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CIS 2205 - DESIGN PROJECT

FEEDBACK QUESTIONNAIRE CREATION - ENHANCING PROTOTYPE DESIGN

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Submitted to:
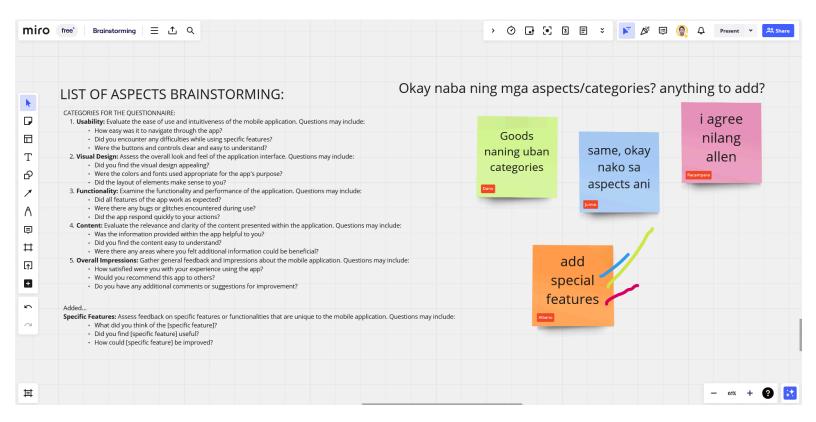Mr. Godwin S. Monserate, PhD

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Activity: Feedback Questionnaire Creation - Enhancing Prototype Design

1. Introduction:

   - The objective of this laboratory activity is to engage the students in the creation of a comprehensive feedback questionnaire for prototype design. Through collaboration, each group member will identify key aspects of the prototype to gather feedback on, formulate relevant questions, and structure the questionnaire effectively to elicit valuable insights from users. Using MIRO for collaboration and Ideation, the group will embark on a journey to refine the prototype through user-centric feedback. This activity aims to foster a deeper understanding of user needs and preferences, ultimately enhancing the prototype's usability and overall design.

2. Identify Key Aspects of Prototype Design:

   - In our upcoming presentation of the prototype design, we will be using Figma for our prototype of our chosen SDG. As for the list of aspects, we just followed some of the given aspects and added one which is "Specific Features." As for the important aspects, we arrived at a decision that all the aspects chosen are important for our feedback questionnaire in order to cater most of the user's needs and wants. So, the aspects are: Usability, Visual Design, Functionality, Content, Overall Impressions and Specific Features.
   - Screenshot the result of the collaboration.

miro free* Brainstorming

LIST OF ASPECTS BRAINSTORMING:

CATEGORIES FOR THE QUESTIONNAIRE:
1. **Usability:** Evaluate the ease of use and intuitiveness of the mobile application. Questions may include:
   - How easy was it to navigate through the app?
   - Did you encounter any difficulties while using specific features?
   - Were the buttons and controls clear and easy to understand?
2. **Visual Design:** Assess the overall look and feel of the application interface. Questions may include:
   - Did you find the visual design appealing?
   - Were the colors and fonts used appropriate for the app's purpose?
   - Did the layout of elements make sense to you?
3. **Functionality:** Examine the functionality and performance of the application. Questions may include:
   - Did all features of the app work as expected?
   - Were there any bugs or glitches encountered during use?
   - Did the app respond quickly to your actions?
4. **Content:** Evaluate the relevance and clarity of the content presented within the application. Questions may include:
   - Was the information provided within the app helpful to you?
   - Did you find the content easy to understand?
   - Were there any areas where you felt additional information could be beneficial?
5. **Overall Impressions:** Gather general feedback and impressions about the mobile application. Questions may include:
   - How satisfied were you with your experience using the app?
   - Would you recommend this app to others?
   - Do you have any additional comments or suggestions for improvement?

Added...
Specific Features: Assess feedback on specific features or functionalities that are unique to the mobile application. Questions may include:
   - What did you think of the [specific feature]?
   - Did you find [specific feature] useful?
   - How could [specific feature] be improved?

Okay naba ning mga aspects/categories? anything to add?

Goods naning uban categories — Dano

same, okay nako sa aspects ani — Juinio

i agree nilang allen — Pacampara

add special features — Albano

CHOSEN and FINAL ASPECTS:
- **Usability**
- **Visual Design**
- **Functionality**
- **Content**
- **Overall Impressions**
- **Specific Features**

3. Formulate Question Categories:

   - **Usability:** Evaluate the ease of use and intuitiveness of the mobile application.
   - **Visual Design:** Assess the overall look and feel of the application interface.
   - **Functionality:** Examine the functionality and performance of the application.
   - **Content:** Evaluate the relevance and clarity of the content presented within the application.
   - **Overall Impressions:** Gather general feedback and impressions about the mobile application.
   - **Specific Features:** Assess feedback on specific features or functionalities that are unique to the mobile application.

