



User Study: Design Improvement

CS 5140/6140: Human Factors in Computing

Spotlight

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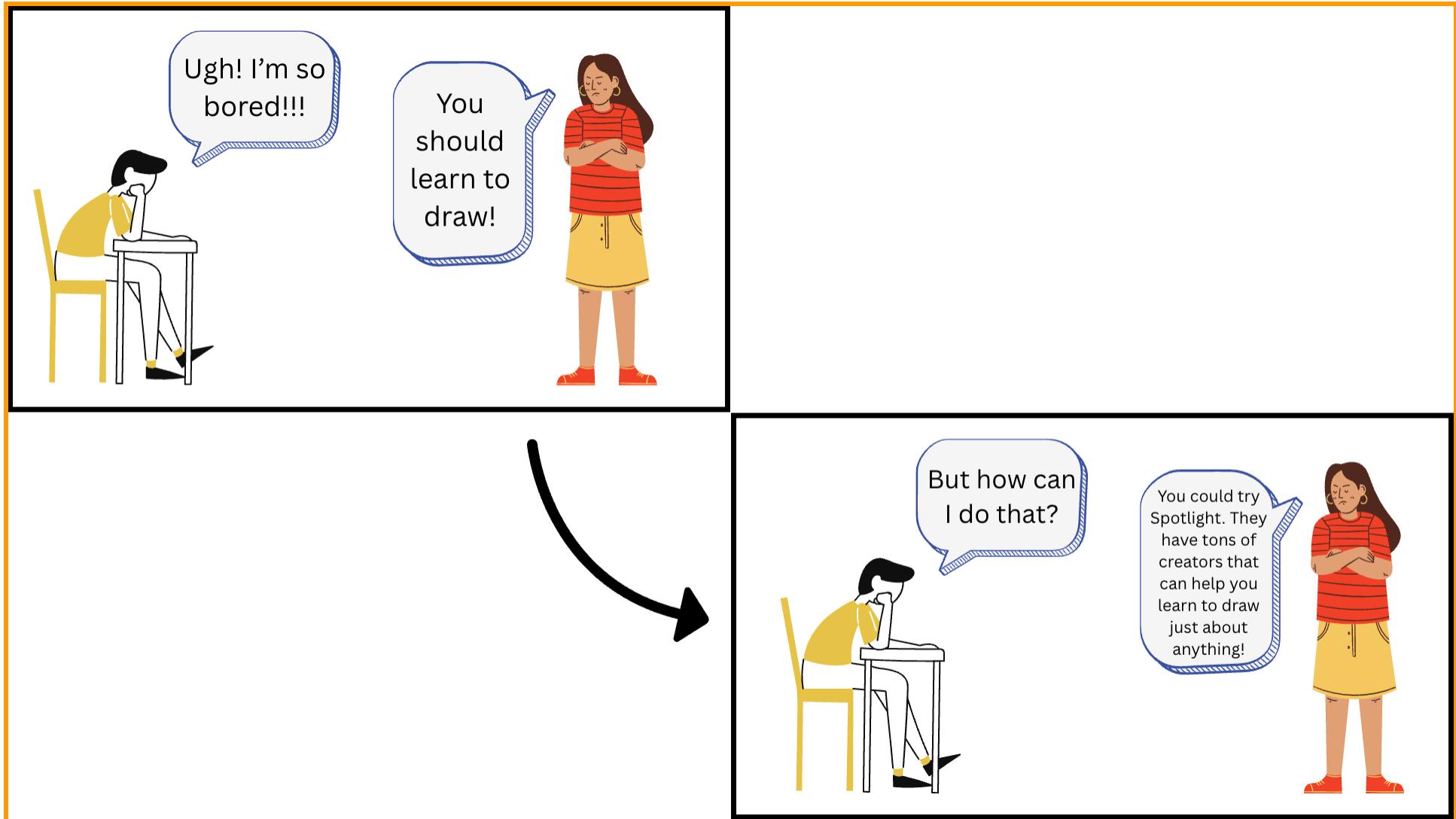
October 05, 2025

