

# USABILITY TESTING

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# MEET THE TEAM



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# PROBLEM

Ultimate frisbee teams struggle with unbalanced playtime between veterans and rookies due to a lack of digitized performance and fitness data. Without clear metrics or tactical support, it's difficult to make fair and strategic player allocation decisions.

# SOLUTION

A dual-interface app that helps coaches manage real-time lineups and helps players track their growth and performance.



# **OVERVIEW OF REVISED DESIGN**

# UI REVISE FOR SIMPLE & LESS CONDENSE DESIGN

## BEFORE:

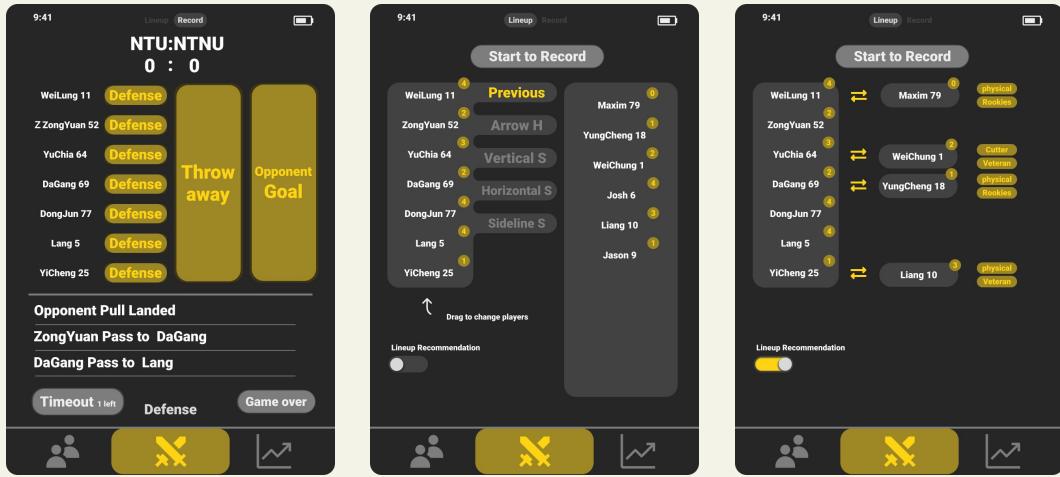
- Many sections in one page → Too Crowded.
- Too many colors.
- Unclear flow between “record” & “Lineup” pages.



# UI REVISE FOR SIMPLE & LESS CONDENSE DESIGN

AFTER:

- One major color.
- Less sections usage.
- More straight-forward flow guidance.



# TASKS

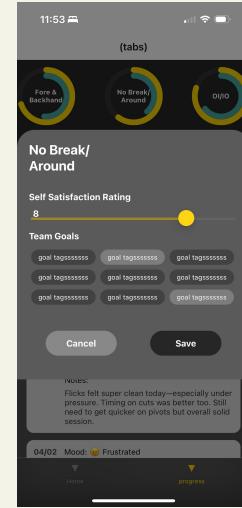
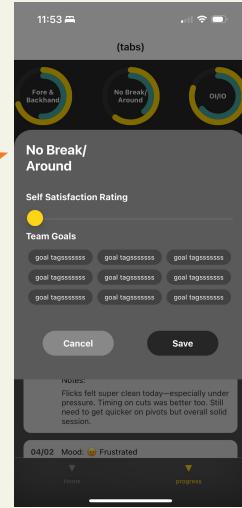
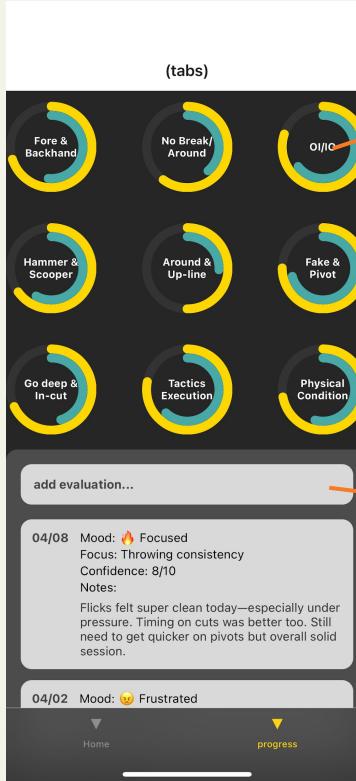
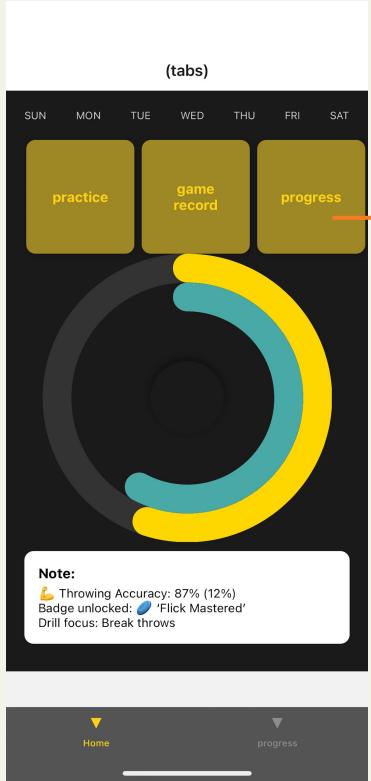
# TASK1:PLAYER SELF-EVALUATION SIMPLE

