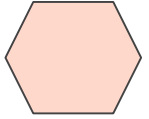


Improve Locket Application

Team members: Raghad Askool, Yara Bashmail, Rasha
Alyazeedi,
Amani Albibi



Outline



01 Project Description

02 Project Objectives

03 Contribution

04 Evaluation Goals

05 Questions of UX study goals

06 Recruitment Process

07 Target Participants

08 UX Metrics

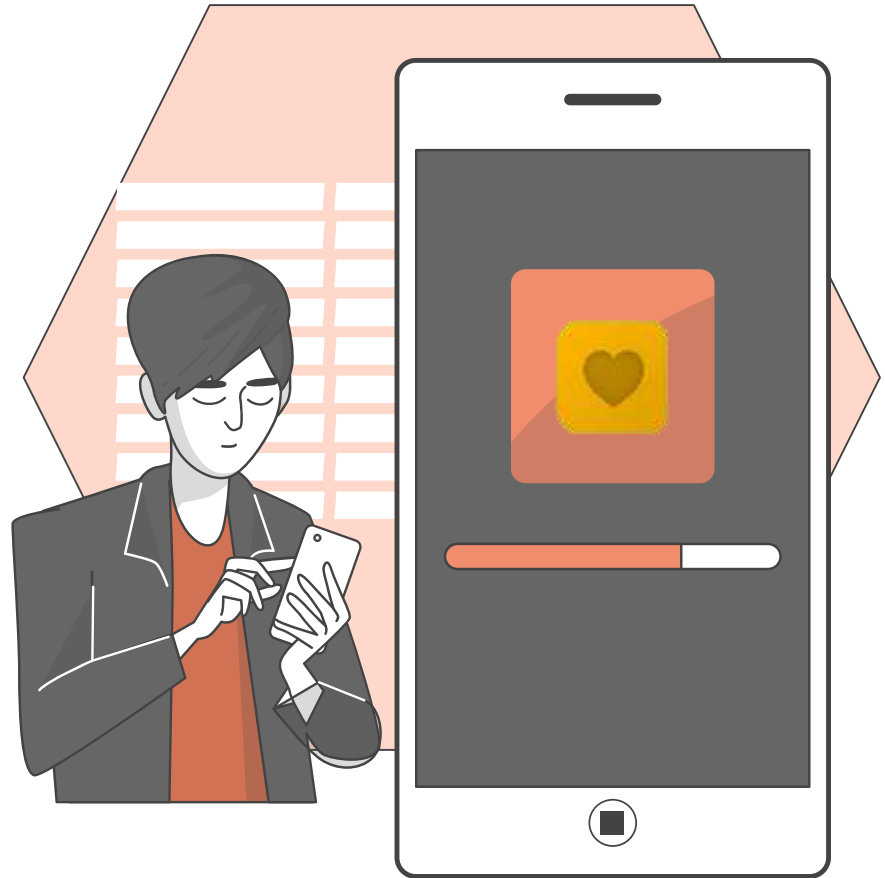
09 Data Analysis

10 UX Design Decisions

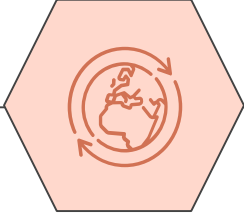
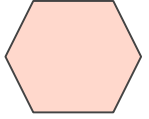
11 New Design Prototype

Project Description

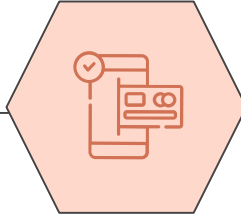
A locket is an application that allows users to store and share photos with friends. The app provides tools for organizing and categorizing photos and memories, making it easier for users to find.



Project Objectives



Share photos with
friends



Store memories
and facilitate to
access



Communicate with
friends



Contribution

1

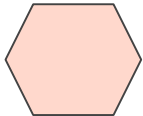
Suggest improvements to the application interface and functionality

2

Analyze user comments to identify common issues and suggest solutions to improve it

