

Assignment 6

Paper Prototyping for Evaluation and Reporting

Flow Overstack Team

Cesana Filippo

Folli Gary

Hartmann Kathrin

Rodolfo Masera Tommaso

Stucchi Jacopo

Taillefert Stefano

Contents

1	Introduction	2
2	Paper Prototyping	2
3	Key Tasks	2
4	Usability Problems	2
5	Statistics	3
6	Conclusion	5

1 Introduction

// TODO - Filippo

2 Paper Prototyping

// TODO - Jacopo

3 Key Tasks

As described in our last report, the main purpose of the key tasks that we devised is to determine whether the wireframe and interface we designed is clear enough for our end users:

- **Creating an Account and Logging In:** Firstly, entering the application itself should not pose to the user any difficulty, so we want to test if it is as intuitive as possible.
- **Taking a Picture and Discovering a Famous Person:** As this is the application's main feature and selling point, it is a must to test that it works correctly.
- **Adding the Discovered Person to the Gallery:** This is to see if the user understands the main concept of the app, which is to unlock and collect the famous people they came across.
- **Navigating the Gallery to see other Character Descriptions:** This aligns with the collecting and unlocking point from above. Moreover, it helps us know whether our interface is easy to traverse.
- **Viewing a Friend's Profile:** This is meant to test the social aspect of our application such that it is clear to the user how the friend requests and friends' profiles work.
- **Finding and Using the Settings Menu:** As a last task we want the user to open the settings menu. This is, again, to test whether the interface is clear. Since it is not the main point of the application it does not mean that the user should feel lost when looking for the settings.

Field-Testing Results: Overall, the test users performed really well. They followed through with every task smoothly and didn't meet any particular difficulties in navigating the wireframe. What we gathered from this testing is that the interface is conceptually sound and shouldn't make the user question the functionalities of the application. The only negative we found is that the settings menu was harder to find as it is only viewable from the user's own profile. This can easily be dealt with in a more polished prototype as we can look into making it more visible.

4 Usability Problems

// TODO - basically none - Stefano

5 Statistics

After the development of the prototype using Adobe XD, a very complete program for designing and prototyping mobile applications and websites, we now collected a variety of results. Our app prototype was not only very realistic, it was also possible to emulate its functioning using a program. Thus, we were allowing our testers (users) to concretely judge the application content and its functionalities in terms of user interface and user experience.

To this end, two testing sessions were conducted, one with our peers, which do not represent concretely the target users, and a more one representative with the children. The feedbacks were collected using a keyword mapping technique where the users had to choose between 1 and 12 words out of 36, which represented our application best from their point of view, placing them on a paper and every time justifying why they chose those specific word.

Again, the feedbacks collected were qualitative and we decided, firstly, to make an enumeration of the different keywords used and for every one of them, choosing if the word is positive or negative. Secondly, we will go through the feedback to take out the positive and negative aspects of our application with respect to the words list. Finally, with these data, we will analyze how we can improve our applications and which sides specifically by taking in account the feedback and the suggestions.

Below is the compilation of all words used during the 10 peers feedbacks on the left column and the 3 children's feedbacks on the right column. It would have been very useful to have more children's feedbacks (at least five, according to Nielson) as we can really see a sort of tendency in the word used when compiling a certain amount of them. Both columns are sorted by the number of times a word appeared in the different feedbacks. The white lines represent the neutral or positive words, whereas the red lines are the clearly negative words. As we can see, the records are rather very positive. Indeed, on both sides (peers and children), our application is described as:

- Interesting and innovative concept;
- Organized, simple, clear, intuitive and easy in the general usability;
- Inviting, smooth, persuasive, fresh, concise and clean in the design and interface;
- Useful, helpful and appropriate in a general manner for the user.

The negative aspects, also very useful in term of feedback, describe our application as:

- Dull by two feedbacks;
- Incomprehensible, confusing, dated, overwhelming, unattractive and unpredictable by one feedback each respectively.

The negative aspects represent a rather minority with 9 negative words against 145 rather positive (or neutral), that is to say a 94% of positive denominators against a 6% of negative ones.

