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A8: Test Your Prototype

Step 1: Develop a protocol

Original Design: https://grapeapp.herokuapp.com/
Redesign: https://kinderapp.herokuapp.com/
Github: https://github.com/eunicorn/Grape
Implementation Plan:
https://docs.google.com/spreadsheets/d/1B-rQIFpKfo5fKqVDKMMa4I45r_11Vbx8GTEaDm1B7uQ/edit#gid=0

Usability Script
- First have users add a new event to record a good deed that they've done
- Have users edit their most recent entry
- Add another entry
- Users navigate to the streak page and compare their streaks with friends
- Users navigate to the challenge page, do the challenge, and record it
- Delete old entries
- Leave users to explore

Things to keep an eye out for:
- Are users able to figure out how to edit their entries?
- Can they easily understand the flow of the app and the purpose of each page without any help?
- Is it clear that the entries are clickable to see more details?
- What are users confused about?
- Do users understand the difference between *love yourself* and *love others*?
- What kind of features would the user want?

IN PERSON TESTING

Participant Consent Form

The purpose of this usability study is to evaluate the design of the GRAPE. We are interested in determining if people can accomplish common tasks and easily find information using this application. The session will not 'test' you or your ability, rather the session will test the application to provide information on areas that might be improved. Please be advised that there are no risks associated with participation in this session.

During this session, you will be asked to complete some tasks using the application. As you complete the tasks, members of the User Experience Group will observe and take notes. In addition, the session will be captured on video for future review. The session will last no longer than one hour and fifteen minutes.

If for any reason you are uncomfortable during the session and do not want to complete a task, you may say so and we will move on to the next task. In addition, if you do not want to continue, you may end the session and leave at any time.

Approximately 3 people will participate in this study. Results from all sessions will be included in a usability report to be presented to team. Your name will not be included in the report nor will your name be associated with any session data collected.

If you wish to speak with someone about your participation in this study, or if you feel you were not treated as described above, please contact the User Experience Group manager at 812-855-4499.

, _Royce Molenu_ , have read and fully understand the extent of the study and any risks involved. All of my questions, if any, have been answered to my satisfaction. My signature below acknowledges my understanding of the information provided in this form and indicates my willingness to participate in this user testing session. I have been given a blank copy of this consent form for my records.

gnature: _[signature]_   Date: _2/24/16_

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I, _____Jerin Tan_____, have read and fully understand the extent of the study and any risks involved. All of my questions, if any, have been answered to my satisfaction. My signature below acknowledges my understanding of the information provided in this form and indicates my willingness to participate in this user testing session. I have been given a blank copy of this consent form for my records.

Signature:_____   Date:__2/24/16__

Step 2: Watch people use your prototype
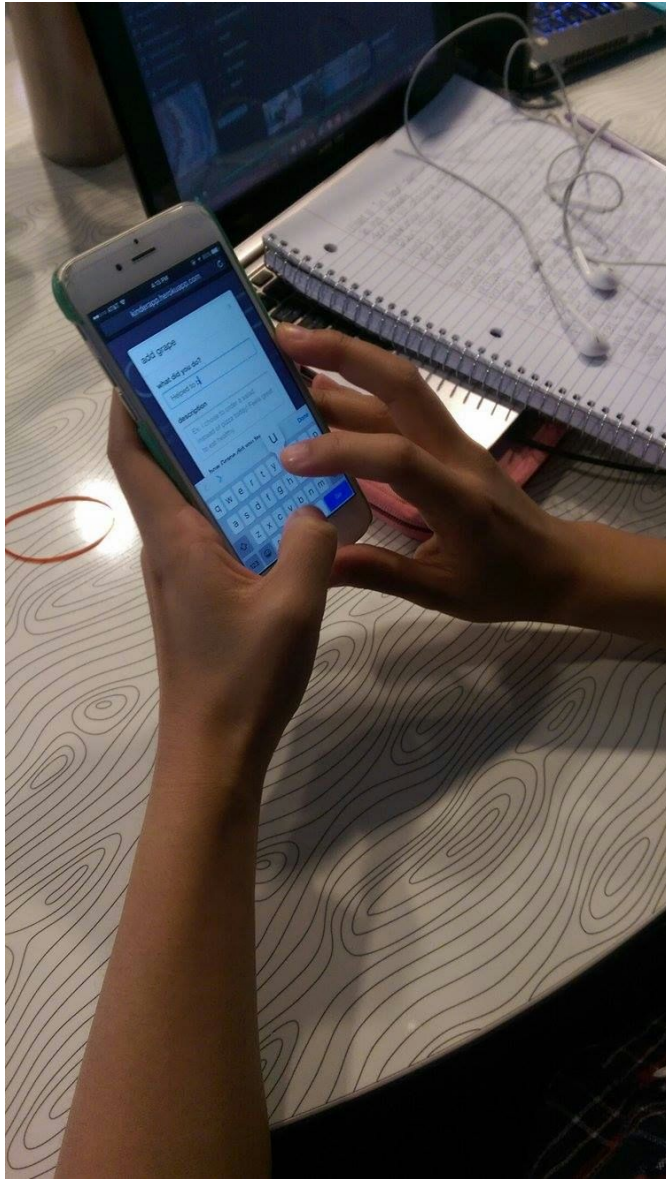
Breakdown 1: We told the user to edit their old entries, but the user did not know how to edit. The user had to press the screen multiple of times before learning that you can just directly edit the text.

