

# User Testing Report

*A brief report on user feedback*

## Socialise Stay Connected

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### Introduction

This report will give a brief discussion of the goals and objectives we had for the user testing of our application. We decided to keep the sample size small and ask more specific questions.

### Goal and Objectives

Our goal was to expose the user to all aspects of the application. We wanted to gather as much information about our application as possible. We wanted to know the strengths of

the application, but also, and most importantly, the weaknesses. A test route was designed to ensure that all-important features and functionality was seen and tested by the user. The goal was not to hide bugs and errors but to expose them.

## Participant Signatures

1. David Hanrahan
2. Gleb Dillon
3. Elisha Barry
4. Jack O Reilly
5. Cian Kehoe
6. Ryan Johnson
7. Dan McCabe
8. Ashley O Neill

## Test Route

1. Create an account
2. Create an event
3. Join the event
4. Check out the event
  - a. Ask a question in recent updates
5. Go to My Events
6. Delete event
7. Join another event
8. Go to the event page
9. Leave Event
10. View profile
11. Dummy info is displayed
12. Change bio
13. Check the responsiveness of any page
14. Log-out
15. Forgot password
16. Log in
17. Delete account

## Important Questions and Results

### **Question: What device did you use to view the app?**

We were very happy with the result of this question. There was an even amount of phones, laptops and desktops to test the application on. This meant that we would be able to get feedback on how the application was working on multiple devices and screen sizes.

### **Question: How difficult was it to create an account and log-in to our app?**

Over 85% of users found it easy to get up and running and into the app. One person did mention that it was not too difficult but we were happy with the fact that the application sign up and log in process was sufficient.

### **Question: How difficult was it to create an event on the map?**

This question had a much more varied response. Although 50% of the participant's said it was easy, the other half said it was not difficult or difficult. This led us to reposition the "help me!" button on the homepage to a more easily accessible location.

Once the users managed to create an event, they commented that, although they may have used the help button, they had no problem with the creation of the event.

The help button was repeatedly mentioned when asked how this could be improved.

Once the event was created, all participants said they could see their events.

All users said other users were also able to join their event.

### **Questions regarding the User Profile:**

All users mentioned that the dummy data they inputted was displayed correctly.

All users were successful in changing their bio. The bio also stayed after a page reload.

The users mentioned no issues or errors with bio change and input values.

### **Question: Were you able to leave an event that you were no longer interested in? Did any errors occur?**

There were no errors when leaving events besides one participant. This user mentioned that on the Safari web browser, they had to reload the page after a button was no longer responding.

We were unable to recreate this error.

All users were able to delete events that they were the host of without error.

### **Question: Were you able to communicate with those that joined your event and with events that you joined? Did any errors occur?**

No participants had any problems communicating with other participants within an event. This feature worked without error.

### **Question: What features would you like to see in this app?**

We added this question for future iterations of the project. The feedback we got consisted of the following:

A host gets a user score based on their past events,

A feed of recommendations, so the user does not always have to tour the map interface.

Private messaging functionality between users.

Being able to access events straight from the my events page.

**Question: Did you have a pleasant experience with the design?  
Please give some words that best describe why you have a  
positive/negative experience.**

The feedback overall for the design was positive. Participants seemed to be happy with the design of the interface. One criticism that was raised was that locations on the map were in the countries native language.

The application was called simplistic and straight forward multiple times.

The navigation-bar got great feedback for its informative and responsive design. Participants mentioned that it had the appropriate options but also that it could have slightly more styling.

The nav-bar also disappears off the homepage when you scroll on the map.

This issue has since been resolved.

**Question: "A goal of this application is to be responsive". This means that it adapts well to all screen sizes, from desktop to mobile. Do you believe this goal was accomplished?**

The participants strongly agreed with this statement. This was important because the users were our first test of multiple screen sizes and platforms/operating systems in real peoples hands.

**Questions regarding the colour scheme of the website:**

Overall, the feedback on the colours of the profile page was positive. Users specifically pointed out that the contrasting colours between the background and the profile card were good.

This led to the users saying that the profile information and data were easily visible and understandable. One comment was to have the important information in bold.

Participants also commented on the colour scheme of the event page as being well designed and contrasting also. They said that every element having its own box led to a well designed layout. There was also a recommendation of adding a description of the event.

## CONCLUSION

Overall, the testing was successful. We got a wide range of results. These results were not all positive and there was a lot of feedback that we learned from. The testing set out what it achieved to do. That was to point out the weaknesses that we would have otherwise not seen.