

MOBILE USABILITY TEST	P1	P2	P3	P4	P5	P6	TOTAL	POSSIBLE SOLUTIONS & NEXT STEPS
Errors								
[Error Rating 3] Clicked on "I'm interested" first while trying to sign up for an event instead of "Book a spot" (P1)/ Did not associate "I'm interested" with saving and was looking for a star icon instead (P2)							2	Set a clear difference between "Book a spot" and "I'm interested", or rename the latter to "Save for later"
[Error Rating 1] Accessed a game through Games and not through dashboard							1	Make "Brain training" on the Homepage more noticeable
[Error Rating 1] Tapped on the image to go to the next screen in onboarding or to swipe							1	Make the images and dots in the onboarding clickable and enable a swipe gesture between screens
[Error Rating 1] Tried horizontal scrolling in games on Browse games page which did not work							1	Enable horizontal scrolling in rows of items
[Error Rating 4] Had troubles finding self-assessment							4	Rename "Medical help" as it implies professional help, or move self-assessment in a more obvious place
[Error Rating 3] Struggled with navigation from the bottom bar because clickable areas were too small							1	Expand clickable areas in the bottom nav bar
Observations								
Thinks that none of the fields are mandatory so she can skip and set up the account later							1	Indicate if any fields are mandatory, and if no, add a way to add the info later (from Profile or Homepage)
Was wondering if there is a typo in the app title (P1)/would change the app name (P6)							2	May be considered but not a priority
Thinks that she can share game results in the app or externally (P4)/ Does not know whom she would share the results with, unless there is a community that she knows (P3)							2	Specify whom a user can share their game results with, or remove the feature if it is not MVP
Suggest that examples of brain training in brackets be present on the setting up the account page							1	Add the examples to make filling the information easier
Would like to see a leader board and less text							3	Add a leaderboard or at least convert the text block into a shorter results representation (with graphs)
Would put one question - one screen because there's a lot to read (about the test)							1	Split the test into screens
When she clicks on Social, she expects a community, otherwise she would name it just "Events" (P3)/ Would like to see a header with "Find event" or something similar before a user adds their location and interest (P4)							2	Rename "Social" or divide community and its events
Finds the tagline encouraging and maybe would only make the "Welcome to BrainBoostr" bigger so she remember the brand visually as well							1	Consider highlighting "Welcome to BrainBoostr" or making its font size larger
Once she clicks "Play a game", she would not expect a text with the game benefit after (P3)/ Game instructions seem too long to P5 because she would like to start a task ASAP after "Play"							2	Rename "Play a game" or make the game launch immediate after clicking it, moving the game benefit and instructions before it
When seeing the question "How should we call you?" she got associations with a title "Sir/Madam etc." or thought about a nickname, or about pronouns							1	Specify what a user is to input in the field "How should we call you?"
