



**e-create**  
**reuse old items.**  
**reduce the waste.**  
**recycle the rest.**

proposal for ensuring  
environmental sustainability

project **2** Testing  
Report  
IAT 334 - D103 Team 5  
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# The Design Challenge

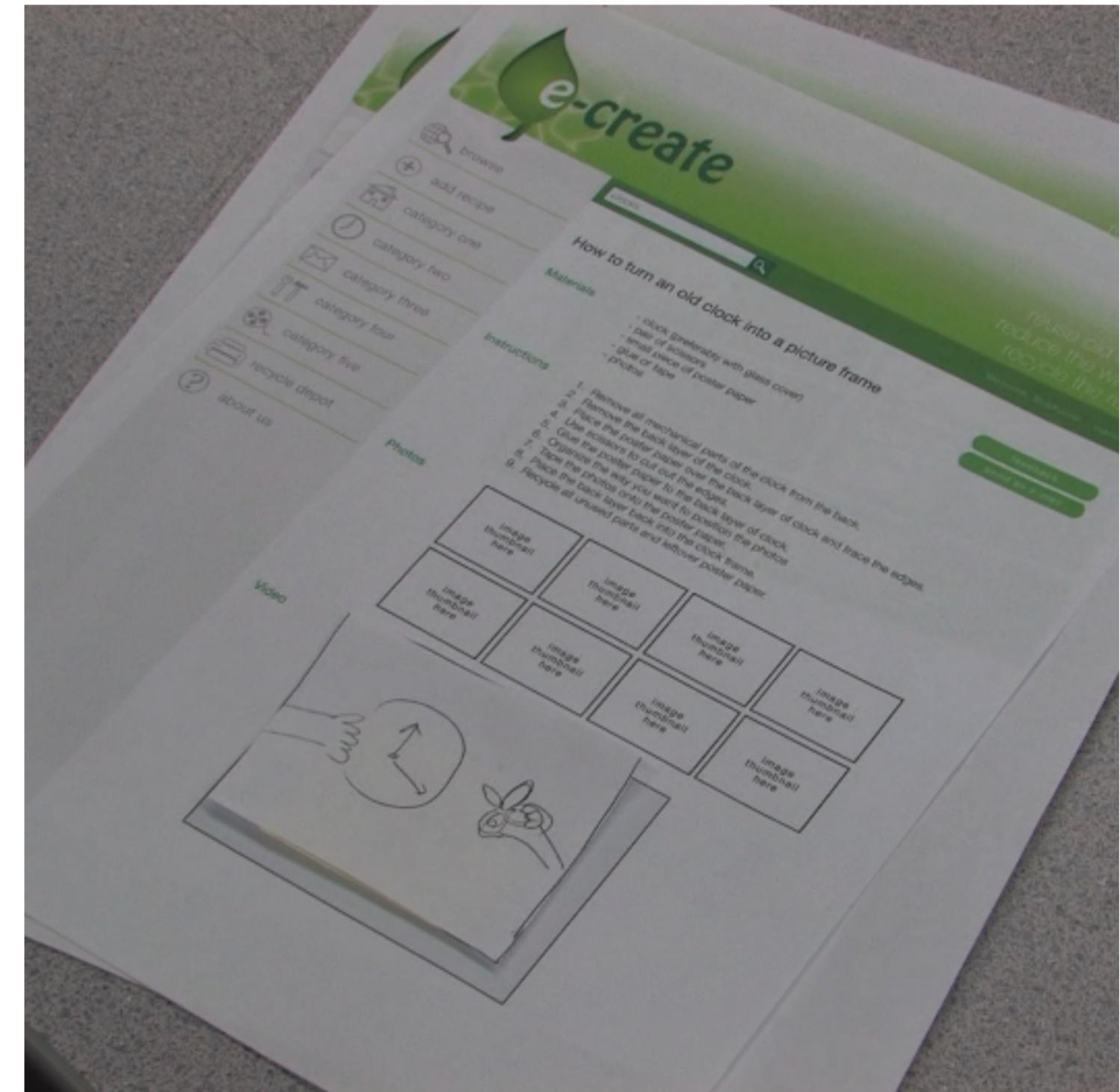
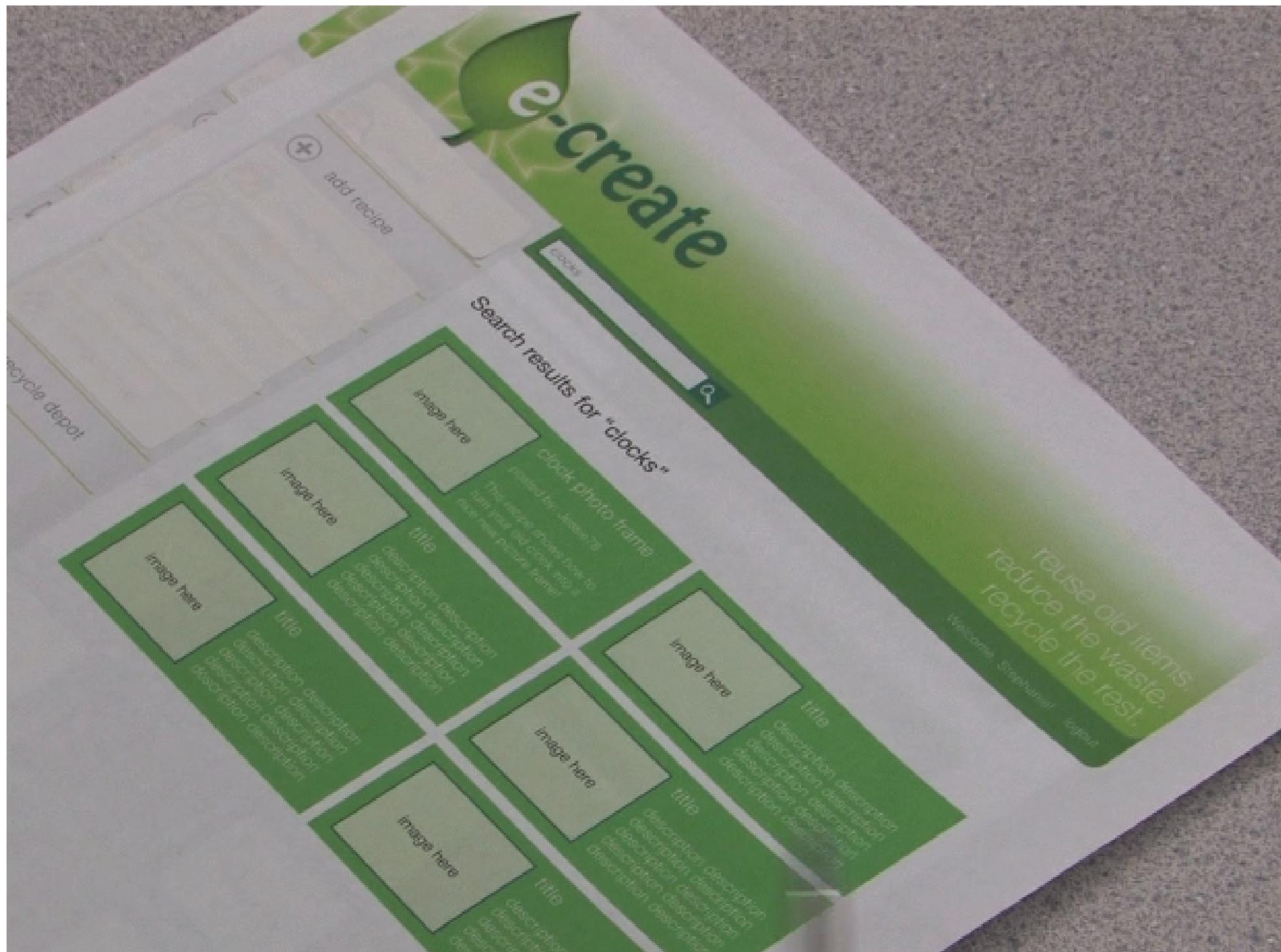
The design challenge here is to create a low-fidelity prototype of our e-create website and run usability tests with users from our target group to gather early feedback. We chose 5 students for our paper prototyping session, for they are well within our user group and easily attainable in the time we had. With these users, we got each one to complete all three tasks we prepared using our paper prototype.

