

HCI 440 A6: Prototyping & Usability Evaluation	Your team number: 9
Project Name: easL	Submission Date: May 27 (Draft), June 7 (Final)

easL Prototype:

Prototype link: <http://i8btcp.axshare.com/>

Evaluation Planning

Subject 1 Information - User Test #1, Completed 5/28/17

Name: Wolfie Yoshinda

Age: 24

Occupation: Accountant

Gender: Female

User type: Novice Collector/Newly exploring the art world

User-related logistics: [Points to note:

- Where was usability evaluation with this user performed? A cafe
- How many evaluators performed the evaluation? One (acting as facilitator + observer)
- Did subject use their own computer or that of the evaluator? No. utilized evaluator's mobile iPhone 6. The user also has a iPhone 6.

Introductory task:

Without navigating away from the homepage, please take notice of the elements shown and the visual qualities.

- What are your initial impressions? *This is an application. I'm viewing an app that may be a way to buy art in my neighborhood.*

Next you will be asked to finish two tasks using the app. When you think that you have finished your task, please let me know. While you are navigating through the application, please speak aloud about the steps you are making and why.

Task 1:

How would you find a potential art gallery exhibition to visit?

Now that you've found a gallery exhibition, how would you "follow" the exhibition in order to access it or learn more later?

- *I'd put in my zip code and search. I want to see the ones that are closest to me. Can't see the address. Want to have a map function that shows the address and how far away it is. Want to see that first before seeing the art.*
- *Confused by the captions. Some of the titles of the art but others are event names.*

HCI 440 A6: Prototyping & Usability Evaluation	Your team number: 9
Project Name: easL	Submission Date: May 27 (Draft), June 7 (Final)

- *To save, would bookmark or take a screenshot.*
- *Having an “add to calendar” function would be cool.*
- *Under artist featured, can’t see who artist is.*
- *Don’t know who the artist is on “artist page”. It says artist portfolio, but don’t know who this person is.*

Task 2: After downloading the app, can you show me how you’d find a piece of art? How would you purchase this piece?

2 minutes total - Clicks into art. Want that art piece to also appear on art page.

Question - how will you keep my information secure. - put something that assures the user.

Where are the error prompts? It lets the user go to the next screen even if they don’t input something.

Want the new customer discount to have a negative sign. (-31.25). Want to see the tax rate being charged at also.

Additional tasks:

- Find an upcoming exhibition that you can go to with your friends in June.
 - *Goes back to home. Inserts zip code. Want to know if the exhibit costs something. Want to have all info so that she can be prepared.*
 - *Wants to see images of the gallery space. Under artist featured: Would want to see a portrait and a short bio of the artist.*
 - *On artist portfolio page - would want bio and info. Portrait of artist.*

Post-test survey:

- What are your impressions of the application after having used it?
 - *Want more logistical information: Where is the exhibit, who is the artist, pin to calendar.*
- What did you like about the application?
 - *Likes home page, especially bottom area that displays artwork. It’s very simple and looks meant to be used on mobile rather than other websites that adapt to mobile and look weird.*
- What do you wish could change about the application?
 - *On the home page, want to link from the images up top to the exact one after on the portfolio page. Understands that can search for specific things up top, but thinks the title page = suggestions. Wants to follow those suggestions and see it. Also would like it to be clear that these are suggestions.*

HCI 440 A6: Prototyping & Usability Evaluation	Your team number: 9
Project Name: easL	Submission Date: May 27 (Draft), June 7 (Final)

- Who do you think this app is aimed at?
 - *Yuppies who want to be cultured.*
- Would you use it again?
 - *Maybe after changes are made.*

Subject 2 Information - User Test #2, Completed 6/1/17

Name: Trie

Age: 24

Occupation: Admissions Counselor

Gender: Female

User type: Collector

User-related logistics:

- Where was usability evaluation with this user performed? Outside during lunch
- How many evaluators performed the evaluation? 1
- Did subject use their own computer or that of the evaluator? Phone of evaluator

Introductory task:

Without navigating away from the homepage, please take notice of the elements shown and the visual qualities.

