

**AT1 - Part C
User Centered Design
Student Name**

1 / Link to prototype for testing

<https://www.figma.com/file/vqFi1wYrLM8b5l0J8bjzS1/map-app?node-id=0%3A1>

2 / User testing script

Script: () Turn on recording

Hi, my name is Travis and today I would like you to test my Walking Tour App

{ Describe what is going to happen in your own words, remember to remind the user that they can't do anything wrong and their opinion is what we are looking for. Encourage them to speak outloud }

Today I am going to ask you to perform several tasks using my prototype. { Refer to your user tasks }

Now can I ask you some other questions about this experience?

{ Refer to your post-test questions }

Thank you for your time.

2 / User testing tasks

1.	click log in
2.	click change password
3.	log in
4.	click on the street art walking tour
5.	complete the street art walking tour
6.	log out

2 / Post user testing questions

1.	what did you like
2.	what didnt you like
3.	was it easy to navigate
4.	rate the app out of 10
5.	any other feedback?

2 /User testing results

LINK TO RECORDING:

TASK	USER COMMENTS	TASK COMPLETED Y/N
1.	click log in	y
2.	click change password	y
3.	log in	y
4.	click on the street art walking tour	y
5.	complete the street art walking tour	y
6.	log out	y

2 / Post user testing questions - feedback after testing

1.	i liked the animation from the home screen to the walk
2.	the text is small, hard for people with disabilities to read
3.	the account icon is slightly too big
4.	9/10
5.	any other feedback?

the questions i asked
after testing

2 / Record of issues

LINK TO RECORDING:

ISSUES FOUND	ACTION TO BE TAKEN
the journey on the map was unclear	draw a path on the app

PROJECT TITLE

Melbourne walking tours

IP REQUIREMENTS

- All graphics / assets created for application must be original, created by yourself.
-
- · The created graphics /assets will be licenced to use by DMT Studio for 5 years from date of creation. · You will retain rights to reproduction of graphics / assets that are outside of their original purpose for this application. · You will retain rights to the concept of the interaction flow of the application

CLIENT

DMT studios on behalf of whatson melbourne
To provide information about melbourne to tourists

PROJECT INFORMATION

a walking tour app capable of hosting a large number of curated walking tours

MY ROLE

i am a reasercher/designer for the app

THE CHALLENGE

What were you to design?

