

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)?

I enjoyed using the Webpage UI more.

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

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

The interface is intuitive. Makes it much easier to use the features that Termite2 provides.

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

Having a visual representation of the topology makes it much more understandable.

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

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.)

liked the fact that the graphical interface helps to understand the scenarios that are created in Termite much better visually. I also found quite interesting to be able to export the topology to a file in order to be shareable and reusable.

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.

I consider the movement via "drag" easier to use, but I think that the complexity that the movement via "event" brings makes it more interesting to create tests and to visualize the paths of the nodes.

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

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

Not having the delay would be ideal, but it is not a problem that compromises any of the features.

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.)

The automatic movement allows us to visualize the movements of the nodes in a way that would not have been possible previously, which makes the perception of the created scenarios the best.

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.)

The management of emulators and binds becomes much more intuitive with the interface and this allows constant access to the binds, unlike what happens when using the console. I also like that we do not need to use Android Studio to start the emulators.

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?

The termite is in itself a very useful tool. With the addition of a graphical interface, as well as new features such as exporting and importing topologies on to a map, Termite 2 is much more accessible to anyone who wants to develop an application with Wifi-Direct. So I would definitely use Termite 2.

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 enjoyed testing the new version of Termite. I think it will bring a much more complete user experience. The interface was simple and straightforward and the features were easily accessible.

Within the scope of the interface, the button that switches between the different information in the sidebar. The fact that the button is on the map suggests that it is somehow related to the map, which does not happen. The button icon is also not very suggestive of its functionality.