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CPS 371
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StepMan App User Study

Methodology:
The tasks to be done by the users:

1. Given Task: Create a Character
   a. Expected: Write in a name, Select a color, Select a difficulty

2. Given Task: Walk Around Until They Level Up - Should Notify
   a. Expected: User walks around, gets notification that they leveled up, returns to application

3. Given Task: Spend All Stat Points Gained
   a. Expected: Go to the Stats Page and increase stats until all points are gone

4. Given Task: Go to Settings and Change name, color, and difficulty, save new settings.
   a. Expected: Clicks the top right button, which then has a dropdown that shows settings. Then edits name, color, and difficulty. Then clicks save settings. Notices changes.

Participant Demographics:

- Participant 1: College Student
  ○ Gender: Male
  ○ Age: 21
  ○ Major: Biology
  ○ Purpose for a StepMan App: Play a game, Check Step Statistics

- Participant 2: College Student
  ○ Gender: Male
  ○ Age: 20
  ○ Double Major: Psychology & Biblical Studies
  ○ Purpose for a StepMan App: Play a game, Check Step Statistics

- Participant 3: College Student
  ○ Gender: Male
  ○ Age: 21
  ○ Major: Business
  ○ Purpose for a StepMan App: Play a game, Check Step Statistics

Reactions:

- **All Participants**
  - We had to advise them to put the phone in their pocket to actually have it count steps.



    *user placing phone in pocket to count steps

  - When phone is held stationary in front of the user the device's accelerometer does not detect movement and does not count your steps.

   *using phone like this does not count your steps

- **Participant 1**
  - When creating a character, participant 1 ignored the select color and select difficulty spinners
  - Could have skipped because instructions just said create a character or the spinners are not obvious enough.
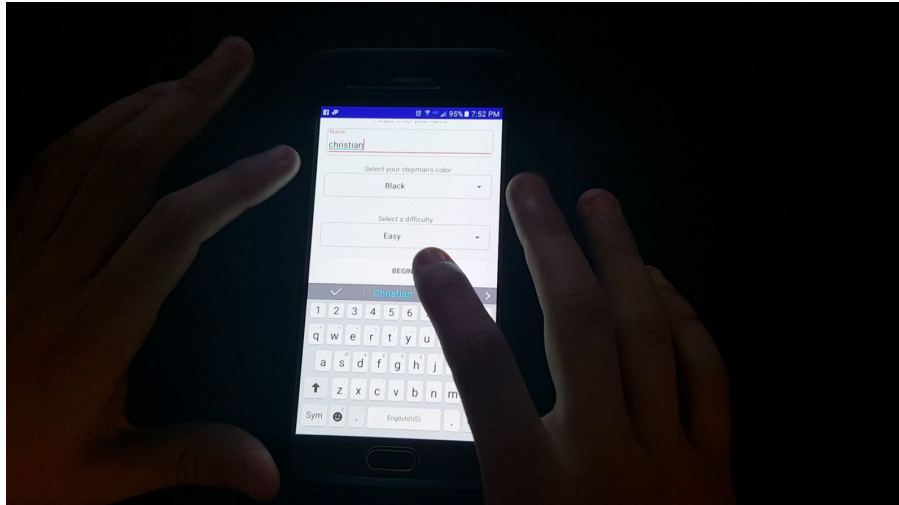
*user overlooking spinner on create character task

