

Name: Usability

<Files\\DEV- 12> - § 2 references coded [9.01% Coverage]

Reference 1 - 4.60% Coverage

¶151: The app I'm taking was about health tracking app. Here, user logged in to the app and create a profile to track their regular health status, say, for example like their BP twice a day, in the morning, in evening, and before they sleep; also, they check suger level if they have diabetics. The user need to give input manually all these data.

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¶153: So, the first problem comes here is that if the user is not properly trained about how the application works, they face problems about what to put in, into the different input fields as measurements.

Reference 2 - 4.42% Coverage

¶153: So what you need for these sort of users is to prepare a documentation about how the app works also a demo that shows where the input goes in, which type of value and and so on.

¶154:

¶155: The main problem lies here is that, there is a user input based field, we are not using any sensor or anything, so that user had to manually input the values. Hence, the authenticity of the input information is questionable here. The user can input anything, there is some problem about the authenticity of the information they are giving.

¶156:

<Files\\DEV-1> - § 1 reference coded [2.27% Coverage]

Reference 1 - 2.27% Coverage

¶115: To guarantee these are most challenging. User never knew that our device is there and just use updated software, and can access features. Google accessibility service is heavily customized area, we can do everything that a human can do here. Thus, we aims to give user the experience that you're actually touching the interface, but you don't all have a voice command you can control, and it was challenging i.e., -accessibility, -reliability, -operability, -availability

<Files\\DEV-10> - § 2 references coded [8.08% Coverage]

Reference 1 - 2.25% Coverage

¶168: currently my running showing music app the problem is with legal issues. Here, there's a problem is, we the engineers make designs and implement the design but dealing with the legal issues is a bit problematic. Designers has to be incorporated with the design language as well. We have to tell the designers general is that more than four taps on going?

¶169:

Reference 2 - 5.84% Coverage

¶170: Then, for an app if you make the space too small for the text, users won't be able to read it. In a good design, a good designer already knows to move those areas, and then design accordingly. But sometimes we do have problems which we should have to outline the designer, these things won't work in the app. So currently system in our system, their

support system, previously focusing towards just a list of things to do. But since we weren't talking, wanted our users to get involved in that area, we implemented the details view gave a little bit of text to gave a different looks.

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¶72: If it makes me want to know just a list of this would be boring as an employee, but you didn't make the UI boring. So when you made the user UI interesting, we saw there was a spike in users or spiking, we also know which pages are getting hit the most. So we got a better you'd count after different airports in the mix just to list.

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¶74:

<Files\\DEV-4> - § 1 reference coded [3.28% Coverage]

Reference 1 - 3.28% Coverage

¶65: The third one is language. Although, our company is in Japan, we are also in Japan, but the development team everyone is from overseas (not from Japan). Thus, it is very likely that we (all the foreign developers)don't know Japanese. So, we first use the English and use Google translator for translating back these to Japanese. I mean, English feature of the text to Japanese. However, we found Google translation and other third party services don't give appropriate and exact Japanese one, not always but several time. I mean, the meaning provided by the translation services maybe related with corresponding English one, but it's not like proper. So people using the app don't like it initially, especially the texture. They're kind of doubt like is it a valid or legit thing? Is it from authentic actual software company or organizations. Thus language is actually hinders the usability of the app.

<Files\\DEV-7> - § 1 reference coded [1.06% Coverage]

Reference 1 - 1.06% Coverage

¶72: How to pass your information more effectively to the user, diverse user like children, elderly people, uneducated users.

<Files\\DEV-9> - § 2 references coded [5.09% Coverage]

Reference 1 - 0.36% Coverage

¶65: Also, our research suggests that people usually prefer larger text, but not too many colours.

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Reference 2 - 4.73% Coverage

¶73: Then, there is another version of our app for driver application same as uber. All the driver need to use this application to accept the request from user and then they need to go to the location for pick up, use that app while continuing a trip, until drop off, after drop off wait for another job and so on.

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¶75: In the driver application, initially we try to make it feature rich. I must mentioned that our application was serving six to eight different countries in Southeast Asia where 80 to 85% people use Android application, not iOS. So initially, we did not even have an iOS application but eventually we have both application over the time.

¶76:

¶77: What I'm trying to say in our driver application we try to make it feature rich. After some time we observed that our application size is becoming huge, exceeding 100 MB, near to 200 MB. If I remember correctly, when a probable booking come in, we retrieve a lot of information, such as user profile, photo, and location and related information about roadmap and a lot of stuff.

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¶79: Then, what we figured out this is a lot of application was crashing, and we are getting a lot of crash report. We try to investigate why there was a lot of crash? We found this is due to the phone configuration.

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