**Group 5 - Usability Testing & Heuristic Evaluation (due December 2 at 11:59pm)**

**Part 1: Usability Testing:**

User evaluation of prototype A

What did you like about Prototype A?

Lily: Personally, I like the arrangement of this prototype.

Lynn: I like the functions of this prototype.

James: I like the flexibility and efficiency of prototype if it can be implementation.

What did you dislike about Prototype A?

Lily: Its exact use was not made clear

Lynn: At first, I couldn't find the button to return to the main interface.

James: The prototype is not clear enough.

What was confusing about these prototypes?

Lily: For the recognition rather than recall, I believe that the prototype should minimize the user's memory load by making objects, actions, and options visible.

Lynn: I am wondering if the prototype match between system and the real world.

James: I don't understand what the model is trying to do.

Do you have any suggestions for improving these prototypes?

Lily: I suggest that improving the visibility of system status. The system should keep users informed of what is happening with appropriate feedback within a reasonable amount of time.

Lynn: For the aesthetic and minimalist design, I think a lot of improvement is needed here. **minimalist design**

James: I believe that there need help and documentation. Even though it is better if the system can be used without documentation, it may be necessary to provide help and documentation

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User evaluation of prototype B

What did you like about Prototype B?

Lily: I like the aesthetic and minimalist design.

Lynn: I like functions of prototype B

James: I like the interface of prototype B

What did you dislike about Prototype B?

Lily: There is no error prevention mechanism.

Lynn: I don’t like the aesthetic and minimalist design of prototype B

James: I don’t like the arrangement of prototype of B, since its confuse me a lot.

What was confusing about these prototypes?

Lily: I have no idea about what is the specific purpose of this prototype?

Lynn: What is the purpose of uploading video?

James: The buttons of the three functions confused me, because the meaning of the picture could be too vague without the annotation of the text.

Do you have any suggestions for improving these prototypes?

Lily: Pay more attention on the consistency and standards.

Lynn: Adding more tutorial functions, which can help people know about this prototype as fast as possible.

James: Increase flexibility and efficiency of use, add more functions.

**Part 2: Heuristic Evaluation**

Usability aspect report in another document

Here is the link of inVision(same with figma) https://projects.invisionapp.com/prototype/cjodxwmor00l0va018412uykg/play

https://projects.invisionapp.com/prototype/prototype1-cjp7wzit1003x1p01333offa2/play/0fefbfa1