● **Participant 2**
- ○ On task 3, user struggled to find where to spend stat points.
- ○ The application should probably have an introduction to explain itself or initial tutorial.
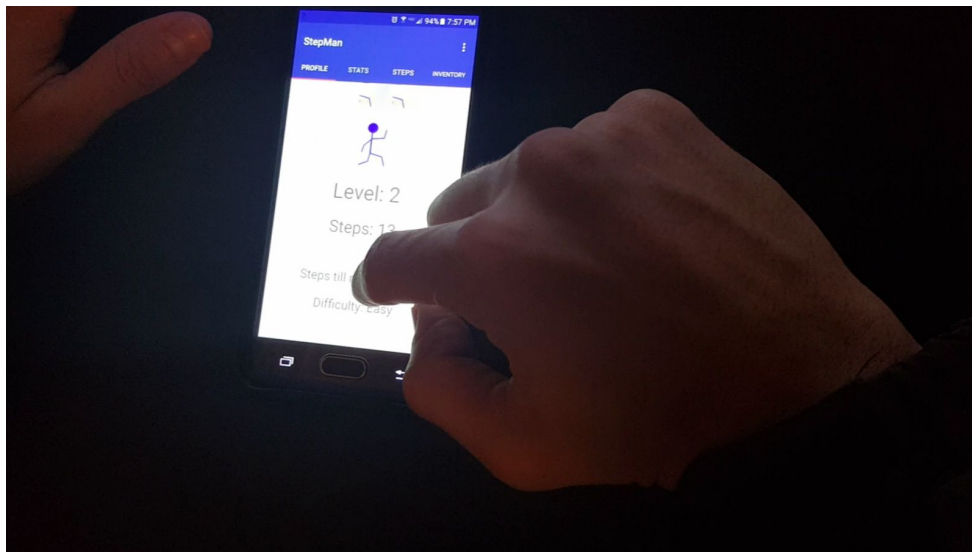
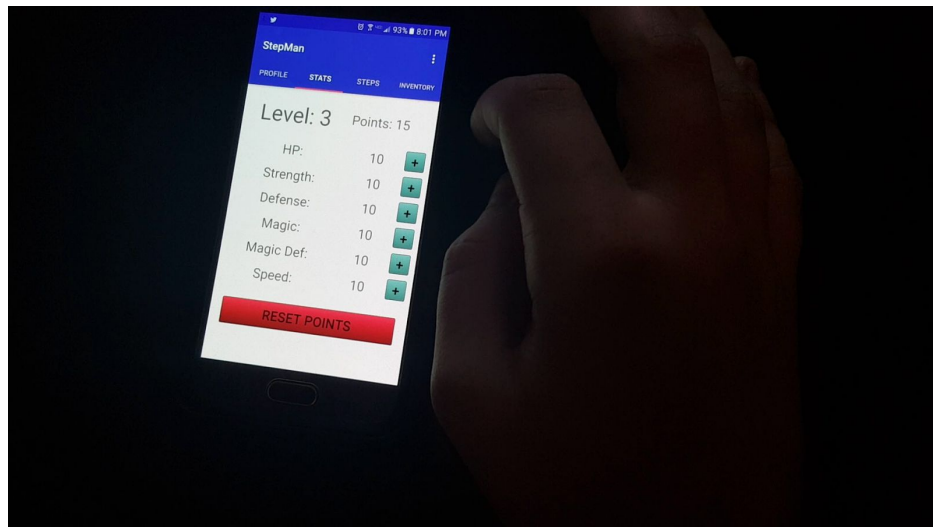*user trying to figure out how to spend stat points

- ● On task 4, user struggled to find the settings page.
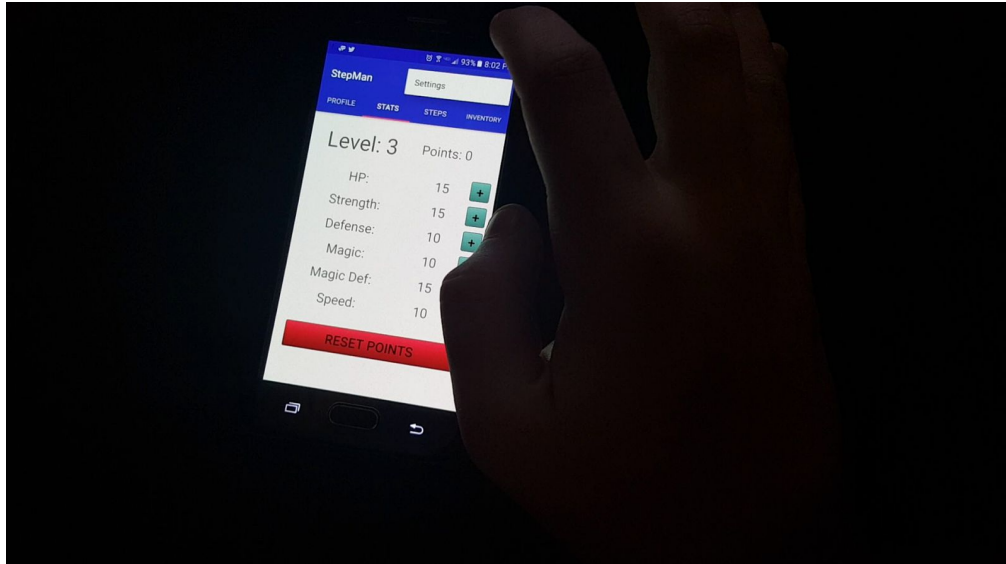- ● The application should probably have an introduction to explain itself or initial tutorial.
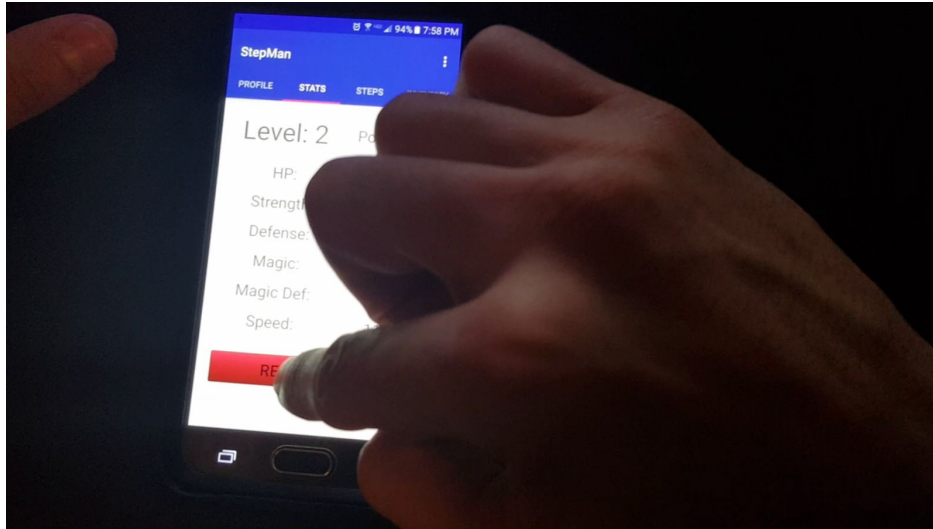
*user desperately searching for settings

