Study conductor: Batool Alghamdi
Study session #1, 12/2/2018 at ITLL

Tester A:

      I asked a male student at ITLL to try out prototype A and B when he first tried prototype A, it was easy to understand and follow the rules and understand them. He didn't seem confused or surprise. He liked that the app is straightforward and clear about every step. He disliked that there's not enough quiz questions nor advices. He didn't like prototype B because it lacks the advices and he think it's a very essential thing. He suggested that we should modify the app and add more questions to help the user and the advices were pretty general.

Tester B:

      I asked a female student at the ITLL to try prototype B first, she Seemed pretty confuse about the triggers and why the map was there. She pointed out that we need more questions and more advices and be clearer about the map. Then, she tried prototype A, she liked it better because it had the advices. She did not like prototype B at all and felt it was confusing and lacks some fundamental things. She liked the idea about the map when I explained it to her. She also pointed out that we need more advices and questions for both prototypes.

Tester C:

      I asked a male student at the CSEL to try prototype A first. He was very fast and seemed that he did not have any problem or confusion for prototype A. Then he tried prototype B and seemed confused of why there's no advices after he did the quiz. He liked prototype A more because of the advices but he also wanted more advices and be more precise and suits the situation the user in.

Usability Aspect Report Template
From Shaun Kane, based on UAR Template from Brad A. Myers and Bonnie John
http://www.cs.cmu.edu/~bam/uicourse/UARTemplate.doc

Complete this form *for each* problem or good aspect that you observe.

UAR #: 1	Problem/Good: lack of questions	Rated by: tester A
Name: Batool		
Relevant heuristic: flexibility and efficiency of use		
Steps to reproduce: add more questions related to the app and helps to be more precise about the user		

Detailed explanation: Add about 10 more questions asking about the user behavior and some specific and personal questions	
Possible solution: Add more questions	
Severity (low, medium, high, critical): high	**See also:**

UAR #: 2	Problem/Good: lack of advices	Rated by: tester A
Name: Batool		
Relevant heuristic: flexibility and efficiency of use		
Steps to reproduce: search for more advices		
Detailed explanation: Search for more advices that suites the Quiz questions and be more specific about it. Not just some general advices		
Possible solution: add more and more advices		
Severity (low, medium, high, critical): high	**See also:**	

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Complete this form *for each* problem or good aspect that you observe.

UAR #: 3	Problem/Good: the location	Rated by: Tester B

Name: Batool		
Relevant heuristic: flexibility and efficiency of use		
Steps to reproduce: none		
Detailed explanation: the users liked this feature about the app and think its very essential thing.		
Possible solution: none		
Severity (low, medium, high, critical): critical	**See also:**	

Study conductor: Nick Wentzel

Test subject: Mitch

Mitch tried out prototype B first and got very frustrated and confused by the interface. He had a hard time understanding how to navigate the menus and got lost at one point. Prototype A was much better but he still had issues with the tracker screen, which he said confused him because he didnt notice the buttons at the bottom, likely due to the visual clutter caused by the map.

Questions:

What did you like about prototype A?
The user interface was much more straightforward and was more intuitive

What did you dislike about prototype A?
The tracker screen was confusing

What did you like about prototype B?
Nothing

What did you dislike about prototype B?
It was very confusing and hard to use

What was confusing about these prototypes?
The navigation between pages

Do you have any suggestions for improving these prototypes?
Move the map to a different screen

UAR #: 6	Problem/Good: Problem	Rated by: Nick
Name: Nick Wentzel		
Relevant heuristic: User control and freedom		
Steps to reproduce: Open the questionnaire		
Detailed explanation: **Once in the quiz the user has to go through the entire thing, if they accidentally tapped the quiz button they would have no way of going back**		
Possible solution: **Add a back button**		
Severity (low, medium, high, critical): **High**	**See also: Prototype B**	

UAR #:7	Problem/Good: Problem	Rated by: Nick
Name: Nick Wentzel		
Relevant heuristic: Help and documentation		
Steps to reproduce: **N/A**		
Detailed explanation: **The system lacks any help function or documentation**		

Possible solution: adding a help screen or a tutorial that runs the first time the app is used		
Severity (low, medium, high, critical): Medium	**See also:**Prototype B	

UAR #:8	Problem/Good:problem	Rated by: Nick
Name: Nick Wentzel		
Relevant heuristic: Aesthetic and minimalist design		
Steps to reproduce: Open the main tracker screen		
Detailed explanation: There is a large amount of info on the main tracker screen. This makes it more difficult for the user to find what they are trying to accomplish		
Possible solution: Hide the map and allow the user to bring it up by swiping away the main menu		
Severity (low, medium, high, critical): medium	**See also:**Prototype B	

UAR #:9	Problem/Good:problem	Rated by:Nick
Name: Nick Wentzel		
Relevant heuristic: flexibility and efficiency of use		
Steps to reproduce: n/a		

| Detailed explanation: | |
| There is no functionality for improving the speed of use. | |

| Possible solution: | |
| Add shortcuts or gestures | |

| Severity (low, medium, high, critical): | See also:Prototype B |
| low | |

| UAR #:10 | Problem/Good:good | Rated by:Nick |

| Name: |
| Nick Wentzel |

| Relevant heuristic: Recognition rather than recall |

| Steps to reproduce: |
| n/a |

| Detailed explanation: |
| All buttons are clearly marked and highly visible |

| Possible solution: |
| N/A |

| Severity (low, medium, high, critical): | See also:Prototype B |
| N/A | |

Prototype B:

https://www.figma.com/file/EiYBqcs3dvhzxYnVACXR5Oe1/Untitled?node-id=33%3A13

prototype A:

https://www.figma.com/file/EiYBqcs3dvhzxYnVACXR5Oe1/Untitled?node-id=0%3A1