

User evaluation at mid-project review stage

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The version of the app that was submitted for the mid-project review was used in the more formal user evaluation. The user, a brother of one of the group members, was put in front of the computer with the app open with free reign to discover the web app on their own, and was told to use it for 30 minutes and think aloud while they were using it. No outside instructions on what to do were given, although a general idea of what the app was about, i.e. it's a film quiz, was given beforehand. A couple of shorter, spontaneous user evaluations were done as well to follow up on design changes along the way.

This was the state of the program at the time:

Start page when not logged in:

CinemApp [Home](#) [Quiz](#) [Sign up](#)



Welcome to CinemApp

Start page when logged in:

CinemApp [Home](#) [Quiz](#) [Sign up](#)

The user felt that the initial start page when not logged was a bit boring looks-wise with the plain grey buttons, but that it made it clear that you're supposed to register an account and log in when you first get to the website. When trying to bypass this route by clicking Quiz at the top of the screen the

program was coded to not respond until you're logged in, which made the user surprised and a bit annoyed, "why give an option that's not allowed to be used?"

Layout of the quiz part:

CinemApp [Home](#) [Quiz](#) [Sign up](#)

The Quote:
- Hey Humie, where's Big Green?
- The kitchen, I think.
- That's awesome.
- Rhodey, careful on re-entry. There's an idiot in the landing zone.
- Oh, god.
- What's up, Regular Sized Man?

Which movie?
☐ Enola Holmes
☐ Black Panther
☐ Avengers: Endgame


The response to this page was similar, pretty boring styling with the radio buttons which looks old-fashioned. The 'Submit' button was felt to be an unnecessary extra click, "why can't it just accept the answer when I click on it?" Playing the actual game seemed to give some enjoyment, the user thought it would be easy to spend time playing just one more game. Correct answers gives a score based on the number of hints used, but the score wasn't kept over multiple questions. This was experienced as a bit boring and counter-intuitive, "what's the point of giving you a score and then forgetting it on the next question? Am I supposed to keep notes myself?"

There as no loading screen implemented between the questions, the program instead left the earlier question page which could be interacted with during the loading of the next, so the submit button wasn't disabled after clicking on it the first time and the user could click on it multiple times to get a greater score. The user thought this was obviously unfinished and needed to be fixed.

Overall the user managed to navigate the app fine, but had to fight the program a bit to do what he wanted when he wanted.

Changes made after the evaluation

CinemApp



Signup

We'll never share your email with anyone else.

☐ Agree to terms and conditions

Sign up

The 'Quiz' link was removed from the navigation bar when no user is logged in, and now only appears when registered and logged in. It is perhaps a bit overkill to absolutely require an account for a game like this, but as the account was needed for the persistence this was the way we went.

☐

Agree to terms and conditions

Sign up

Already have an account?

Log In

The sign up- and login-buttons were changed to look a bit more modern and add a bit of color. After logging in, the quiz button appears which now takes you to a page to select the genre you want to get quizzed on. At first the genre selector was a simple drop down menu.

Choose a genre ▾

action

adventure

animation

biography

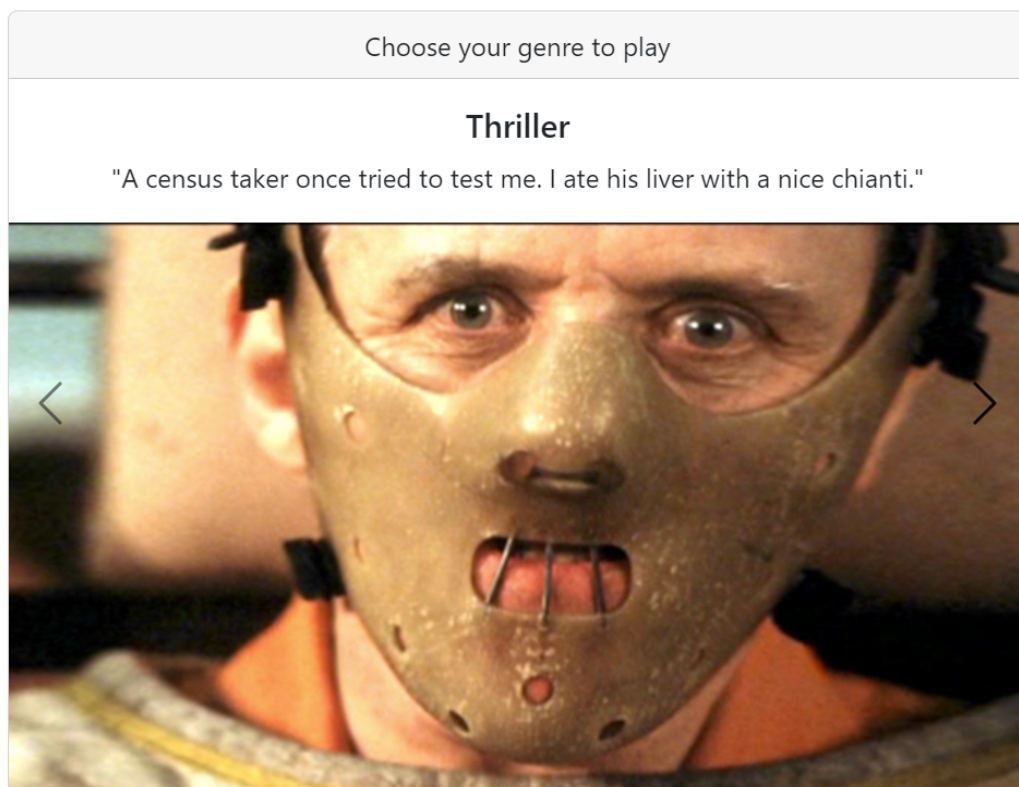
comedy

crime

documentary

drama

The above was presented to the same user after the formal evaluation session, but felt to be a bit boring. Instead a 'Carousel' from react-bootstrap was used to present the genres with a screenshot and a quote from a classic of the genre, to give a more interactive and fun way of choosing, with the whole picture being clickable.



A loading screen was implemented between the questions to give more feedback to the user what is going on and stop her from being able to influence the former result while the next is loading.



LOADING GAME

A bit of color was also added to the score messages, and the score was kept over multiple questions.

You Lose! Good Day Sir! The right answer was Violent Night.

Congratulations! You scored 10 points with 0 hints.
Your total score is 28!

The radio buttons and submit button were removed when answering the questions and clickable listItems were used instead, so that the user can just click on the movie they want to go for.

The Matrix
Tenet
Enola Holmes 2

I just need another quote!

Hint for year
