

# Usability testing

## Application description:

This application is used for selecting objects in a video and hiding (anonymizing) or highlighting them. This can be used, for example, when a video of a crime's witness' testimony is made and the video is supposed to be published with the witness' face hidden. This application focuses on selecting these objects, changing their appearance and changing the object's trajectory when it is computed incorrectly. The algorithm for tracking objects is not perfect and neither is it part of this project. It will be later replaced by a better one.

## Purpose:

- The purpose of this testing is to find out how easy/difficult it is to use this application by a person who has never seen this application before
- The application contains a help which you can use whenever you like
- The goal is to measure how much time it took you to perform given procedures as well as to get your personal opinion
- **Please, measure time of each procedure (step) listed below**
- If you need any clarification, do not hesitate to ask me. Please, evaluate it frankly. Negative comments are appreciated the same as positive ones

## Preparation:

- Run the application "videoanonymizer.exe"
- If the application is not correctly opened, install "vcredist\_x86.exe" and try running the application again
- If the application is running, follow steps below and fill enclosed evaluation form

## Steps:

- 1) Open video "input03.avi"
- 2) Use the application as a video player to get familiarized with it
- 3) Set the application to show frame numbers instead of time values
- 4) Go to frame number 42
- 5) Add a new object to be tracked - select the face of the person in the video
- 6) Fill the object with a color
- 7) Pick your own color (either for the object's filling or for its border) that is not in the predefined colors
- 8) Open the application help and find information about changing object's trajectory
- 9) Change position (trajectory) of this object at a frame with number 89
- 10) Set the last frame where the object is supposed to be tracked to a frame with number 96
- 11) Delete the object