

Tiffany Phan
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Project: User Testing + Revised Prototype

Prototype Link:

[https://www.figma.com/proto/lqbN7BFjScKFaqGVgPx8R/Design-system-for-React-%26-Figma.-Web-app-templates-\(Community\)?node-id=13164%3A95843&scaling=scale-down&page-id=13164%3A95842&starting-point-node-id=13164%3A95843&show-proto-sidebar=1](https://www.figma.com/proto/lqbN7BFjScKFaqGVgPx8R/Design-system-for-React-%26-Figma.-Web-app-templates-(Community)?node-id=13164%3A95843&scaling=scale-down&page-id=13164%3A95842&starting-point-node-id=13164%3A95843&show-proto-sidebar=1)

Feedback from peer review

Suggested changes:

Peer Review

- Add back buttons on recipe pages
- Add "Category" labels under each recipe
- Change a goal instead from Nike shoes to something that the user values
 - Also add some monetary number that the user has saved from saving 3 pairs of Nike shoes (how much did they save)
- Have 4th row on the "Recipes" page be the user's saved meals
- Tracking page
 - Add a checkbox rather than radio buttons to allow the ability to insert multiple meals
 - Change the star to be some sort of other indicator such that the user knows that it indicates a streak
 - When actually tracking a meal, show the tracker on a different screen rather than having it be a popup

Heuristic Evaluation

- Change the "how much do you spend by eating" answer input from a slider to user input
- Add back buttons on recipe pages
- Give more indication to show user what they should be tracking

User Test

- On an individual recipe page, allow users to track which step of a recipe they're on
- Suggests adding the option to track if you ate out or not
 - If you do not have this option, you wouldn't be able to tell if you forgot to fill out the tracker or if you truly ate out
- Make today's date on the calendar clickable
- When actually tracking what you cooked, add some text to make it more explicit as to what you're tracking

Actual changes:

Peer Review

- Tracking page
 - Add a checkbox rather than radio buttons to allow the ability to insert multiple meals
 - When actually tracking a meal, show the tracker on a different screen rather than having it be a popup
- Have 4th row on the "Recipes" page be the user's saved meals
 - Change: Moved the saved recipes tab from the "Personal" page to the "Recipes" page
- Change a goal instead from Nike shoes to something that the user values
 - Also add some monetary number that the user has saved from saving 3 pairs of nike shoes (how much did they save)
 - Change: Created a page where the user can enter what item / goal they want to get or reach

Heuristic Evaluation

- Change the "how much do you spend by eating" answer input from a slider to user input
- Give more indication to show user what they should be tracking
 - Change: Added flavor text on the top of the "+" button to let the user know what the button is doing
- Add back buttons on recipe pages

User Test

- On an individual recipe page, allow users to track which step of a recipe they're on
- Make today's date on the calendar clickable
- Added text to tracking page to let user know what they are cooking

Heuristic Evaluation

Name of the tester, the area of the prototype with the problem, the heuristic being violated, steps to reproduce (if applicable), and an explanation of the problem

Name: Tiffany

Relevant Heuristic: Flexibility and efficiency of use

Steps to reproduce: When you sign up, scroll down to the last question that asks how much a person spends on restaurants in a week.

Explanation: A user would answer the question listed above with a slider that constrains the user from a price range of \$0 to \$250. This makes for inflexibility of usage because a user may be buying enough food for their family and can go over \$250.

Relevant Heuristic: Help and documentation / Aesthetic + minimalist design

Steps to reproduce: Once logged into the app, go to the tracker page and track a meal you cooked.

Explanation: On the tracking page, it's unclear what the user is supposed to be doing and what they're supposed to track. The user has to infer a lot from such a simple design.

Relevant Heuristic: User control and freedom

Steps to reproduce: Go to the recipes page and try to navigate through the different categories.

Explanation: Once a user chooses a recipe category, there's no way to go back to the previous page. This does not grant the user the freedom to go back to where they originally were.

User Test

I interviewed two people who I thought would be a good match for this application.

Script

Hello, BusyCooker is an app that helps busy people who spend a lot of money eating out find low-effort, quick, and healthy recipes, and tracks how much money they save by not eating out. You were selected because we would think you would be a good fit to use this application. The answers you will give will be anonymous.