Other notes from person 1:
-struggle to edit, had to press couple of times
-adding another entry is not intuitive..(has to go back to the home screen first..confused why it brought her back to the home screen)
-nothing to do when comparing streaks with friends

-navigating back to home from the challenge page can be a hassle
-didn't understand love yourself and love other
-want total grapes in the data page
-new feature: goal setting
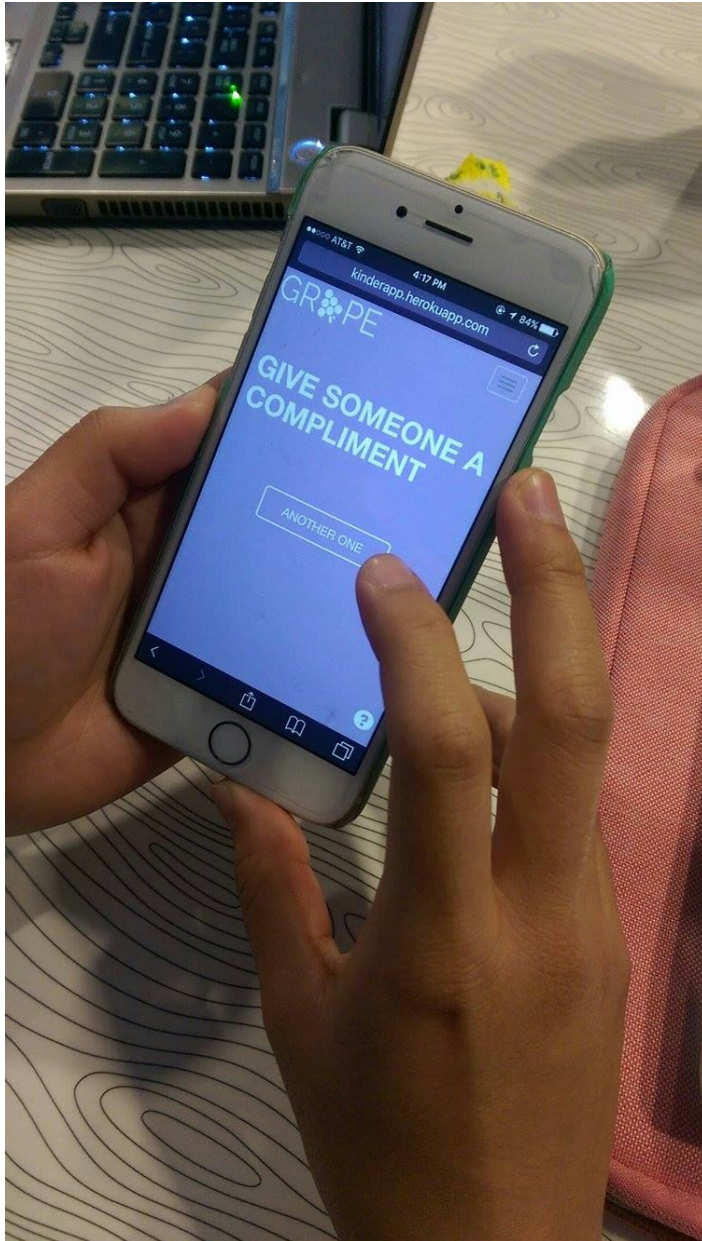
Breakdown 2: We told the user to complete the challenge and add it to their data, but the person didn't know where to go after completing the challenge. The person just stared at the screen for awhile. Rather than looking for help using the help button, the person decided ask us directly.