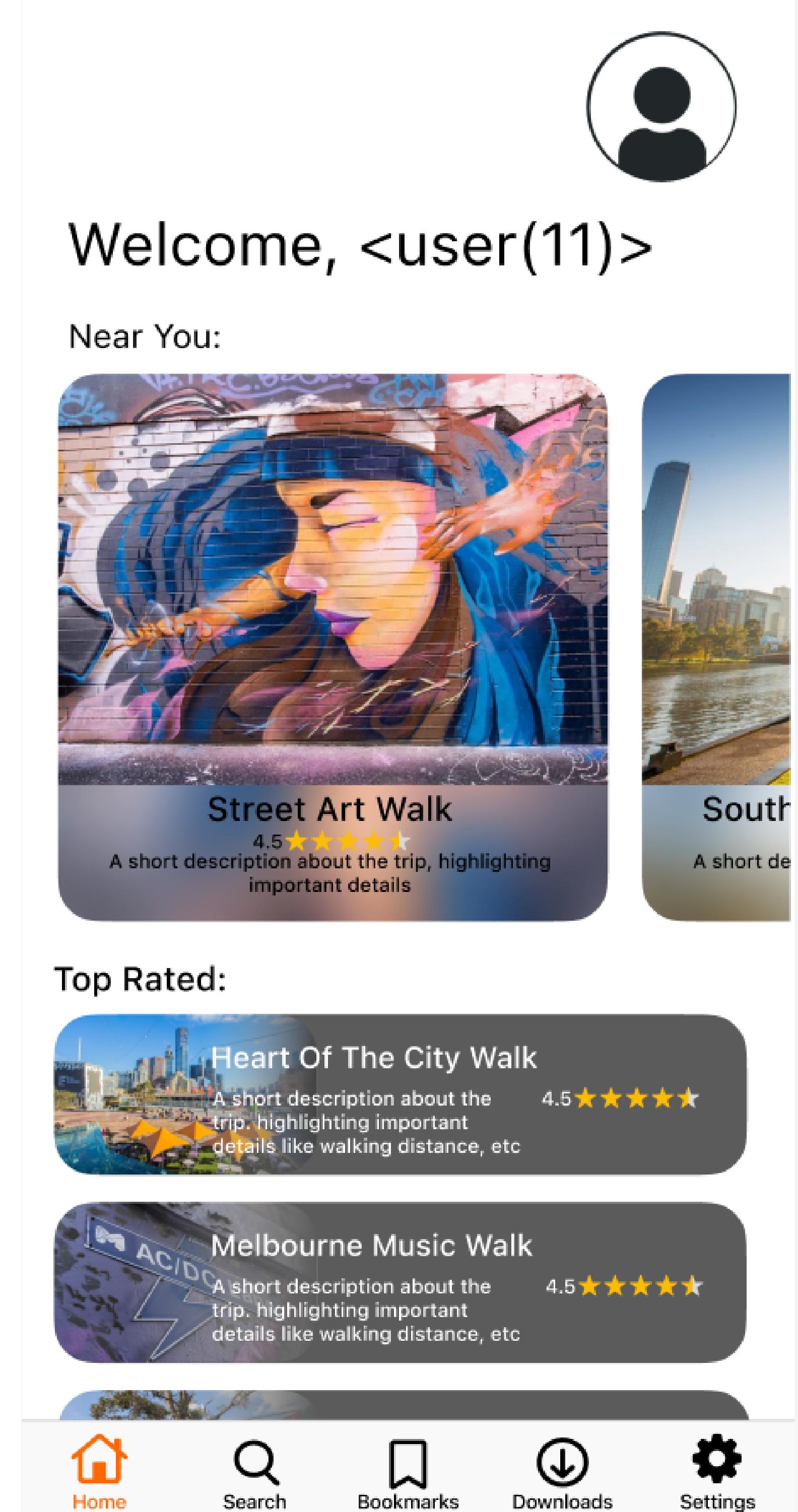
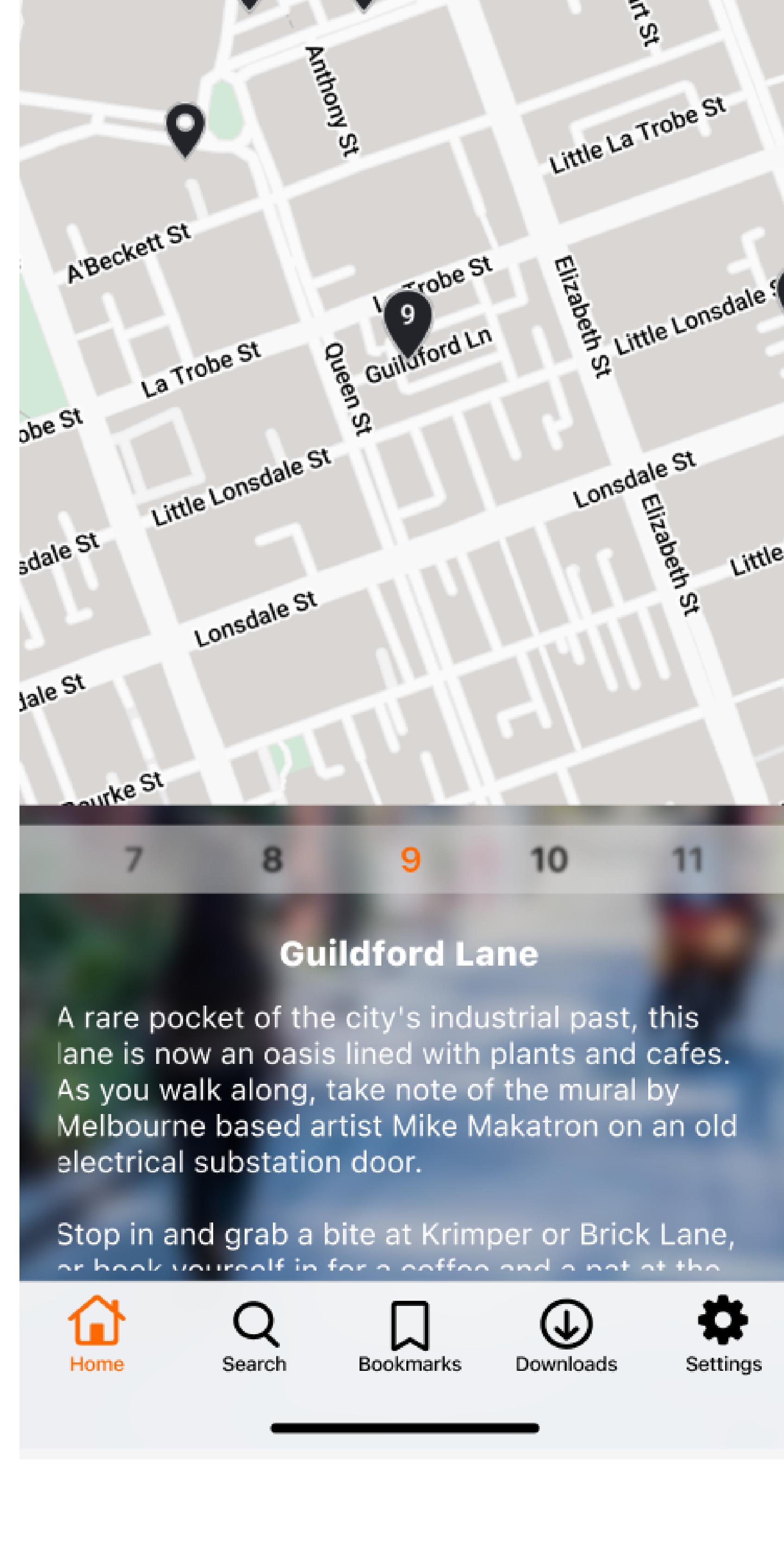
