USABILITY TEST REPORT FOR OLYMPICS GAMING APP PROTOTYPE

Introduction

The usability test was conducted with five participants to evaluate the wireframe prototype for the Olympics Gaming App. The test aimed to identify usability issues and gather feedback for improving the design.

Participant Overview

- *Number of Participants: 5*

Key Learnings

- *Users engaged with the wireframes smoothly in sections with clear navigation, but many hesitated when transitioning between screens, indicating a need for more intuitive flow.*
- *Some participants spent extra time trying to locate the "Mini-Games" section, suggesting unclear labeling or placement in the wireframes.*
- *The leaderboard wireframe was a focal point of interest, but users were unsure how to interpret the layout or access individual rankings.*
- *.*

Insights Gathered from Verbal Feedback and Body Language

- *Verbal feedback revealed excitement about the concept of the app but noted that certain wireframe elements lacked clarity, such as ambiguous icons for social sharing.*
- *Participants expressed mild frustration at sections that felt "empty" or "too plain," implying a need for better visual hierarchy and balance in the wireframes.*
- *Body language showed hesitation and uncertainty when interacting with prototype elements like dropdowns and clickable areas, suggesting these interactions need clearer visual cues.*

5 Main Iterations for the Next Version of the Wireframes

1. ***Refine Navigation Flow***:
   Adjust the wireframes to create a more seamless flow between the “create event” section, “view participants”, and social sharing features.
2. ***Improve Labels and Instructions***:
   Add clearer labels and instructions to guide users through each section, especially for key areas like the leaderboard and gameplay sections.
3. ***Enhance Visual Hierarchy***:
   Redesign the wireframes to emphasize primary actions and critical features, such as large buttons for "Start Game" and "View Leaderboard."
4. ***Add Interaction Cues***:
   Include elements like hover effects, highlighted sections, or mock interactions in the wireframes to indicate clickable or interactive areas.
5. ***Balance Content Density***:
   Fill empty spaces with relevant information or placeholders to make the wireframes feel more engaging and less sparse while maintaining clarity.

Conclusion

The test provided valuable feedback on areas for improvement. Implementing the suggested iterations will enhance usability and create a more intuitive user experience. Future tests will validate the effectiveness of these changes.