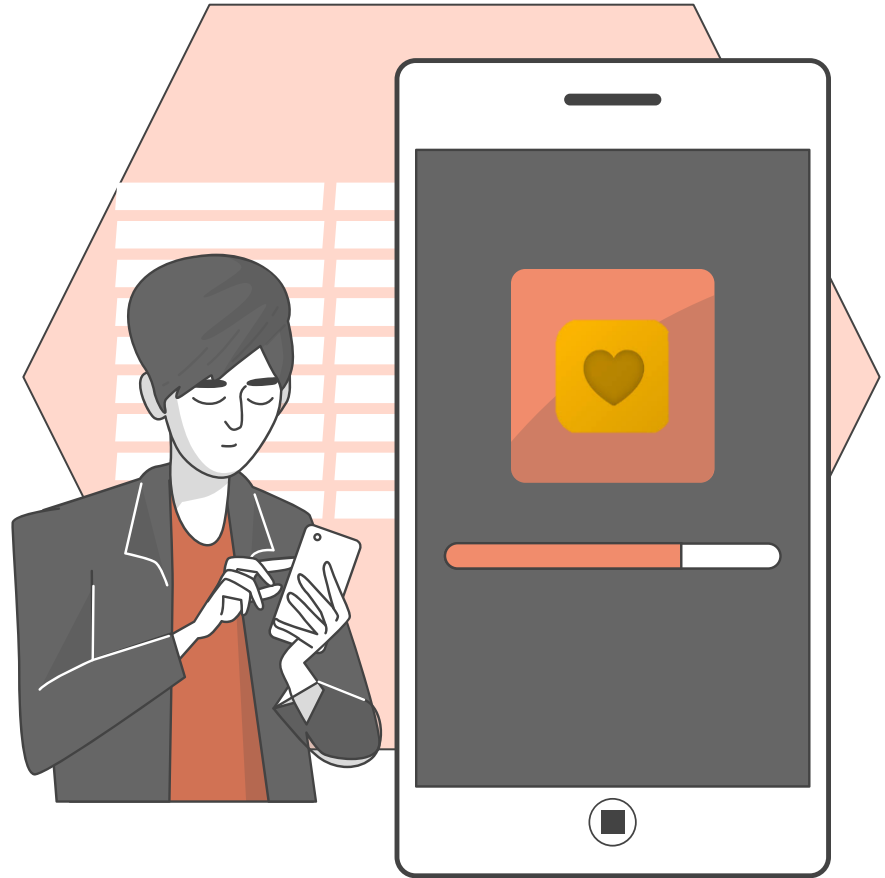
10 UX Design Decisions

11 New Design Prototype

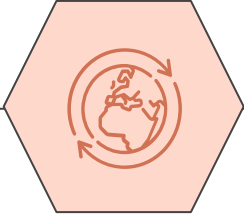
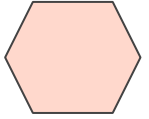
# Project Description

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A locket is an application that allows users to store and share photos with friends. The app provides tools for organizing and categorizing photos and memories, making it easier for users to find.

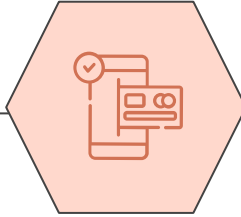


# Project Objectives



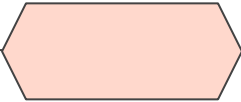
Share photos  
with friends

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Store memories  
and facilitate to  
access

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Communicate  
with friends

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# Contribution

1

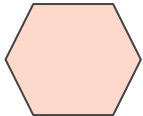
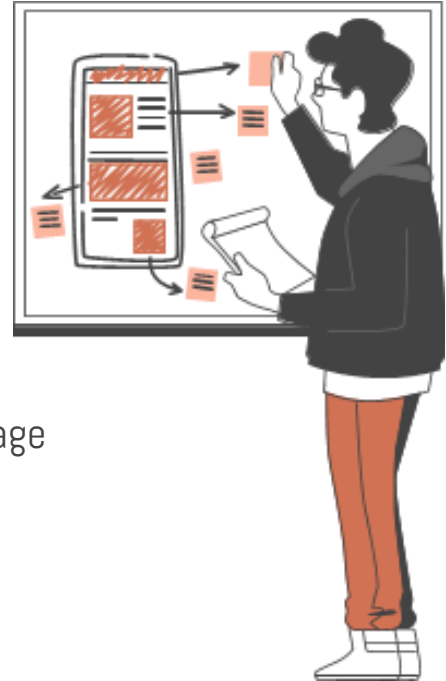
Suggest improvements to the application interface and functionality

2

Analyze user comments to identify common issues and suggest solutions to improve it

