

**AUTO–A PROTOTYPE: ENHANCING USER EXPERIENCE THROUGH FEEDBACK-
BASED INTERFACE IMPROVEMENT**

**A Comparative Report Presented to
The Faculty of School of Technology and Computer Studies
Biliran Province State University
Naval, Biliran**

**In Partial Fulfillment of the
Requirements for the Subject of
Human and Computer Interaction
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NATURE AND IMPORTANCE OF THE STUDY

This paper describes the iterative design and testing of AUTO–A, a high-fidelity prototype for a digital automotive platform. Designed in the Figma environment for a course on Human–Computer Interaction, this system supports the discovery of vehicles with key specifications, such as price, model, and production year. It also allows direct scheduling for test drives and consultations. This paper is important because it represents an applied piece of user-centered design. It shows a systematic methodology where iterative feedback was used to directly inform and improve usability. As car buying shifts online, the quality of these digital platforms will be key to their success. This project shows how crucial user testing is. By watching real people use the platform, we can gather practical insights that help us make meaningful improvements, leading to a better, more satisfying experience for everyone.

METHODOLOGY

To track the prototype's progress, we used a simple two-phase approach: an initial test followed by a follow-up assessment after making improvements. In the first round, we had testers try out the early design to give us structured feedback on its layout, navigation, and overall functionality. This immediately revealed key issues, like admin tools that were hard to find and buttons that often didn't work. Using this feedback, our team then made targeted fixes—we moved and relabeled the admin access, repaired the broken buttons, and enhanced the visuals for better clarity. We then tested the refined prototype to confirm that these changes effectively solved the initial problems. This cyclical "test-and-refine" process is a core HCI principle, treating design as a living process that is continually improved through real user input.

DATA GATHERING

Data were collected via a peer-based usability evaluation. Participants, who were classmates, engaged with the AUTO–A prototype and subsequently completed a detailed feedback form. This instrument was designed to measure critical usability dimensions, including navigational intuitiveness, accessibility, informational clarity, and visual design. The form captured both quantitative ratings and qualitative, open-ended commentary, providing a holistic view of the user experience. The evaluation was conducted in a controlled, in-person setting, allowing observers to note interaction patterns in real-time. A cohort of ten respondents participated in this evaluation, providing a substantive dataset for analysis.

DATA CLEANING

Given the qualitative nature of the primary data, the cleaning and synthesis process involved a thematic analysis of the written feedback. Comments were systematically grouped into emergent categories based on shared concerns and observations. Each feedback entry was reviewed for relevance and clarity, with redundant remarks consolidated to create a focused dataset. This structured categorization allowed the team to distill a wide range of comments into actionable insights. For instance:

- The remark, “Admin button not visible,” was classified under Navigational Deficiencies.
- The observation, “Some buttons do not work,” was grouped under Functional Integrity.
- Positive feedback, such as “Color and layout are good,” was cataloged under Design Affordances.

This method of synthesis enabled a prioritized and organized approach to the prototype's revision.

RESULTS AND DISCUSSION

The comparative analysis revealed marked improvements in the prototype's overall usability following the revisions. The enhanced version demonstrated a more coherent navigational flow, full functional interactivity, and a polished visual presentation.

Specific outcomes of the redesign include:

- **Streamlined Navigation:** Achieved through the strategic relocation and clearer labeling of the admin button, eliminating a primary point of user confusion.
- **Robust Interactivity:** All interface components responded as expected, creating a seamless and trustworthy user interaction.
- **Refined Visual Communication:** Improved typographic contrast, spacing, and alignment elevated readability and the overall aesthetic quality.
- **Enhanced Content Clarity:** A reorganized layout more effectively communicated the system's purpose and capabilities to the user.

Collectively, these enhancements resulted in a more efficient and engaging user experience. While the prototype may not be exhaustive, the study successfully demonstrates that a disciplined,

iterative cycle of testing and refinement can profoundly improve a digital product's quality. The evolution of the interface, as shown below, provides visual testimony to the impact of this user-driven process.

