

Aj
Josh

Group 5

Link:

<https://www.figma.com/file/CoKRfb5dzlvFDtDXSi81HT5d/App?node-id=0%3A1>

User Testing:

All study session were conducted December 1st from 11-1pm I tested for subjects from my kitchen. The subjects announce what they will be doing while they are doing it. All three subject enjoy card games like hearthstone and dominion. We only have one version of the app to test on user. We decided to combine our ideas into on app early on because time was going to become more of an issue as we get later into the semester. All of our best ideas have already been integrated together.

Prototype: A	Heuristic: All	Tester: AJ
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Subject #1 Bob, software engineer, 27, Male

This user experienced some issues with the back button(See UAR report) but for the most art was able to figure out what he wanted to do. particularly between viewing a post up-close and clicking n the profile button. The page changed and the user did not realize it for awhile.

- What did you like about Prototype A?
The main functionality was obvious on the homepage.
- What did you dislike about Prototype A?
The back button was
- What was confusing about these prototypes?
Back button was confusing for going back.
The back button doesn't always go back to where he thought
- Do you have any suggestions for improving these prototypes?
A share button for social media

Subject #2 Jake, Horticulturist, 28, Male

Was able to navigate through the prototype easily however came into an issue where a button was not properly linked. And that caused confusion.

- What did you like about Prototype A?
The UI is simple and uncluttered
- What did you dislike about Prototype A?
The Interface was difficult to test because it was testing on a computer.
- What was confusing about these prototypes?
Make the button different colors scheme
- Do you have any suggestions for improving these prototypes?
Edit profile feature

Subject #3 Sarah, 28, Marketing analyst, Female

Was the last confident going into the app of what to do. She was different and wanted to delete post. There was an issue she thought the profile page was a post so she hit delete post and it took her too the page were she can actually delete a post and then she already thought she was done. So it was not obvious enough what to do.

- What did you like about Prototype A?
Streamlined, easy to post, easy to create content.
- What did you dislike about Prototype A?
The navigation was weird and back button didn't work as expected.
- What was confusing about these prototypes?
Back button
- Do you have any suggestions for improving these prototypes?
Add as a friend functionality. Ways to sort post.

Subject #4 Farhan, 28 Desktop Support, Male

Wanted to combine post into the app. It worked really well for him. However when he was viewing his custom article he mistook it as a place where he was supposed to type in and did not realize he was viewing the custom article. Taking and posting a photo went well for him.

- What did you like about Prototype A?
It was functional and easy to figure out to do the basics
- What did you dislike about Prototype A?
Not being able to actually type
- What was confusing about these prototypes?
Took awhile to get back to homepage
- Do you have any suggestions for improving these prototypes?
No

usability-aspect-report

Usability Aspect Report Template

From Shaun Kane, based on UAR Template from Brad A. Myers and Bonnie John

<http://www.cs.cmu.edu/~bam/uicourse/UARTemplate.doc>

Complete this form *for each* problem or good aspect that you observe.

UAR #:HE	Problem/Good: The Back button was not working properly	Rated by: AJ
Name: Back Button		
Relevant heuristic: consistency and standards; Error prevention		
Steps to reproduce: Most of the pages on the app had a back button, and the way I wired up the prototype was wrong.		

Detailed explanation: I wired some of the back buttons wrong so when a user would try to go back the button would go back to the wrong age	
Possible solution: Rewire, or since most phones have a built in back button, remove it from the prototype all together	
Severity (low, medium, high, critical): High	See also:

UAR #: HE	Problem/Good: not being able to actually type, or take a photo in app	Rated by: AJ
Name: TYPO		
Relevant heuristic: User control and freedom		
Steps to reproduce: On the write and post or the after you take a photo, we have a fake text input box so the user can simulate what using the app would actually be like.		
Detailed explanation: Many of the users tried to click the boxes, I eventually told them ahead of time that it was just to demonstrate and that was not an actual working function at the time.		
Possible solution: understanding figma better and making it a working function		
Severity (low, medium, high, critical): low	See also:	

Usability Aspect Report Template

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Complete this form *for each* problem or good aspect that you observe.

UAR #: HE	Problem/Good:	Rated by:
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	Testing a phone app on a computer was not intuitive	AJ
Name: Wrong Hardware		
Relevant heuristic: Match between system and the real world		
Steps to reproduce: Test the figma app on the desktop instead of the phone		
Detailed explanation:		
Possible solution: Pull up figma on my phone and run the test there		
Severity (low, medium, high, critical):medium		See also:

UAR #:	Problem/Good: UI is simple and uncluttered. Made flow with content creation easy.	Rated by:
Name: Simply Done		
Relevant heuristic: Aesthetic and minimalist design		
Steps to reproduce:		
Detailed explanation: This was a good critique from the users they enjoyed that most of the functions were usable and straight forward and not too many features were cluttered into one space.		
Possible solution:		
Severity (low, medium, high, critical):		See also:

UAR #:	Problem/Good: The page changes were not obvious enough	
Name: changes		
Relevant heuristic: Consistency and standards		
Steps to reproduce: particularly between viewing a post up-close and clicking n the profile button. The page changed and the user did not realize it for awhile.		
Detailed explanation: We wanted a consistent layout and so the pages and button are very similar. however the profile page looks very similar to the post page and the user often would realize they were seeing a different page. User were confusing the profile page with a post.		
Possible solution: Add animations to buttons and make pages that aren't posting different looking.		
Severity (low, medium, high, critical): critical	See also:	