Due to being in its early stages, the app currently doesn’t have much complexity yet, however we have decided ,having made progress with our augmented reality implementation, to test it out with a group of potential users. The goal of this quick test was to verify whether or not the user can figure out how to go about using the feature easily, and if possible find anything that we could improve upon, which would hopefully save us some time with further developments.

We explained the premise of our app to home-owners/renters and let them have a try using the feature. Although the feature seems simple at the moment, we still expected at least a few users to take a while to get used to the gestures ,however despite our reservations, for the most part the group found it relatively easy to use the drag and drop feature as well as positioning them into places of interest. Some users even instinctively tried a twisting motion to rotate the furniture which we found to be interesting, and is something that is not yet available. The users overall seemed very attracted to the feature, mostly due to it being their first times using AR.

Upon asking for improvements users mentioned the ability to rotate the objects to be very beneficial(rather than physically moving positions, to angle furniture correctly),fortunately this is something that we intended to implement soon which is a good indication that we’re understanding what our users need.

As well as this users mentioned they had difficulty in deleting furniture they didn’t want(e.g when they clicked on the button more than once and created duplicates).Most users either didn’t mention or notice the back button until the team brought it to their attention .This has allowed us to realise that we have to make it clearer to the user about the option to reset the furniture (possibly make the button say reset instead of back and (further adds to the idea of the FAQ section/walkthrough tutorial option.

Also the text in general was described as “boring” and unappealing which we are inclined to agree with. Therefore we have decided to implement icons instead of text buttons.

The 3D models would have to be looking more realistic,at the moment the size is the main thing that helps with visualisation.