User Test Report: Mood Mosaic App

# 1. Executive Summary

This report summarizes the findings from the usability testing of the Mood Mosaic mobile application. The purpose of the test was to evaluate the app’s user interface (UI), task completion success, and overall user satisfaction. The testing sessions involved a diverse group of participants, focusing on tasks such as creating mood mosaics, navigating the app, and interacting with community sharing features.  
  
Overall, the results revealed that participants found the app to be generally intuitive, though some difficulties were observed in specific areas such as account setup and mood color selection. Participants showed a strong interest in the app's potential for tracking moods over time, but several suggested improvements for navigation clarity and better community interaction features.

# 2. Introduction

The Mood Mosaic application was designed to help users track and visualize their moods over time through customizable 'mood mosaics.' This usability test aimed to identify any usability issues and gauge user satisfaction with the app’s core features. The key features tested included the onboarding process, mood mosaic creation, the mood timeline, and community sharing functionalities.

# 3. Methods

Participants:  
- 5 participants (3 male, 2 female)  
- Age range: 18–40 years  
- Experience: All participants had prior experience with mobile apps, and 3 out of 5 had used mood-tracking apps before.  
  
Test Tasks:  
- Task 1: Account creation and sign-up process.  
- Task 2: Profile completion and navigation to the Home Dashboard.  
- Task 3: Creating a mood mosaic by selecting mood colors.  
- Task 4: Saving the mood mosaic and viewing it in the Mood Timeline.  
- Task 5: Exploring community mosaics and interacting with the shared community page.  
- Task 6: Reviewing mood insights and trends over a selected period.  
  
Testing Environment:  
- Location: Remote testing with video calls.  
- Devices: Each participant used their own device (Android or iOS).  
- Test Duration: Each session lasted approximately 30 minutes.

# 4. Findings and Recommendations

Key Findings:

## Account Creation and Onboarding (Task 1)

- Issue: 2 participants had difficulty finding the "Sign-Up" button. They suggested the placement of the button could be more prominent.  
- Recommendation: Ensure that the "Sign-Up" button is clearly visible and perhaps use a more standardized position on the screen for easier recognition.

## Profile Completion and Dashboard Navigation (Task 2)

- Issue: One participant got confused between the profile completion and the Home Dashboard. They initially thought the "Home" button was for settings.  
- Recommendation: Consider adding tooltips or short onboarding tips to guide new users through initial tasks and enhance clarity between different sections of the app.

## Mood Mosaic Creation (Task 3)

- Issue: 3 out of 5 participants mentioned that they felt the color options for mood selection were overwhelming and difficult to interpret emotionally. The mood color legend was not as intuitive as expected.  
- Recommendation: Simplify the color selection options and provide users with a brief description of what each color represents to help them make more informed choices.

## Mood Timeline (Task 4)

- Issue: All participants successfully completed this task, though one participant requested that the timeline be more visually distinct with time stamps for better reference.  
- Recommendation: Enhance the timeline’s visual design by including clear time markers and possibly a smooth scroll feature to navigate between different moods over time.

## Community Sharing (Task 5)

- Issue: 2 participants noted that the community sharing page was difficult to navigate, and the ability to interact with other users' mosaics felt limited.  
- Recommendation: Improve the community interface with added functionalities like liking, commenting, or sharing mosaics. Users also requested a filter to view specific mood types or trends.

## Mood Insights and Trends (Task 6)

- Issue: While the mood insights were appreciated, participants requested more detailed data, such as tracking changes in mood over weeks and providing actionable recommendations.  
- Recommendation: Expand the Mood Insights screen to include trend charts and comparisons between different periods, such as weekly and monthly summaries.

# 5. Limitations

- Sample Size: The test was conducted with a small group of 5 participants, which may not fully represent the app’s broader user base. A larger sample size would yield more diverse feedback.  
- Test Duration: Limited time for each participant to explore the app in-depth may have resulted in incomplete feedback on some less frequently used features.  
- Device Variability: The study was conducted on different devices (iOS and Android), and the user experience may vary slightly across platforms.

# 6. Conclusion

The Mood Mosaic app is generally user-friendly and meets its core goals of helping users track and visualize their moods. However, there are several key areas for improvement, particularly around color selection, community sharing, and the clarity of navigation. By addressing these issues, the app could provide a more intuitive and engaging experience for users.  
  
The feedback gathered from the test sessions will be valuable for refining the app, particularly for making the onboarding process smoother, improving the community interaction features, and enhancing the mood tracking capabilities.

# 7. References

Include any references to usability best practices, app development resources, or frameworks used during the testing process.

# 8. Appendices

- Appendix A: Pre-Test Questionnaire  
- Appendix B: User Test Script  
- Appendix C: Post-Test Questionnaire (SUS)  
- Appendix D: Test Log Sheets  
- Appendix E: Consent Form