- What are your initial impressions? *Want to know what the pictures on the front are. Wonders if will get walking directions to the art on the page with the description.*

Next you will be asked to finish two tasks using the app. When you think that you have finished your task, please let me know. While you are navigating through the application, please speak aloud about the steps you are making and why.

Task 1:

How would you find a potential art gallery exhibition to visit?

Now that you've found a gallery exhibition, how would you "follow" the exhibition in order to access it or learn more later?

- *Wants to get walking directions to an art gallery or exhibition after clicking a piece. Wants to get more information about that piece.*
- *After clicking follow, wants to pick what to follow: social media handles. Wants to see pictures of the artist rather than the exhibition after following or saving to collection.*

HCI 440 A6: Prototyping & Usability Evaluation	Your team number: 9
Project Name: easL	Submission Date: May 27 (Draft), June 7 (Final)

Task 2 :

After downloading the app, can you show me how you'd find a piece of art?

How would you purchase this piece?

- *User had no trouble completing this.*
- *Could you add a secure green label to the page while inputting credit card information?*

Additional tasks:

- Find an upcoming exhibition that you can go to with your friends in June.
 - *For chat - want artwork to also appear on the chat page.*
 - *Wants online status outside the chat box, but the read receipt is okay. She thinks it would depend on how connected the artist wanted to be.*

Post-test survey:

- What are your impressions of the application after having used it?
 - *It's simple, but would like more information about what certain pictures are*
- What did you like about the application?
 - *It's a good idea.*
- What do you wish could change about the application?
 - *Have a way to figure out the artist's twitter/facebook/instagram handles.*
- Who do you think this app is aimed at?
 - *Right now, collectors and artists, but what if you are an art enthusiast? I wish I could click that as an option.*
- Would you use it again?
 - *If things are changed*

Subject 3 Information - User Test #3

Name: Dale

Age: 51

Occupation: Tradesman

Gender: Male

User type: Novice Collector/Newly exploring the art world

User-related logistics:

- Where was usability evaluation with this user performed? *A neighborhood gathering*
- How many evaluators performed the evaluation? *One*

HCI 440 A6: Prototyping & Usability Evaluation	Your team number: 9
Project Name: easL	Submission Date: May 27 (Draft), June 7 (Final)

- Did subject use their own computer or that of the evaluator? *iPhone7*

Introductory task:

Without navigating away from the homepage, please take notice of the elements shown and the visual qualities.

- What are your initial impressions? *I see an app that displays artwork and it looks like you can do a search or sign up. I generally do not sign up on these types of apps.*

Next you will be asked to finish two tasks using the app. When you think that you have finished your task, please let me know. While you are navigating through the application, please speak aloud about the steps you are making and why.

Task 1:

How would you find a potential art gallery exhibition to visit?

Enter my location or zip code or look at a map with the exhibits highlighted around me.

Now that you've found a gallery, how would you "follow" the exhibition in order to access it or learn more later?

I would put the name of the gallery in the search to see if there is something I am interested in viewing. It would be nice to have a way to tag a gallery that I find interesting to make it easier to find later on.

What is your overall impression of the app?

It looks nice although I think more of the paintings should be clickable to find more information. It was hard to determine what to click on next, the pages seemed unordered or jumbled.

Would you use this app again?

Most likely in the winter when I am looking for something to do indoors.

Task 2 : not finished

After downloading the app, can you show me how you'd find a piece of art?

How would you purchase this piece?

