

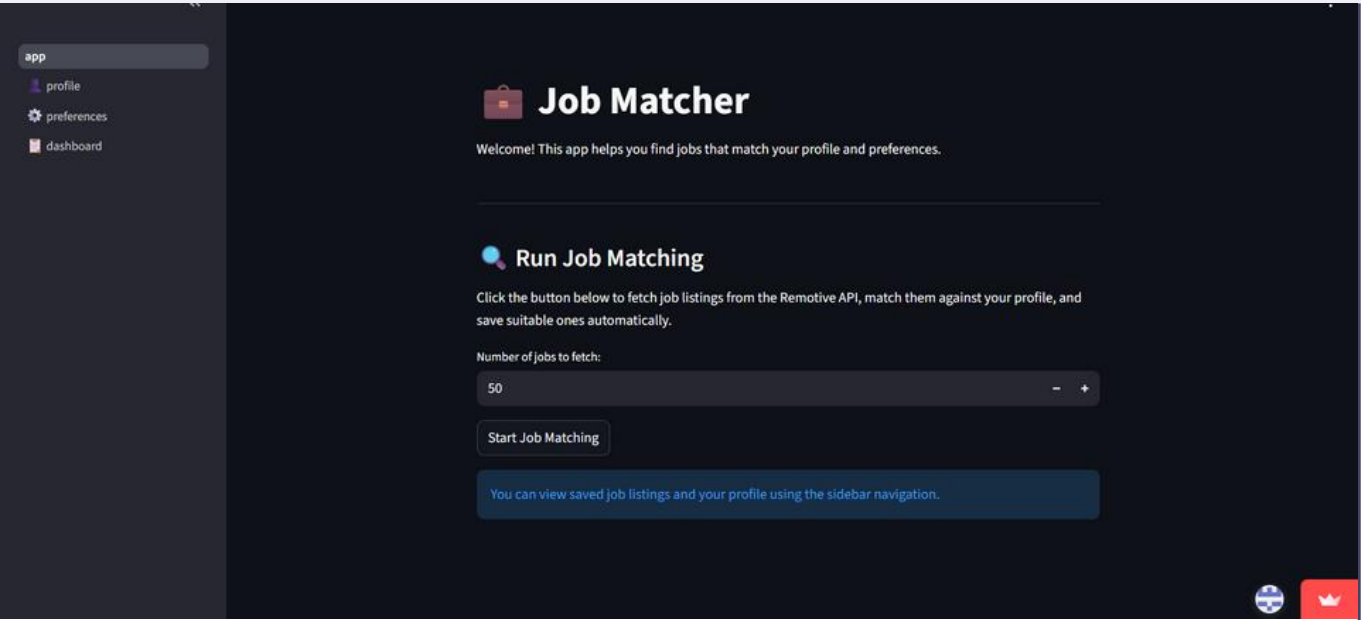
Job Matcher – Usability Test Analysis

A Job Finder System using Python. The software will match the applicant with suitable jobs based on the applicant’s skills and the skills required by the job. Then the suitable jobs will be stored locally on the applicant’s device.



Introduction

To extend and build upon my D2 project, Usability Testing was chosen as the new technique for H3. To perform usability testing a testing group of n respondents are chosen and sent a questionnaire to answer based on their experience while using the app. Since this app is aimed at individuals mainly students between the age of 16 and 25 who are looking for internships, approximately 20 members were chosen from the target demographic to be a part of the usability testing group. Then a questionnaire in the form of google forms was designed with page specific questions on mind to get the feedback of the users and analyse the user experience.



Objective

To make sure the user can navigate through the app on his/her own, and use the core functions of the app without need for external guidance or support, using the hints and the descriptions provided in the app. The UI should be descriptive enough to guide the user through the app, from signup to finding suitable jobs. Get user feedback on UI painpoints and attempt to resolve those

