

Summary of my data

There are 154 samples in my data with both Prototype A and B. The mean of the first task for Prototype A is 10.43 seconds, 142.39 seconds for the second task, and 24.24 for the third task. The means for tasks in Prototype B are 10.14 seconds (first task), 382.82 seconds (second task), and 23.16 seconds (third task). During the cleaning process, I made sure that I got rid of unnecessary numbers to get the data more accurate such as big excessive numbers. Most of the samples mentioned positive notes for Prototype A and less positive notes for Prototype B.

Summary of Task Performance

In order to use T-Test, I grouped them by tasks with Prototype A data and Prototype B data. I calculated each task and here are the results. For the first task, the T-Test was 0.8, 0.31 for the second task, and 0.83 for the third tasks. This exemplifies that both prototypes were pretty similar in the first and third tasks, but not the second task. Overall, people seemed to complete the first and third task pretty easily, and the majority of the people struggled with the second task.

Summary of Participant feedback on each prototype

Based on the difference between Prototype A and Prototype B, we received many positive feedback for Prototype A compared to Prototype B. For Prototype A, many people said that it was fine and fun, and for Prototype B, a lot of people said it was confusing. In addition, what the both prototypes have in common is that they are both boring and frustrating. The average of the first question about effectiveness of the design was 3.3, which tells us that the design was average and some people struggled with the tasks due to the design. For the second question, we asked them if the design was useful, and the average was 4.9, which exemplifies that the idea is great but based on the result for effectiveness, the design needs to be worked on. Lastly, not many people thought the design was fun since we got an average of 2.9.

An overall design recommendation

I would recommend Prototype A. The circular buttons in Prototype B made it hard to read since the wordings circles around. I was able to finish tasks in Prototype A faster simply because it was easy to read compared to Prototype B. I think they tried to make Prototype B more unique or different than typical prototypes but they failed to make Prototype B more

effectively. Even though the design might be mundane in Prototype A, I would still pick Prototype A over Prototype B for effectiveness.