HCI 440 A6: Prototyping & Usability Evaluation	Your team number: 9
Project Name: easL	Submission Date: May 27 (Draft), June 7 (Final)

Subject 4 Information - User Test #4

User type: Avid Art Collector

Name: Jasen

Age: 46

Occupation: Furniture Designer

Gender: Male

User-related logistics:

- Where was usability evaluation with this user performed? A coffee shop
- How many evaluators performed the evaluation? One
- Did subject use their own computer or that of the evaluator? iPhone7

Introductory task:

Without navigating away from the homepage, please take notice of the elements shown and the visual qualities.

What are your initial impressions?

This looks like an app I would use often. Hopefully it does what I am expecting. It would be nice to have a resource with all the local gallery openings in my area.

Next you will be asked.....

Task 1:

After downloading the app, can you show me how you'd find a piece of art?

I assumed the images on the home page would take me to an artist or gallery so that I can make a purchase. It seems the only avenue is to search for a piece. Once I am there, there is not a way to choose a painting to see details and/or purchase. I assume I need to create an account but the sign up button is no longer at the top.

Time: 6-7 minutes

Clicks: 11

Task 2:

How would you purchase this piece?

I am guessing I need to SignUp in order to make a purchase. This step is easy enough. Begin takes me to a new page with artists & exhibits which is very nice. But again the only way to look around is through the search button.

Time: 5-6 minutes

Clicks: 9

What is your overall impression of the app?

HCI 440 A6: Prototyping & Usability Evaluation	Your team number: 9
Project Name: easL	Submission Date: May 27 (Draft), June 7 (Final)

This is a great idea, though as a collector I would like to see many many pieces before considering a purchase. There should be a way to drill down for more information and description of the art piece with the artist's bio. With work, I can see this as a very useful app.

Overall Time: 23 minutes

Subject 5 Information - User Test #5

Name: Emma

Age: 23

Occupation: Financial Analyst

Gender: Female

User type: Novice Collector/Newly exploring the art world

User-related logistics:

- Where was usability evaluation with this user performed? *Oberwise (ice cream place)*
- How many evaluators performed the evaluation? *1*
- Did subject use their own computer or that of the evaluator? *Own phone (s3)*

Introductory task:

Without navigating away from the homepage, please take notice of the elements shown and the visual qualities.

- What are your initial impressions? *Looks nice, very simple.*

Next you will be asked to finish two tasks using the app. When you think that you have finished your task, please let me know. While you are navigating through the application, please speak aloud about the steps you are making and why.

Task 1:

How would you find a potential art gallery exhibition to visit?

Type in "art gallery chicago" in the search bar.

Now that you've found a gallery, how would you "follow" the exhibition in order to access it or learn more later?

You would click "follow"

What is your overall impression of the app? *It looks like an app for artists or people in the art field.*

HCI 440 A6: Prototyping & Usability Evaluation	Your team number: 9
Project Name: easL	Submission Date: May 27 (Draft), June 7 (Final)

Would you use this app again?

Probably not

Task 2 : not finished (the purchasing part of this was just too when I was conducting user testing)

After downloading the app, can you show me how you'd find a piece of art?

How would you purchase this piece?

Subject 6 Information - User Test #6

Name: Shiv

Age: 16

Occupation: Student

Gender: Male

User type: Novice Collector/Newly exploring the art world

User-related logistics:

- Where was usability evaluation with this user performed? *House*
- How many evaluators performed the evaluation? *1*
- Did subject use their own computer or that of the evaluator? *Own phone (s3)*

Introductory task:

Without navigating away from the homepage, please take notice of the elements shown and the visual qualities.

- What are your initial impressions? *It looks "interesting."*

Next you will be asked to finish two tasks using the app. When you think that you have finished your task, please let me know. While you are navigating through the application, please speak aloud about the steps you are making and why.

Task 1:

How would you find a potential art gallery exhibition to visit?

Enter "upcoming galleries" in the search bar

HCI 440 A6: Prototyping & Usability Evaluation	Your team number: 9
Project Name: easL	Submission Date: May 27 (Draft), June 7 (Final)

Now that you’ve found a gallery, how would you “follow” the exhibition in order to access it or learn more later?