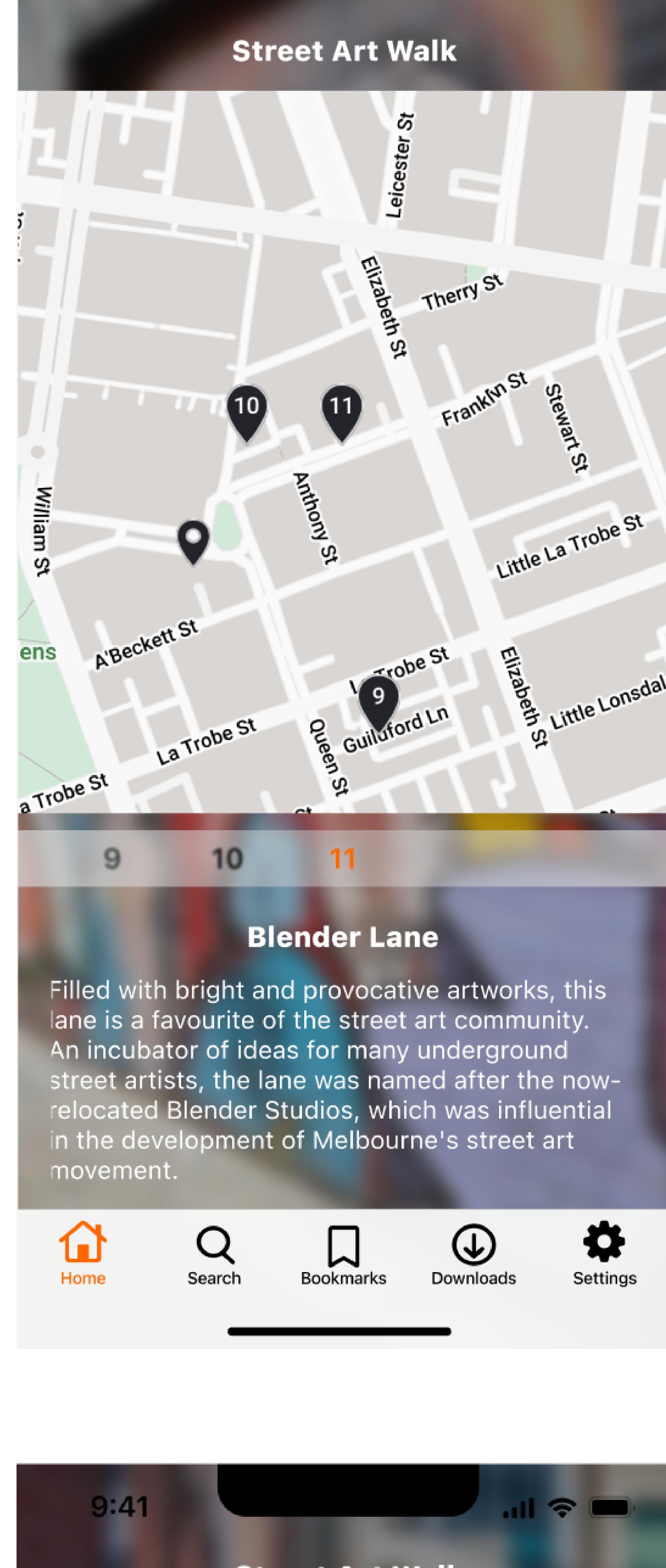
THE IDEATION PROCESS