The user is required to record this week's training evaluation and compare it with records from previous weeks to determine if there has been any improvement. They may key in by the following week's training status(in the next page).

After recording all of the above, please write down your thoughts and summary about today's training.

Finally, check whether there has been any improvement in your overall training status this week.

# TASK1:PLAYER SELF-EVALUATION SIMPLE



# TRAINING STATUS PROVIDED TO PARTICIPANTS

## Throwing Techniques

- Forehand & Backhand: Basic throwing was somewhat **unstable** this week, with **slightly more errors than usual**.
- OI/IO (Outside In & Inside Out): Performance on OI remained **strong as usual**, but IO had **many mistakes**.
- Hammer & Scoober: Practiced less frequently, **about the same as before**.

## Defensive Techniques

- No Break / Around: This week's training focused heavily on defense, **correcting many frequent past mistakes**.

## Cutting & Movement

- Around & Up-line: Movement was **good** today with **high accuracy in execution**.
- Fake & Pivot: Pivoting is **still unstable and needs improvement**.
- Go Deep & In-cut: Movement was also good in this area, with **strong execution and well-timed cuts**.

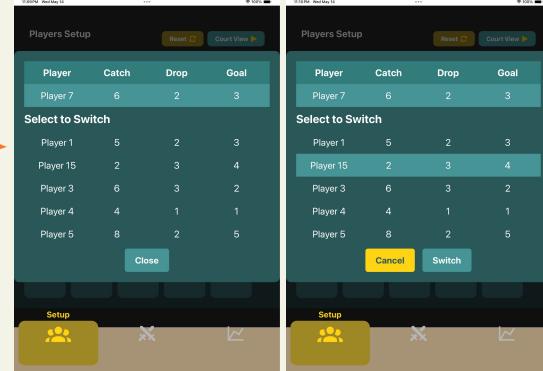
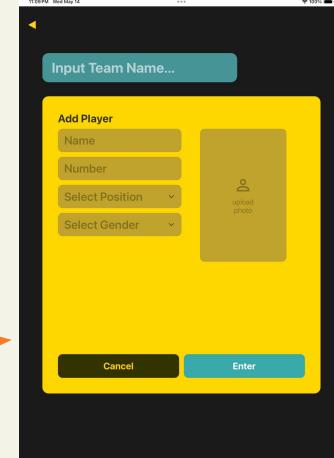
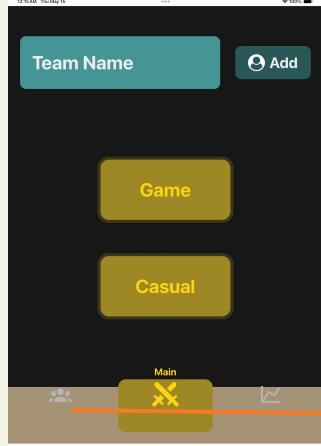
## Execution & Physical Condition

- Tactics Execution: Overall **movement was solid**, but **defensive concepts still need more work**.
- Physical Condition: **Excellent** physical state.

# TASK2: SETUP TEAM SETS AND PLAYERS MEDIUM

Complete the basic team setup (team name) and tactical arrangement:

Please add at least two team members, and in Tactic A, include at least three players in the rotation.



# TASK3: GAME RECORD & REAL-TIME ALLOCATION

**HARD**

Based on the provided information and video, please record the score of the ultimate frisbee game and complete the player rotations.

Participants need to record a total of two points and perform two substitutions – one using the Lineup Recommendation feature, and one without it.

Game Information:

Opponent is NTSU. The game is played to **11 points**. Each team has **1 timeout**. Location: Yuan Ze University, NTU starts on **offense**. The goal of this match is to give **Rookies more playtime**.