Not sure, I would just write down the information instead.

What is your overall impression of the app?

It is a bit confusing to understand. Not sure what the main purpose of the app is.

Would you use this app again?

No

Task 2 : not finished

After downloading the app, can you show me how you’d find a piece of art?

How would you purchase this piece?

Task Scenarios

Task 1:

How would you find a potential art gallery exhibition to visit?

Now that you’ve found a gallery, how would you “follow” the exhibition in order to access it or learn more later?

Task 2 :

After downloading the app, can you show me how you’d find a piece of art?

How would you purchase this piece?

Subject 7 Information - User Test #7

Name: E

Age: 24

Occupation: Unemployed

Gender: Female

User type: Novice Collector/Newly exploring the art world

HCI 440 A6: Prototyping & Usability Evaluation	Your team number: 9
Project Name: easL	Submission Date: May 27 (Draft), June 7 (Final)

User-related logistics:

- Where was usability evaluation with this user performed? *Cafe*
- How many evaluators performed the evaluation? *1*
- Did subject use their own computer or that of the evaluator? *iPhone 6+*

Introductory task:

Without navigating away from the homepage, please take notice of the elements shown and the visual qualities.

- What are your initial impressions? *I notice the name. It looks like you can look at artwork here. There's a sign-up button, but I don't know what it'll do, like maybe you can post or buy artwork. It's also showing a specific exhibition and telling me where I can check it out.*

Next you will be asked to finish two tasks using the app. When you think that you have finished your task, please let me know. While you are navigating through the application, please speak aloud about the steps you are making and why.

Task 1: 3 minutes - 5 clicks

How would you find a potential art gallery exhibition to visit?

Aside from the one on the homepage, search in search bar or tap on the one on the home screen. It showed me the location, pressed arrows and it shows photos from the same one, rather than other exhibitions. Search art gallery in the bar "what if I put gallery? I broke it. I can't search?" Pressed back and it screwed up. When you tap, the search bar should empty. I found another gallery.

Now that you've found a gallery, how would you "follow" the exhibition in order to access it or learn more later?

I press the follow button.

Task 2 : 2 minutes - 4 clicks.

After downloading the app, can you show me how you'd find a piece of art?

I'd put it in the search bar if I knew the specific piece.

How would you purchase this piece?

I tapped on it and it says purchase, but I don't know how you'd sell your own.

HCI 440 A6: Prototyping & Usability Evaluation	Your team number: 9
Project Name: easL	Submission Date: May 27 (Draft), June 7 (Final)

What is your overall impression of the app?

It's interesting and needs work to be fully functional but it's a good starting point.

Would you use this app again?

If I needed to find work or had an art project where I need to visit an exhibition, or if you're an artist and want to search for other art. I don't know if you can sell, but there's nothing that tells me if you can.

- What did you like about the application?

I liked the concept of it and it has potential.

- What do you wish could change about the application?

It's black & white, it'd be nice with colors that let you know certain things not to do and maybe have more features.

- Who do you think this app is aimed at?

Artists, and people who appreciate art.

- Would you use it again?

If I needed to do with art, I'd probably maybe use it again.

- Would you refer it to a friend or colleague?

Yes because I know artsy people.

Bonus Task:

Purchase a piece and navigate to your digital collection

I pressed "Buy" and went to the order page, order confirmation, and went to Digital Collection. There's no link to Digital Collection or a navigation bar on the homepage, which there should be.

