

# 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)?

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

The interface is intuitive and has a help feature that explains well what each part does

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

A visual interface is always better

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

It much easier as we can visually see the network we are creating

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

The automatic movement feature, and being able to move everything freely makes it a lot easier

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.)

In general I think the interface helps a lot, being able to view and move in a more intuitive and easy way greatly improves the experience. My favorite feature was being able to draw movements and even choose the movement speed

## 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

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 type="radio"/>	<input checked="" type="radio"/>	Totally agree

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 checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Totally agree

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 liked. in general it is easy to use and has several speeds, which I like. A suggestion for the future would also be to change the speed of each device, for example having a car passing by a person on foot, I think it would be interesting

# 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

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

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.)

I liked that we can generate the emulator from the application and that the bind is quite simple, just choose from the list. A suggestion would be to put a message or something that represents that the bind was made, the first time I made a bind I was in doubt if I needed to do something more or if it was done

## 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

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.)

I really liked it, I was impressed with what can be done and how easily things can be done. Seeing the original Termite I didn't think that you could do so much in such an easy way. In general I think that Termite 2 simplifies the original termite and makes it possible to create new tests and scenarios