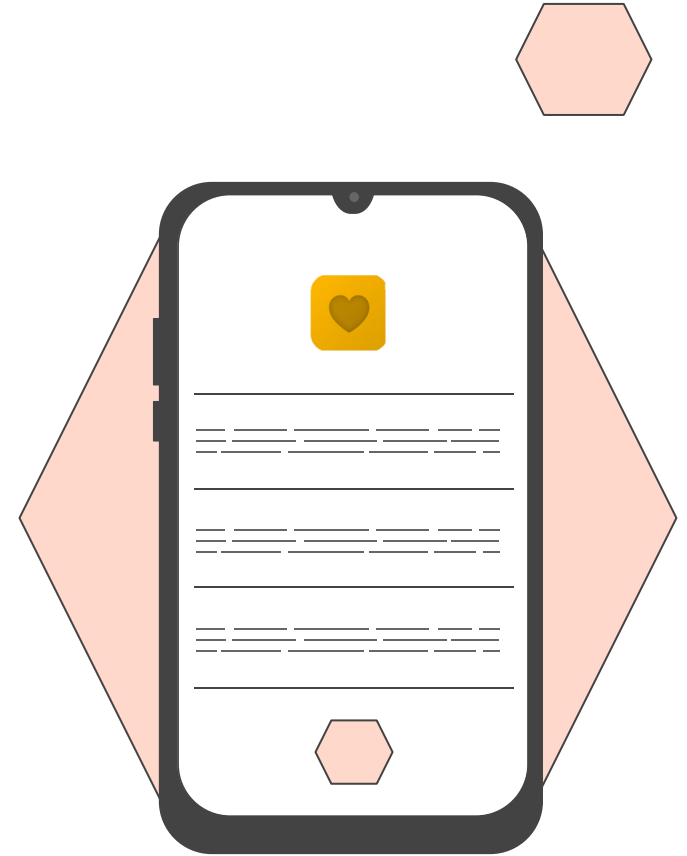
3

Provide recommendations based on user experience and usage patterns.

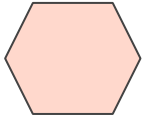


# Evaluation Goals

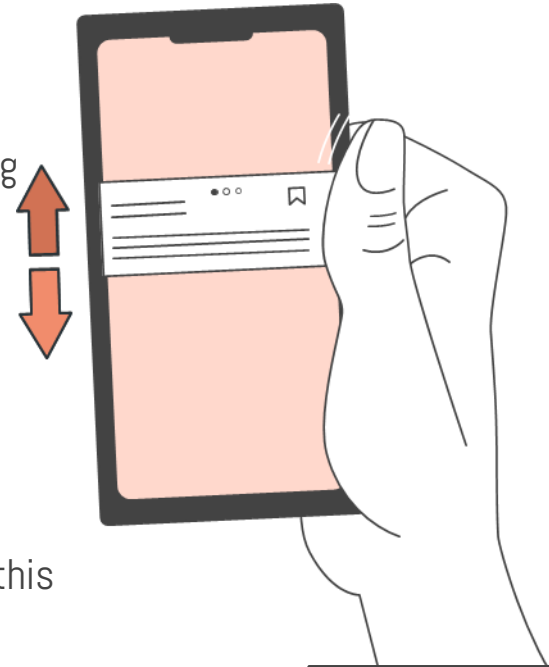
- Did we meet the usability goals of the project?
- Have we made improvements from one product release to the next?
- What are the most significant usability issues that are preventing users from completing their goals or that are resulting in inefficiencies?
- What aspects of the product work well for users? What do they find frustrating?
- What are the most common errors or mistakes users are making?
- What usability issues can you expect to remain after the product is launched?



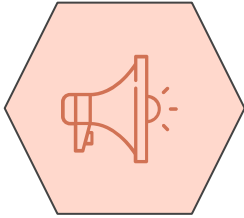
# Questions of UX study goals



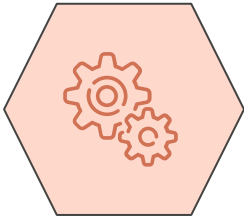
- ✓ Do you think that I would like to use this system frequently?
- ✓ Do you find the system unnecessarily complex?
- ✓ do you think the system is easy to use?
- ✓ Are you feel needed to learn a lot of things before I could get going with this system?
- ✓ Do you feel confident using the system?
- ✓ Do you think this system was too inconsistent?
- ✓ Do you would imagine that most people would learn to use this system very quickly?
- ✓ Do you find this system very cumbersome to use?
- ✓ How you felt confident using the system.
- ✓ Do you need to learn a lot of things before I could get going with this system?



