USABİLİTY EVALUTİON OF A SUPER MARKET SYSTEM

1.INTRODUCTION

Our aim in this project is to create an easy-to-use, daily stock number, daily turnover total, etc. that can be used by supermarket employees. make software that it can see.

2.PURPOSE OF THE STUDY

Testing whether the application is easy to use or not and trying to improve the application accordingly.

3.PARTİCİPANTS

We conducted the test with a total of 6 people, 3 boys and 3 girls, working as cashiers in the market.

4.USABILTY METHOD

We did the test in supermarkets. We tested 6 users in total and asked where they had difficulties or difficulties. We were always in contact with the users during the test and got good feedback.

5.TASK ASSIGNED TO PARTICIPANTS

We wanted users to add products.

We wanted them to remove products.

We wanted them to add and remove stock for any product.

6.EVALUTION RESULTS

TASK 1

USER 1 = %75

USER 2 = %70

USER 3 = %60

USER 4 = %80

USER 5 = %85

USER 6 = %75

TASK 2

USER 1 = %70

USER 2 = %70

USER 3 = %65

USER 4 = %80

USER 5 = %85

USER 6 = %90

TASK 3

USER 1 = %75

USER 2 = %80

USER 3 = %85

USER 4 = %90

USER 5 = %75

USER 6 = %80

7.DETECTED PROBLEMS

We saw that the users had difficulties while adding and removing stocks. They said that the interface was weak and needed to be improved.

8.SUGGESTIONS

We decided to develop an easier interface for users. We decided to develop a simple, convenient and easy interface as possible.

9.CONCLUSION

In this project, supermarket automation was tested. The test was conducted with 6 people. As a result of the test, it was determined that relatively older people who are not related to computers have more difficulty. As a result, we decided to simplify and simplify the interface.