We did the user test for the control panel wireframe at week 5#. We tested 10 cohorts in CDM to use our wireframe to finish a task according to the test plan\*. After the test, they filled out a survey. Here are the problems we want to test and results.

Problems: Does this wireframe show each function clear and intuitive?

Survey and test results\*:

* 50% of testers think the user journey is intuitive; 40% of testers are not very determined it is intuitive; 10% of testers think it is not intuitive, he thinks we give too many instructions.
* 90% of testers think our wireframe is easy to understand for most of the parts.
* 50% of testers need to read the words under the icons to help them finish the tasks.
* 80% of tester think changing different modes is the hard part for them.
* 60% of tester think to activate the first tool is the hard part for them.
* According to the observation, 4 people got hesitated when they were asked to end the simulation; 3 people missed the first part of “start the simulation”.

Constrains

* The wireframe is only black and white. It is possible to influence the tester’s acknowledgment of the status for each icon due to the lack of color.
* We did not activate all the connections for each icon since it is a prototype. If the tester missed some steps, they can not finish other steps. However, it will not happen in a real product.
* Some instructions are not very clear and make testers confusing.

Improvement:

* Use colors to show the ON/OFF situation. (UI)
* Switch the ON/OFF situation to show their current situation. Or change it to another layout.
* Enlarge the “next” icon in “Create a new simulation” part and add text “next”.
* Put the “Organs” button on the same place with the mode switch button.
* Add some explanation on the “start” and “end” button.
* Change the audio connection.
* Add more connections.
* Emphasize some icons and text which are going to be activated in our real product.

Appendix:

