Interface Analysis

Population Characteristics

- Expert users who have their own smart phones
- Two males and one female

Trends

Every single user thought that the Multi-Screen UI (KeepScore) is better than Single-Screen UI (KeepScore1S). However, there was one user who thought that the date entering for KeepScore1S is actually faster. He says that the limited incrementing of the UI prevents a user from going "over " the limit (i.e. scrolling can cause you to go beyond or before 2012/2013). Furthermore, he said that he can directly type month, date, and year inside the KeepScore1S. Also while doing KeepScore1S users learned that they could directly input information by directly clicking on the TextView, thereby increasing the speed at which information is entered. Most of users complained that the team-picking for KeepScore1S (scrolling UI) is very inefficient and autocomplete is much faster. Furthermore, the score entering for double/triple digits were difficult. They said that deleting the initial zero score was more difficult on the single-screen UI app.

Student's T-Test

The two interfaces make a difference in people's efficiency in entering a NBA game (shown in the below graph). The p-value is 0.026, which is less than 0.05. Since our p-value is less than our specified $\propto$, this means we can conclude that our multi-screen UI has better efficiency than the single-screen UI. The picture below illustrates how the standard deviation of is small enough to show that our statistical data is meaningful.