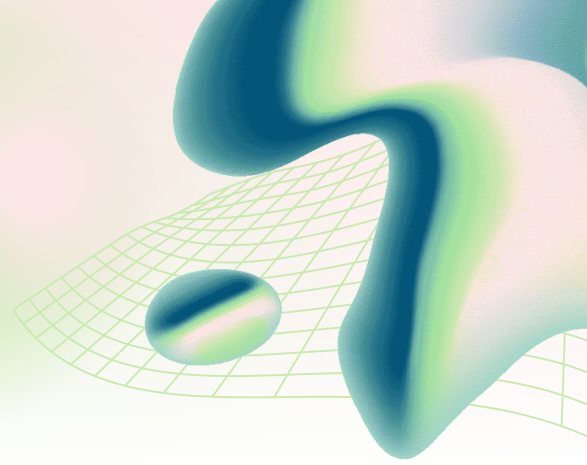


ITERATION REPORT

Mood Filter User Flow V2



Project

Sunday Night Movie

Student

Abderrahman El Mahmoudi

Date

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Version

V1

Prototype Selected for Iteration

Flow: Mood Filter

Reason for Selection: The Mood Filter flow was selected for iteration based on feedback from the initial usability testing. Participants experienced some difficulty navigating the initial design and understanding the filter options. This iteration aims to improve the user experience by streamlining the process and providing clearer guidance.

Improvements Implemented

- **Streamlined Filter Options:** Simplified the number of mood options and grouped similar moods together.
- **Improved Visual Hierarchy:** Increased the size and prominence of key elements such as the 'Apply Filter' button.
- **Added Tooltips/Explanatory Text:** Incorporated tooltips to clarify the meaning of each mood filter.

- **Enhanced Feedback Mechanism:** Provided visual confirmation when a filter is applied.

Updated Prototype

File Name: MoodFilter_V2.fig

Description: The updated prototype incorporates the improvements listed above. It features a redesigned mood selection interface, clearer visual cues, and enhanced feedback to guide users through the filtering process.

Second Usability Test

Participants:

- 5 participants were recruited for the second usability test. All participants had prior experience with movie streaming services.

Tasks:

- Task 1: Use the Mood Filter to find a 'Funny' movie.
- Task 2: Apply a 'Relaxing' and 'Suspenseful' filter to find a movie.

Observations:

- Overall, participants found the updated Mood Filter easier to use and more intuitive.
- The streamlined filter options were well-received, and participants reported less confusion when selecting moods.
- The tooltips were helpful in clarifying the meaning of each filter. However, some participants suggested making the tooltips more concise.
- [Add more specific observations here based on test results.]

Comparison: V1 vs. V2

Feature	V1	V2
Number of Mood Options	15	8 (grouped categories)
Visual Hierarchy	Less pronounced	Improved size and prominence of key elements
Tooltips	Absent	Present
Feedback Mechanism	Minimal	Visual confirmation on filter application

Key Learnings

- **Simplicity is key:** Streamlining the filter options significantly improved usability.
- **Visual cues are crucial:** Clear visual feedback helps users understand the system's state.
- **Concise tooltips:** Tooltips can be effective, but they should be brief and to the point.
- [Add more learning points based on test results.]

Personal Impressions

The iteration process was valuable in highlighting areas for improvement in the Mood Filter flow. The second usability test provided valuable insights into how users interact with the updated design. The changes made in V2 resulted in a more user-friendly and intuitive experience. Further refinements based on the latest feedback will likely improve the usability of this function even more.

Conclusion

The Mood Filter (V2) represents a significant improvement over the initial design. The streamlined filter options, improved visual hierarchy, and added tooltips have resulted in a more user-friendly experience. The key learnings from this iteration will be applied to future design iterations for the Sunday Night Movie project. Further testing and refinement will continue to optimize the user experience.