Test

Usability test

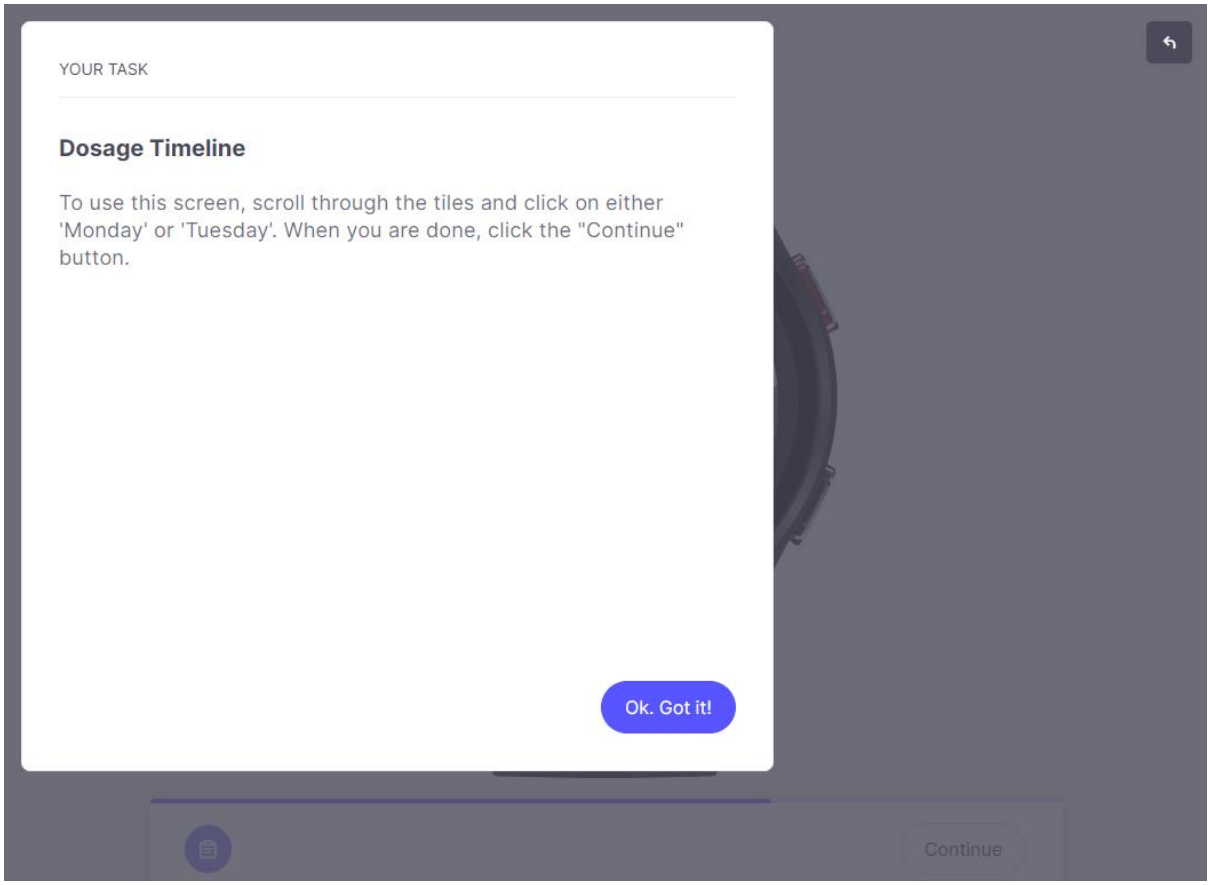
Quest: What medium is best to present the visual solutions for the end users?

Method: Usability Test

Why: By employing this approach, we can collect valuable user feedback, pinpoint areas of usability concern, and implement necessary enhancements to create an intuitive and captivating user interface design.

How: As a team, we utilized Useberry as a platform to incorporate relevant questions and user flows related to the specific sections we designed. This allowed us to gather feedback on our design choices. I personally conducted usability testing on the dosage timeline screen flow and performed A/B testing on the latest variants I developed during the prototyping phase. Initially, we encountered some challenges upon deploying the test, which required me to make overnight adjustments to the prototype to ensure proper testing the following day.

Results:



(Figure 1) Screenshot of the task

Conclusion:

Once we had prepared the test and confirmed its readiness, we expanded our participant pool to include even more individuals. Our objective was to collect a substantial amount of feedback that could be utilized for the development of a V2 version or to inform our decision-making process. Following the test, we proceeded to analyse the feedback we received in order to extract valuable insights and actionable recommendations.