Other notes from person 2:
-dont know if the scale is out of what…
-took awhile to figure out how to edit entries
-pressed back button instead of going to the home page to add another event (super confused)
-don't know how to record it after doing the challenge
-annoying to retype everything..should have autofill
-had to learn the flow to understand…
-want more incentive
-hard for someone who doesn't use iphone

Step 3: Compile your results

Overall Issues:
-fix the scale to make it more clear (maybe just add text/labels)
-fix edit button
-need to add an add button on the data page and challenge page
-add button under at bottom of yours and other grapes for easy access
-some way to connect to fb (can be wizard of oz-ed)
-more features when comparing with friends
-more incentive in general
-have the ability to set goals
-love yourself and love others are confusing

Changes in this iteration
-we combined the "love yourself" and "love others" buttons into one button/form for simplicity and less confusion
-changed the navigation, so the logo will link back to the home page
-we added categories to each deed in order to give the user a better way to reflect on what kind of good deeds make them happier
-we included being able to add good deed from any page instead of having to navigate to the home page every time
-added a button to add new good deed at the bottom of the data page
-added option to add grape from every page via navbar
-we added a new reflection page, where the user will be able to see what kind of good deed makes them happier

Changes planned for next iteration
-finishing functionality for the Reflections page to change depending on what you want to see
-continue working on full edit/delete functionality

Step 4: Create a meaningful redesign for A/B testing

Paper Prototype Redesign
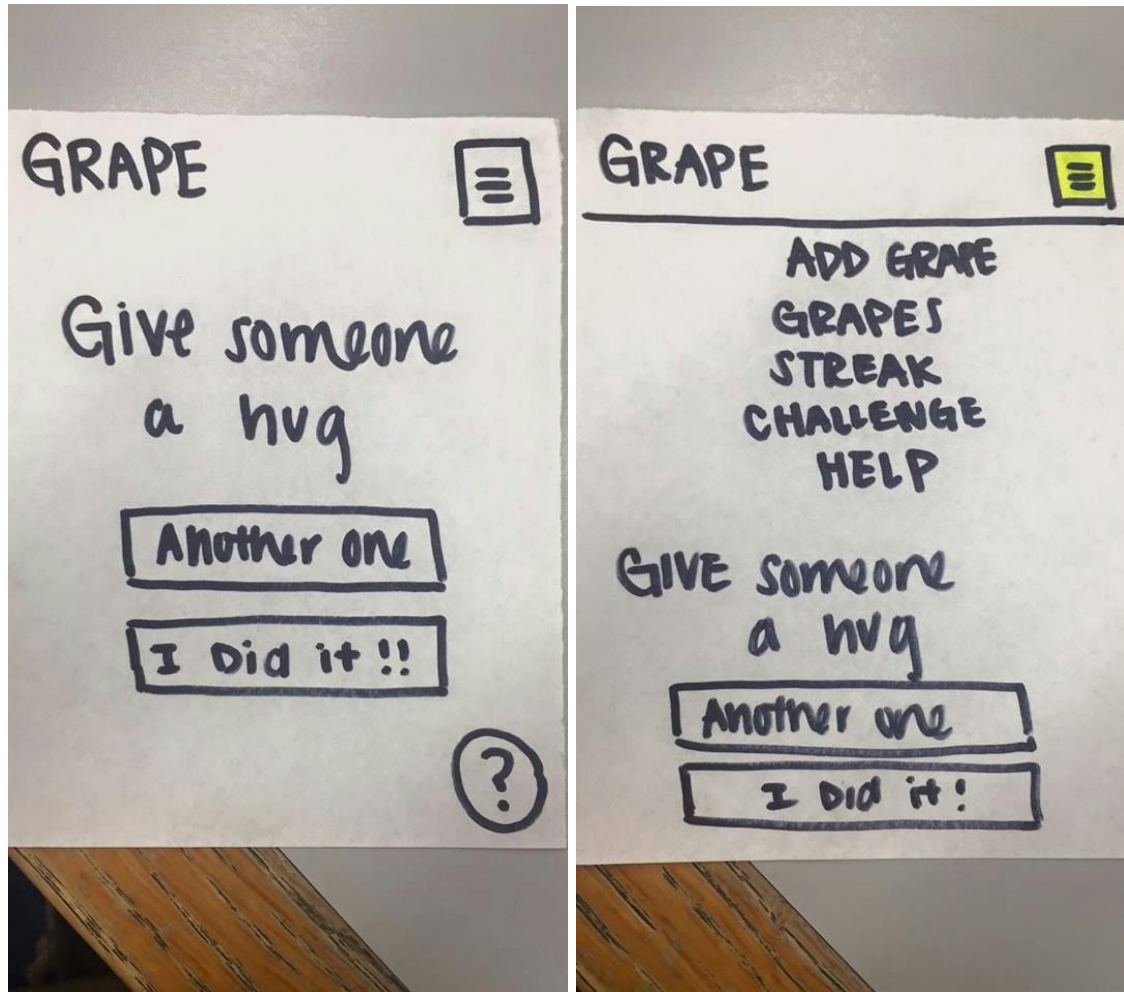
The image on the left shows how the help button is originally located in the bottom right corner, and the image on the right shows that we are adding a help button in the navigation bar.We have to redesign the location of the help button because people didn't use the help button at all even when they had questions about the app during the in-person test.

