

Hannah Lee

DES 157

Professor Glenda Drew

February 28, 2017

### Storyboards

For user testing I tested the “Live Calligraphy” application that has similar features to how I want my final project to be. During the testing, I sat next to the user while he opened the application and began to explore. First he started to move past each screen to get to the main calligraphy screen. After tracing the character once, the program didn’t allow him to continue to the next character, since he didn’t trace the character well enough. The user did not know this, so he was confused when trying to advance to the next screen — tapping random parts of the screen and getting confused. The user continued to tap the screen and choose random menu items of the application, until he realized he had to trace the character perfectly in order to advance to the next character. Once he got a hang of how to navigate the application, the user commented that the interface was aesthetically pleasing but not modern enough and that the user experience was hard to grasp at first and confusing. However, once he enjoyed how realistic the tracing of the calligraphy was, and appreciated the other features of the application, such as the historical facts of China.

