UX Evaluation Report

TEAM COLOR GLOVE

RESULTS FROM YOUR REVIEWERS

Results from the reviewers could be found in this file

UX Evaluation - MW12 - 205 (Responses)

AGGREGATION AND ANALYSIS OF THE RESULTS

- ***Review the scores and notes for each section (technology used, wearability/portability, feedback provided by the product, general) and create a paragraph (or bulleted points) on the evaluation form***
- ***Consolidate the notes provided on each section in your own words.***
- ***Implementation Plan to integrate the feedback into your product***

Technology used

Summary of the recommendations from the reviewers for this game

We had an average score of 6.5 for this section. The main issue is the accuracy of the sensors. This is a large limitation for us because we are limited by the technology we have, but we can try to calibrate it to be a bit more accurate. It is reading white and black pretty accurately, but other colors are having issues. Some said the audio was very accurate, but some said it could be louder or clearer. Also, it was recommended to add a longer delay for the button so that it wouldn't turn on and off with one long push.

Plan of action to integrate the recommendations

- **Calibration:** Calibrate the sensor every time we use the glove to make the RGB sensor more accurate with changes in lighting
- **Adding Colors:** Try to add more colors, but if it is too inaccurate, then it is outside our scope based on the technology that we have
- **Button Delay:** Add a longer delay with the button so it doesn't turn on and off again in the same push

Wearability/Portability

Summary of the recommendations from the reviewers for this game

We had an average score of 6.5 in this section, with one 4. The main problem reviewers found with our products' wearability and portability was the length of the wire from the power bank. Some said it was too short and would be better if it was longer and able to fit in something like a fanny pack. One also suggested putting the Raspberry Pi and GPIO sensors in a fanny pack as well.

Plan of action to integrate the recommendations

- **Adjust Power:** Get a longer wire to be able to store the power bank in a fanny pack
- **Adding Sturdiness:** It is not plausible to add the raspberry pi to the fanny pack, because we do not have access to long enough wires for every single output and input, but we can make it a bit more sturdy on the glove with more sewing and velcro

Interaction with the Product

Summary of the recommendations from the reviewers for this game

We had an average score of 6.5 in this section, with 5 being the lowest score. Overall, we had some comments about the lag of the product's outputs and how it could read faster. Some people were a bit scared to put it on and off because of the wiring components around the glove. Overall, we had some great feedback about our choice of outputs in the headphones and the product as a whole.

Plan of action to integrate the recommendations

- **Reinforce the wiring and tech components**: Implement measures to protect the technology within the glove, reassuring users about its durability.
- **Improve sizing and ease of wearing**: Modify the design to accommodate various hand sizes and ensure ease of putting on and taking off.
- **Emphasize fashion and appeal**: Consider design elements that enhance the fashionability of the product, making it more attractive to potential users.
- **Ensure accessibility for all users**: Conduct usability testing with visually impaired individuals to identify and address any barriers to use.

Report of team mates collaboration

<Add the name of each team member and indicate the percentage of collaboration for THIS particular assignment>

Full name	Percentage of collaboration (0 - 100%)
Kaitlyn Younger	100
Dominic Polcyn	100
Ayush Pant	100
Thien Tran	100