

# User testing

I will conduct 2 sets of tests. One on the Lo-Fi prototype and another Hi-Fi prototype. The Lo-Fi prototype only has navigational features and the Hi-Fi prototype has some of the actual functionality that can give the illusion of a working application.

## **Tasks to test**

I will test the following tasks in the Hi-Fi prototype:

- Login
- Document creation
- Document sharing
- Adding a friend
- Checking rhyme

## **Script**

Introduction: I am conducting user testing for a final project in my User Centred Design class. I have a non-functional prototype that I am testing for usability and experience design. I will be testing my design of the system trying to catch flaws in design, change anything that is unintuitive and try and see if there are some changes I can make to the application. The sort of data I will gather from you has to do with response time and verbal data from how you talk through the experience. Do you consent to having your actions and words documented?

Follow up:

- What did you find difficult to do?
- What did you find easy to do?
- Are there any things you would change subjectively?

## **Observations**

Notes and outline

- Login was intuitive because it was the first screen.
- The document creation button was on the front page and followed the material design convention so it was easy to find.
- A lot of users stumbled on the sharing feature. The share option was in a context menu outside of the poem because I assumed that the user would share the poem on completion but users try and share poems while they are writing.
- The “add a friend” feature was in the menu context of the friend board but users thought it would make sense to put it as a floating action button on the feed so it is consistent with the “add poem” button on the poem listview.

- Checking rhyme seemed to be an ill-formed prompt because the users assumed it would be a separate feature. I'm not sure if this was a problem with the prompt or the feature was not obvious. Some users tended to discover the feature during the first prompt and so knew how to proceed. The emulator sometimes lagged and stopped working so the feature sometimes didn't respond.
- Users requested a way to customise the application more - including background pictures and profiles.

### **Design Changes**

- Add more options for customisation to the application to increase the writer's creative ownership of the application.
- The sharing feature should be in a more obvious icon in the poem editor or as a context menu in the application.
- Add a friend should be a floating button at the bottom of the friend board to be more clear.
- The application should begin with a start screen explaining all the features and how to utilise them so features like rhyme and highlighting can be more apparent.