**Usability Testing, Round 2**

**Participant 3**

**Desktop Mockups v2**

Splash Page:

* Can’t really tell that they are supposed to be pill bottles in the background.
* Standard login – conformed to user expectations
* Would see the login information and know what that is and would know to create an account
* Likes the location of the login window
* Would go straight continue as guest since it is bolded and seems like the easiest thing to do

New User Page:

* Determines that by creating an account that will enable you to save the information you provide
* Potentially too much free space on the bottom half of the page
* Standard login
* Wants to know what happens if you click on the pointing finger. Is it directing you to another location within Open Cabinet
* Noticed that “Account” was a different color but wasn’t sure right away that it was pointing to the navigation. After looking at it further, he was able to determine that, but the colors weren’t obvious enough to know that off the bat. Suggested using either the bright blue or green to distinguish navigation.

Empty Cabinet Page:

* Knows to use the search bar to type in the medicine name. Unsure if he should select “enter” button or if he would then need to click the plus button as well
* Obvious that you could/should add more than one medicine to check for the interactions
* After searching and entering a medicine, he would expect to see the medicine listed under the search bar or between the first and second shelf. Not sure he understood how the adding was supposed to work.
* If “clear all” he wants to know if that clears what he was entering in the search bar or if it also cleared what was saved in the medicine cabinet
* Knows that multiple medicines would be indicated in the medicine cabinet
* Again wants to know if clicking the finger navigates anywhere
* Assumes you will need to know the name of the medicine to use the search
* If he didn’t know the exact name of the medicine, he would try to type in relevant words (“headache,” “generic,” “pain killer”). Wants to know if this is a specific search just for name or if it is generic.
* Looked for a help button in the navigation. If he couldn’t find the medicine name or if you didn’t remember account information, where would you go to find this information
* Was unsure why the top right box is “blank” – suggested using this as a help box

Search Page:

* Noticed that typeahead was giving the options for what to select
* Likes the use of typeahead
* Would either use the mouse to double click on an option, or click once to select it and then select “add new” and medicine would appear in free space between first and second shelf.

First Medicine:

* Noted that the medicine appeared on top of the first shelf, which wasn’t what he had been expecting previous to this page
* Likes the general information, dosage, etc.
* Wants to know if the red arrow next to general information would take you somewhere. Does this give you additional information?
* Would try to hover over the arrow or click it to see if there was something behind it
* Assumed that if you select the red arrow in the search bar that it would enter or move the medicine down into the shelf
* Mentioned some way or having a shelf or cabinet that was closed over the shelves that do not have medicine on them
* Tylenol warning (showing what to not take it with) seems the most important. Not sure why the “Do not take” warning was red, as that didn’t seem like the most important thing.
* Would want it to save the information. When asked under what circumstances he would expect to be able to save it, he said that if he created the account he would expect that it would be saved.
* Also mentioned that he would want to be able to get rid of the medication if he didn’t want to take it anymore. Suggested that by hovering over it or clicking an “x” that it would disappear.
* Would be curious to know if the graphic would/could match with what the bottle actually looks like. “Would be afraid that he didn’t select the right one…it doesn’t look like his bottle”
* Confused still about the shelves and if it “will become his entire cabinet.” If he types in more medicines will they all show up?
* Had to be prompted somewhat to add additional medicines to the cabinet. Would use the search bar to enter an additional medicine. Would still like the plus sign to be there to show that you can still add more. The original bottle is now covering up the original plus sign.

Interactions Page:

* Understands that he has now added a bunch of medicines to his cabinet
* Understands the “interactions” text
* If he clicks on the red arrow, would a list of his medicines pop up or does it scroll over and show the four medicines in his cabinet that interact with Tylenol? “The red arrows always have him curious”
* Since Tylenol is red, he knows that that is the primary and that’s what he’s comparing everything against
* Knows that the four blue medicines are the ones that interact
* Wants to know if the bottles are supposed to be realistic graphics or if they are just for aesthetic. Recognizes that there are all kinds of different bottles so maybe its good that they are generic, but it would be cool if it looked like the pill he was taking
* Definitely sees that the greyed out medicines have no interactions with Tylenol
* Assuming that because interactions are highlighted red, that they would be negative interactions.

Final Page:

* Arrow tells him what the interaction between the two drugs is
* Could click on any of the shown interactions
* Noticed that the first page mentions 4 interactions, but that on this page it has 5
* Would expect to see side effects, warnings, anything you should do if you do take something you shouldn’t, etc.