Feedback Peers (10)		Feedback Children (3)	
Interesting	10	Organized	3
Intuitive	8	Inviting	3
Simple	7	Useful	3
Smooth	7	Persuasive	2
Appropriate	7	Interesting	2
Fresh	7	Fun	2
Clear	7	Simple	2
Friendly	7	Easy	2
Concise	6	Clean	2
Inviting	6	Appropriate	2
Innovative	6	Convenient	2
Helpful	5	Professional	2
Familiar	5	Fresh	1
Efficient	5	Understandable	1
Professional	5	Unpredictable	1
Customizable	3	Appealing	1
Plausible	3	Efficient	1
Dull	2	Customizable	1
Motivating	2	Helpful	1
Appealing	2	Innovative	1
Compelling	2		
Incomprehensible	1		
Confusing	1		
Convenient	1		
Dated	1		
Overwhelming	1		
Unattractive	1		
Unpredictable	1		

Figure 1: The keywords distribution

Now we come to the associated feedbacks. Globally, they have been very positive:

- The graphical interface (the design in general) was appreciated very much. It makes the application appealing and pushes people to try it and play with it;

- The user experience and the functionalities were also among the positive aspects. The navigation was described as clear, clean and intuitive. Apart from some functionalities like finding a friend which were more difficult to find and the settings for which the access is described as unpredictable, the other functionalities were very user-friendly;
- A lot of feedbacks pointed out the usefulness of the applications and the educative aspect, which can be revealed as very helpful for children. Quite surprisingly, even though our idea seemed unclear at the beginning, it is now accepted as an original and very interesting concept and above all, potentially very useful for the users;
- The negative feedbacks, particularly the fact that the application is described as dull, overwhelming and unattractive, come from the educative aspect, which somehow killed the game aspect and thus led to a potentially boring application. Concerning the dated aspect, it was pointed out due to the fact that nowadays the internet offers hundreds of other possibilities for learning: MOOC, YouTube documentaries, ... which can be more interesting than reading texts on an app.

Finally, the interesting suggestions given by the users were the following:

- Refactoring the way information is presented about the famous personages. The long texts are described as boring and not inviting, we should rather put some key facts. In the same idea, a user suggested the implementation of quizzes about the personages to reinforce game and educative aspects at the same time. Moreover, another user suggested the implementation of videos (small documentaries) instead of texts for each famous personage;
- In terms of usability, a tutorial at the beginning of the app would be really useful. A minor suggestion was about adding the possibility to order our personages by rarity, name, dates, ...
- Last but not least, a commentary, which was already made during the questionnaire in the last paper prototypes, concerns the facial recognition. It seems that users tend to find it unpredictable as they don't really understand how it could compare their faces with the one of actual famous personages. Even if this functionality is part of the core of the app, it is true that maybe some refactoring and improvement should be made on this part as it seems still unclear for the users how the facial recognition really works.

6 Conclusion

Taking all this into consideration, it can be said that the development process of our application was very successful.

Going through the many steps of the development process, we got an idea of how complex app development from the point of view of Human-Computer Interaction is and how many thoughts are behind a successful app idea. From the first concept statement over the work-activity-affinity diagram, the wireframes and storyboards, the prototype development and last but not least the usability testing, our knowledge of UXDesign got deeper and deeper

and our app idea step to step more precise.

An important lesson learned was recognizing the usefulness of having usability tests: Although we were putting very much efforts in designing a user-optimized application, we overlooked some obvious faults in the design. We learned that you should always test your application before declaring it as complete. Already a few tests are enough to detect the main faults. We will remember this for our future developer career.

Another important point is the work with kids as user group. We were impressed how friendly, cute but also brutally honest they were when writing the feedbacks. Moreover, it was awesome how well they recognized our app idea again just from a short one-minute video, when we were performing the usability test.

Finally, our skills in working and organizing ourselves in a group improved a lot. We learned how to divide tasks properly, and how to develop a team spirit. Furthermore, we faced how to manage problems with different languages, regarding talking to our user group, the kids, and then implementing their feedback in our application.