Online Test Plan

Our in-person test showed that users were not inclined to use the help button even if they were confused and didn't know what to do when trying to complete a task. Thus, this makes us wonder if it is because of the location of the help button or if it is because we were standing next

to them when they were asked to complete a task. Currently, the location of the help button is in the bottom right corner of the screen, and there is one on every page. To understand the cause of this issue, we decided to do A/B Testing for two different interfaces that have the help button in different locations. The first interface, the "A", will be the original implementation of the help button which is located in the bottom right corner of the screen. For the second interface, the "B", we will move the help button to the navigation bar so people will be more aware that we have a help documentation available. In this test, the independent variable is the location of the help button while the dependent variable is the number of clicks on the help button. Our null hypothesis is that the two different interfaces will result in the same amount of clicks, and our alternative, and our alternative hypothesis is that the the amount of clicks in one interface is greater than the other one. If one interface has significantly more clicks on the help button than the other one, we can reject the null hypothesis and infer that the interface with more clicks better convey the idea that a help documentation is available to the users. If both interfaces have the similar amount of clicks on the help button, then the location of the help button isn't too important in the accessibility of a help documentation. Using google analytics, we can keep track of how many times the user click the help button and see which interface has more clicks.

Last week's implementation plan:

Dates	Task	Deadline	Owners	Current Status	Estimated Hours	Actual Time	Comments
Week 5	Revise Prototypes with HE comments	2/2/2016	Chris, Kevin, Eunice	Completed	1	1	
Skeleton and a Plan	Create development plan	2/3/2016	Chris, Kevin, Eunice	Completed	1.5	2	
1/29 - 2/5	Create home page and add two more pages	2/3/2016	Chris	Completed	3	4	
	Set up version control	2/1/2016	Kevin	Completed	0.5	0.25	https://github.com/cleestofuh/Kinder
	Set up webspace access on github	2/1/2016	Kevin	Completed	0.5	0.25	
	Create navigational skeleton	2/4/2016	Eunice	Completed	1.5	1	
	Implement a view data button	2/4/2016	Eunice	Completed	1	0.5	
	Create skeleton for "Streaks" page	2/4/2016	Kevin	Completed	1	1	Undeveloped, adding more later
	Create skeleton for "Challenge" page	2/4/2016	Kevin	Completed	1	1	Need to add animations, fix text wrap
	Implement linking to each page	2/4/2016	Chris	Completed	0.5	1	
Week 6	Data page to include charts	2/9/2016	Chris	Completed	1	2	
Meat on the Bones	List page to include all good deeds	2/9/2016	Kevin	Completed	1	1	
2/5 - 2/12	Clicking on chart should go to list page	2/9/2016	Chris	Completed	1	1	
	Scrolling function on charts	2/11/2016	Eunice	Completed	2	2	
	Separate charts by day/week/month	2/10/2016	Eunice	Completed	1	0.5	
	See list of good deeds and details	2/8/2016	Kevin	Completed	2	1	
	Clicking on friends should bring up their details	2/9/2016	Kevin, Eunice	Completed	2	1	
	Challenges should update on click	2/8/2016	Chris	Completed	1	1	
	Modal popups to add good deeds	2/8/2016	Chris	Completed	1	2	
