User Testing

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

Date Performed	24-03-2022
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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			X		
2					X
3				X	
4					X
5					X
6					X
7					X
8					X

What did you like most about Squiggle?

IT WAS FUN TO USE AND HAD ALOT OF USEFUL FEATURES

What did you dislike about Squiggle?

THERE WAS ALOT OF CLICKING TO GET THINGS DONE.
RIGHT CLICK CONTEXT HELP COULD MAKE IT EASIER

Who do you think is the Target Audience for Squiggle?

CHILDREN, IMAGE CREATORS

Do you have any other comments or suggestions?

A MOUSE OVER TOOLTIP COULD HELP TO EXPLAIN
THE CONTROLS

Thank you for your participation!

Images made from Squiggle during this user test