4. Questionnaire Drafting:

General Questionnaire

Introduction:

- Name:
- Age:
- Gender:
  - ☐ Male
  - ☐ Female
  - ☐ Other/Prefer not to say

General Usage:

- How often do you use mobile apps?
  - ☐ Multiple times a day
  - ☐ Once a day
  - ☐ A few times a week
  - ☐ Rarely
- What types of mobile apps do you typically use? (Select all that apply)
  - ☐ Social Media
  - ☐ Gaming
  - ☐ Entertainment (Streaming, Music, etc.)
  - ☐ Productivity/Utility
  - ☐ Fitness/Health
  - ☐ Education
  - ☐ Shopping
  - ☐ Other (please specify): [_____]
- On average, how much time do you spend using mobile apps per day?
  - ☐ Less than 1 hour
  - ☐ 1-2 hours
  - ☐ 2-4 hours
  - ☐ More than 4 hours
- Are you looking to rent and have been using your phone to find a rent space?
  - ☐ Yes
  - ☐ No

- How important is the availability of a mobile app for a service or product when considering your usage or engagement with it?
  - ☐ Extremely Important
  - ☐ Somewhat Important
  - ☐ Neutral
  - ☐ Not Very Important
  - ☐ Not Important at All

Feedback Questionnaire:

Feedback Questions					
1. Usability	**Strongly Agree**	**Agree**	**Neutral**	**Disagree**	**Strongly Disagree**
How would you rate the ease of navigating through the app?	[Excellent]	[Good]	[Average]	[Fair]	[Poor]
Does the flow of the app make sense?					
Were the buttons of the app easy to understand?					
Were there buttons/features that should've been added?					
If you agree, what button/feature? (write your answer)					
Has the prototype been responsive to your clicks and interactions so far?					
2. Visual Design	**Excellent**	**Good**	**Average**	**Fair**	**Poor**
How would you rate the overall color scheme used in the app?					
How would you rate the readability of the typography used in the app?					

How easily recognizable do you find the icons used in the app?					
How consistent are the icon styles throughout the app?					
How would you rate the organization and ease of use of the app's layout?					
3. Functionality	**Strongly Agree**	**Agree**	**Neutral**	**Disagree**	**Strongly Disagree**
All features of the prototype work as expected. (Note: this is a figma prototype, input features aren't functional)					
Were there any bugs or glitches encountered during use?					
If there are, can you specify?					
The prototype responds quickly to your clicks/actions?					
Are there difficulties or confusion in understanding how to interact with the prototype?					
Any features or functionalities missing from the prototype that you expected to see?					
If there are, can you specify?					
4. Content	**Strongly Agree**	**Agree**	**Neutral**	**Disagree**	**Strongly Disagree**
The app provided enough variety in terms of rental types (e.g., apartments, houses, condos) and price ranges?					

The property descriptions are detailed and informative.					
Were there any additional content features you wished the app offered to enhance the rental search experience of the prototype?					
If there are, please specify:					
The content presented within the application aligns with your needs and preferences.					
The clarity of the content presented within the application is clear enough.					
5. Overall Impressions	**5**	**4**	**3**	**2**	**1**
On a scale of 1 to 5 (5 very satisfied), how satisfied are you with the overall usability of the app?					
Is there anything specific about the app that stood out to you positively or negatively?(5 = there is, 1 = none)					
If your answer is 5, please specify:					
What are your general impressions of the mobile application? (5 = very impressed)					
How likely are you to recommend this app to a friend or colleague? (5 = highly recommended)					
Do you believe this app					

	5	4	3	2	1
meets your needs effectively compared to other similar apps in the market? (5 = strongly agree)					
6. Specific Features	**5**	**4**	**3**	**2**	**1**
The geolocation feature in finding rental properties in desired neighborhoods will be a very useful feature in the app. (5 = very useful)					
Were there any particular features you felt were missing from the app that would have improved your experience? (5 = yes, 1 = no)					
If yes, please specify:					
Is the communication tool integrated in the app important and useful? (5 = very important)					
How satisfied were you with the search filtering options available in the app? (5 = very satisfied)					
How helpful did you find the photo gallery feature in visually assessing rental properties? (5 = very helpful)					

5. Group Review:

- Reconvene the entire group and have each small group present their drafted questions.
- Use a MIRO for your collaboration and Ideation to list these aspects.
- Encourage participants to suggest revisions or improvements to ensure clarity, relevance, and effectiveness of the questions.

6. Consolidation and Finalization:

   ○ Compile all feedback questionnaire drafts into a single document.
   ○ Facilitate a final review to ensure consistency in formatting and language across all categories.
   ○ Make any necessary revisions or adjustments based on group feedback.

7. Inclusion of the Feedback Questionnaire to the CASE STUDY

   ○ Compile all the final documentation.
   ○ Include the development of the feedback questionnaire on the CASE Study
   ○ Facilitate a final review to ensure consistency in formatting and language across all categories.

8. Reflection and Closure:

   ○ Yevgeny Albaño

   The process in finding the correct questions for the app requires plenty of research which also leads to feedbacks that are insightful for the designers and will greatly improve the project itself. This is an iteration process that is ongoing.

   ○ Allen Daño

   Brainstorming on what would be the questionnaire feedback and seeing the almost done prototype is a very satisfying experience. It gives us more insights into the details and loopholes of the prototype.

   ○ Jeremiah Juinio

   For me, I find the process of creating feedback questions very fun and insightful, for it helps me be aware of the needs of users. This is also helpful in addressing issues of the prototype or the app in order to improve it accordingly. Our next step is to slowly prepare our booth for the prototype testing in a few days.

   ○ Rolan Pacampara

   Creating the feedback questionnaire was highly enriching. Recognizing participants for their contribution is essential as they significantly enriched the collaborative process, leading to improvements in the prototype design. Gathering user feedback is crucial as it provides valuable insights into user preferences, needs, and pain points, guiding design decisions effectively.