	Implement adding good deeds into database	2/11/2016	Chris	Delayed	3	7	COULD NOT FIGURE OUT
	Implement help documentation on every page	2/10/2016	Kevin	Completed	1	1.5	
	Add Error messages for required fields	2/11/2016	Eunice	Delayed	1		*This can be completed Next week
	Implement JSON	2/10/2016	Kevin	Completed	2	3	
	Convert Kinders to handlebars	2/11/2016	Chris	Completed	1	0.75	
	Convert Streaks to handlebars	2/11/2016	Eunice	Completed	2	0.75	
	Add slider bar to form	2/10/2016	Kevin	Completed	0.5	0.5	
Week 7	Implement adding good deeds into database	2/15/2016	Chris	Completed	2	1	GOING TO OFFICE HOURZ 4 HLP
Ready for Testing	Make sure prototype is mostly functional	2/19/2016	Chris, Kevin, Eunice	Completed	1	1	
2/12 - 2/19	Test that handlebars/JSON is working properly	2/13/2016	Eunice	Completed	0.5	0.5	
	Set up MongoDB	2/12/2016	Chris, Kevin, Eunice	CANCELLED	1		
	Implement the camera feature	2/19/2016	Chris	CANCELLED	4		
	Check for spellings and grammar	2/19/2016	Kevin	Completed	0.5	0.5	
	Implement pop-ups for warnings and errors	2/13/2016	Eunice	Delayed	2		
	Create skeleton for edit button	2/17/2016	Eunice	Completed	1	1	
	Add directions to tell user to click on the text in order to edit	2/18/2016	Chris	Completed	0.1	0.1	
	Implement functionality to edit button	2/18/2016	Chris, Kevin, Eunice	Completed	4	2	This is important!
	Add more challenges to the challenge page	2/15/2016	Eunice	Completed	1	0.5	
	Add animation to charts/calendar	2/16/2016	Kevin	Completed	1	0.5	
	Make sure help button always appears bottom right	2/18/2016	Eunice	Completed	1	0.5	
	Distinguish between yourself/other data	2/16/2016	Chris, Kevin, Eunice	Completed	2	1	
	Create sub nav-bar for time periods	2/17/2016	Chris	Completed	2	1.5	
	Implement delete button	2/17/2016	Chris, Kevin, Eunice	Completed	1	1	
	Have appropriate info appear under sub nav-bar	2/17/2016	Kevin	Completed	1	1	
	Have information prepend to data list	2/17/2016	Kevin	Completed	0.5	0.5	
	Create sub nav-bar for yours/others information	2/18/2016	Kevin	Completed	1	1	
	Have help button statically appear on bottom right	2/18/2016	Kevin	Completed	0.5	0.5	
	Revise functionality; look for missing things	2/18/2016	Chris, Kevin, Eunice	Completed	2	1	
	Implement last minute missing changes (if any)	2/18/2016	Chris, Kevin, Eunice	Completed	2	1	
Week 8	Plan user testing protocol	2/22/2016	Chris, Kevin, Eunice	Incomplete	2		
Test your Prototype	Observe users test prototype (At least 2)	2/23/2016	Chris, Kevin, Eunice	Incomplete	2		
2/19 - 2/26	Meeting, identify observervations	2/23/2016	Chris, Kevin, Eunice	Incomplete	1		
	Redesign one point of breakdown	2/24/2016	Chris, Kevin, Eunice	Incomplete	3		
	Publish revised design online for additional testing	2/24/2016	Eunice	Incomplete	0.5		
Week 9	Launch prototype on Woopra	2/28/2016	Chris, Kevin, Eunice	Incomplete	0.5		
Results!	Recruit more users to test app	2/29/2016	Chris, Kevin, Eunice	Incomplete	1		
2/26 - 3/4	Run statistical analyses on launch data	3/2/2016	Chris, Kevin, Eunice	Incomplete	2		
	Finish design and polishing	3/4/2016	Chris, Kevin, Eunice	Incomplete	3		
Week 10	Create presentation slideshow	2/19/2016	Chris, Kevin, Eunice	Incomplete	2		
Show & Tell	Create presentation posterboard	2/18/2016	Chris, Kevin, Eunice	Incomplete	4		
3/4 - 3/11	Prepare presentation speech	2/12/2016	Chris, Kevin, Eunice	Incomplete	2		
	Prepare for demo	2/19/2016	Chris, Kevin, Eunice	Incomplete	1		

