

Mobile Usability Survey – iOS

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<u>Name</u>	<u>Task</u>	<u>Efficiency</u>	<u>Errors</u>	<u>Satisfaction</u>			
							Usability Survey - iOS 7 (iPhone 5s)
Willy	Wifi	6.4	0	10			
	Clock	10.9	0	9			Efficiency
	Contact	16.3	0	8			Errors
							Satisfaction
							Turn wifi off and on
Pete	Wifi	6.6	0	9			Create contact
	Clock	13.4	1	7			
	Contact	22.2	1	7			Add a new clock for Port-au-Prince, Haiti
Maurice	Wifi	5.1	0	7			
	Clock	18.8	1	5			
	Contact	32.3	4	8			
Zane	Wifi	6.2	1	10			
	Clock	9.6	1	10			
	Contact	25.9	1	8			
Jackson	Wifi	5.1	0	10			
	Clock	9.5	1	10			
	Contact	29.5	3	5			
Josh	Wifi	2.6	0	10			
	Clock	9.31	0	8			
	Contact	15.76	0	9			
Greg	Wifi	2.7	0	10			
	Clock	12.54	0	6			
	Contact	25.38	2	6			

Mobile Usability Survey – iOS

Ed	Wifi	4.8	0	10				
	Clock	11	0	8				
	Contact	16.5	0	9				
John	Wifi	5.2	0	9				
	Clock	12.2	0	7				
	Contact	19.7	1	7				
Katie	Wifi	7.1	1	10				
	Clock	14.2	1	10				
	Contact	18.4	0	9				

Mobile Usability Survey – Android

<u>Name</u>	<u>Task</u>	<u>Efficiency</u>	<u>Errors</u>	<u>Satisfaction</u>			Usability Survey - Android (Nexus 4) <hr/> Efficiency Errors Satisfaction <hr/> Turn wifi off and on Create contact Add a new clock for Port-au-Prince, Haiti	
Akers	Wifi	6	0	6				
	Clock	9.7	0	9				
	Contact	22.4	1	9				
Joaquin	Wifi	7.3	0	7				
	Clock	31.4	13	4				
	Contact	27.6	1	5				
Gaston	Wifi	10.9	1	5				
	Clock	23.4	1	7				
	Contact	30.6	5	3				
Jordan	Wifi	6.8	1	8				
	Clock	22.8	5	5				
	Contact	15.1	1	7				
Armand	Wifi	7.6	1	8				
	Clock	16.6	3	8				
	Contact	25.9	1	6				
Jake	Wifi	6.5	0	8				
	Clock	36.6	4	3				
	Contact	25.9	1	7				
Hannah	Wifi	38.1	3	7				
	Clock	20	2	7				
	Contact	21.7	2	7				

Mobile Usability Survey – Android

Matt	Wifi	6.5	0	10				
	Clock	20.5	1	10				
	Contact	21	0	10				
Sierra	Wifi	4.7	0	10				
	Clock	13.5	0	9				
	Contact	22.2	0	10				
Ed	Wifi	5.3	0	10				
	Clock	19.8	0	9				
	Contact	18	0	10				

Although supplying the data in this manner is within the bounds of the assignment's instructions, upon looking at the final results and the way these are referenced in the heuristic evaluation, I think you would have gotten some good "bang for the buck" by spending a little extra time with integrating this with your narrative a little more cohesively.

We feel that Apple's iOS 7 performed the best. Not only were users more satisfied with the experience, but iOS 7 proved to facilitate efficiency and mitigate most user errors.

We chose the structure the list of tasks with what we felt would be a gradual increase in difficulty. The first two tasks were designed to feel familiar while we hoped that the last would seem somewhat foreign, leveling out the results of "super-users". The final task also served to downplay a possible correlation of user's satisfaction with the inherent difficulty of the task itself.