Measurements

On a per user basis:

Data	Why we considered it as an appropriate means to evaluate our product
Total time to complete each task	Task 1: Subject 1 - 3 minutes Subject 2 - 5 minutes Subject 4: 6-7 minutes Subject 5: 4-6 minutes

HCI 440 A6: Prototyping & Usability Evaluation	Your team number: 9
Project Name: easL	Submission Date: May 27 (Draft), June 7 (Final)

	<p>Subject 6: about 10 minutes Subject 3, 7: Information not collected</p> <p>Task 2: Subject 1 - 2 minutes (wasn't sure that the app's payment method was secure. Noticed that the app didn't stop the user when inputting wrong shipping information) Subject 2 - 4 minutes (needed help getting here, was a bit confused. Did not finish task. Was confused that artwork image changed) Subject 4: 5-6 minutes Subject 3, 5-7: Information not collected</p>
Total clicks to complete each task	<p>Task 1:</p> <p>Subject 1 - 5 clicks (expected to be immediately taken to a map of local exhibitions and artists. Wondered how much each exhibition would be) Subject 2 - 7 clicks (expected to see a map/location after clicking the artwork to learn more. Wanted to see a description of the work and see exhibition artist's or gallery's twitter/Facebook/instagram handles to follow rather than follow within the app) Subject 4: 11 clicks Subject 3, 5-7: No click information</p> <p>Task 2: Subject 1: 12 (to navigate to the payment area and input information) Subject 2: 5 - did not finish, went back to the art portfolio Subject 4: 9 clicks Subject 3, 5-7: No click information</p>
The number and type of errors committed per task	<p>Subject 1 and 2 were had problems with task 1 - (common error - clicking on an exhibition instead of an art piece. When purchasing, did not finish because were unsure information</p>

HCI 440 A6: Prototyping & Usability Evaluation	Your team number: 9
Project Name: easL	Submission Date: May 27 (Draft), June 7 (Final)

	would be secure) Subject 6: could not clear the search bar to enter in a new search
The number of requests for help	Subject 1: ~2-4 Subject 2: 3-5 Subject 5: 4-5 Subject 6: too many to count Subject 3, 4, 7: no information
Total time to complete each task	Task 1: Subject 1 - 4 minutes (paused after not seeing a map or location info) Subject 2 - 5 minutes Subject 4: 6-7 minutes Subject 3, 5-7: Information not collected Task 2: Subject 1 - 2 minutes (paused because confused. The art piece she selected on the discover screen was not the same as the art piece on the buy screen. Then continued on, but noticed no secure sign or error prevention) Subject 2 - did not complete, clicked back button. Didn't think was secure Subject 4: 5-6 minutes Subject 3, 5-7: Information not collected

Aggregated data based on user sample:

Data	Why we considered it as an appropriate means to evaluate our product
The number of users in the sample making a certain error	Task 1: 3 users wanted to learn the location of an artists or exhibition. This was not necessarily an error, but it did cause the users to pause during the task. Task 2: 1 user wanted to navigate home from the payment page but was confused.

HCI 440 A6: Prototyping & Usability Evaluation	Your team number: 9
Project Name: easL	Submission Date: May 27 (Draft), June 7 (Final)

The number of users completing the task successfully	Task 1: 7 out of 7 Task 2: 3 out of 7
Minimum time to complete tasks	Task 1: 4 minutes Task 2: 2 minutes
Maximum time to complete tasks	Task 1: 6-7 minutes Task 2: 5-6 minutes

Logistics

Users for the product - 6 person sample found via snowball method (i.e. who we know and have access to):

- Expert collectors and novice collectors/art enthusiasts.
- Many different age ranges - Optimally 2 users younger (18-30), and 3 users who are 31-50+, who may have more disposable income to purchase art or have more time to pursue it.

Setting:

- In the wild - at work, coffee shops/restaurants, in their homes, etc.
- Mobile device of participant or evaluator, preferably a iPhone 6 or Samsung Galaxy screen. Utilized Reflector to capture findings.