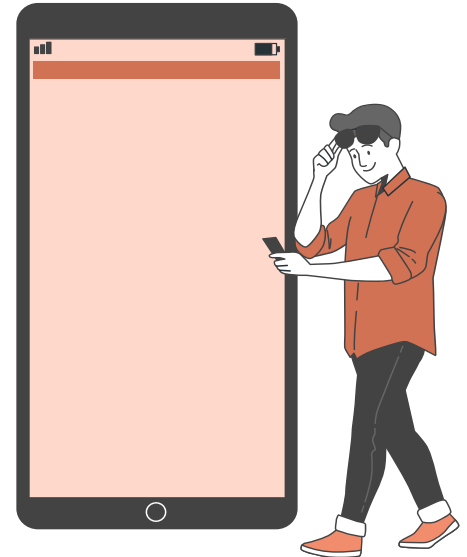
# Recruitment Process



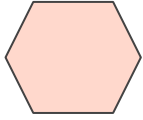
Send a online questionnaire  
consisting of 10 questions



collect and analyzed the  
answers.







## Type of User Study

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- ✓ Surveys
- ✓ Usability testing

## Target Participants

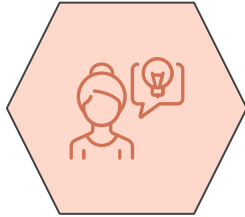
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- ✓ People between the ages of 15-30
- ✓ Social media enthusiasts
- ✓ Travelers and adventurers
- ✓ Photographers