● **Participant 3**
  ○ Able to navigate app and complete all tasks successfully

*user successfully finding where to spend stat points

*user successfully finding the link to the settings page

Critique:

- Navigability:

  - Took a moment for some participants to figure out how to navigate the app, specifically for tasks 3 and 4
  - Participants tried going through each tab, sometimes clicking on random things
  - Once participants found pages, they were able to use them successfully

- Creating Character and Introduction:

  - Instantly asks you to enter your name, but nothing to prompt the user to change the color or difficulty, defaults already set
  - After creation, brings user to the profile page and is left to figure out where everything else is
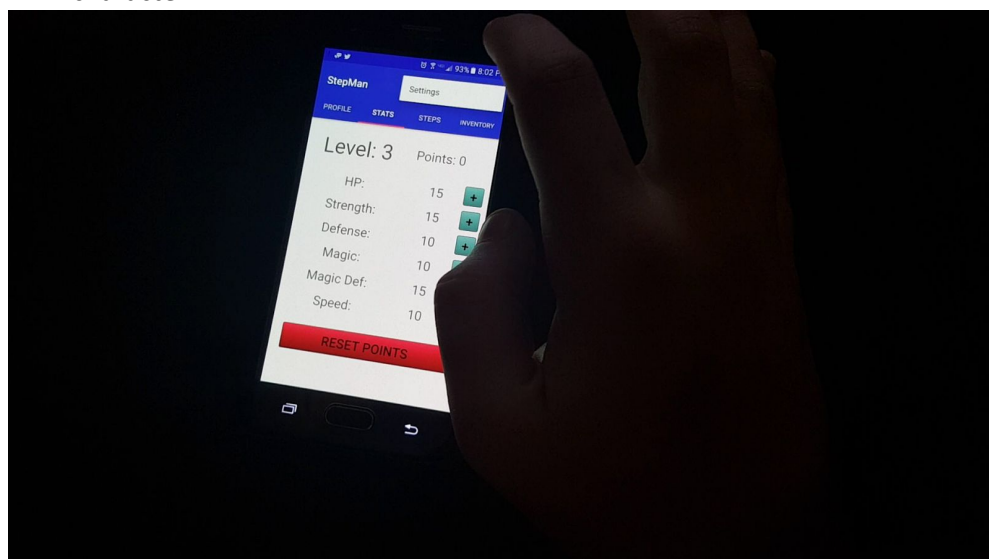
- User Solutions

  - Reset and Delete Buttons should have a confirmation
  - "Should I call it a game or an app?" - Right now it has more of an app feel than a game feel, especially since the UI is developed in android studio with some of their default pages included.
  - Prototype was mostly for designing game logic so this is somewhat understandable

