**Submission for Assignment 07**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Introduction**

This assignment contains a report on the usability of a prototype of a Sun Rise/Sun Set application. In order to determine the efficiency of the application, and intuitiveness of the User Interface, I asked three users to test application. The test consisted of navigating through the application using predefined scenarios. The testers also indicated areas of confusion and things that could be improved upon.

**Usability Test Method**

I had the tester read the idea, motivation, key features and scenarios explaining the general use of the application. From there I asked them think out loud while re-enacting the scenario and try and achieve what the scenario was asking. I recorded difficulties they had, (such as parts of the interface they did not understand). I recorded how long it took them to do each scenario, and I did not help them if they were stuck or confused. Finally I asked them to rate the prototype on the clarity of the UI in respect to the scenarios, the readability of the UI, the effectiveness of the functionality, ease of use and if the intent of the application was achieved by comparing it to the features list.

**Findings**

I asked the tester these questions:

1- Name

2- Age

3- Smartphone experience

3- Ease of Scenarios (easy to finish scenarios)

4- Visual Clarity (did you understand right away how to navigate)

5- Effectiveness of layout (too many clicks, not enough?)

6- Difficulty of using application

7- Respect of Application Idea

8- iOS or Android?

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Age** | **Experience** | **Ease** | **Clarity** | **Effectiveness** | **Difficulty** | **Respect** | **OS** |
| Sophie | 22 | Comfortable | 3 | 5 | 4 | 5 | 4 | iOS |
| Jesikah | 25 | Experienced | 5 | 5 | 5 | 5 | 3 | Android |
| Dan | 24 | Experienced | 5 | 4 | 5 | 5 | 4 | iOS & Android |
| Average |  |  | **4.3** | **4.6** | **4.6** | **5** | **3.6** |  |

**Discussion**

It was difficult to explain the app using simply an image prototype, as the tester relies on me to walk them through the application. It is hard to not influence the tester by telling them "yes" or "no" or where they should go next. I was surprised that people with little to no experience in usability testing had a lot of feedback on things that could be improved. Anyone can be a valuable tester, as applications are rarely created for other developers, but for the general population. Some suggestions were good, however many were just biased towards personal preference by a certain style (ex: iOS versus Android). I probably should of spent less time on the design of the prototype and more on the overall functionality, that way the testers could of possibly been less concerned on the form and more on the function.

In terms of design changes, I would of added a map (even though none of the scenarios required it) on the location popup activity. I should of indicated more clearly on how to share the information, and how it is being shared (is it by SMS or email?), and not just have the contact name and leave it at that. I would create an actual button on the final sunrise page that would link to the table of additional dates specified by the user. While the weather section of the app. was not as important as the sunrise/set, I believe that I should of given it a little more attention. I had to actually ask the users if they saw the weather on the app. because the scenarios never once asked about the weather.

**Summary**

One of the testers who primarily uses iPhones seemed to have a more difficult time understanding the UI than people who use Android. However, they were also the first person to be tested so this my explanations may have made navigating the application more difficult.

I could of been a lot more organized in how I presented the information to the testers. For example, I should of re-written the scenarios to be more straight forward for a non-developer to use, as the testers found the given scenarios somewhat confusing and ambiguous.

There were a few missing elements in my design, and the process should of been a little more streamlined. I should of created two tests, one to test the functionality and flow of the application, and once that was finalized, then create another test about the aesthetic of the application.

**Appendix**

Sophie's comments:

- Missing map

- No ability to send a table of information (has to be sent one by one)

- Share page doesn't indicate if it's by SMS or Email

- Found reading the scenarios hard to understand, it was easier to read user stories instead

Jesikah's comments:

- Missing Map

- Not clear how to share (add social media buttons)

- GPS settings are clear

- Weather is not clear (no scenarios actually ask about the weather)

- Current location sun rise & sunset should be shown on the main page

Dan's comments:

- Too much wasted real estate on the main page

- Viewing 7 day forecast is not clear, should add a clickable area or button

- Expected to see social media icons

- Missing map

- Suggested weather information on the 7-day forecast page