**Usability Testing, Round 4**

**Participant 10**

**Tablet Mockups v1**

Landing Page:

* “Pen Cabinet” – didn’t realize the pill was the “o”
* Not interested in signing up because he already has a bunch of accounts
* Doesn’t like that the “sign in” button is rounded but the continue as guest is square. It should all be square
* Pretty clean

Empty Cabinet

* Telling me to add medicines to my cabinet
* Immediately started typing into the search bar, highlighted the term and added it to the shelf
* “I guess since this is here, this is my cabinet”
* He thought he would have to click on it to add it to his cabinet, didn’t know it was his cabinet. Maybe if there was a box around his shelves it might make that more clear
* Likes the “read more” “read less”. Likes that it doesn’t re-load the page
* Begun adding additional drugs to his cabinet
* It’s hard to see the medicine that isn’t selected, so maybe rather than fading it out, there’s a highlight or box around the one that is selected
* Now he doesn’t know what to do because it says it will compare his drug interactions, but there’s no button telling him to do that or that there are no interactions
* Clicks on “cabinet” homepage
* Want’s cabinet to look more like a cabinet, but really likes it

1 Interaction:

* Noticed the interaction blurb that popped up.
* Isn’t understanding why it starts with “7” and is looking for 1-6
* Won’t read through the text and wants a bulleted list
* It would be nice if it included the two bottle visuals underneath the “warfarin sodium & ibuprofen” tile on the interaction description page
* Accidentally “fat-fingered” when clicking on tiles and it deleted them. Couldn’t figure out what happened
* Was able to tell that clicking on certain drugs isn’t greying out certain others, but it was not clear that this was indicating that they were interacting with the primary drug. “This is dumb” its already telling me on the right

2 Interactions:

* Notices the blurb that appears on the right, but he doesn’t notice the colors of the bottles
* Highlighting of the drug is useless, its just telling him what drugs he’s comparing
* Just views the left as him managing his medicine cabinet, the right pane is what’s actually giving the relevant information. This is where he expects to explore his medicines, so he’s not paying any attention to the highlighting of the bottles.
* Would like to be able to select his own drugs to see if there are any interactions