

Usability Testing Results

User Interview Questions

1. Was the website easy to navigate and find information?
2. Did you understand the instructions and how to interact with the different elements?
3. Were the interactive elements (such as drag-and-drop or clickable hotspots) intuitive and easy to use?
4. Did the website hold your interest and engage you in learning about Davis history?
5. Were the text and content clear and easy to understand?
6. Did you encounter any difficulties or confusion while using the website? If yes, please explain.
7. What did you like most about the website and why?
8. Is there anything you would change or improve about the website? If yes, please explain.
9. Did you feel that the website effectively taught you about Davis history? Why or why not?
10. Would you recommend this website to 4th grade students? Why or why not?

Testing with Erica

- First impression:
 - Confused at the puzzle part, missing information/context because unfinished
 - Good for 4th grader demographic, and very straightforward
 - Liked the UI
- Strong points:
 - Tying into the seal consistently, not just a game
 - The matching stuff has context clues about what you learned, and it promotes thought
- Weak point:
 - User journey - the flow is unfinished and disconnected pages
 - Scrambling / start button for puzzle
- Advice:
 - Include the done button in the question, allow users to click answers first
 - Start with scrambled pictures for puzzle, don't include start button
 - Connect pages, possibly use layering for html pages

Feedback with Susan

- Like the kids theme
- Nice UI and layout, visually appealing
- Add way to see photo for questions

Feedback with Rachel

- Add button to access a picture of the seal for reference with the questions
- Nice UI and graphics

I plan to implement all the feedback and suggestions from everyone I talked to today, if time and capability will allow.