

NASA SUITS USABILITY TEST DATA

PROJECT TITLE		Harvard SUITS Prototype								START DATE:	04/15/19
COLLABORATORS		Erin McLean, Anahide Nahhal, Nicolas Ouejan, Tyler Rodgers, Hane Roh, Agatha Sunyoung Park, Hanif Wicaksono, Emily Yang, Berlynn Bai, Lins Derry, Audrey Haque, Stephen Sun								END DATE:	04/19/19
TASK NUMBER	TASK TITLE	COMPLETED	CRITICAL ERRORS	NON-CRITICAL ERRORS	START TIME if applicable	END TIME if applicable	TIME ON TASK if applicable	ERROR-FREE RATE	PRIORITY	COMMENTS AND NOTES	
1	Scenario 1: Navigation										
1	Example: Participant does task	YES/NO	E.g., User ignores alert, cannot figure out how to use UI	E.g., User opens the wrong menu while in search of something else	10:30:20	14:30:00	30 seconds	0%	HIGH/MED/LOW		
1.1	Participant begins navigating to crewmember							100%			
1.2.1	Participant successfully reaches waypoint 1							0%			
1.2.2	Participant successfully reaches waypoint 2							0%			
1.2.3	Participant successfully reaches waypoint 3							0%			
1.2.4	Participant successfully reaches waypoint 4 (crewmember)							0%			
1.2.5	Participant successfully reaches waypoint 4 within 17 minutes							0%			
1.3.1	Participant navigated within the UI effectively							0%			
1.4.1	Participant utilized UI/VUI effectively							0%		"I see sticks with little objects floating about. what's all that about?" "What are all these zigzag lines?" "What am I supposed to do with them?" "This yellow one is telling me that there's something I can't see"... "I presume when I turn around it will turn pink..but no.." "Did you see the colors change on the pointers?" "When it's yellow, that means I can't actually see it". "I only really noticed two colors" "And then when I get really close, it disappears altogether". What colors would you expect? "Green is go, yellow is caution, and red is caution. Be careful about using red. Red is alerts." CALL FROM WIFE :) Waypoints "Seem to have different sizes. I don't know if it's scaling." Bigger is less helpful, top of it disappears.	
										I've always thought it'd be neat to get situational awareness - if I could see to the side and behind. otherwise i'd have to turn all the way around. you have delicate equipment on you back. No idea how close you were/could hit something. Proximity sensor would be nice. that in a space suit would really improve situational awareness.	
										The ability to see another crewmember's status is potentially lifesaving. I'd wanna see their biometrics and their suit parameters . If they don't have pressure in their suits.	
										If you're up in space for 6 months, you absolutely have to exercise..	
2	Scenario 2: Guardian Angel Mode										
2.1	Participant engages with task list							0%			
2.2.1	Participant notices distress warning and puts current task on hold							0%			
2.2.2	Participant understands biometrics as crewmember's (and not as their own)							0%			
2.2.3	Participant notices the elevated heart rate							0%			
2.2.4	Participant notices the oxygen levels are depleting							0%			
2.2.5	Participant understands the danger their crewmember is in							0%			
2.3	Participant notices their task list changes							0%			
2.4	Participant attempts to move towards crewmember							0%			
2.5	Participant diagnoses safety of crewmember							0%			
2.6	Participant navigated within the UI effectively							0%			
2.7	Participant utilized UI/VUI effectively							0%		Screen visually bounced around alot, hard to read quickly, needs to be more stable to read quickly. Much easier to follow instructions if you see them as bullet points. He says utilize ALL CAPS and bold to highlight important things. Voice command or checklist to complete task. Voice was how they normally do it. Would want the ability to turn off the visual stuff. Voice commands are pretty easy to make - more difficult technically. Lot of fan noise inside helmet. "I only wanna see something if I need it - I don't want it to be always flashing there."	