Storyboard Design

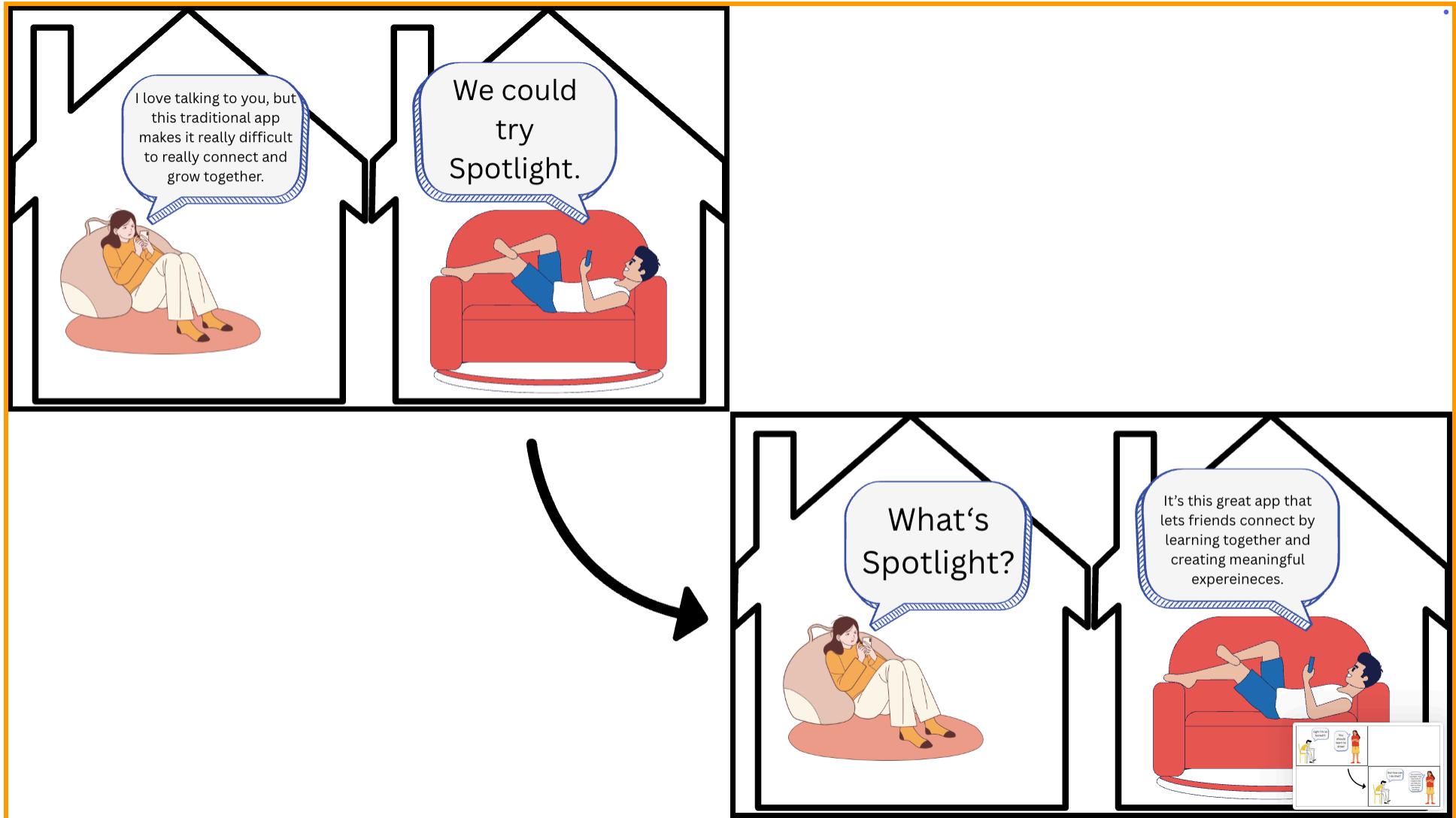
To contextualize user interactions with Spotlight and support deep, grounded feedback, five storyboards were created, each representing one primary user story. Each storyboard visually depicts a realistic scenario of how a user would interact with the app to accomplish a meaningful goal.

The purpose of these storyboards is to help participants **imagine, empathize, and engage** with Spotlight's use cases before using the actual prototype. Each storyboard is designed as a sequence of **2 illustrated panels**, similar to a comic strip, showing the situation, user intention, app interaction, and outcome. The panels are kept simple and minimal to emphasize clarity and storytelling rather than artistic complexity.