You will be prompted to navigate through the prototype under a few different tasks that I will tell you. Try your best to complete each task without asking any questions. Feedback will be appreciated at the end of the interview.

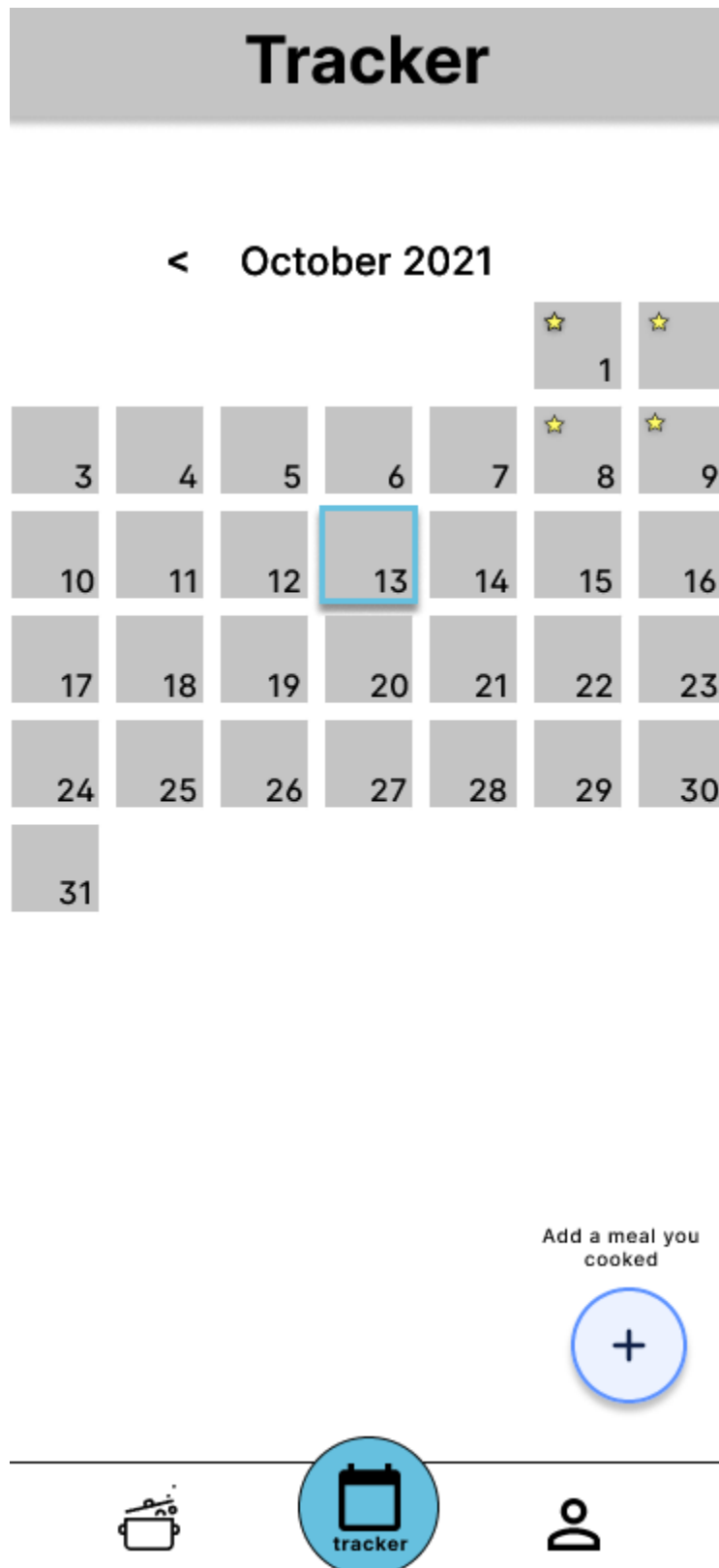
Task 1: Sign up in the app.

Task 2: Track what you cooked today.

Task 3: Save Caponata pasta as a "Saved recipe".

Task 4: Change your personal savings goal to movie tickets.

User Tester #1



User #1 noted that they did not cook today, so they could not track the meal that they had.

User Tester #2

- Did not know what the tracker was explicitly tracking