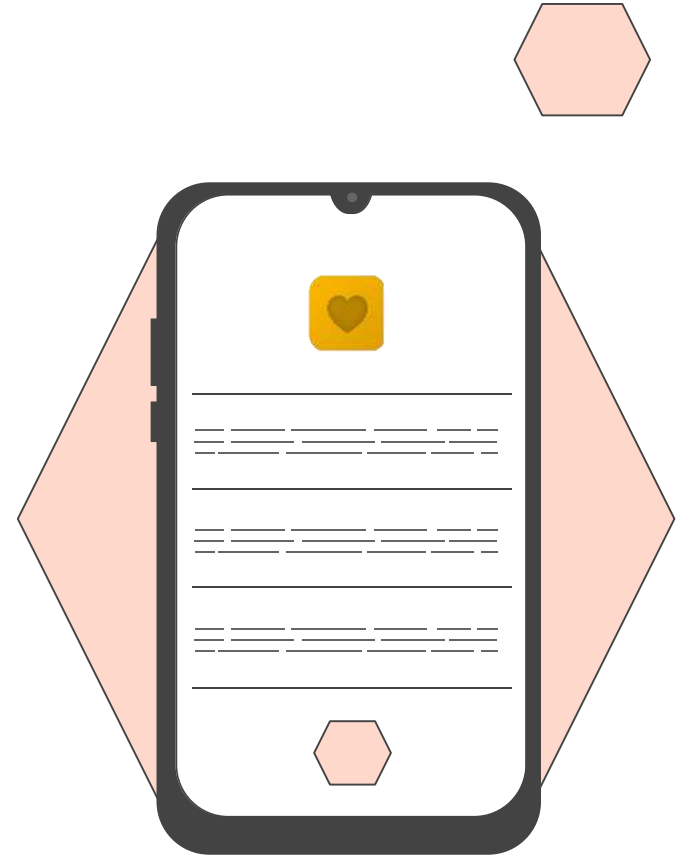
3

Provide recommendations based on user experience and usage patterns.

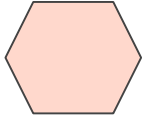


Evaluation Goals

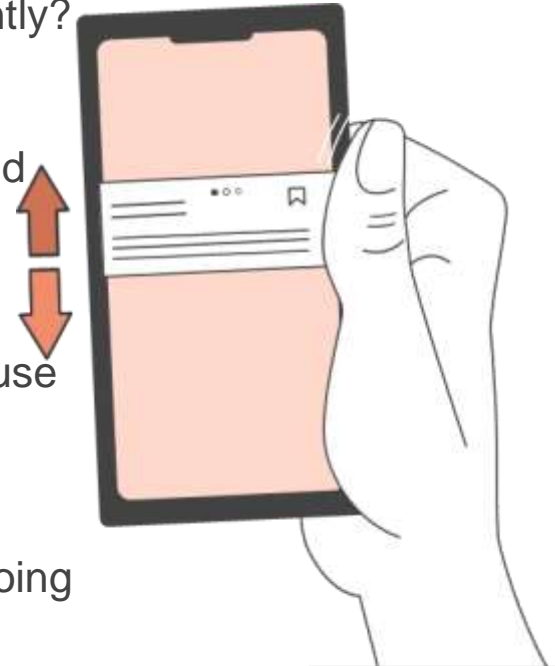
- Did we meet the usability goals of the project?
- Have we made improvements from one product release to the next?
- What are the most significant usability issues that are preventing users from completing their goals or that are resulting in inefficiencies?
- What aspects of the product work well for users? What do they find frustrating?
- What are the most common errors or mistakes users are making?
- What usability issues can you expect to remain after the product is launched?



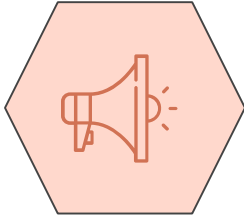
Questions of UX study goals



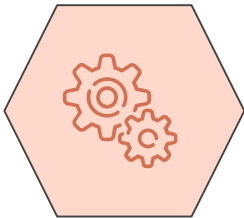
- ✓ Do you think that I would like to use this system frequently?
- ✓ Do you find the system unnecessarily complex?
- ✓ do you think the system is easy to use?
- ✓ Are you feel needed to learn a lot of things before I could get going with this system?
- ✓ Do you feel confident using the system?
- ✓ Do you think this system was too inconsistent?
- ✓ Do you would imagine that most people would learn to use this system very quickly?
- ✓ Do you find this system very cumbersome to use?
- ✓ How you felt confident using the system.
- ✓ Do you need to learn a lot of things before I could get going with this system?



