

Sus and QFD insights and findings

Sus Results

A	B	C	D	E	F	G	H	I	J	K	L
Participant	Q1	Q2	Q3	Q4	Q5	Q6	Q7	Q8	Q9	Q10	
	I think that I	found the	I thought that	I think that	I found the	I thought that	I would im	I found the	I felt very c	I needed t	Score
1	3	2	5	2	2	3	2	3	4	2	60
2	2	1	5	2	4	2	5	3	4	2	75
3	1	1	4	2	4	1	4	3	4	2	70
4	3	1	5	1	5	1	5	1	5	1	95
5	4	1	3	1	4	1	4	4	4	1	77.5
6	4	2	4	3	4	2	4	1	5	4	72.5
									Average:	450/6	75

In terms of our Sus score, we obtained a 75%. We were very happy with that rating as it is above average but there are some key points that we can agree with and look to improve from. In terms of positive feedback, most participants agreed that our controller was simple to use and easy to understand. People agreed that they wouldn't need help using it and it would be simple to interact with. Overall, people agreed that it had a simple and straightforward design which was what we designed for.

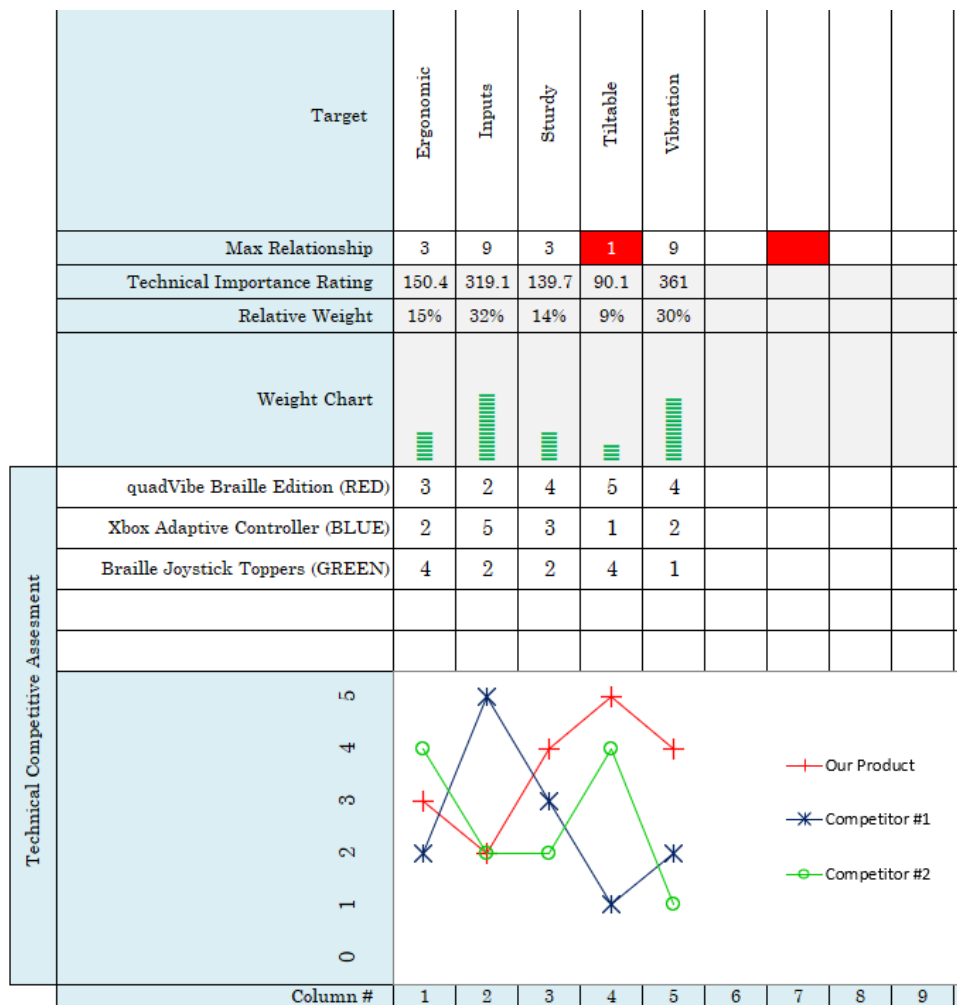
In terms of reinforcement feedback, people found the design to be quite cumbersome and thought that the button toppers and layout could've been designed better. Due to the limited time, we were unable to design a more sleek model with an optimal layout. In future iterations, we would like to make our design smaller, and more rounded and have grooves that guide your fingers to the buttons. We also would like to make our buttons flush with the controller for a better feel and to improve usability.

QFD Results(below)

Direction of Improvement	
Maximize	▲
Target	◇
Minimize	▼

[illegible]

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In terms of our QFD results, we found that people wanted our product to include simplistic controls, a comfortable design, be lightweight, fall resistant, and have good vibration. To meet those requirements we had to design with ergonomics, minimal inputs, durability, vibration feedback and its weight in mind to create a product that encapsulates the wants. We prioritized our features with a higher importance in our final model. In terms of our competitors, we were rated against the Xbox adaptive controller and braille controller attachments. Our product held its own and beat out our competitors in terms of vibration feedback, motion controls and sturdiness. We do have room for improvement and we can see what our user wants and what our competition offers.