

Varshith Reddy Ganji – Prompter and Recorder/Photographer

How did it go?

The usability testing went smoothly. My roles as the prompter and recorder allowed me to guide the test effectively and capture every crucial interaction. The setup facilitated in-depth feedback from users, which was invaluable.

Did you need to make adjustments to the prototype after participants?

Yes, adjustments were necessary, particularly in enhancing visual cues and interface feedback for users to better understand the task flows and resolve conflicts.

What interested or surprised you?

I was surprised by how subtle design elements could significantly impact user comprehension and interaction. Small changes in button placement or instructions had noticeable effects on user comfort and task completion speed.

What did you learn about your system design?

I learned that while our design is intuitive to some extent, it still requires clearer signposting for less tech-savvy users. The feedback highlighted the need for more intuitive navigation paths and error handling.

What did you learn about yourself during this process?

I discovered my strengths in multitasking and communication under pressure. Balancing multiple roles helped me refine my ability to manage tasks efficiently and communicate effectively under testing conditions.

Pavan Vishnu Sai Bestha – Human Computer

How did it go?

The testing sessions were quite revealing. Acting as the human computer helped me see firsthand the users' challenges and frustrations, which provided direct feedback on our system's functionality and user interface.

Did you need to make adjustments to the prototype after participants?

Certainly, we needed to refine the system's feedback mechanisms. Users sometimes struggled with understanding why certain errors occurred, which calls for better error messages and help cues.

What interested or surprised you?

The level of detail users pay attention to was interesting. Even minor discrepancies in system responses could lead to confusion, underscoring the importance of precise and clear system feedback.

What did you learn about your system design?

It became clear that our system needs to be more responsive and informative, particularly in guiding users through complex tasks like resolving course conflicts or verifying prerequisites.

What did you learn about yourself during this process?

I learned the importance of empathy in design and the need for patience and clear thinking when dealing with user interactions. My role helped me develop a deeper understanding of user-centric design principles.

Sahas Gundapaneni – Notetaker

How did it go?

The testing went well, with rich data gathered thanks to the structured interaction and detailed note-taking. Our preparation allowed us to capture comprehensive insights into user behavior.

Did you need to make adjustments to the prototype after participants?

Yes, based on the notes, we identified several areas for improvement, particularly in navigation and instructional clarity within the prototype.

What interested or surprised you?

I was surprised by how varied the interpretations of the same design elements could be among different users. This variability in user perception taught us the value of diverse user testing.

What did you learn about your system design?

I learned that our design, while functional, could be made more user-friendly by simplifying some of the more complex interactions and making the system's structure more apparent to new users.

What did you learn about yourself during this process?

The process sharpened my observational and analytical skills. I found that I have a keen eye for details and a good grasp of synthesizing user feedback into actionable insights, which are crucial skills in UX design.