

Usability Report: Freetime Finder

Team D | Fall 2020

For our user testing we had our user tests perform the functionalities of our app. First the user was instructed to create an account and sign in. Our test users were able to do this without too much trouble. Most noted that this function was pretty straightforward. Although the participants didn't note this, we realized that the password can be null. This is something that isn't too difficult to fix. After this, the homepage of our app popped up. One test user said that the app looked bland and interesting, and another commented that it wasn't obvious what to do from here. Another user looked at the layout and commented that it appeared "something was missing". Another observation noted was that the homepage icons were a bit of an awkward size because of how large they are. Fixing this would require small changes in our IU and therefore isn't difficult to implement.

After the initial logging in, the user performed the basic tasks of our app. The next task was for the user to enter freetimes on a particular day. Most of our users were able to do this without too much trouble. Something that was noted was that entering the freetimes was a bit slow. This is something that our team was aware of, and we have a good idea of ways to speed this process up. Another comment was that the free time slot was a bit small. In addition, one user said that it wasn't obvious that the time was saved. Our team discussed putting a notification saying "saved", but we weren't sure if this is something that we would address. After this task, the user deleted free times both by the day and by the week. One user had trouble finding the delete button by the week because it was a bit hidden. However, most of our users were able to figure out how to perform this task. The other tasks the user performed were setting interests, creating a group, deleting a group and renaming a group. Our users were able to perform this task without too much trouble.

Overall, our users said the app was “easy to use”, clean and were impressed with all the functionality of our app. We asked the users if they would use the app, and several commented that they would. One person noted that it would be difficult to use the app by themselves. Overall, our team is glad for what we can learn from the test and implement to improve our app.