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# Questionnaire

What is your overall level of experience with gardening?

User 1: Unfamiliar, does not garden at all.

User 2: Somewhat familiar, keeps a few decorative household plants.

User 3: Very familiar, works at a plot in a community garden during the summer.

**Takeaways:** There are a wide range of gardeners to cater to, from expertise level to the type of environment that users choose to raise plants in.

What was your impression upon landing on the front page of the interface?

User 1: It was cluttered/a bit challenging to understand what to do or look at first.

User 2: Not entirely sure what everything does, but it looks useful/helpful.

User 3: It was intuitive; Immediately the colours and the simplicity of the design stood out to me.

**Takeaways:** Interface is fairly intuitive. Maybe need onboarding or guide to help with learning about all the functions of the app?

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# Questionnaire

Did the categories make sense to you?

User 1: The categories was understandable.

User 2: It was a little bit soulless, but easy to understand.

User 3: It was straightforward.

**Takeaways:** There was a reasonable division of categories, but something should be done to make it more interesting.

What was your impression on the iconography of the user interface?

User 1: Icons are very simple and well-designed

User 2: Text underneath each icon on the nav bar is helpful in dictating each button's function

User 3: The iconography was great, especially for a calming hobby like gardening, the simple graphics and lack of clutter made maneuvering through the pages feel relaxing and intuitive.

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# Questionnaire

Does the concept of 'My Garden' make sense as a place to store plants?

User 1: Yes, highly intuitive.

User 2: It is what I expected.

User 3: It was understandable.

Do you have experience with systems that are similar to this one in functionality?

User 1: Language learning app that would tell you to do a certain amount of exercises each day - e.g. "Memorize". Made use of daily streaks, challenges yourself to practice.

User 2: Not really.

User 3: Not entirely.

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# Questionnaire

Looking at the reminders 'water drop icon', what does this communicate to you?

User 1: Intuitive. Not sure if full or empty drop means it needs to be watered

User 2: Schedule of what time I should water plants.

User 3: Watering plants.

Is there anything you wish that the app did to facilitate your task?

User 1: A catalogue of all the plants in the garden to keep track

User 2: If it told you when things were going to fruit

User 3: In "My Garden": a visualization/meter of when you need to water

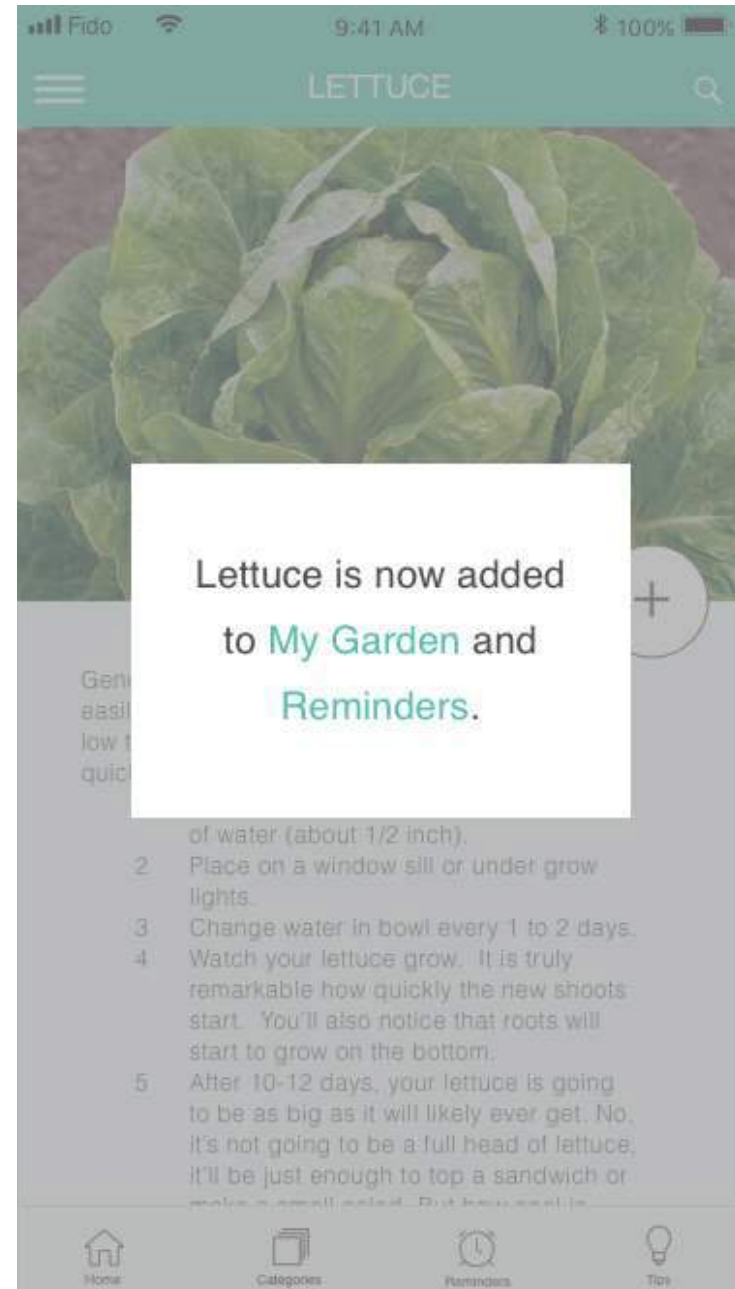
# Task Analysis

The first task is to add a plant, of your choice, to your account's 'my garden' page.

It was quite straightforward and intuitive for the users to tap on the plus button to add the plant to the garden, however they were surprised about the message "plant has been added to reminders now". It was not clear that the plant has been added to my garden as well.

**Takeaways:** There should be a clear message that tells them the plant has been added to my garden as well.

The new prototype indicates my Garden.



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# Task Analysis

Task 2: The second task is to navigate to the 'reminders' section of the application, and 'dismiss' a reminder to water the plant from the first task (refer to Task 1).

User1: The first user struggled with first going to home page, probably expected that main features are happening in the home page, after a few seconds explored the hamburger menu to read what options are in there, then tapped on reminders.

User 2: The second user started to look at the bottom menu and then went into hamburger menu, since there was no relevant information of what he was looking for.

User 3: The third user after scrolling up and down a little bit tried hamburger menu.

**Takeaways:** The bottom menu was the place that users looking first, so it might be good place to put the reminders there to decrease the struggles of the users.

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# Summary

*What design issues have you identified in user testing?*

There is a disconnection between hamburger menu and bottom menu. The more important features must be in the bottom menu to facilitate the process of locating reminder and my garden.

*How do you know these are issues?*

They created frustration and confusion for the users, and slowed down their process.

*How will you address these issues?*

Visually help users to recognize in the first place and making important functions apparent at almost every stage.

*How do you intend to update your interface for the final week?*

In the final week the interface must decrease the confusion of user about reminder and my garden to the minimum. Also, moving forward the bottom menu will be updated to increase readability and visibility.