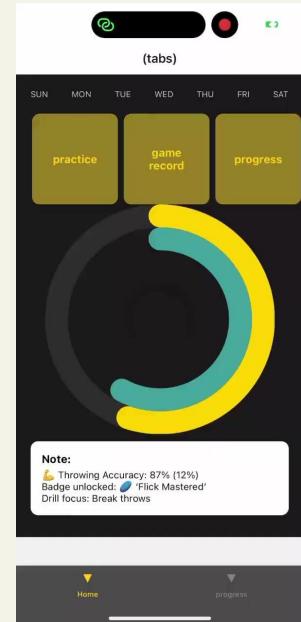
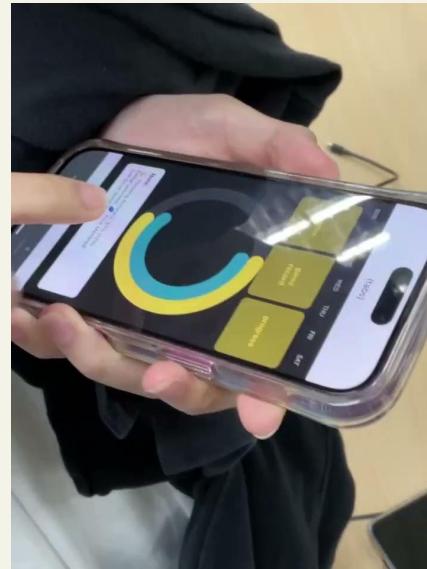
**HAVEN'T FINISH  
YET DUE TO  
TECHNICAL ISSUES  
AND UI REVISING.**

# PARTICIPANTS

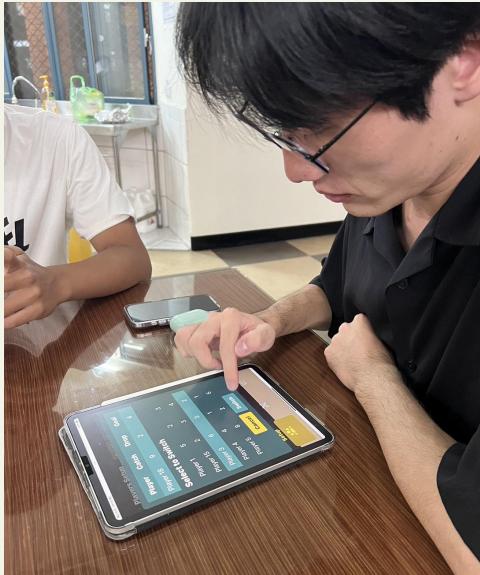
# OVERVIEW

# PARTICIPANTS AND TESTS: TASK 1

- 3 participants
- record the interactions using smartphone by hands(didn't have tripod for upper view)



# PARTICIPANTS AND TESTS: TASK 2



# USABILITY

# ANALYSIS

# USABILITY ISSUES: TASK1

## H7: FLEXIBILITY & EFFICIENCY OF USE / SEVERITY 4

Users can't just choose the date when self-evaluation, instead of typing it.

## H3: USER CONTROL & FREEDOM / SEVERITY 4

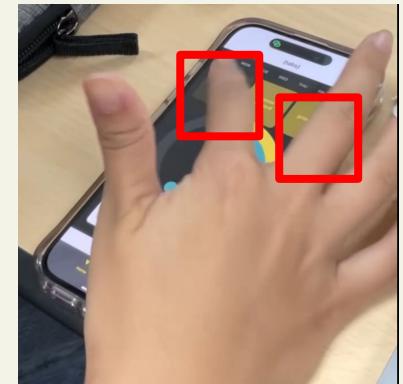
Users may not sure how to exit the progress page after evaluation.

## H3: USER CONTROL & FREEDOM / SEVERITY 3

Keyboard covered the text input, bug needs to be fixed.

## H2: MATCH B/W SYSTEM & WORLD / SEVERITY 3

Clicked practice because they thought it was to record practice record.



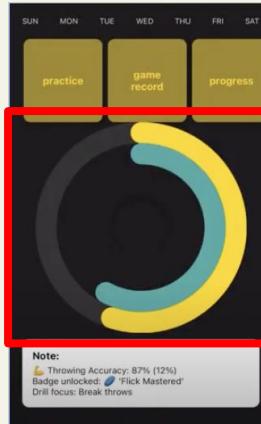
# USABILITY ISSUES: TASK1

## H1: VISIBILITY OF SYSTEM STATUS / SEVERITY 3

The Circle chart on main page is lack of explanation.

## H3: USER CONTROL & FREEDOM / SEVERITY 2

Users tried to drag the circle chart for evaluation.



# SUMMARY FOR LVL 3 & 4 / PROPOSED FIXES

**MANUAL DATE TYPING** → Adding date tags directly or applying drop down menu.

**NOT SURE HOW TO EXIT PROGRESS PAGES** → Add visual cues like arrows or status display.

**KEYBOARD COVER TEXTINPUT** → Bug fix (in progress).

**TAP “PRACTICE” RATHER THAN “PROGRESS” WHEN EVALUATING** → Change “Progress” into “Weekly Evaluation”.

**MAIN PAGE CIRCLE CHART** → Add explanation like “Sum of your performance.”

# USABILITY ISSUES: TASK2

## H1: VISIBILITY OF SYSTEM STATUS / SEVERITY 4

The Dropdown Blocks or Overlaps Content.