# UX Metrics



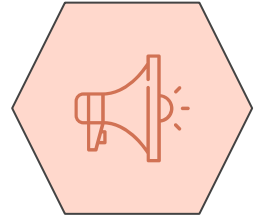
Time-on-Task



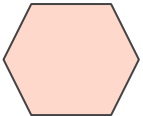
Task success



Learnability



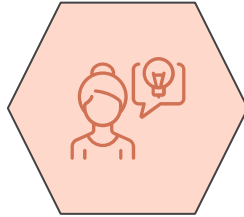
Errors



# UX Metrics



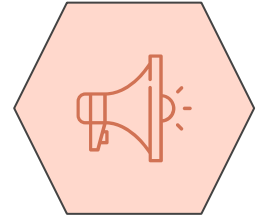
Efficiency



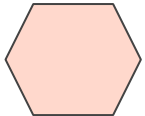
Issue-based



Likert Scale



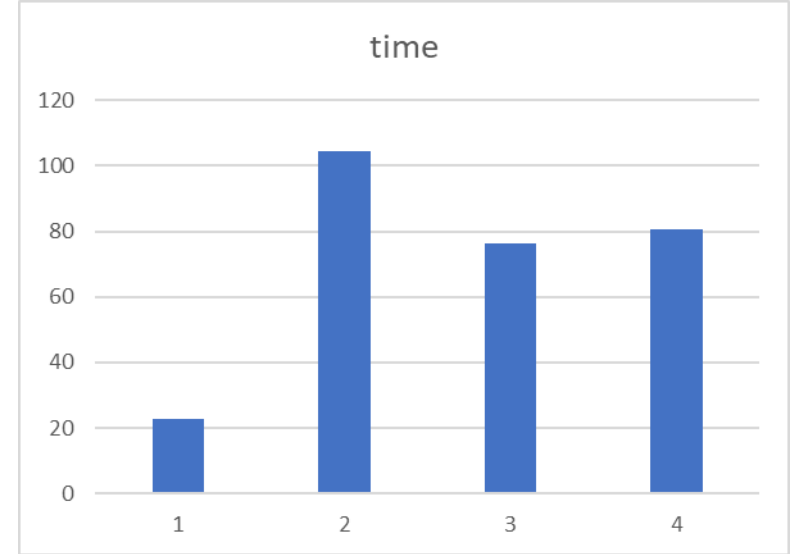
System Usability  
Scale SUS



# Data Analysis

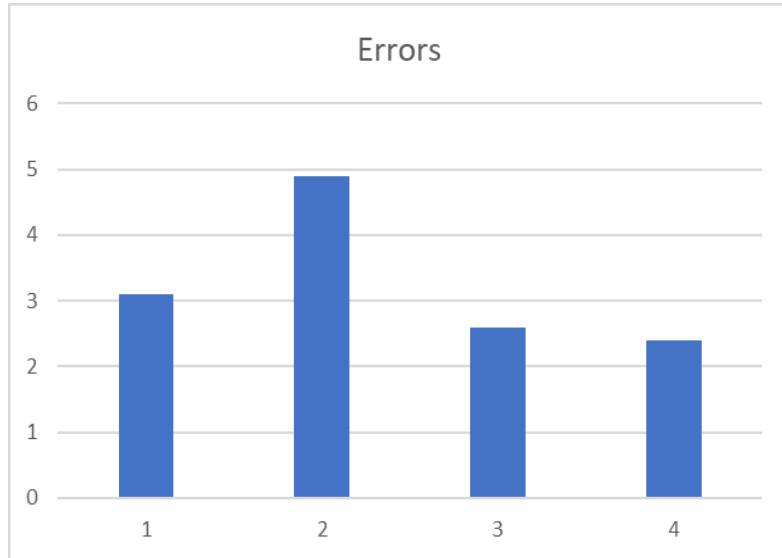


There is a difference between each user, but Task 1 had the highest success rate

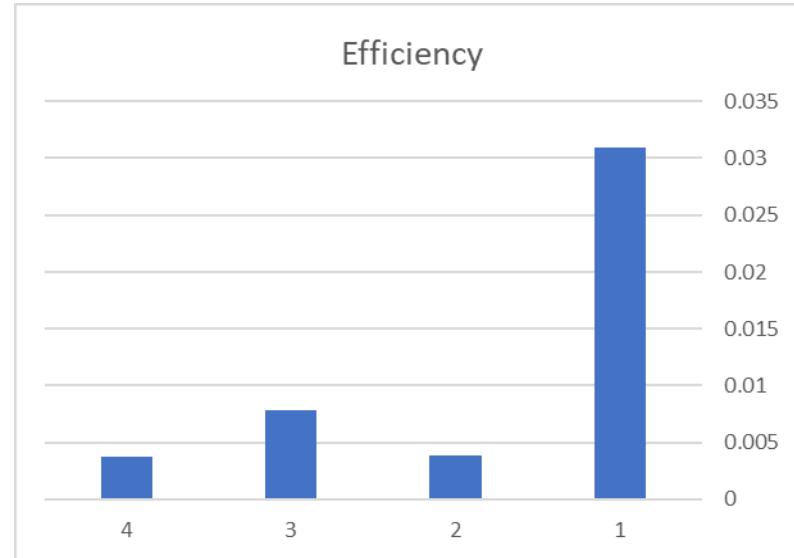


Task 3 has the lowest average time

# Data Analysis

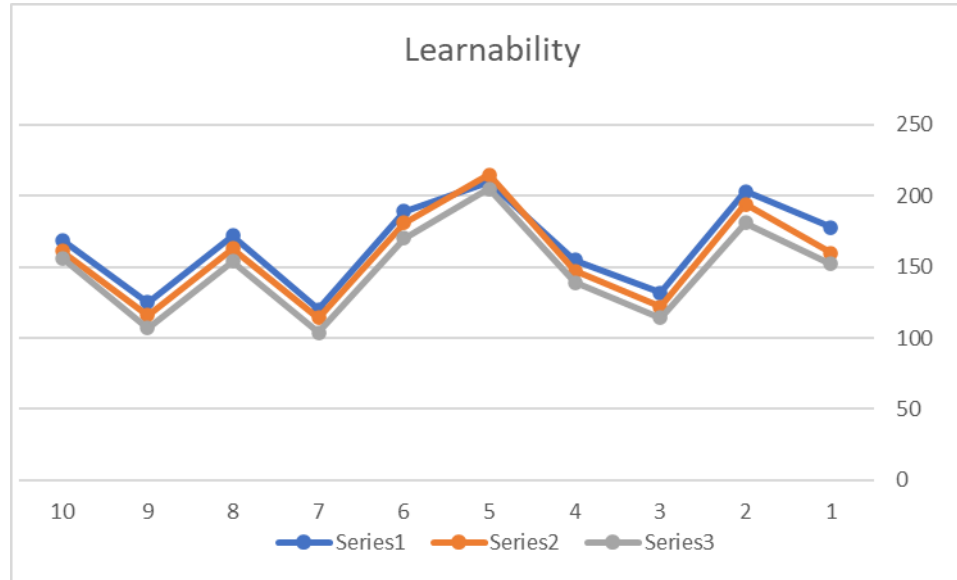


Task 4 has the lowest number of errors



Design 1 is most efficient

# Data Analysis



There is an improvement from the first trial to the second trial and third

# UX Design Decisions



Add icons indicating the function



Use a consistent and intuitive navigation system throughout the application

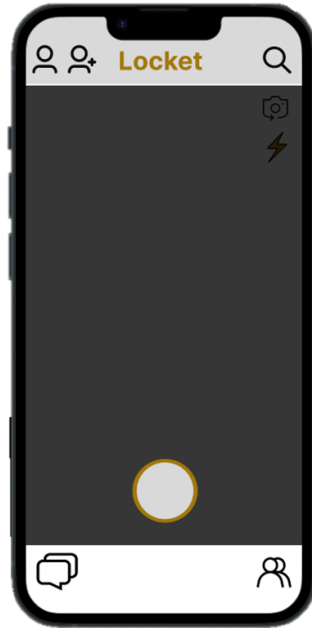


Change the locations of some buttons

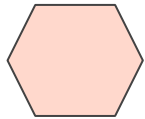


Use the search function to help users find friends quickly

# New Design **Prototype**







# Thanks!

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