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	Implement JSON	2/10/2016	Kevin	*Completed*	2	3	
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	Distinguish between yourself/other data	2/16/2016	Chris, Kevin, Eunice	*Completed*	2	1	
	Create sub nav-bar for time periods	2/17/2016	Chris	*Completed*	2	1.5	
	Implement delete button	2/17/2016	Chris, Kevin, Eunice	*Completed*	1	1	
	Have appropriate info appear under sub nav-bar	2/17/2016	Kevin	*Completed*	1	1	
	Have information prepend to data list	2/17/2016	Kevin	*Completed*	0.5	0.5	
	Create sub nav-bar for yours/others information	2/18/2016	Kevin	*Completed*	1	1	
	Have help button statically appear on bottom right	2/18/2016	Kevin	*Completed*	0.5	0.5	
	Revise functionality; look for missing things	2/18/2016	Chris, Kevin, Eunice	*Completed*	2	1	
	Implement last minute missing changes (if any)	2/18/2016	Chris, Kevin, Eunice	*Completed*	2	1	
Week 8	Have top left always redirect to home page	2/24/2016	Kevin	*Completed*	1	0.5	
Test your Prototype	Change definition of Kinder	2/24/2016	Eunice	*Completed*	0.5	0.5	
2/19 - 2/26	Change wording of "love yourself" and "love others"	2/22/2016	Kevin	*Completed*	0.5	0.5	
	Get data to store after delete & editing	2/22/2016	Chris, Eunice	**Delayed**	8	6	Still having trouble. Will go to OH on Monday
	Change navigation to add kinders	2/22/2016	Chris, Kevin, Eunice	*Completed*	0.5	0.5	
	Plan user testing protocol	2/22/2016	Chris, Kevin, Eunice	*Completed*	2	2	
	Observe users test prototype (At least 2)	2/23/2016	Chris, Kevin, Eunice	*Completed*	2	2	
	Meeting, identify observervations	2/23/2016	Chris, Kevin, Eunice	*Completed*	1	1	
	Redesign one point of breakdown	2/24/2016	Chris, Kevin, Eunice	*Completed*	3	5	
	Changed name and theme of app	2/24/2016	Chris, Kevin	*Completed*	1	1.5	
	Change wordings and definitions of labels	2/25/2016	Eunice, Chris	*Completed*	0.5	0.5	
	Create new logo for app	2/24/2016	Chris	*Completed*	0.5	0.5	
	Flesh out additional add button on challenge page	2/25/2016	Eunice, Chris	*Completed*	0.5	0.5	
	Add form popups on every page via add grape	2/25/2016	Chris	*Completed*	1	1	
	Flesh out additional page for reflection	2/25/2016	Kevin, Chris	*Completed*	1	2	
	Implement google charts on reflection page	2/25/2016	Kevin	*Completed*	1	2	
	Create sub nav-bar on reflection page	2/25/2016	Kevin	*Completed*	0.5	0.5	
	Adding deed implemented in the nav bar and accessible through every page	2/25/2016	Chris	*Completed*	0.5	0.5	
	Add button on the data page	2/25/2016	Chris	*Completed*	0.5	0.5	
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