Evaluation Results

Data Evaluation

- **Were there any evaluation conditions that you think might have compromised ecological validity?**
 - We tested each user in the wild.
- **Were there any evaluation conditions that might have biased the results?**

HCI 440 A6: Prototyping & Usability Evaluation	Your team number: 9
Project Name: easL	Submission Date: May 27 (Draft), June 7 (Final)

- During test 2, the user was tested outside during lunch. She got slightly distracted because a lot was going on and people were trying to talk to her. It may have been better to test her in a quieter location when she was more focused.

Data Analysis and Presentation

- 7 out of 7 users were confused during task one. They'd select a piece of art, but be shocked when they didn't see it populate on subsequent pages.
- 3 out of 6 (7th user tested during the final stage, did not see old version) - users wanted to be able to find the location of the gallery within the application. (task 1 and 2)
- 4 out of 7 users were able to locate the ability to purchase an item (task 2). They clicked into an art piece and found the purchase button to start the process. 1 user abandoned the process due to security concerns.
- 1 out of 7 users expressed the desire to be able to search for additional pieces on any page. He didn't like that he had to navigate back to the discover page (the search box) to find a piece.

Interpretation - The Why

- Users get really invested in pieces of art that resonate with them. This is why users were shocked or confused that paintings they chose didn't populate subsequent pages even though this was a prototype. Seeing that really showed that users are drawn in and select art work based on their preferences, emotional connection, and desire to learn how the piece was created.
- Location was a huge topic. Users wanted to search via zip code or location to find nearby pieces of art. Why? Users expressed a desire to explore and find exhibitions. Without map details, users were left wondering how to find the work and a little frustrated.
- Another big concern for users were security. We live in a society where data breaches and phishing attacks hit the news pretty often. So this was not a huge surprise.
- Users like to feel empowered and want an app that is flexible rather than one that forces them to navigate in a tedious manner. This was especially apparent when users navigated back to pages instead of finishing processes (like purchasing) or when wanted to search (one user wanted to be able to search on any page and not only the discover page).
- Overall, users wanted to get the "job" done: learning about artwork and learning where to find it. In updating this app, this desire was central to redesigns.

HCI 440 A6: Prototyping & Usability Evaluation	Your team number: 9
Project Name: easL	Submission Date: May 27 (Draft), June 7 (Final)

Design Changes

- We have broken down the method of artist discovery a bit more, giving the user more opportunities to learn about the history and background of the artist and the piece (filler text boxes would contain this information).
- We forgot to include the ability for a user to input their preferences. Now the user can do so during sign-up and check their input preferences on the Account Overview Page. One issue - with the radio buttons, still having a hard time have the preferences checked apply. In the future, would consider switching to drop down boxes and using global variables to have details automatically load.
- **The digital collection** is a reservoir for users to peruse their old purchases. It is first available after a user has bought an item. Many users were confused by this. On the “Followed” confirmation page, the user now sees a button that lets them know about the digital collection and what it contains.
- **More Details**
 - Users wanted more information about the items they clicked on. Commonly, users asked “is this a painting or exhibition?” In follow up to that, they wanted to learn about the history of the art or see a blurb near it to gain more info. They also wanted location information. It became clear that we needed to supply this information in order to orient the user.
- **Elongating the Screen**
 - We needed more real estate to implement the requests for information that users were suggesting. As a result, we elongated the screen. Users will now be able to scroll down on the screen.
- **Location Information Needed**
 - It was a common expectation that the app supply location information at some point in the process. Keeping art at the forefront, the user will continue to primarily see art first and foremost, but they will also see location information (clickable map that takes user directly to Google Maps - functional in the prototype) underneath each art piece. Also, we will list addresses under exhibitions before the user clicks to learn more.
- **Desire to click a piece of art and learn more**
 - In our first iteration, we have pictures of many different paintings and exhibitions. Users would begin the test and click a piece of art, but not see it populate on subsequent discover, artist portfolio or exhibition pages. To simplify things, we uniformly used 1 painting, 1 exhibition, and 1 artist within the app. The user can explore and learn about each. Instead of seeing other pieces, they now see

HCI 440 A6: Prototyping & Usability Evaluation	Your team number: 9
Project Name: easL	Submission Date: May 27 (Draft), June 7 (Final)

placeholder boxes. Without being too overt, this gives the user less distractions and helps them focus on the functionality.

