User Testing

User research is important to gain a better understanding of my users

Date Performed	24 March 2022
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Project	**Squiggle (Drawing App)**

Goals

The goal of this usability testing is to put my prototype to the test, I need to see what my users think of the application, if they find any difficulties using my application and whether they have any suggestions based on what I already have to help me refine and improve my project. I will give them a few goals and see if the program is intuitive enough for them to figure out without any instructions from me.

Questions

I have a mix of short tasks that the users must complete and then rate their thoughts and how difficult they found the task.

Tasks

1. Draw a Flower, then use Stickers to place a hot dog next to your flower
2. Mix Paint Colours
3. Draw a Spirograph
4. Colour in a fish picture using the fill Tool
5. Erase your picture
6. Spray Paint your picture
7. Create a perfect square using autodraw
   7.1) Turn the perfect square into a rectangle

8. Fill the Perfect Square with pink

Rate the tasks according to difficulty to accomplish, mark with an X

Task	1: Couldn't do it	2: Hard to do	3: Average difficulty	4: Easy	5: Super Easy
1			✓		
2				✓	
3				✓	
4				✓	
5				✓	
6				✓	
7				✓	
8				✓	

User Questions

What did you like most about Squiggle?

Its user friendly and fun to use.

What did you dislike about Squiggle?

The icons could be more clear as to what they are.

Who do you think is the Target Audience for Squiggle?

Artists, Children or anyone who wants to make something creative.

Do you have any other comments or suggestions?

I enjoyed using the program/squiggle.

Thank you for your participation!

Images created using Squiggle in this user test