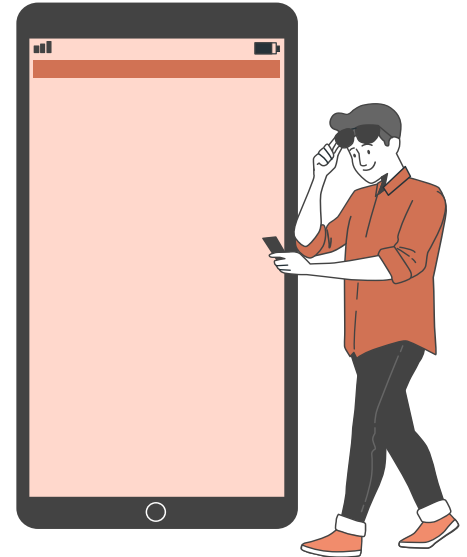
Recruitment Process

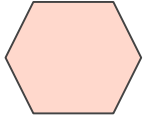


Send a online questionnaire
consisting of 10 questions



collect and analyzed
the answers.





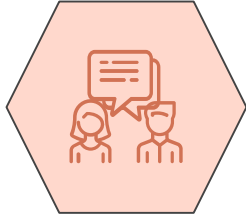
Type of User Study

- ✓ Surveys
- ✓ Usability testing

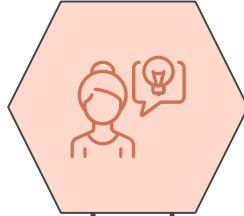
Target Participants

- ✓ People between the ages of 15-30
- ✓ Social media enthusiasts
- ✓ Travelers and adventurers
- ✓ Photographers