Testing Methodology

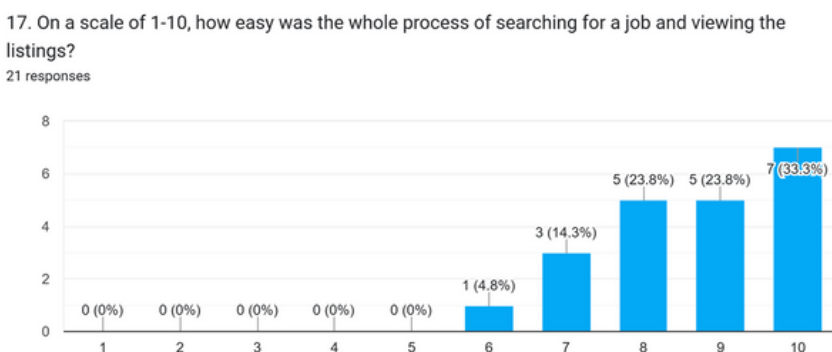
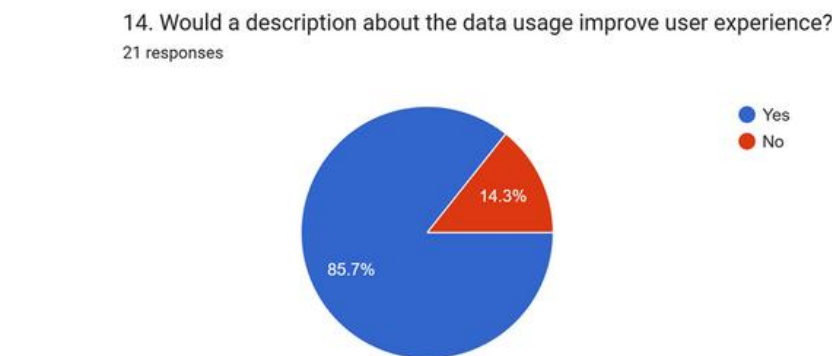
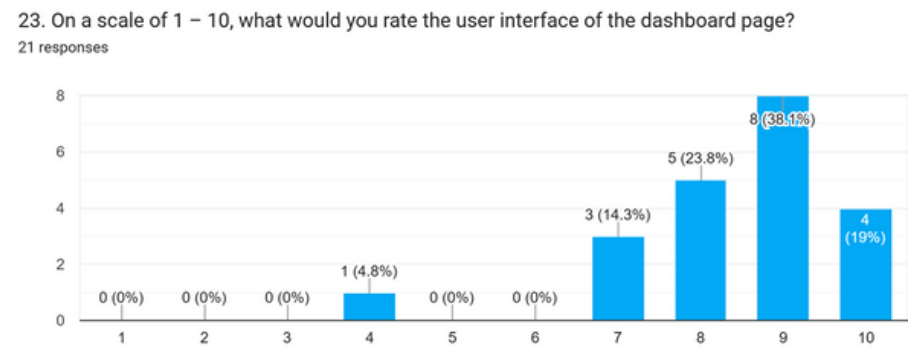
The software’s UI was designed using Streamlit. Streamlit apps can be deployed on the streamlit community cloud. By changing the app architecture to support multiple users at once, the app design can be modified to mimic that of a website. This was then hosted on the Streamlit community cloud to allow users from the testing group to access and review the app for its usability .

Approach

1. Establish Clear Objectives for the UI
2. Prepare a questionnaire to test the UI
3. Perform tests in house first
4. Improve the UI if needed
5. Decide the target demographic for the app (students/people looking for internships between the age of 16 – 25)
6. Prepare a questionnaire with tasks to guide the testers through the app for feedback

Analysis

Overall, the UI fared well in the usability testing feedback. Most users were happy with the design. Certain input fields could have used hints about the criteria for an input to be considered valid. A data usage policy notice would have significantly improve the user experience of many individuals. Some functional errors were also pointed out by individual during testing which hinted vulnerabilities in input validation logic.



22. Would a description about the job matching logic improve user experience?
☐ Yes
☐ No

23. On a scale of 1 – 10, what would you rate the user interface of the dashboard page?
1 2 3 4 5 6 7 8 9 10
Very Poor ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ Excellent

24. What is your general feedback about the UI? Are there any problems with this UI? Did you find any bugs in the UI?
Your answer

Overall Rating Job Matcher: Rate the overall User Experience from 1 to 5
(1= Strongly disagree, 5=Strongly Agree)

1 (Strongly Disagree) 2 3 (Neutral) 4 5 (Strongly Agree)

25. I think I would use the job matcher app frequently
☐ ☐ ☐ ☐ ☐

Conclusion

In conclusion, the UI was considered easy to, but it was missing certain input validation and data usage policy notices, which could have potentially improved the user experience even further. A total of 21 users responded to the questionnaire.

