Journeysmith Usability Test Analysis

The Journeysmith Usability tests had users add multiple maps, write global notes, place pins, view notes in pins, edit notes in pins, move pins, and delete pins.

In testing, several UI issues were discovered, which lead to some changes and plans for future changes. The issues listed below have been fixed already:

* Make pin menu icons larger so they are easier to press on mobile and to reduce misclicks
* Reorder the pin icons so that a pin is not accidentally deleted
* Label the global notes box and initialize it to be closed so that it is not confused with a pin note
* Darken the lines of the pin menu icons so that they are uniform in color
* Allow closure of pin menu by directly clicking the pin

Fixes that we plan on making in the near future are listed below:

* Add a variety of pin images and colors(with a dropdown from place pin that is then dragged onto the screen)
* Add a cancel placement button over the place pin button after it is pressed to cancel pin placement
* Make confirm deletion button red to bring attention to the delete button.
* Fix inconsistent spacing between add map button and the maps themselves

The following changes we would like to implement if we had more time:

* Add text labels on the map that aren’t attached to pins
* Provide functionality to shift pin coordinates numerically by adding or subtracting values from the x and y coordinate values of the pin
* Add a tool to draw on the map
* Add fonts and styles that dms can use to write their notes in