## Purpose

The purpose of this paper prototype was to gather some information from our users that will help us refine our idea in terms of the usability. We wanted to figure out what parts of our website are intuitive and easy to use, and we wanted to learn what parts of our website are confusing and need to be changed before the final prototype.

# Prototype

Our **goal** for our users with our paper prototype was to complete three tasks, "Find a recipe and post some feedback", "Post a recipe online", and "Locate a recycling depot near you". For our prototype, we chose a simple, yet effective method because our prototype is simply going to be a website; we printed out all the pages needed on our website to complete the three given tasks, and did not worry about setting up a mock computer.



# Method

## User profiles

- 5 students, living on their own or with parents
- all have second-hand furniture and old items
- conscientious about recycling

## Participants

We interviewed 10 people and chose five based off of a few short questions to find out who related closest to our target user group. We chose five students who are living either on their own and who own second hand furniture in their places, or who live with their families and own second hand furniture or old items. Each student we chose for our user testing session is open minded to recycling and participates in recycling small things like containers of milk, and their pop cans. The users chosen all have basic to intermediate computer skills and are between the ages of 20 and 25.



The image shows a screenshot of the e-create website. The header features a large green leaf graphic and the text "e-create" in white and green. Below the header is a navigation bar with a search bar, a sign-in button for "stephie25", and a password field with asterisks. A tagline "reuse old items. reduce the waste. recycle the rest." is visible. On the left, a sidebar lists menu items: "browse" (selected), "add recipe", "category one", "category two", "category three", "category four", "category five", "recycle depot", and "about us". The main content area has a section titled "latest update & info" with placeholder text. Below it is a "random popular recipes" section containing five recipe cards, each with a placeholder image and a title followed by a long description. A "browse more recipes" link is at the bottom right of this section.

# Procedure

Each tester is has been explained to about the use of information we recorded, and if the tester agrees, they are require to sign the informed consent form. To start we asked the user a brief questionnaire to ensure the background of the user suits our target audience.

For the procedure of the user test, we will have the paper prototype placed in front of the tester facing down before we start, so that the tester do not have time to familiarize themselves to the prototype. Then we will read out a brief statement about the task which needs to be completed to the user, also asking them to think out loud during the whole process, and to let us know when he/she believes that the task has been completed. As per the mode of interaction, the user is pointing at different sections as if they are clicking with a mouse. Each time an item changes on the page or if the page is changed, a new sheet or the paper will be replaced on top of the old ones.



# Test measure

During our task testing, we looked for the most pertinent usability issues that relates to a search website. In total, there were six usability goals:

- visibility
- feedback
- constraints
- mapping
- consistency
- affordances

## Highlighted Issues from Task 1:

In finding a recipe using our e-create website, the task highlights visibility and affordance issues. In order to complete the task, users would have to quickly locate our search box and type in a keyword. They should be able to expect an organized results page where they will be provided with images and links. Affordance issues will be identified if the user becomes confused as to which part shown on the results page are interactive.

# Result

From conducting our tests with our paper prototype, we can see that, in general, our webpage is very intuitive in its usability, and fair in terms of its usefulness. In terms of usability, our testers navigate through our webpage fairly smoothly every time, there was not an occasion where someone was completely stuck and needed assistance from us. One of the testers commented on the layout of our page, saying it's a pretty common and simple layout, making it is easy to understand and intuitive. Consistency throughout the pages also helped the users to find what they need and complete their task smoothly. The usefulness of our webpage is fair and will be improved. The basic needs for browsing our website are there, but we discovered that we are lacking several little features such as printing the recipe or a back button in some areas. The user test made these visible, hence giving us a chance to make corrections before the final prototype.

# Feedback

- + Intuitive navigation
- + Allow smooth run-throughs for prototype
- + Some links seemed useless
- + People wanted a print button
- + More google map functionality

# Discussion

## What was learned

From this experiment, we learned that organization for user testing is the key for the test to run smoothly, from organizing paper prototype to details like wording to describe the task are all very important factors to the test.



## What will be changed

- + A print feature for the recipes.
- + The ability to view their posting prior and right after inputting their recipe.
- + The feedback system we have after reading a recipe.