

Evaluation Report

PLACE AND DATE:

Monday 23/11/2015 on the BME Campus Tuesday 24/11/2015 on the BME Campus Thursday 26/11/2015 on the BME Campus

GOAL AND STRATEGY OF TESTING:

We decided to ask people to use the application without knowing anything about it, except that it was a money handling application. It was a good way to see if the application was easy to use, clear and intuitive. We have also chosen to ask to unknown people and not only to friends so we can have an objective point of view. The main characteristics we decided to test were:

- Efficiency
- Clarity
- Ease of use
- Intuitiveness

LIST OF PARTICIPANTS: Cf. list attached

Main remarks after utilization:

- Efficient application, quite intuitive and clear
 - Nice to use (fast, light)
 - Important information clear and easily understandable
- Not possible to know if the spending was really added → now fixed
 - Add more explanations in the settings → now fixed
 - Was not obvious to start by defining settings → now fixed
 - A shame that the categories can't be personalized
 - More trends would be nice, we just put one (pie chart)
 - Validation of the spending day not very intuitive, due to the chosen component (DatePicker)

ENCOUNTERED ISSUES:

- We did the tests on the Windows simulator included in Visual Studio 2015, not the same feelings as on a real tablet, more difficult to visualize
- No touch keyboard to add comments to a spending, and also for the settings, on the simulator whereas there would be one on a real tablet
- Managing the application's memory (to store the settings and the database of spendings) was more difficult than expected