After a game was "played", P1 was wondering why it is not shown as done on the Homepage/ P2 also expected to see a "tick"							2	Indicate that the daily brain training activity has been done after a game has been played
Would like to see more illustrations regarding brain training							1	Add more illustrations/images/mascots to the UI
From her own experience, she never experiences seeing "Home" button but rather "Close" [i.e. after completing a task] and then she might return to Homepage or to the page where she started it							1	Remove "Home" button and leave a cross icon that redirects to the Homepage or where a user had been before completing a task
Would like to see onboarding before clicking on Create account but found the Skip option good							1	Think about the placement of onboarding but not necessary
Is not sure whether she would consider the test results from a self-assessment as medical records unless the test had been made up by doctors							1	Add a note that the test questions had been developed by doctors, or if not, disable the option of saving the results to medical records and change it to activities or history
Would prefer to see "See more" rather than a block text with the test results							1	Decrease the text size and add 'See/read more" option
Would prefer to see date, time, location and how many people are attending/interested on top of the Event page							1	Move the event date, time, location and attendees to top of the page
Expected another field for typing in the password (e.g. Repeat the password) and requirements/special rules for it during the signup							1	Add the password rules and a field to repeat the password while a user is signing up
Expected to put her name while inputting the email and adding the password (P2) and surname, age, country (P6)							2	Consider asking a user's name on the signup page
Would like to see more details in the dashboard, i.e. "Your to-do for today", or "You're 1 task away from completing your goal", or smth telling her where she is and pushing her to goals							1	Add more details to the graph and the dashboard
Expects to see "Registration confirmed" and then the date and something like "We look forward to see you" rather than a block text							1	Split the text into a couple of lines with details
Expected that there should be a user avatar near their name on the Homepage (either a ready made or from an uploaded photo)							1	Add an avatar to the user's name or profile

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Negative Quotes								
"I would appreciate it if there is less text and info to read during setting up the account"	R		G				2	Decrease the text size
"Maybe it's a lot to read and people aren't used to reading much in an app. Maybe there could be a loud speaker icon to play the audio" (P1 about the tip of the day)	R	O	G				3	Shorten the text with the tip of the day or keep the actual size but with the option of "Listen"/"Read more"
"The name of the category "Social" and its content (locations, setting up user's interests) are not matching to me"				B			1	Reconsider renaming "Social" or add more details to the page
"I'm not sure why some of the daily tasks have been checked (=done) and one is not, considering the fact that I've just "created" an account"			G				1	Consider creating flows only for new users to make the app look less confusing
"I think that "What is your age?" should be changed to "Which age group do you belong to" and that a question about the education level should be moved to the age question"						B	1	Change the wording and order of some questions in the setting up the account
"Honestly, such banners with "Unlock premium" on top of pages annoy me as a user"				B			1	Think if the banner can be not on every page or less annoying but still noticeable
"I don't like that the game instructions are coming by themselves. I would like to either see them all or click to go to a next one" (P6)		O	G			B	3	Disable automatic appearance of game instructions and make them clickable and skippable
"I would like to see more details in "Unlock premium" because it is not clear which features are locked and which are available"			G				1	Add more details about benefits of the Premium version
"Since I skipped the setting-up-the-account part, I'm not sure how games are tailored for me once I opens them from the dashboard"			G				1	Consider creating flows for users who skipped setting up the account or make the latter mandatory
"Medical condition - that's a lot I think. People can have conditions not related to brain"		O					1	Specify which exactly medical conditions need to be inputted in the app
"I think there is too much text to read in the event description page"	R	O					2	Shorten the text or add "Read more"
"I feel like some questions were aimed at elderly people"		O				B	2	Change the tone or wording of some text pieces
"Sometimes I wonder how I navigate through the app" (referring to a missing back arrow)	R						1	Think about including a navigation back (either on top in the app or "built-in" in the browser)
"In general such things are annoying" [about a pop-up "Challenge a friend" modal in Games]			G				1	Disable an automated pop-up overlay in Games
I think the banner with "Unlock Premium" could have more margins to the left and right to look more balanced	R						1	Think about the width of the banner to make it look balanced
Positive Quotes								
"The difference between Create account and Login is clear to me"		O	G				2	
"I liked this mini-onboarding. It is not long so I will not skip it"		O		B			2	
"Talking to a doctor is a big step for me now, and I like that there is self-evaluation"		O					1	
"Bottom bar has nice icons and I can read"	R	O					2	
"I liked the mixture of brain training and physical exercises [...]. The design is also amazing"	R					B	2	
"I like resources, this is helpful!"						C	1	
"It has a lovely structure and a good navigation, very clear and appealing" (P1)/ "Navigation is easy" (P4)	R			B			2	
"I like how test results are shown" [about the diagram]						B	1	
"I liked the little text, it's nice and not too serious, I want to try" [about games]		O					1	
"It's nice that I can choose many interests"		O					1	
"I think you've managed to create smth serious and it looks like a game"		O					1	