Usability Issues:
- ● Issue: Finding Stats Page
  - ○ Category: Main Task (Task 3)
  - ○ Severity: 5
  - ○ Reason: Intuitive to some, not to everyone
  - ○ Solution: An introduction to the application explaining everything or an actual guide that brings you through everything after creating first character
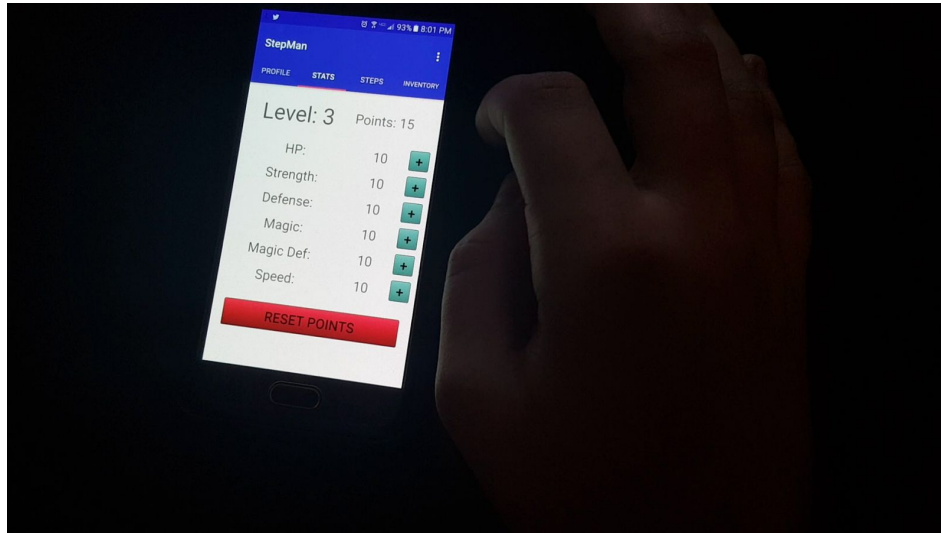
- ● Issue: Finding Settings
  - ○ Category: Main Task (Task 4)
  - ○ Severity: 3
  - ○ Reason: Intuitive to some, not to everyone - seemed common placement for further options
  - ○ Solution: Like with the Stats Page, an introduction to the application explaining everything or an actual guide that brings you through everything after creating first character

● Issue: Step Detection
   ○ Category: Android's Job
   ○ Severity: 1
   ○ Reason: The device's limitations are not up to us to fix, could give user a notice though
   ○ Solution: Give the user a little disclaimer so that they don't think the app is broken

● Issue: Reset/Delete Buttons - No Confirmation
   ○ Category: Main Task
   ○ Severity: 9
   ○ Reason: If the user is unsure of a decision or clicks these buttons by accident
   ○ Solution: Gives the user a popup asking them if they are sure they want to delete or reset
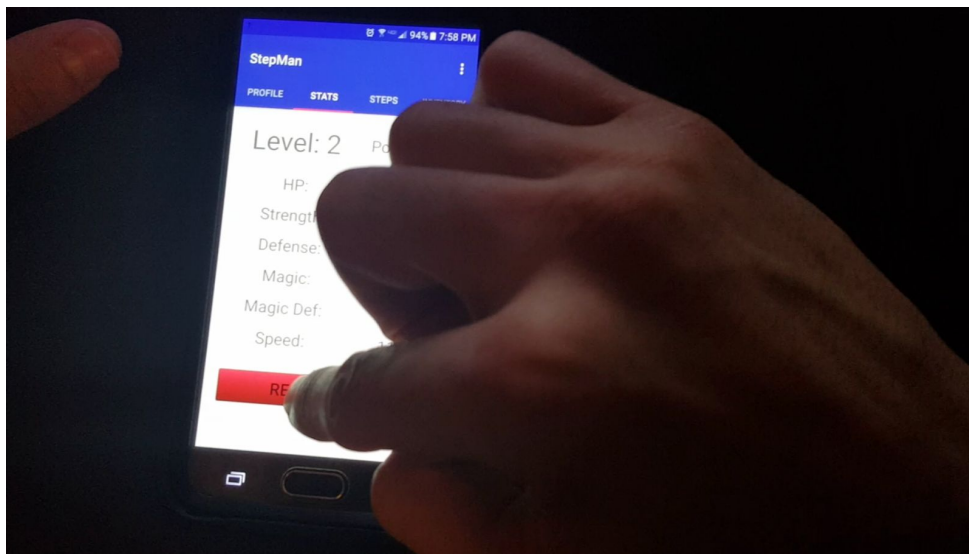
*user resets points

● Issue: App Feel instead of Game Feel
   ○ Category: Appearance
   ○ Severity: 10
   ○ Reason: This should be a game, not an app vibe
   ○ Solution: Change the displays to look more like a game, get rid of classic android look/vibe

The following image will show a game's menu/vibe and more graphical display:

wixel

New Game

Play Online

My Stats

Settings

About