

Easy Circuit Report : Usability Test Findings.

Date of Report: 4/19/2014

Date of Test :

Location of Test : Lowell ,Massachusetts

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Executive Summary

The reason for this study was to get the end users experience after using our product. To get the users feed back we setup the test questions under user guide for Easy Circuit. The guide was to take the tester through predetermined steps that were thought to be ideal to get the users comfort ability with our software. The steps included log in on to the URL ,Log in as a user,Navigating through the Lessons Menu read through lesson 1 and do what the lesson would instruct the user to do ,also on how to Log out.

This test was conducted in the class which provided a good environment for candidates from all disciplines to walk in and take the software's on a test run. This different individual testers from different back grounds put to light few areas that we were taking for granted. It was discovered that the wording in the test question could give different results depending on the users interpretation. In this report there will be a break down of the findings and amendments to Easy Circuit.

Methodology

In this test we had Eight participants , having the following characteristic's , who evaluated Easy Circuit.

Gender:

Male :	6
Female :	2

Teaching Assistant: 1

Teachers : 0

IT Professional : 1

Students : 4

Non- IT Major's : 2 Students.

Computer Usage :

0 to 40 hrs . In a week	all
40 to 50 hrs. In a week	2 students
50+ hrs. In a week	2 Students ,1 TA ,1 IT Professional.

What the participants did.

At the beginning of the testing exercises the testers were briefed on how to go about testing each software. There was no limit to the number of software's the tester could test. There was a time limit that the entire exercise could take place and that was between 12:30pm to 1:45pm. Pizza was also provided for anybody who was willing to come be a tester. The testers walked up to any of the software's and went through the basic instructions that each group had prepared for the tester to follow in order to navigate through individual fields in each software to be tested.

The Data collected:

In the Easy Circuit software we targeted five basic areas .

1) How the tester went about accessing the website with the provided URL. 100% of the testers were able to access the website through the provided URL. Although the length of the URL was thought to be too long by 90% of the testers and was advised to make it shorter. When asked if they felt that they had successfully completed the task easily 100% of the testers said YES.

2) The test paper was thought to be misleading at some point it was not coinciding with what was on the said software.

3) The testers were to try and Log In with a provided User Name and Password. 80% of the testers were able to follow this steps. They felt it was straight forward and was easy to follow. On the other hand 20% of the testers felt that they need not use the provided User Name and Password . It would have been better for them to Register there own user name and password and then use it to log in. Some also felt that they really did not need to log in because they did not need to log in to click on to the Lesson provided.

When asked if they felt that they had successfully completed the task easily 100% of the testers said YES.

4) The testers were to Click on the lesson plan on the menu bar. Go to lesson 1 and read through the lesson which would be explaining to the tester what each component is and how to interact with it in the provided work area on the software. This part of the test took longer than the rest. Some

50% of the testers had an easier time going through the lesson, the reason being they had a clue about the layout of the software. For the other 50% had a harder time correlating what they were reading on the left of the screen to an image on the right. Some images were easier to pick up on than others. The 90% of the testers were of the idea of having the images being talked about in the same proximity as the sentence explaining it. Also putting that can be related to in real life.

When asked if they felt that they had successfully completed the task easily 100% of the testers said YES.

5) Then the tester is asked to maneuver into the Log out button and click on it. This would end the section in the lesson . To just log out about 80% were able to Log out successfully . About 20% were not really sure about where to Log out. It was suggested on the Log out page that the user of the software should have some kind of indication that the

section was over . The reason for this suggestion was due to the nature of the log out that is in place. The user never notices that he has officially logged out until maybe they have a look at the top right Conner where the Name of the user is usually Printed out then followed by the words welcome. About 10% of the testers noticed that by looking at the top Right hand Conner to know there was a change to show that the user is no longer logged under there user name . The 90% of the users kept trying to log out . Even though they were already logged out.

When asked if they felt that they had successfully completed the task easily 50% of the testers said YES.

The Data that was collected:

In this test allot of information was gathered.

- The URL was pointed out as being too long when one is trying to log in to the web site. It was suggested to have it shortened for easy access to the web site.
- The test paper that the testers were to use to navigate through the software was not properly put together.
- The log in was easy for most testers . It was suggested that it would be good practice if log in could be used for users that would want to activate more privileges in the software.
- The enter key we have on the log in form does not work when clicked after the user name and password have been put.
- The lessons menu was thought to be easy to access and easy to find.
- The lesson1 plan was good but it was pointed out that pictures of the item being talked about would make it easier for the testers to make the connections when reading.
- It was also pointed out that there was no clear exit to the lesson 1.
- The logging out part was found to be confusing because once logged out one could not tell if they were logged out or still logged in. The suggested changes are going to be implemented .
- On the lesson plan page it was noted that the ground and resistors did not snap on to the powersource like the wire did.
- Registration was not operational at this point. It was suggested we get it implemented.

- Logging using one name was thought to be limiting by some testers they prefer having here own user name and password.
- The out look of the software was thought to be good.

Major findings and changes:

- The enter key was pointed out that it was not logging on after the user name and password have been provided. That will be resolved on our final Version.
- The log out was not evident and the testers could not tell if they were still logged in or logged out . In the final Version this will be resolved.
- Logging in with more that one user's name and password will be resolved in the final version . This will be achieved by finishing on the Registration part of the software.
- Pictures will be included in the lesson1 to aid in making the connection when reading through the lessons.
- There being no exit at the end of lesson1 reading . It will be resolved on the final version.

Changes that cant be resolved:

- The full implementation of the Circuit Builder will not be achievable in the time frame.

Summary of the user impression:

Questions	Responses
What did you think of Easy Circuit	Testers thought it was a good UI.
What did you like best on Easy Circuit	The snap action on the Lesson 1
What did you like least on Easy Circuit	There being no visual evidence of having logged out.

The over feed back we go out of the testers was that Easy Circuit UI was nicely put together and if the suggested changes can be implemented Easy Circuit will have a great UI .