Interi*AR* Testing

# User Test Overview

Due to being in its early stages, the app currently does not have a high degree of complexity yet. However we have decided, having made progress with our augmented reality implementation, to begin testing the feature with a group of potential users. The goal of this quick test was to verify whether the user can figure out how to go about using the feature easily, and find features that we could improve upon, which would hopefully save us some time with further developments.

# Overall Objectives

We will be interviewing and gathering data from the users performing tasks on the app. Our intention with these observations will be to:

* Better understand how a new user behaves without any form of aid/instructions.
* Identify potential improvements in terms of the layout/design of the camera screen.
* Gather feedback on features that might be useful to implement in the future

# The task

## **User brief**

The users will be briefed about the premise of the app but won’t be given a tutorial on how to use the features.

To begin with, the user will be given the app and be allowed to experiment as they wish. During this time the user will be asked to ‘think aloud’, meaning that they talk in real time about: what they think is happening, what they are intending to do as well as why they made a certain action, the observer has the responsibility, however to monitor whether this seems to be having a strain on the concentration levels of the user, which would provide an alternative behavioural response(less accurate/rich data).The We will be monitoring

## **End goal**

Each user’s end goal is to layout all of the furniture in a line in terms of its height, tallest on the left moving towards the shortest on the right.

**Testing Summary**

We explained the premise of our app to home-owners/renters and let them have a try using the feature. Although the feature seems simple at the moment, we still expected at least a few users to take a while to get used to the gestures ,however despite our reservations, for the most part the group found it relatively easy to use the drag and drop feature as well as positioning them into places of interest. Some users even instinctively tried a twisting motion to rotate the furniture which we found to be interesting, and is something that is not yet available. The users overall seemed very attracted to the feature, mostly due to it being their first times using AR.

Upon asking for improvements users mentioned the ability to rotate the objects to be very beneficial(rather than physically moving positions, to angle furniture correctly),fortunately this is something that we intended to implement soon which is a good indication that we’re understanding what our users need.

As well as this users mentioned they had difficulty in deleting furniture they didn’t want(e.g when they clicked on the button more than once and created duplicates).Most users either didn’t mention or notice the ‘back’ button until the team brought it to their attention .This has allowed us to realise that we have to make it clearer to the user about the option to reset the furniture (possibly make the button read ‘reset’ instead of ‘back’ and (further adds to the idea of the FAQ section/walkthrough tutorial option.

Also the text in general was described as “boring” and unappealing which we are inclined to agree with. Therefore we have decided to implement icons instead of text buttons.

The 3D models would have to be looking more realistic,at the moment the size is the main thing that helps with visualisation.