## H8: AESTHETIC & MINIMALIST DESIGN / SEVERITY 3

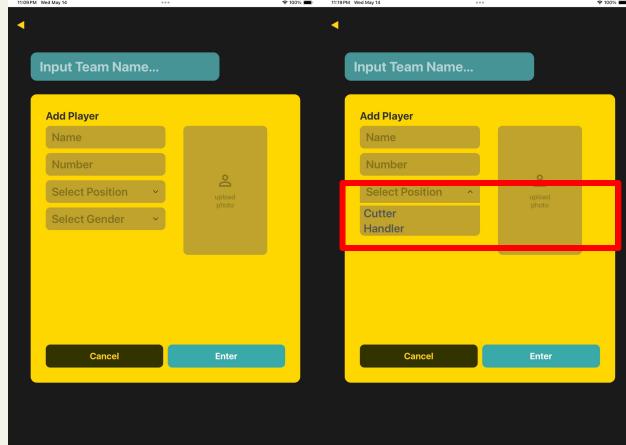
Drop down menu looked leads to confusion due to similar color and no spacing.

## H7: FLEXIBILITY AND EFFICIENCY OF USE / SEVERITY 3

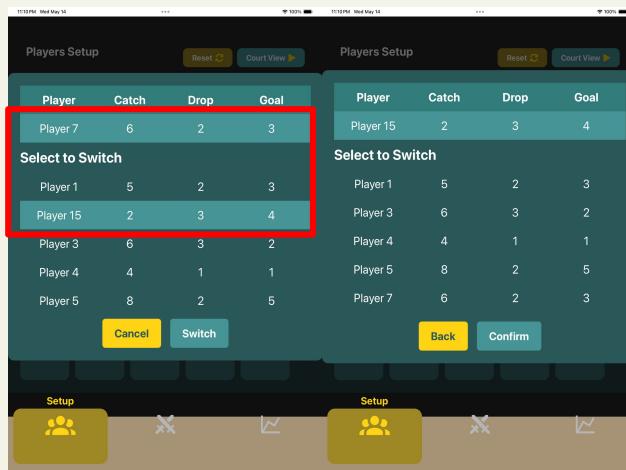
Users find the “Double Check” step redundant.

## H1. VISIBILITY OF SYSTEM STATUS / SEVERITY 3

Switch Player Color Confusion (Not sure which to be switched)



Drop-down blocking.



Confusing colors for switching players.

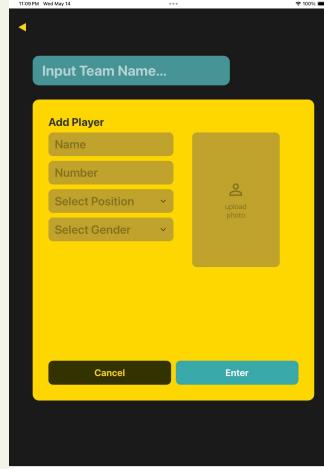
# USABILITY ISSUES: TASK2

## H1: VISIBILITY OF SYSTEM STATUS / SEVERITY 3

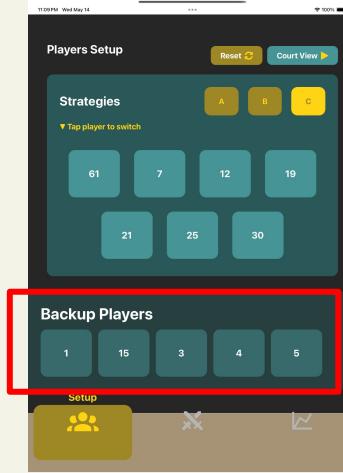
“Cancel” button returns to player setup unexpectedly

## H1. VISIBILITY OF SYSTEM STATUS / SEVERITY 3

Non-functional “Backup Player” Button



“Cancel” leads to Player Setup



Not functional buttons

# SUMMARY FOR LVL 3 & 4 / PROPOSED FIXES

**DROP DOWN BLOCKING AND CONFUSION ISSUE** → Use Drag and drop as main operating way & Make dropdown menu as backup operation way(like add one “info” button once tapping players, tap “info” one more time to open dropdown overlay).

**UNEXPECTED FLOW** → Debug.

**UNCLEAR COLOR CONTRAST** → Revise color composition and layout like Task 3(in progress).

# LESSON LEARNED

- **Clear flow guidance** for self-evaluation task is required because multiple parallel tasks (skills evaluation) need to be done at the same pages.
- **Intuitive drag and drop interaction** plays an important role in task 2.
- More minimalist design needs to be applied on both Task 1 and 2, which may have a revised in UI design again.

(And we need to speed up to finish Hard task testing...)

# THANK YOU!