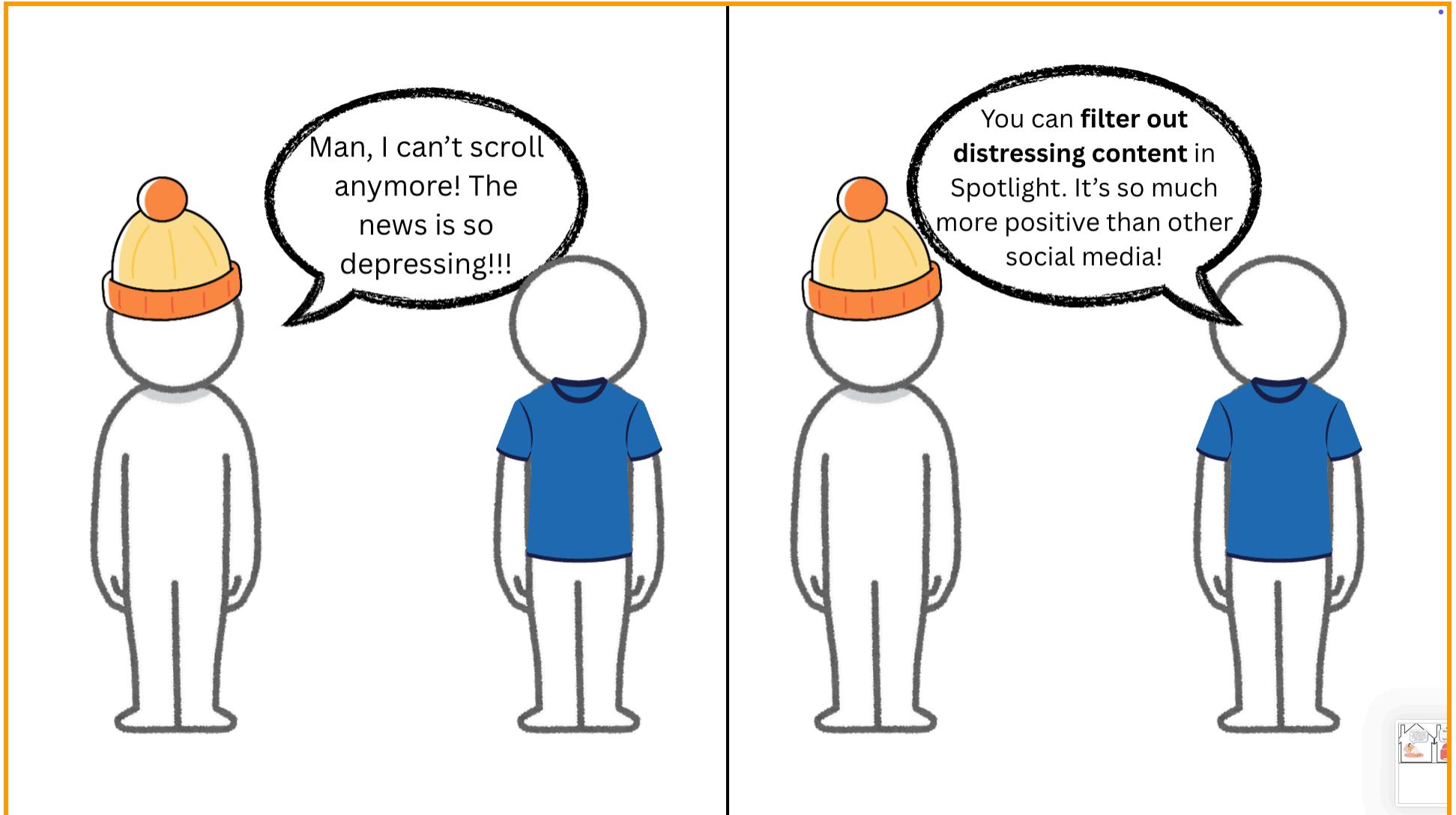
Storyboard 1: Discovering New Hobbies



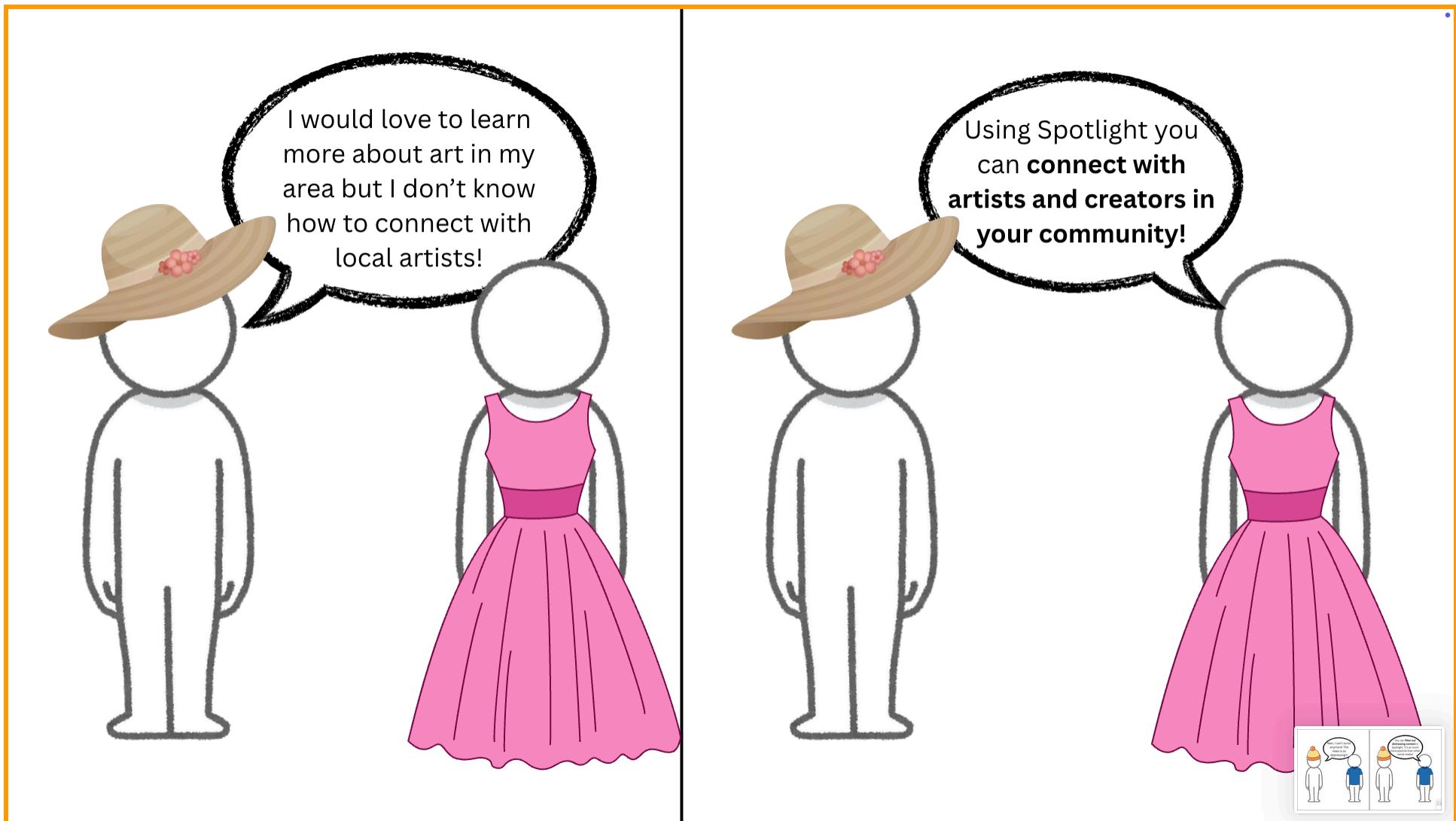
Storyboard 2: Reconnecting with Friends



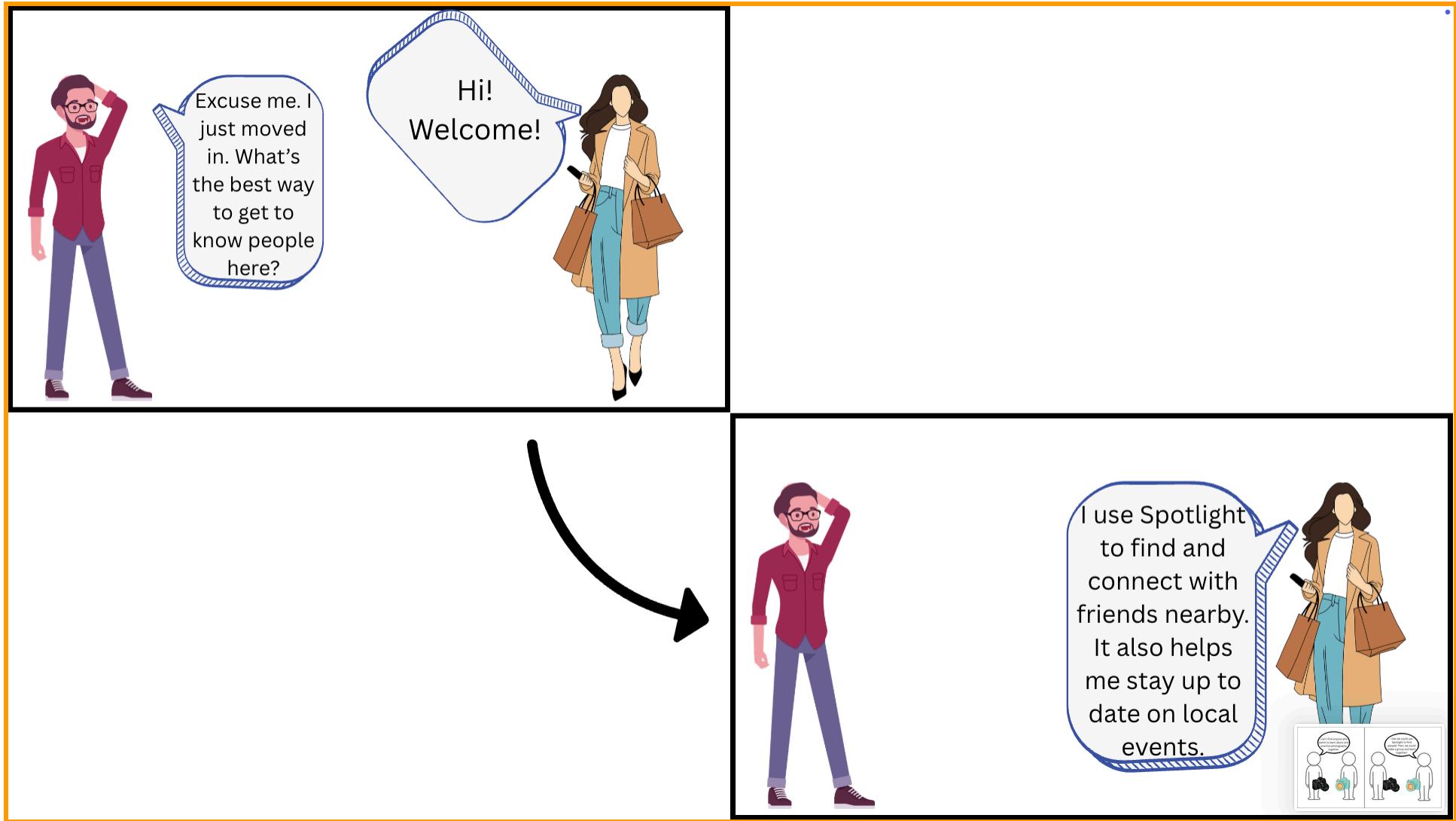
Storyboard 3: Escaping Negative Feeds



Storyboard 4: Creative Collaboration



Storyboard 5: New in Town & Finding Events



Interview Questions

We considered the suggested parameters and additionally two parameters (Trust/Security, Stimulation/Engagement). For each parameter, #1 represents the question and #2 is the follow-up question. Although the follow-up questions varied individually based on the participants' answers, the following list is our questionnaire list.

Community Building

1. How did Spotlight help you feel connected with other people or shared activities?
2. Can you think of a moment where you felt supported or involved with others while using it?

Efficiency

1. Were there any parts that felt too long, confusing, or took extra steps to finish?
2. Which part made you slow down or feel frustrated?

Perspicuity (Ease of Learning)

1. What part of Spotlight was hardest to understand or figure out at first?
2. What could make it easier for someone new to learn or use?

Attractiveness

1. What did you think about the overall look and style of Spotlight?
2. Was there anything about the design or visuals that you really liked or didn't like?

Trust / Security (Extra Parameter)

1. Did Spotlight make you feel safe about your privacy or personal information?
2. Was there anything that made you hesitate to share or connect with others?

Stimulation / Engagement (Extra Parameter)

1. Was there a moment that felt fun, exciting, or motivating while using Spotlight?
2. What made that moment stand out to you?

Two More Required Questions

In addition to the previous questions, we concluded our interview with the two more required questions:

1. What are the other use cases you can imagine for the prototype that have not come up in the discussion?
2. Any additional feedback you have to improve your design?