Smart Outfit Recommender - WearSync (WS)

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Human-Computer Interaction

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Introduction:

Overview

WearSync is a mobile application designed to assist users in selecting outfits by generating personalized clothing recommendations based on wardrobe data, weather conditions, and fashion trends. The app streamlines outfit planning for casual and professional scenarios by helping users make confident and timely wardrobe choices**.**

Purpose of the App

The app targets users who are either overwhelmed by a large wardrobe (like fashion enthusiasts) or those who are time-pressed and prefer minimal yet stylish dressing (like corporate professionals). Key features include weather-integrated outfit suggestions, wardrobe digitization, trend-based style feeds, and smart item pairing tips.

Goal of the User Testing Session

The primary goal of the user testing session was to evaluate the usability and effectiveness of WearSync's interactive prototype. Specifically, the session aimed to:

- Identify any usability barriers while performing key tasks.
- Assess whether the interface is intuitive for first-time users.
- Gather feedback on design clarity, feature usefulness, and overall experience.
- Discover any unanticipated user behaviour or improvement opportunities.

Testing Methodology

A total of 6 participants were involved in two rounds:

- Round 1 (4 users) at the University Research Symposium, involving students and young professionals aged 24–38.
- Round 2 (2 users) conducted at home with roommates, offering casual, real-world feedback.

Users were asked to complete 4 key tasks using the WearSync Figma prototype:

1. Navigation to Add Section from Home
2. Using Camera & Gallery functions
3. Accessing Wardrobe and Feed
4. Viewing Account Info and Logging Out

Data Collection

Data was collected by first providing a brief verbal overview of the app, then allowing users to freely explore and perform tasks without any interference. Observations were noted during the session, and a printed sheet was used to record:

- Task success
- User behavior
- Any issues encountered

After the interaction, follow-up questions were asked verbally, and users' responses were documented directly on paper to capture their reflections and overall understanding of the app. One of the key questions asked was:
“What would you suggest to improve the app?” — This provided valuable user-driven ideas for future enhancements.

Test Protocol

Users were asked to complete the following four core tasks using the WearSync prototype:

1. Navigate to the "Add" section from the Home screen.
2. Add a new clothing item using the camera or gallery option.
3. Access the Wardrobe and Feed sections to explore outfits and inspirations.

Introductory Script

“Hello! How are you doing today? The weather seems amazing, doesn’t it?

Today, I’m here to present my app prototype called WearSync — it’s an outfit recommender that suggests clothing based on the weather and your personal wardrobe. You can add your clothes using your camera or gallery, creating a digital wardrobe that makes styling easier.

If I could have just 5 minutes of your time, could you please test out my prototype?

Great! So here are the tasks my prototype can perform. I’d like you to try the following:

1. Navigate to the “Add” section from the Home screen.
2. Add a new clothing item using the camera or gallery.
3. Access the Wardrobe and Feed sections to explore outfits and style inspiration.
4. View your account details and log out of the app.

Feel free to explore without asking for help — we’re observing how easy the app is to use naturally. I’ll ask a couple of quick questions at the end. Ready?"

Post-test questions

After users completed the tasks, the following questions were asked verbally to gather feedback:

1. What do you think is the main purpose of this app?
2. Was anything confusing or difficult to use?
3. What would you suggest to improve the app?

During the user testing session, data was collected through manual note-taking on a printed test sheet. The sheet was used to record:

- Whether each task was successfully completed
- Any hesitation, confusion, or noticeable user behavior
- Verbal feedback given during and after the test
- Responses to follow-up questions

Results from First Round of Testing

Findings from Initial Test (Symposium)

- Number of Users Tested: 4
- Usability Issues Observed:
    - Feed Icon Confusion: Most users were initially unsure about the meaning of the Feed icon. Its original design (resembling a globe) lacked clarity, and several participants did not immediately recognize that it led to outfit inspiration and community style content.
    - Users expected filters in the Wardrobe section to help sort clothes more easily.
- User Feedback:
    - All users completed tasks quickly and were intrigued by the concept.
    - Suggested improvements included:
        - A body shape identifier for more personalized outfit suggestions
        - Gender-based separation (male/female) in clothing options
        - Displaying final outfit previews as images
- Patterns Noticed:
  Users navigated the core tasks with ease but expressed interest in features that offer greater personalization and visual clarity.