Usability Test Analysis

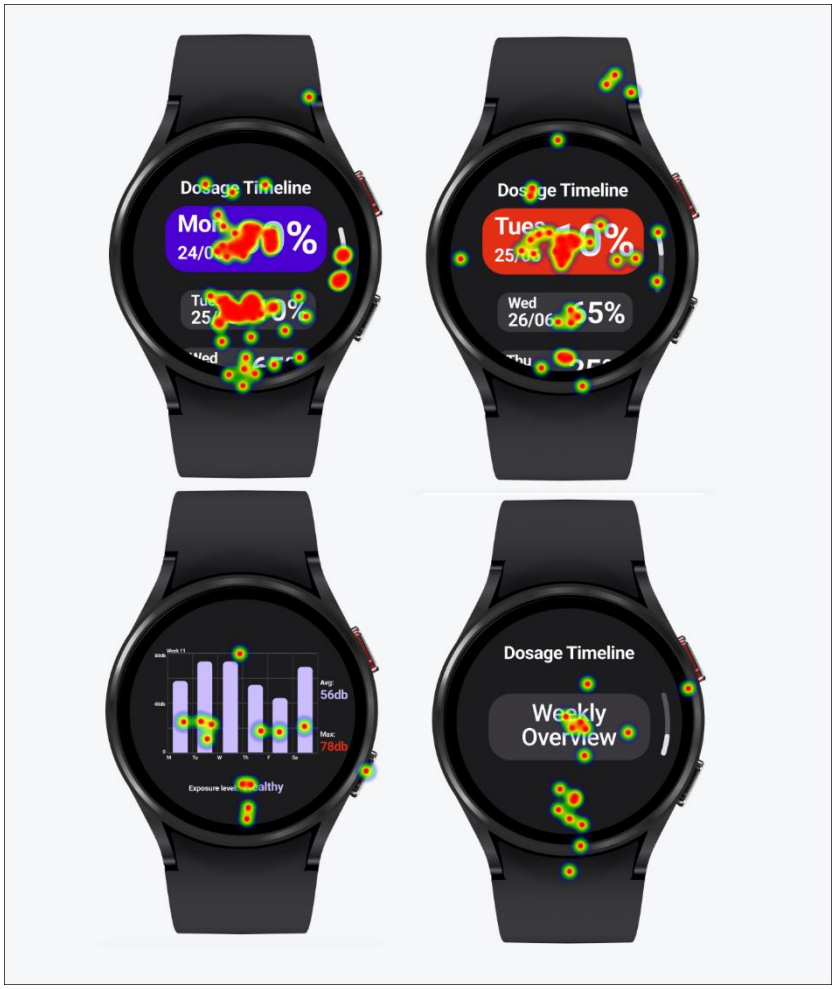
Quest: What insights and improvements can be derived from analyzing the results of a usability test?

Method: Test Analysis

Why: Through the analysis of the results, we are able to extract valuable insights regarding user interactions with the product. This process enables us to identify any potential pain points or areas of improvement, empowering us to make informed design decisions that enhance the overall user experience. By leveraging the data obtained from the analysis, we can optimize the product to better align with user needs and preferences.

How: thoroughly examined the results, carefully reviewing the click heat maps and interactions with the prototype. By closely analyzing this data, I gained valuable insights into user behavior and engagement. Additionally, I compiled a comprehensive list summarizing the positive aspects and areas for improvement of the prototype. This evaluation process allowed me to assess the strengths and weaknesses of the design, informing future iterations and refinements to enhance the overall user experience.

Results:



(Figure 2) Heat map of the user clicks

Positive:

- easy to read and nice colors
- Seems straightforward enough.
- Info about daily exposure
- The graph seems like one of the most useful features. It gives a good overall perspective regarding the correlation between noise exposure and time of the day.
- It is very informative to see the different db levels during the day and week. That way I can identify where I might be exposed to too much noise.
- Generally positive, but I didn't get what the percentage values on the cards represented at first. It was only when I went to the detailed graph on both days that I got it was supposed to represent for how long you were exposed to healthy (and in turn, unhealthy) levels of loudness on a daily basis.
- looks nice
- Nice colours and visual representations
- also here: it may be too big

Conclusion:

Based on the feedback and observations received, the prototype received positive remarks for its easy-to-read design and pleasant color scheme. Users found the interface to be straightforward and appreciated the inclusion of information about daily exposure to noise. The graph feature was particularly highlighted as a valuable aspect of the prototype, providing a clear overview of the correlation between noise exposure and the time of day. Users also found it informative to see the different decibel levels throughout the day and week, enabling them to identify potential areas of excessive noise exposure. However, there was some initial confusion regarding the percentage values on the cards, which was resolved when users accessed the detailed graph. It was suggested that the size of certain elements, such as the interface, could be adjusted to optimize the user experience. Overall, the feedback gathered from the analysis highlights the positive aspects of the prototype's design, as well as areas where further clarification and optimization may be beneficial.