- **Secure Payment Process**
 - Users wanted to be assured that their data remained secure when inputting payment information. As a result, we included a secure logo near the credit card input box.
- **Error Prevention During Payment**
 - Some users thought this was a fully functioning app and expected the system to stop them if they input the wrong information (i.e. putting letters into the credit card number input box). While we are not focusing on making the app entirely functional, we have inserted one error prevention element that a user mentioned. Near the “security code” box, we now have a “What is this?” prompt. When the user clicks that, they will see a pop-up box that gives them instructions that the code exists on the back of the card.

A6 Process Retrospective

- It was a bit hard to implement the navigation map as it was, especially as usability testing progressed.
- Hearing the other group presentations was really helpful. We encountered the same issue as the other group with the card sort. We conducted an open sort with every possible navigation item instead of breaking them down into mini open sorts. Also, being able to present our findings was a helpful way to get constructive feedback.
- It was interesting to see how powerful Axure can be. It may take more practice to gain a full understand. Definitely trying various things during this project proved to be a great way to gain comfort with the program and comfort looking for help.
- Negotiating between users’ needs and desires definitely came to the forefront. Using user tests to validate certain claims helped ease this problem, but in the end, the question still remains: what do users need from this app vs. what would be desired. In our final iteration, we attempted to achieve a balance that made the app easier to explore.
- The more we mocked up the app with images, the more confusing it became for users who expected to have full functionality like a working application. Paring things back a bit helped set user expectations.
- After completing a few user tests, it became evident how to tweak the test to fit a testing situation. It is also hard to track things like clicks and errors. Sometimes users hit a “waterfall” of sorts and a chain reaction or crescendo of errors are triggered rather than countable ones.

HCI 440 A6: Prototyping & Usability Evaluation	Your team number: 9
Project Name: easL	Submission Date: May 27 (Draft), June 7 (Final)

- When making changes, we needed to keep in mind large scale fixes. It would not be possible to implement every suggestion posed by each user.
- For next time, it may be simpler to create a prototype that helps users find only art or only exhibitions. The ability to do both left some users confused.

Team Member Contributions

Name	Contribution
Ashvi	Prototype Freehand Sketch, gained feedback from Danyell regarding draft of prototype so far, Task Scenarios, Test Script, Usability Tests
Jasmine	Prototype update based on feedback shared by Ashvi, Task Scenarios, Informed Consent Form, Final Presentation, Usability Tests, Process Retrospective, Prototype update based on usability test feedback
Kyle	Prototype initial prototype layout and import into Axure Share, Updating hints for text input boxes (search, log-in/sign-up) , Usability Testing.
Laurie	Prototype Layout, Formatting Buttons and Icons, Task Scenarios, Final Presentation, Usability Tests

Appendix - blank copies of evaluation script, informed consent form, and user experience survey.

Evaluation Script

Hello Everyone!

Thank you for taking time out of your day to participate in our session. My name is ____ and I will be leading our one-on-one session today. We will be talking about the discovery section of the website and will take between 5-10 minutes to complete. You will be compensated with a high-five at the end of your session. Would you like to continue?

HCI 440 A6: Prototyping & Usability Evaluation	Your team number: 9
Project Name: easL	Submission Date: May 27 (Draft), June 7 (Final)

Before we continue, do we have your consent to participate in this study?

“YES” continue

“NO” terminate and exit interview

No personal information will be shared or misused and we ask that you do the same. All the information being collected today will be used to improve the easL.com website and make it more user friendly.

Today we will be discussing the discovery feature of the website and ways to organize it. Remember the website is being tested, not you, so there are no wrong answers. We will be walking around and taking notes, all feedback is welcomed! We may ask a few follow up questions.