Reflection and Design Revisions

Key Problems Identified:
The most common issue observed was confusion around the Feed icon — users struggled to understand its purpose due to its abstract, globe-like appearance. Another notable concern was the lack of filters in the Wardrobe section, which limited the ease of navigation through clothing items.

Changes Made:

- Added labels under all navigation icons, including "FEED", to indicate their function and improve navigation clarity.
- Implemented category filters in the Wardrobe section to help users organize and browse their outfits more easily.

Justification:
These changes were prioritized based on frequency and impact. Labelling icons was a quick solution that significantly improved navigation comprehension. Adding filters addressed a clear user expectation and enhanced the core wardrobe browsing experience — a primary feature of the app.

Refined Test and Second Round Results

Revised Protocol: The second round included a clearer task explanation and used the updated prototype with labelled icons and wardrobe filters. Testing was done in a casual home environment to encourage relaxed interaction and open feedback.

Participants: 2 participants, both roommates aged 25–30, regular smartphone users with an interest in fashion and daily outfit planning.

Test Results: Users were asked to complete the same four tasks. They had no issues, completed all tasks smoothly, and found the navigation much easier with labelled icons.

New Findings: Recommended a progress bar in the “Add” section to guide users through steps like photo upload, category selection, and confirmation.

Did users notice or respond to your changes?

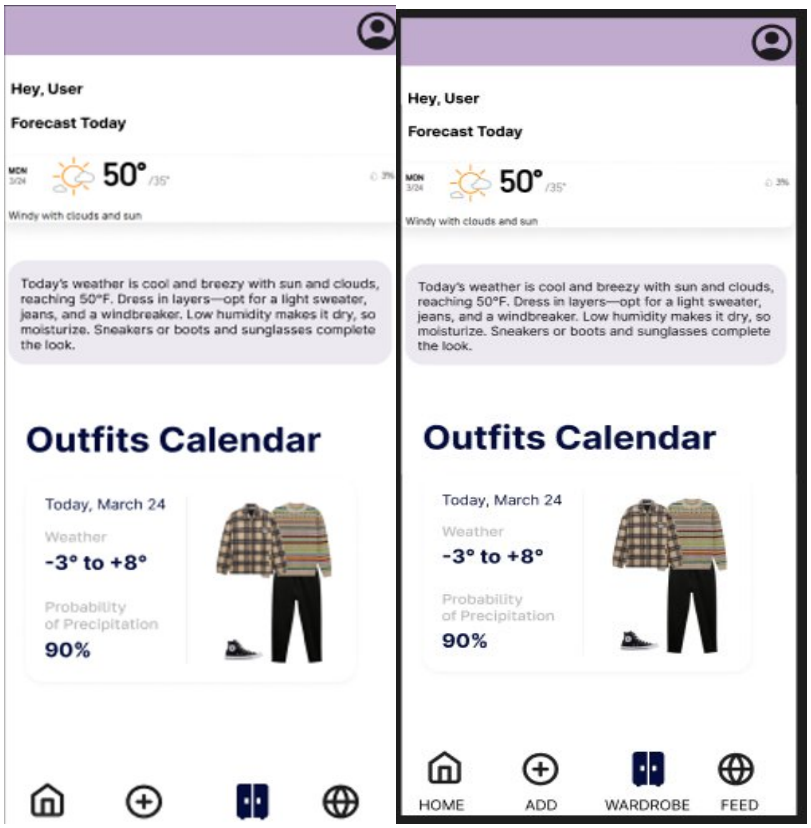
Yes, after seeing the previous version, users preferred the updated one. They said the icon labels and filters made navigation easier, and the app felt more intuitive and polished.

Conclusion: Summary of Findings

- The biggest impact came from adding icon labels and wardrobe filters, which greatly improved navigation and made the app more intuitive. These small design changes significantly enhanced user understanding and task completion.
- A key lesson learned was that even minor usability issues can confuse users if visuals aren’t clear. Testing with real users showed how vital it is to design with the user’s perspective in mind, not just the developer’s.

- If I had more time, I would add visual outfit previews, a progress bar in the Add section, and more personalized features like body-shape and gender-based suggestions to make the app even smarter and more helpful.

