

Shopping Basket – Prototype Testing

User:

31yo. male

Aim:

The aim of this prototype test was to provide the user with a low-fidelity prototype version of the app that I intend to produce for my final project and see if they were able to use the app intuitively without support.

Results:

For this check point I didn't have access to loose paper, coloured pens etc. so decided to use my wireframe plan on an iPad and verbally explain what happened or what screen was accessed when the user interacted with the pictures in front of them. The screen was locked using the accessibility features so there were no issues with the picture moving when the user touched the screen.

Please see below for the tasks given to the user and the result of each task:

- Add a new item to your shopping list
 - PASS
- Add an item to your favourites list
 - PASS
- Go back to the shopping list and delete an item
 - PASS
- Add a favourites item to your shopping list
 - PASS

Unfortunately for this checkpoint I was only able to test the prototype on one user however the user didn't seem to have any issues with identifying and moving between the screens, adding items and deleting items. There was only one brief moment of hesitation when the user was trying to delete an item but quickly made the assumption that the item could be deleted by swiping to the left.

