

Usability Report 2

Evaluation Method

To measure the overall user experience, we decided to focus on what students and teachers believed to be the most important aspects pertaining to a school-related application. The top priority for both students and teachers were how easy the application is to use; how attractive the application is and how beneficial is the application (efficiency). For the purpose of our evaluation, these three categories along with overall experience will be rated on a 1 – 10 scale. We will also measure the novelty of the application which will be based on a 1 – 5 scale as users did not consider it to be as important.

The total score for overall experience is out of 45, with 45/45 being the highest achievable score.

Participants

Our main priority when choosing participants was to focus on our applications target users which are teachers and students. As these two users will potentially be using the application on a daily base.

Group 1 – participants familiar with technology and have experience using applications.

Group 2 – participants who are not familiar with technology and do not have experience using different applications

Group 1	Age	Gender	Status	Time of expr.
1	21	Male	CSE Student	3 mins
2	20	Male	Business Student	3 mins
3	25	Female	CSE Student	2 mins

Our three participants for Group 1 were exactly the same as our usability test 1. They again needed no assistance navigating our application. They were all able to use the application without referring to the manual. The average age for the participants is 22 with two participants being male and the other female. The average time to complete the experiment was 3 minutes.

Group 2	Age	Gender	Status	Time of expr.
1	35	Male	Accounting Teacher	7 mins
2	40	Male	Anthropology Teacher	6 mins
3	18	Female	New Business Student	5 mins

One of our participants from Group 2 was different due to the previous user being unavailable. This new group has an average age of 31. The two participants from the previous usability test did not use the manual. Two of the participants were male and the other was female. The average time to complete the experiment was 6 minutes.

Usability Report 2

Summary

Group 1:

Group 1	Novelty (5)	Easiness (10)	Attractiveness (10)	Efficiency (10)	Overall Experience (10)
1	5	9	10	9	9
2	4	9	10	9	9
3	5	9	10	8	9

Participant 1 comments: Your application was still easy to use because it is similar to logging into My USF applications like oasis and canvas. Thanks for taking my advice and adding the forgot password functionality.

Participant 2 comments: Nice implementation of forgot password. Design is still very nice.

Participant 3 comments: Thanks for implementing the back functionality. Design is could and nice implementation of password function.

Group 2:

Group 2	Novelty (5)	Easiness (10)	Attractiveness (10)	Efficiency (10)	Overall Experience (10)
1	5	8	9	9	7
2	4	6	9	9	7
3	5	8	8	8	9

Participant 1 comments: Your design is very nice and your application is fairly easy to use. I think this application would be a very useful addition to USFs current list of applications.

Participant 2 comments: Nice number of added features to change teacher information and thanks for allowing me to use my email to login.

Participant 3 comments: I like how you added the forgot password in the student window. However, I would still like that functionality added to the teacher login.

Usability Report 2

Conclusion

Overall, our application was still praised for its design. Our new participant from group 2 believed this would be a nice addition to the current application USF already implements. We added the forgot password functionality to the student login and its implementation was praised. We also added the back-button functionality which was appreciated by the user who requested it.