Do you have any questions for me before we begin?

Information Consent Form:

TITLE: Easl, a user interface for finding artists

PRINCIPAL RESEARCHER (fill in with HCI Student’s name who is conducting the test)

Name: _____

Phone: _____

Email: _____

PURPOSE OF STUDY

You are being asked to take part in a usability study. Before you decide to participate in this study, it is important that you understand why this is being done. As a enrolled student in Depaul’s Human Computer Interaction 440, students are required to complete an end of the quarter project in which they create an application that solves a problem users face in their daily life. Within this project, we have learned about the basic tenants of usability, sketching, design principles, the need for empathy within design, and how to create working prototypes. By participating in this study, you will help this project become more usable and reach its final form.

STUDY PROCEDURES

- You will gain background about the study before proceeding and your role in the usability testing.
- Next, you will be asked to complete a few tasks with the application.

HCI 440 A6: Prototyping & Usability Evaluation	Your team number: 9
Project Name: easL	Submission Date: May 27 (Draft), June 7 (Final)

- During each task you will be asked to talk through your decisions and impressions of the application.

RISKS

If you are sensitive to lighting on phone screens, please let your researcher know as soon as possible. You may decline to answer any or all questions and you may halt your involvement at any time.

BENEFITS

By participating in this usability test you will help contribute to the body of user experience knowledge that focuses on making interfaces and products easier to use.

CONFIDENTIALITY

Your responses to this usability test will remain anonymous. Every effort will be made by the researchers to preserve your confidentiality. In order to maintain your confidentiality, we will:

- Assigning code names to participants
- Keeping notes, interview transcriptions, and any other identifying participant information in a locked file folder.

CONTACT INFORMATION

If you have questions at any time about this study please contact the researcher at XXX-XXX-XXXX

VOLUNTARY PARTICIPATION

Your participation in this study is voluntary. If you decide to take part in this study, you will be asked to sign a consent form (below). After you sign the consent form, you are still free to decline to take part at any time. You do not have to give a reason for declining. Withdrawing from this study will not impact the relationship you have, if any, with the researcher. If you withdraw from the study before data collection is completed, your data will be returned to you or destroyed.

QUESTIONS

Before signing, you will have the opportunity to ask questions. Please, only sign this form after you have had an opportunity to gain clarification, if needed.

CONSENT

HCI 440 A6: Prototyping & Usability Evaluation	Your team number: 9
Project Name: easL	Submission Date: May 27 (Draft), June 7 (Final)

I have read and I understand the provided information and have had the opportunity to ask questions. I understand that my participation is voluntary and that I am free to withdraw at any time, without giving a reason and without cost. I understand that I will be given a copy of this consent form. I voluntarily agree to take part in this study.

Participant's signature _____ Date _____

Researcher's signature _____ Date _____

User Experience Survey (pulled from task scenario section above):

Introductory task:

Without navigating away from the homepage, please take notice of the elements shown and the visual qualities.

- What are your initial impressions?

Next you will be asked to finish two tasks using the app. When you think that you have finished your task, please let me know. While you are navigating through the application, please speak aloud about the steps you are making and why.

Task 1:

How would you find a potential art gallery exhibition to visit?

Now that you've found a gallery, how would you "follow" the exhibition in order to access it or learn more later?

Task 2 :

After downloading the app, can you show me how you'd find a piece of art?

How would you purchase this piece?

Additional tasks:

- Find your digital collection of purchased items?

HCI 440 A6: Prototyping & Usability Evaluation	Your team number: 9
Project Name: easL	Submission Date: May 27 (Draft), June 7 (Final)

Post-test survey:

- What are your impressions of the application after having used it?
- What did you like about the application?
- What do you wish could change about the application?
- Who do you think this app is aimed at?
- Would you use it again?
- Would you refer it to a friend or colleague?