APPENDIX A: USABILITY FEEDBACK FORM

Evaluation Summary Sheet

Subject: Human-Computer Interaction

Project Title: AUTO-A

Group: 1

Date of Usability Test: 10-11-2020

Evaluator(s): 18015 M. Gollmann

1. Ratings

Category	Excellent (5)	Good (4)	Fair (3)	Poor (2)	Very Poor (1)	Remarks
Interface Design	✓					
Navigation		✓				
Functionality		✓				
Responsiveness		✓				
Content Clarity	✓					
Aesthetic Appeal	✓					
Overall Satisfaction	✓					3.5

2. Feedback Summary

Category	Positive Feedback	Issues/Problems Identified	Suggested Improvements
Interface Design			
Navigation		need to find the return button	
Functionality		not all buttons are clickable	
Content	(input is slow)		
Overall User Experience			

Delicate appeal

Figure 1: Sample peer evaluation form used during the initial usability assessment

3. Key Insights

- What were the main strengths of the system?
The design, visual elements and choice of colors for the specific products are complementing.
- What were the main usability issues?
Yes, it's the center screen to different kinds of cars and it is also user and bigger friendly.
- What are your top 3 recommendations for improvement?
1. Make the return button easier to find
2. make buttons are not clickable
3.

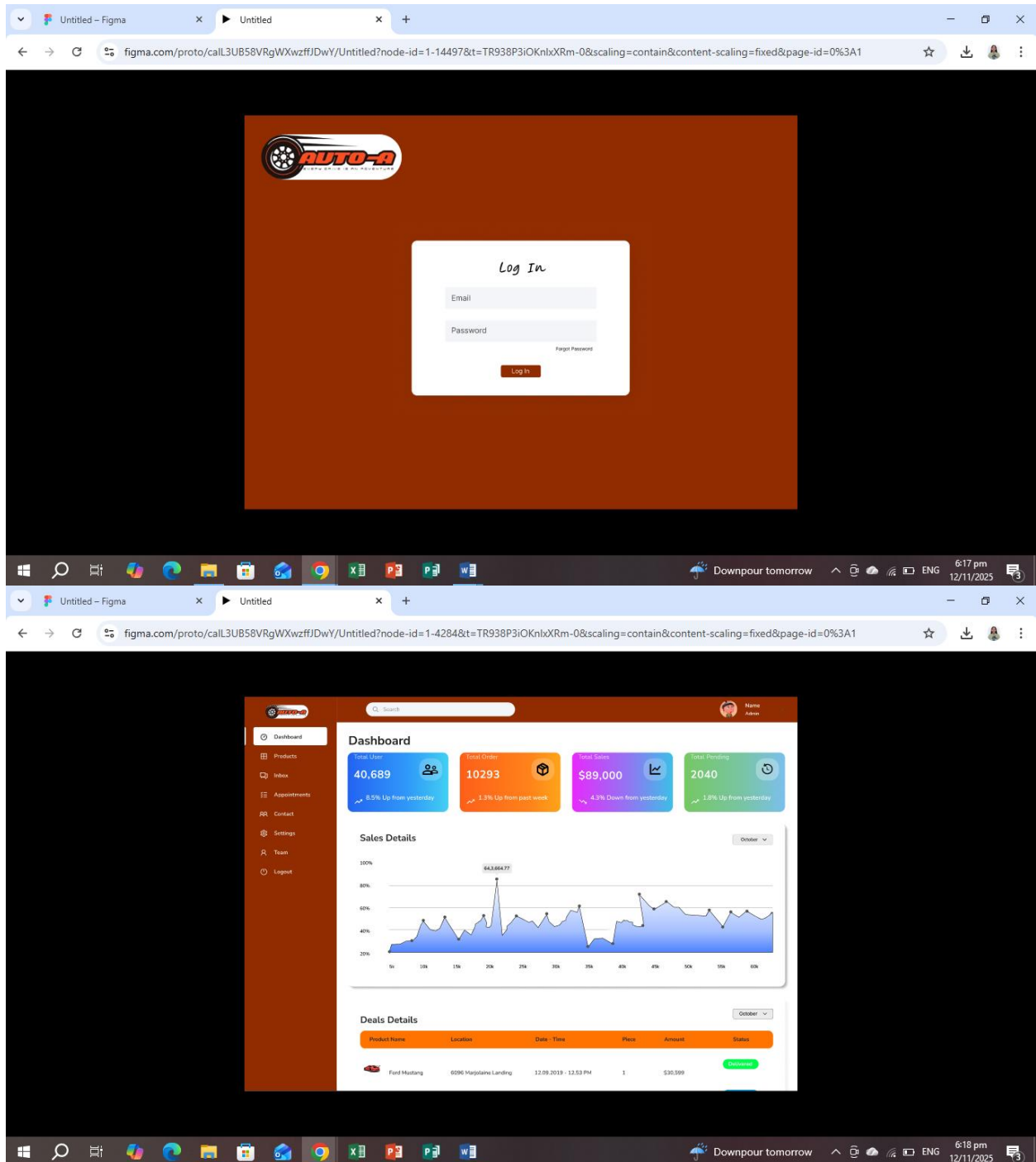
4. Reflection

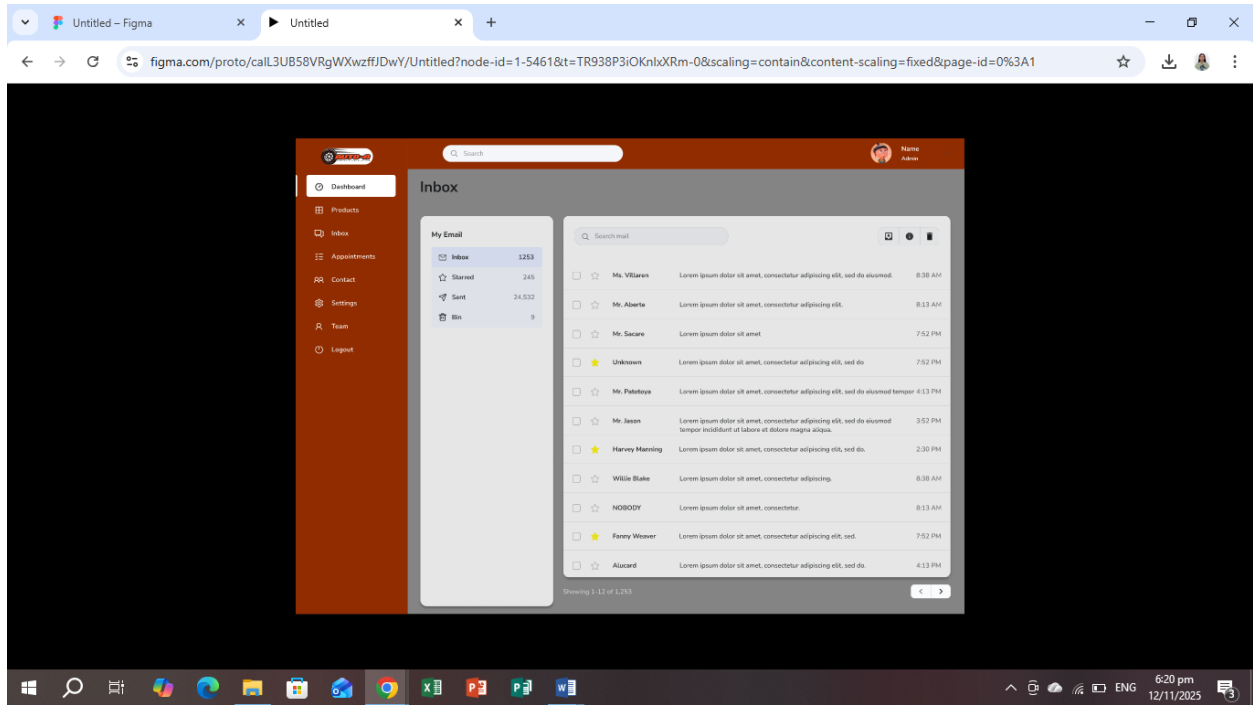
- What did your team learn from the usability test?
The importance of visual contents most importantly how the colors are complementing the product, it makes the experience more appealing with the sense of it radiance. The quality is top tier and not all the features and interactions needed by ~~customers~~ ~~as a user~~ ~~one person~~. Overall, I would highly recommend this to a car selling company.