Appendix:



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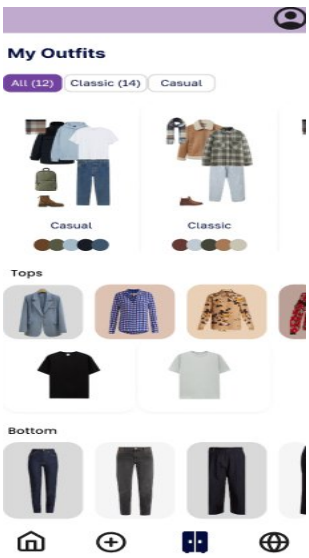
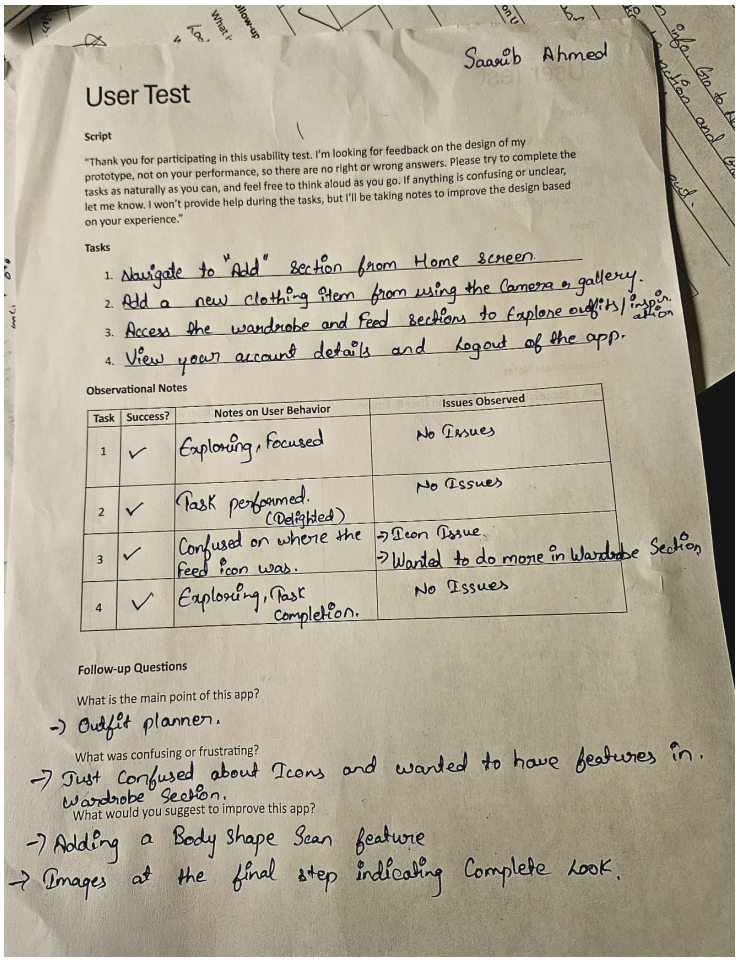


NEW PAGE (Filter)



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User Test

Script

"Thank you for participating in this usability test. I'm looking for feedback on the design of my prototype, not on your performance, so there are no right or wrong answers. Please try to complete the tasks as naturally as you can, and feel free to think aloud as you go. If anything is confusing or unclear, let me know. I won't provide help during the tasks, but I'll be taking notes to improve the design based on your experience."

Tasks

1. Navigate to "Add" section from Home screen.
2. Add a new clothing item from using the Camera & gallery.
3. Access the wardrobe and Feed sections to Explore outfits/ inspiration
4. View your account details and Logout of the app.

Observational Notes

Task	Success?	Notes on User Behavior	Issues Observed
1	✓	Exploring, focused	No Issues
2	✓	Task performed. (Delighted)	No Issues
3	✓	Confused on where the feed icon was.	→ Icon Issue. → Wanted to do more in Wardrobe Section
4	✓	Exploring, Task completion.	No Issues

Follow-up Questions

What is the main point of this app?

→ Outfit planner.

What was confusing or frustrating?

→ Just Confused about Icons and wanted to have features in. Wardrobe Section.

What would you suggest to improve this app?

→ Adding a Body Shape Scan feature

→ Images at the final step indicating Complete Look.

References:

1. OpenAI. (2025, April 20). *User testing report and revisions for WearSync HCI project* [ChatGPT conversation]. ChatGPT.