

Termite 2 - Usability Questions

The questions presented on this document have the objective to help us comprehend and evaluate the usability of the system Termite2 and how does it compare with the old system version Termite. This project is being developed for a dissertation thesis on computer science at Instituto Superior Técnico de Lisboa.

These question will take around 10 - 15 min to answer, and all data collected will be anonymous. We thank you four your collaboration.

Graphical interface

1. Which interface did you prefer to use? (Webpage Ui on Termite2 or console/terminal on Termite)?

The Webpage UI

2. Using the scale presented below indicate if you agree with the statement and explain why. - “The new graphical user interface is much easier to use and understand that the old one (terminal/console).”.

	1	2	3	4	5	
Totally disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Totally agree

Is much easier to understand a visual interface than a set o written commands

3. Using the scale presented below indicate if you agree with the statement and explain why. - “The new graphical user interface it's easier to use.”.

	1	2	3	4	5	
Totally disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Totally agree

Learning what buttons do its very intuitive. Using these buttons and click on the new interface is also much easier than having to write special commands on the console.

4. Using the scale presented below indicate if you agree with the statement and explain why. -
“The new graphical user interface helps to better understand the network topology that I want to create (number of nodes, proximity between them, etc.).

	1	2	3	4	5	
Totally disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Totally agree

Being able to really see the nodes on a real map is much better to understand the network

5. Using the scale presented below indicate if you agree with the statement and explain why. -
“The new interface allows me to develop and perform tests that would be very hard or impossible to do with/on the old interface.”.

	1	2	3	4	5	
Totally disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Totally agree

With many nodes on the network if we use the terminal to move specific nodes in relation to other is very hard. With the new interface is much easier because we can see all the nodes and how they are positioned inside the network and move them like we want.

6. In general, what is your opinion about the new graphical interface? (What did you like the most/least. Opinions and/or suggestions you may have, etc.)

I really like that we can really see the various nodes on google maps, it really helps understand what we are doing. A visual interface is almost always better then a non visual interface. I also like that we no longer need to know the console commands to perform tests.

Virtual nodes movement

1. Indicate which movement method you found the simplest to use? Movement via “drag and drop” off each nodes individually or via “event”, were you move various nodes at the same time on previously created movement trajectories.

Drag. Its more intuitive to use.

2. Using the scale presented, indicate whether you agree with the statement, taking into account the purpose of the Termite2 system and explain why. - "The new way of automatically moving the nodes is a useful addition to the system.”.

	1	2	3	4	5	
Totally disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Totally agree

It is very useful, but more when we want to move many nodes at the same time.

3. Using the scale presented below indicate if you agree with the statement and explain why. - "The new form of automatic movement allows me to perform tests that would be very difficult or impossible to perform using only the console.”.

	1	2	3	4	5	
Totally disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Totally agree

4. Using the scale presented below indicate if you agree with the statement and explain why.
-"The initial delay for generating the movement event and then propagating it to the emulators is detrimental to the execution/understanding of the tests I want to perform.".

	1	2	3	4	5	
Totally disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Totally agree

I do believe that having the delay is not ideal, specially if the test is very long. However because we can see the command history on the interface while we see it propagate to the emulators this problem gets somewhat reduced.

5. In general, what is your opinion about the new form of automatic movement? (What did you liked most/least, opinions and/or suggestions you may have, etc.)

I think its very usefull when we want to move many nodes at the same time or preform more complex tests.

Managing emulators and binds

1. Using the scale presented below indicate if you agree with the statement and explain why. - "Starting and managing emulators is easier and more intuitive with the new interface."

	1	2	3	4	5	
Totally disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Totally agree

Its much more intuitive because we do not need to leave the interface and use Android Studio.

2. Using the scale presented below indicate if you agree with the statement and explain why. - "Creating and managing binds between nodes and emulators is easier and more intuitive with the new interface".

	1	2	3	4	5	
Totally disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Totally agree

We can bind nodes to emulators with just a few clicks. This is even easier if we enable the automatic binding on the options.

3. In general, what is your opinion about the new way of managing emulators and binds? (What did you liked most/least, opinions and/or suggestions you may have, etc.)

It's much better. My only suggestion is that the bind button could be larger.

In general

1. Let's suppose that I you wanted to develop and test an Android application that uses Wifi-Direct as a communication technology. Would you use Termite2 to help you achieve your goal?

Yes. Not only is it easier to use termite 2 because of the visual interface but it also much fun. He really makes us want move the nodes and tests various scenarios.

2. In general, what is your opinion about the new Termite2 system? (What did you liked most/least, opinions and/or suggestions you may have, etc.)

The new system is much more intuitive and fun to use thanks to the new interface. I really like the option to start multiple emulators from other machines and bind them with the nodes.