

# **Usability Study for RaiderNAV**

## Results Summary

The primary takeaway from the results is also reflected in the feedback (below): The unscheduled navigation task was the most difficult to complete because it was not obvious to users how to select a destination. This difficulty arises from lack of contrast and distinguishing marks to separate the drop-down menu from the rest of the dialog. The rest of the feedback centered on improving the readability of elements in the app.

## Specific Results

2/4 users completed task 1 without error. User 1 and User 2 both failed task 1. They searched for ADMIN and tried to find their destination from the map.

4/4 users completed task 2 without error. User 3 expressed uncertainty about what checkboxes mean. This is understandable, as we have not implemented them yet and no messages pop up to describe changes made by checking/unchecking boxes.

4/4 users completed task 3 without error. User 1 completed the task without error but had difficulty clicking Friday on task 3 (small UI problem). User 4 had confusion about time format when putting start/end times in schedule for task 3. This can be solved with a drop-down menu as we originally planned to implement.

4/4 users completed task 4 without error.

4/4 users completed task 5 without error.

4/4 users completed task 6 without error.

## Feedback

- Red on black is hard to see.
- Make the fonts bigger.
- Change greys to white.
- Outline lettering with white.
- Button colors should be brighter.
- Have an arrow on the dropdown menus.
- Allow for typing building destinations in dialogs.
- Allow for clicking destinations on map.
- Use categories for buildings to make finding them easier.

## Appendix