

The user tests were very successful in providing feedback about our software.

We interviewed several people. One of them was Mason, who is 19 years old and is working a full time job right now. He has no experience in computer science, design, or SoundCloud.

When interviewing him, we first went through several important tasks for our software, and then asked him to just play around with the website and try new things. The first task was to create a room. He went through the expected motions of clicking the "Create a Room" button and entering his username. We then asked him to add more users to the room. He hesitated here, and didn't know how to go on. After giving him a hint though, he added another user. Mason said that he liked seeing exactly who was in the room, too. After that, we asked him to find two specific songs and add them to the queue. He did this quickly through the search interface. Adding a song to the queue was intuitive as well, and didn't cause any issues.

When Mason was just exploring the app without guidance, he tried out a few of the other features, such as muting the music and adding songs through the discovery feature. He didn't seem to find it too difficult to navigate, though he did express wishes to be able to do some actions quicker than we allow. The major thing that he wanted to do was to leave this room and create a new one, with just one button.

The takeaway from this user test was that we need to make sharing rooms more clear. It's not always evident that the person needs to share the link to add others. Other than that, this user was able to navigate the website without too many issues. We learned that it was very useful to just have the user talk out loud about his experience with the website. It helped when Mason began talking out loud about what actions he was about to take. When he was doing this, it was also a lot easier to figure out if the action is intuitive, or if he is questioning that this is the right action to take.

The second person interviewed was Garrett, an electrical engineering student at the University of Washington who has used SoundCloud and who has some computer science experience.

This test was performed in such a way as to allow the user to exhibit a complete end to end experience with the app without intervention from the design team. Garrett was able to fairly easily navigate his way around the application and figure out how to do things on his own.

When interviewing Garrett we started him out on the homepage of the application and let him explore everything from there. The first thing that Garrett did in the application was create a room, the only applicable action from the homepage. Once inside the room Garrett made an effort to try out all of the features that he could find including adding searching for songs, adding songs to the queue from a music search and from the suggested music, muting music, adjusting volume, and booting a song.

After Garrett had finished exploring features on his own we asked him to join a new room with another user; at first Garrett did not know how to join the room but he asked the user for the

URL of his room and succeeded in joining the other user's room. When Garrett was in the room with the other user, he performed many of the same actions that he had performed in his own room and was curious as to how the actions were different when another user was present. We had Garrett listen to a song that the other user played in the room and Garrett figured out that he could vote to boot it, and did so.

This user test displayed some other results that were useful in our analysis of the system. One misunderstanding that Garrett had with our system was that the volume slider was not for volume. Garrett instead thought that the slider would allow the user to progress through the song time-wise; however, he quickly figured out the purpose of the slider. Another issue that was brought up during Garrett's testing was that the boot votes for skipping a song did not require a majority, which is a bug in the system. Finally, Garrett thought that it would be nice if the system, which we termed JukeboxMusic, should have terminology more appropriate for a jukebox. One of his major naming concerns was for our "boot" functionality. He felt that it would be more appropriate to skip a song instead of booting the song.

The final user test was performed with an individual named Zach. Zach is a freshman at the University of Washington who aspires to the CSE program.

The form of Zach's user testing was very similar to that of Garrett's user testing. Zach was guided to the homepage of our application and then we just let him test things out on his own. Zach created a room initially but was slightly confused during this process. When we prompted him for a name he thought that we were asking for a room name, not a username. However, this did not trouble him or affect how he was able to use the application. Zach also tried creating a new room in the URL which loaded a web page, but was not tied into the server. Zach continued his testing by resetting into a new room and exploring the music player, search, and discovery live tiles.

We eventually had Zach explore with other users in the room too. Zach was relatively unfazed with the shared room setting and didn't really explore very much when others were adding songs. Zach thought that it was cool that the music could be played relatively in sync across both computers when there were multiple users on the system.

There were many important things that Zach pointed out during his testing. Zach seemed especially analytic because he knew about code (and wants to be in CSE). Zach pointed out an issue with songs starting later than they should, often 5 seconds or later into the song. He also noted that he would like the option to view the list of users and the music queue at the same time instead of only being able to view one at a time. The last thing that Zach pointed out was that some of the tracks were displaying bad information, especially relating to the length of the song.