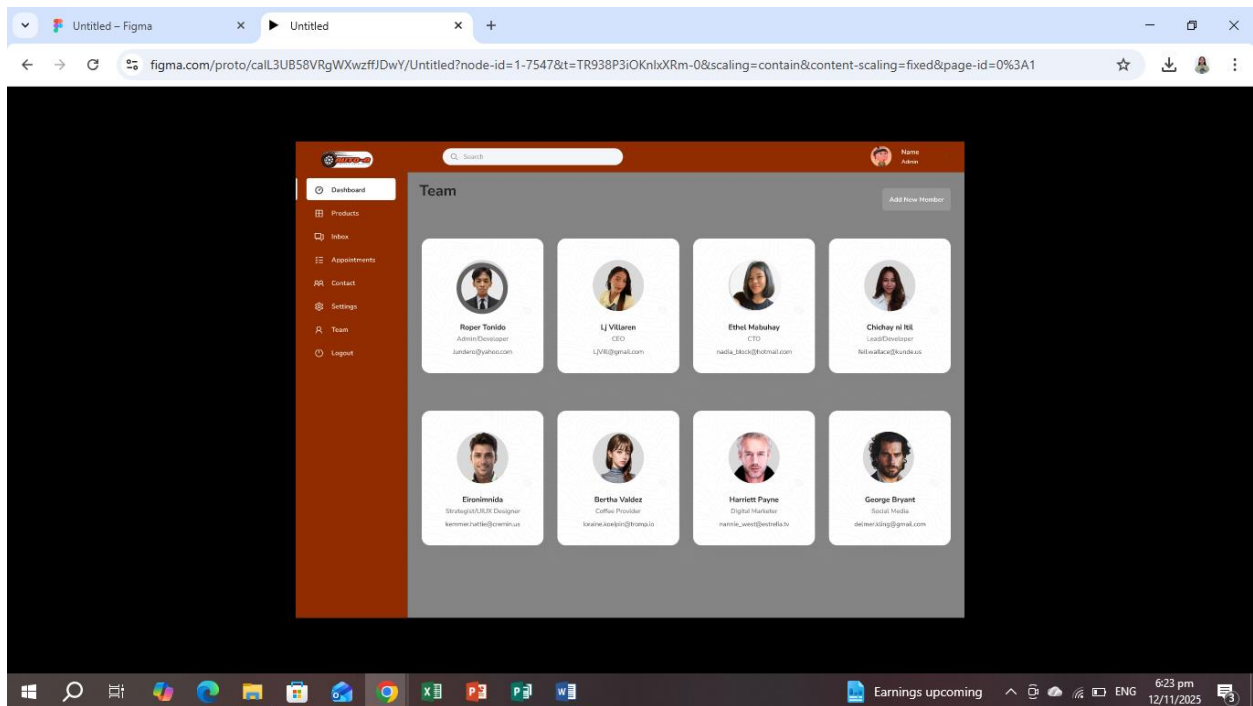
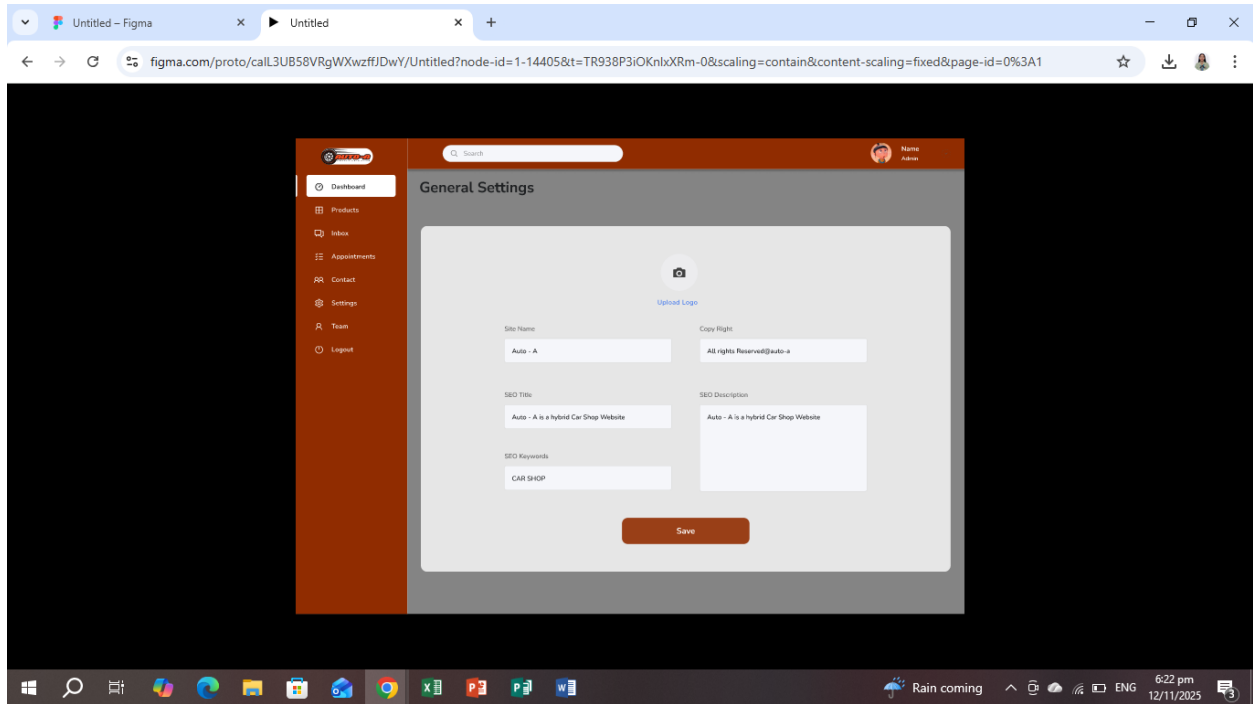
Figure 1.1: Sample peer evaluation form used during the initial usability assessment

