**Usability Testing, Round 3**

**Participant 4 (re-test)**

**Desktop Application v.1**

Landing Page:

* Content is too big
* Navigation options makes more sense with the most recent changes to design
* Clicking cabinet from home page takes you to the empty cabinet without having to sign in or continue as guest, which is unexpected and seems quirky
* Sign in isn’t as prominent as sign up
* Email box is automatically activated upon login, so you can’t tell that it’s looking for an email address unless you tab through to another field. If you try to submit username and password without the username being an email address, the user gets an error.

Empty Cabinet Page:

* Knew immediately to begin clicking in the search bar and clicking the plus button to add medicines. It was observed that she initially tried to click enter or tab, but when that didn’t work she knew to click the plus button.
* It’s not explicit when there are no interactions among the drugs in the cabinet – the user wants this to be called out so they know not to worry
* Likes the sliding transition when you click on the interaction blurb and are taken to the interaction description page

Interaction Description Page:

* Knows that the two tiles on the left are describing the two combinations that interact
* Doesn’t like that the interaction description doesn’t change on the left when you click on different tiles