What steps and methods did you take to address the goal?

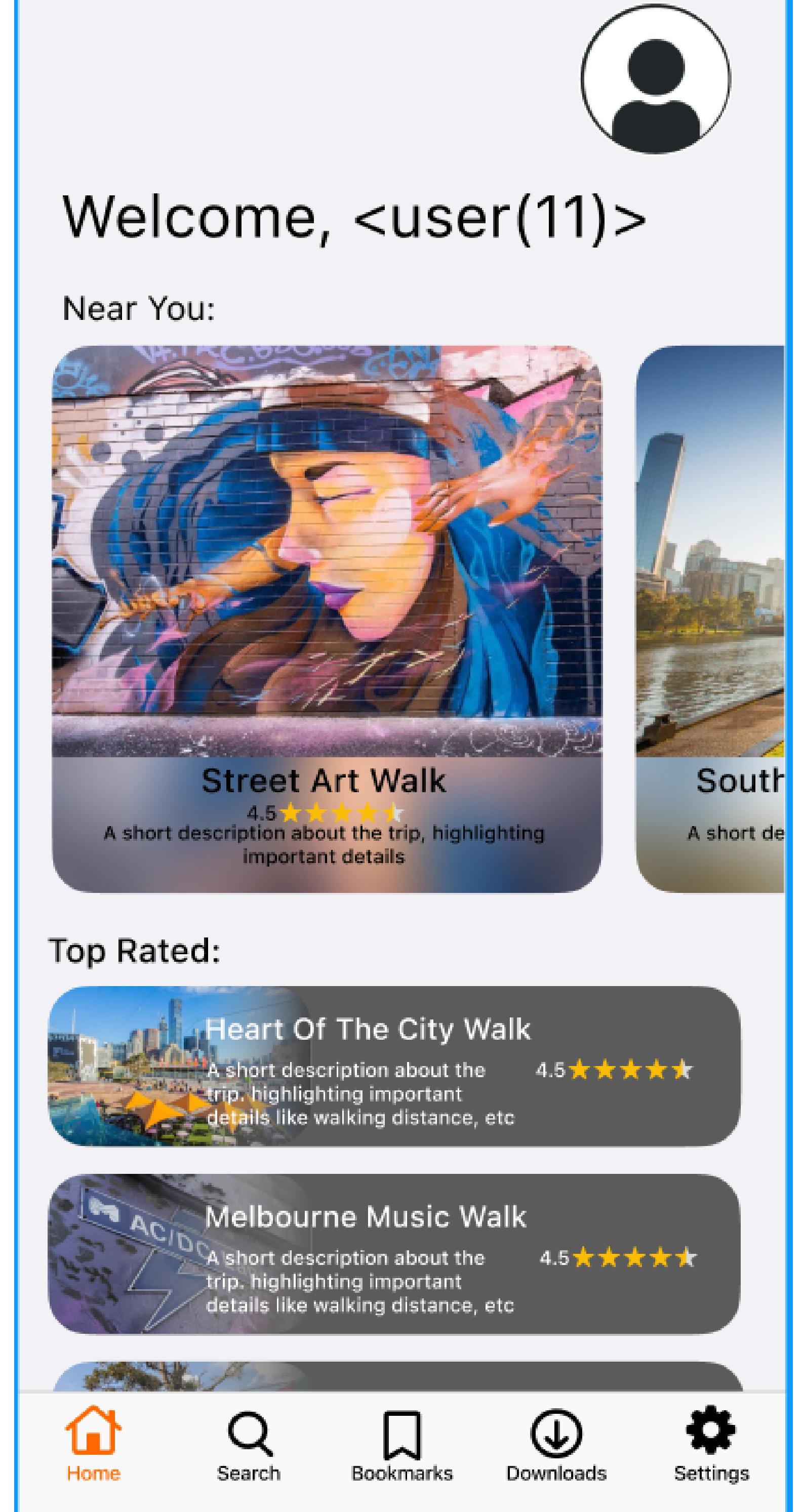
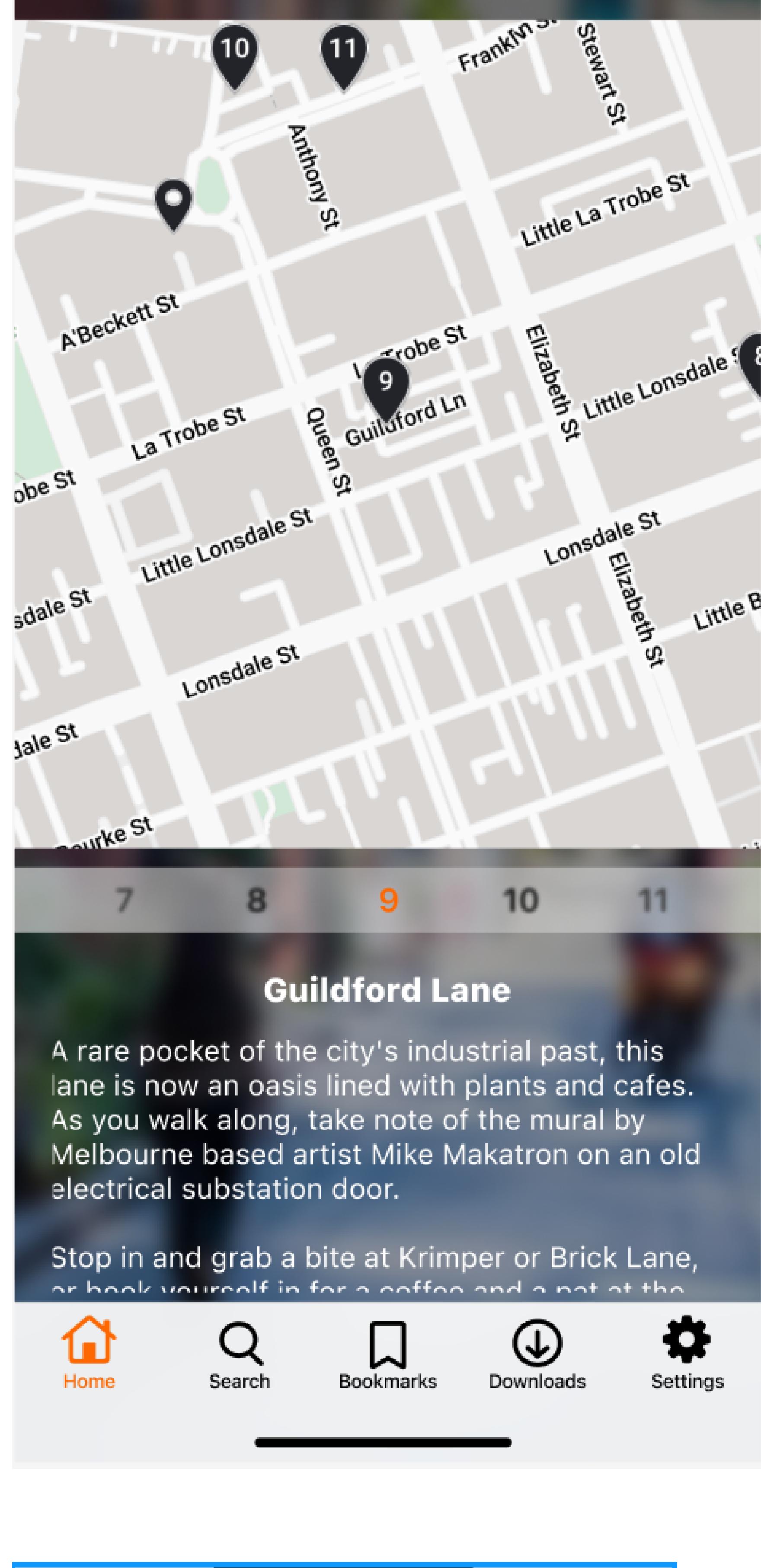
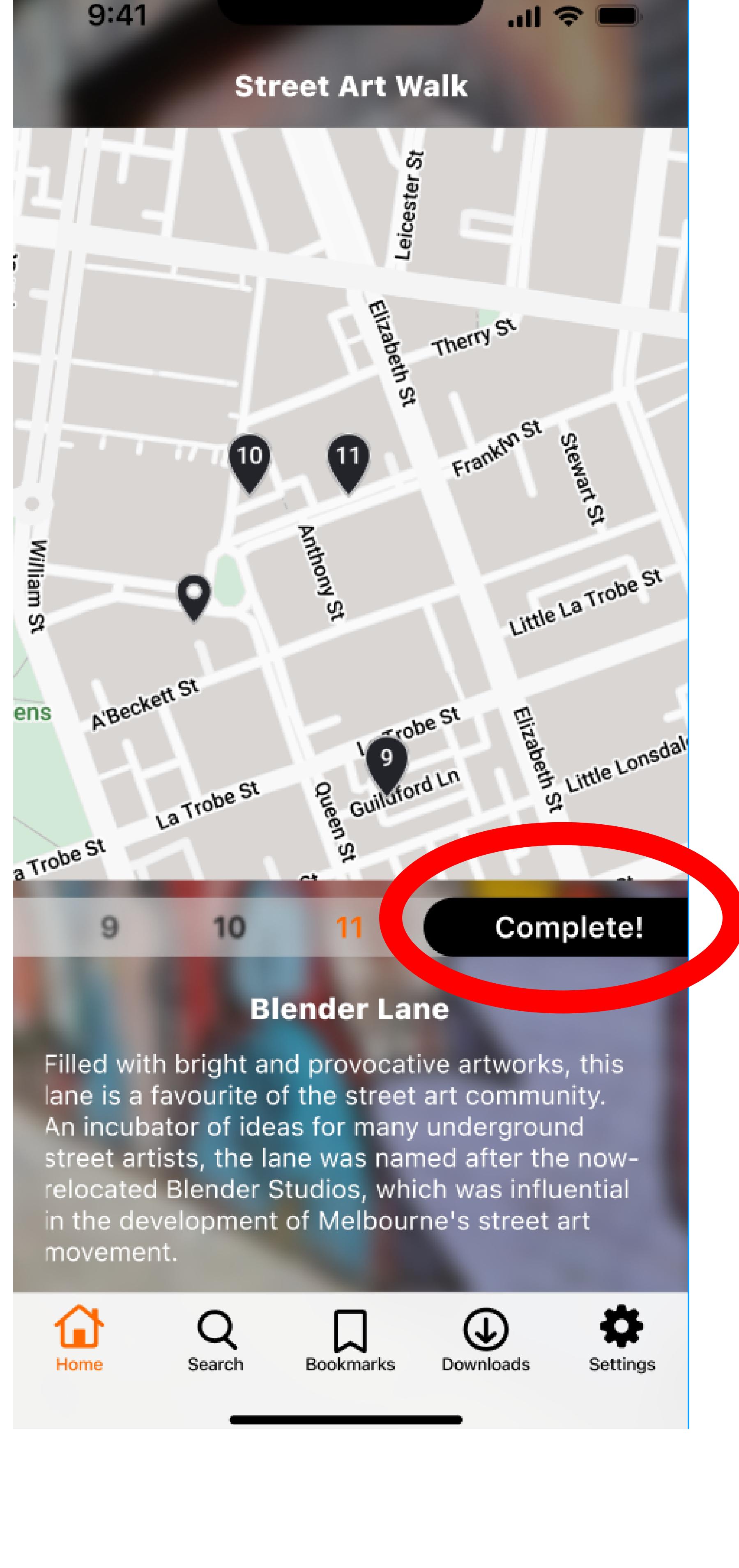
1. Research. i made a persona and did a UX research into other apps.
i also created a user flow chart based on the features and functions
2. ideation. i made crazy8's sketches and created a wireframe and
styleguide
3. prototype. i created a medium fidelity prototype for user testing
4. testing. i tested my prototype on a user and found a few issues,
then refined it
4. evaluate. i corrected any issues

USER TESTING

OUTCOMES OF TESTING



COMPARISON SCREENS



FINAL SOLUTION

SCREENS / PROTOTYPE WALK THROUGH

<https://www.loom.com/share/98d398216081429cb255c05b8b4cc4e4>

<https://www.figma.com/file/vqFi1wYrLM8b5l0J8bjzS1/Lizio-Travis-s3972407-AT1-Walking>