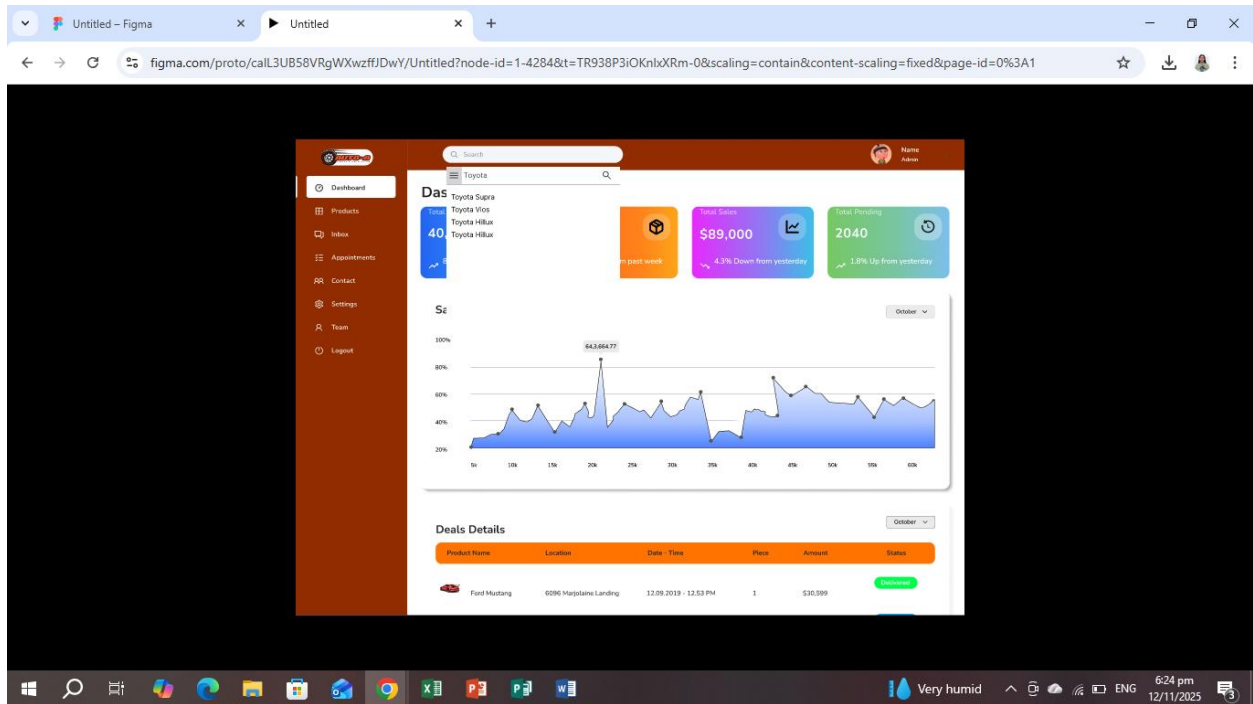
APPENDIX B: PROTOTYPE SCREENSHOTS

ADMIN SIDE









USER SIDE

