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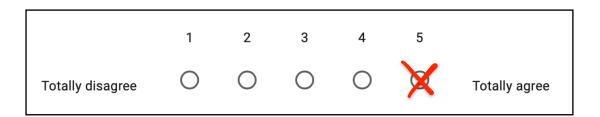
These question will take around 10 - 15 min to answer, and all data collected will be anonymous. We thank you four your collaboration.

Graphical interface

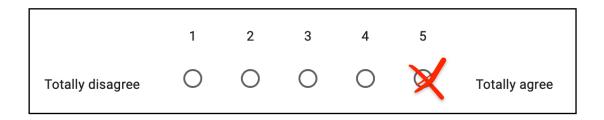1. Which interface did you prefer to use? (Webpage Ui on Termite2 or console/terminal on Termite)?

   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).".
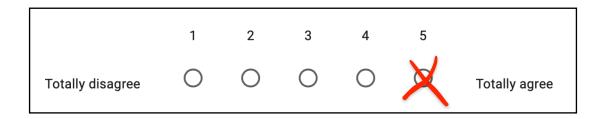

   Webpage The available buttons are always visible and present a clear ideia of their functionality. Being able to truly see the network and the nodes is also much better than on the console (were this cannot be done).

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.".
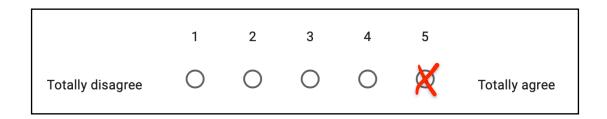

   Tests are easier to perform when using buttons and selections instead of written commands on the terminal.

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	○	○	○	○	⊗	Totally agree

The graphical representation of the network using google maps and the nodes on it greatly improves the network we are trying to create and the test we are trying to perfrom.

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	○	○	○	○	⊗	Totally agree

Using the interface a can create test with much more nodes.

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.)
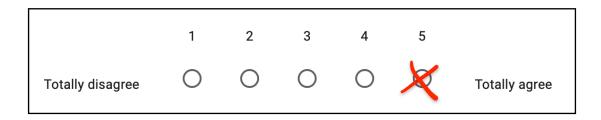
In general, the interface is clear and concise. However, there are some considerations to make: Some context menus appearing when you click with the left mouse button, and others with the right button, which should only be with the right button.
Finally, in the join group functionality, we can choose the groups that we want the node to join. This type of actions should be in a Dialog (https:// material-ui.com/ components/dialogs/)
However, all these questions are more concerned with how correct the interface is and not so much prevent or hinder the user's use (they don't, they just confuse a little at the beginning). As a general rule, after realising these particularities, it becomes clear on how to perform the tasks.
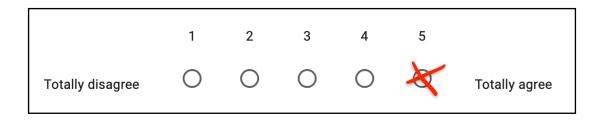
Virtual nodes movement

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 alone is simpler, despite the conveniences that the event brings. Doing the whole set of activities is simpler with the event, since there is no need to create groups manually.

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	◯	◯	◯	◯	⊗	Totally agree

   Doing the whole set of activities is simpler with the event, since there is no need to create groups manually.

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	◯	◯	◯	◯	⊗	Totally agree

   On a large network with lots of nodes the event movement lets us automate the creating of groups and movement of nodes.

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.".

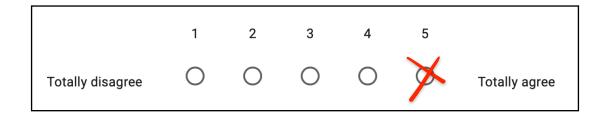|	1	2	3	4	5	
Totally disagree	◯	◯	◯	⊗	◯	Totally agree

It would in fact be better for the pins to move at the same time that we see the changes on the screens of the emulators, as it would cut the execution time of the tasks in half.

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 was sorry that I couldn't draw the path, or that I couldn't make a list of movements. In Sims we can do a queue of actions and it would be funny to see an implementation of something similar, if it is not possible to draw the path of each node.
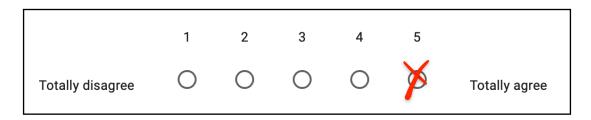
Managing emulators and binds

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	○	○	○	○	⊗	Totally agree

Is much better to use the the ui to do this instead of having to switch between the console and android studio to do the same.
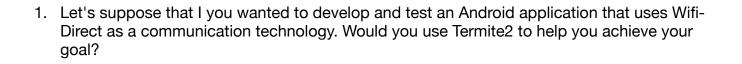
2. Using the scale presented below indicate if you agree with the statement and explain why. - "Creating and managing binds between nodes and emulators is easier and more intuitive with the new interface".

	1	2	3	4	5	
Totally disagree	○	○	○	○	⊗	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.)

Since we are using a graphical interface it is much more practical than repeating commands to manage emulators and binds.

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?

   I would use it because it seems to be much easier and more practical to use than the first one.

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.)

   Completely changes the way you use Termite for the positive. Showing the information visually makes the task of checking and changing the position of the nodes much easier.