UX Metrics



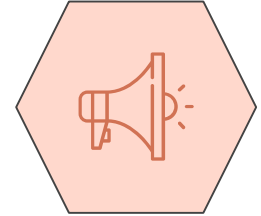
Time-on-Task



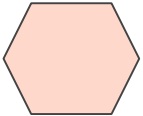
Task
success



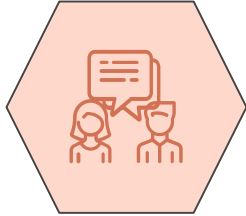
Learnability



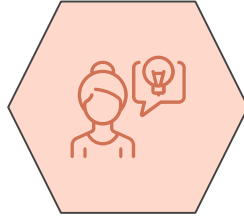
Errors



UX Metrics



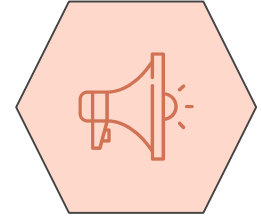
Efficiency



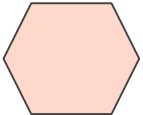
Issue-based



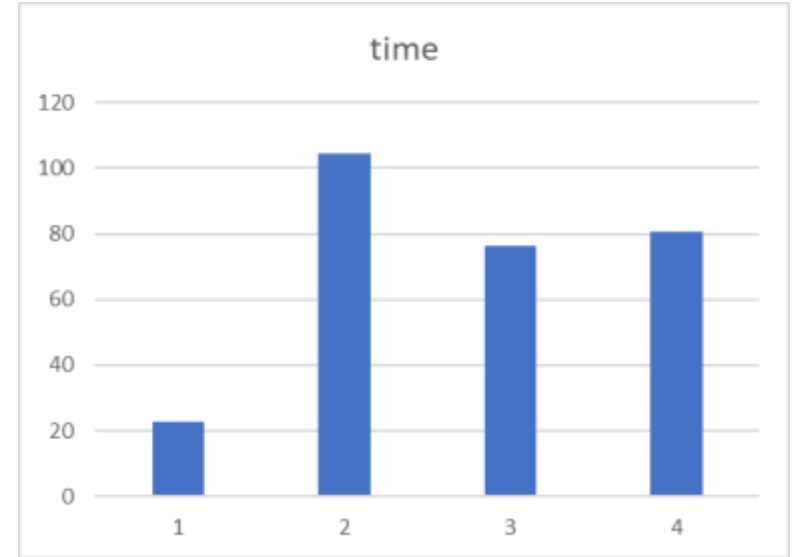
Likert Scale



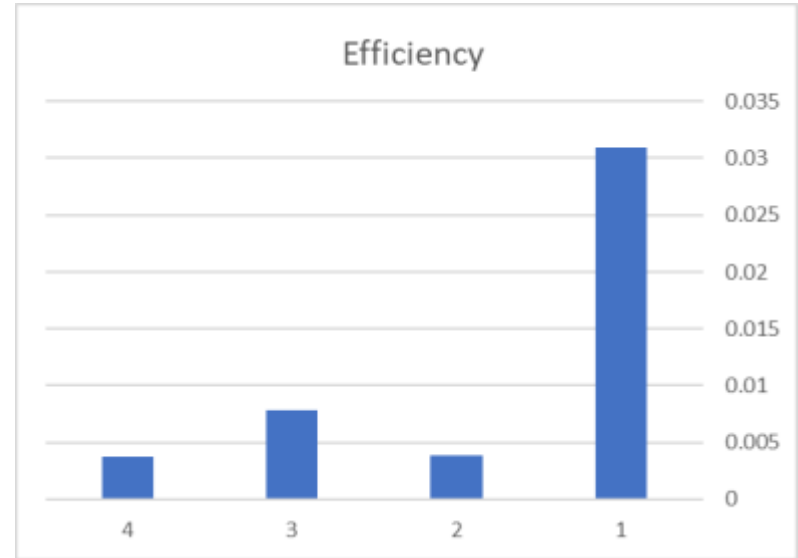
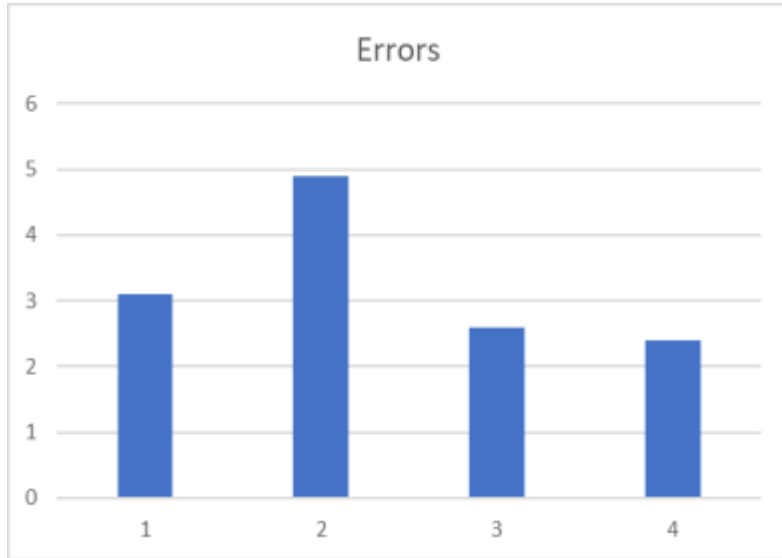
System Usability
Scale SUS



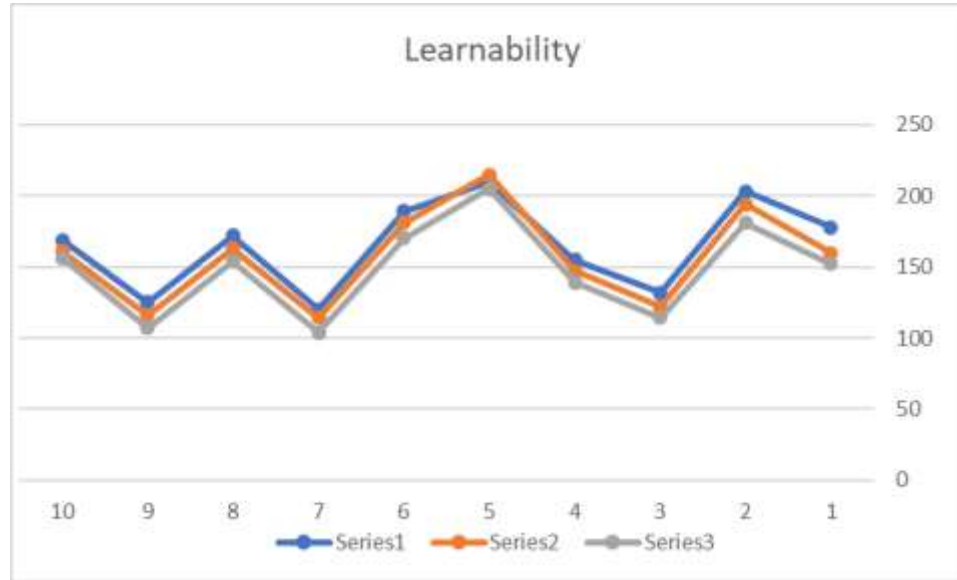
Data Analysis



Data Analysis



Data Analysis



UX Design Decisions



Add icons indicating the function



Use a simple and consistent navigation system throughout the application



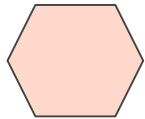
Change the locations of some buttons



Use the search function to help users find friends quickly

New Design **Prototype**





Thanks!

