

USABILITY TEST

Test subject: Focus To-Do mobile application

Testing team:

	Facilitator	Participant	Observer
Test 1	Szu-Fang	Effia	Alex, Jessica, Xiupn
Test 2	Szu-Fang	Alex	Jessica, Xiupn, Effia

Usability testing script: Following Steve Krug's template.

Scenario:

You are a student who is going to graduate this winter and is now having a tide schedule. Your main goal for this morning is to practice your interview and you estimate that you will spend an hour for this task. Please add this goal in job hunting category in Focus To-Do and start the task.

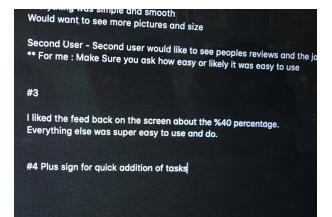
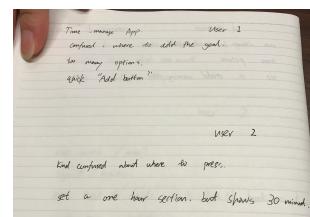
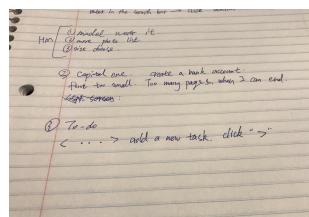
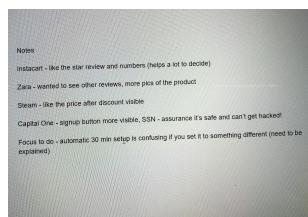
Observer notes:

Alex: automatic 30 minutes setup is confusing if you set it to something different (need to be explained).

Jessica: Add a new task button in the main page.

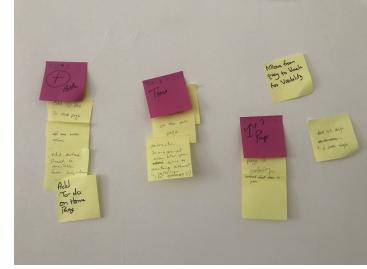
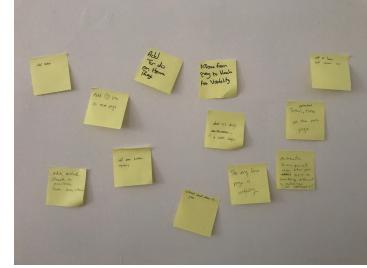
Xiupn: 1. Confused where to add the goal. 2. Quick “add button”? 3. Confused about where to press. 4. Set a one hour task, but show a 30 minute timer?

Effia: Plus sign for a quick addition of tasks.



KJ analysis

- “Add a task” should be available from every where.
- Automatic 30 min pre-set even when you set it to something different is confusing. (Not expected!)
- Add more button options.
- UI design is a little simple.
- Add button.
- Set a hour but show 30 minutes.
- Confused about where to press.
- Add To-Do on the homepage.
- Move from gray to black for visibility.
- Add an add button on the main page.
- Add total estimated time on the main page.
- The very first page (for the first time user) us confusing.



RESEARCH REPORT

Result of KJ Analysis (in the order of top 3):

1. Add an add button on the main page.
2. Task estimated time should be consisted with the timer.
3. The information page for the very first time users is confusing.

Next step:

Since both of my top two issues can be fixed through the interface design, I will improve the design first. Then thinking about how to provide a better guideline for first-time users. After I come up with a new solution, I will then do the usability test again to make sure that issues are been fixed and also to see whether there are new problems that come up.

SUGGESTED IMPROVEMENTS

I will improve my interface design in two parts:

1. Add an add task button on the main page. Since it is one of the main functions for my applications, I should put the function in a conspicuous place rather than a place that users need to think and find.
2. In the main countdown timer, I will also add the total estimated time for the task that is running now. Since not everyone knows the Pomodoro technique, users are easy to confuse about why the timer showing 30 minutes rather than the total time of the task.

Based on this usability test, I have learned that designers should not only focus on design but always need to put users' needs in the center. For my previous prototype version, the add button was on the main page, but since I don't like that interface design very much, I removed the add button. However, after this test, I have realized how a big mistake did I make. And also, although my app is based on a specific technique, I should not think that everyone using my application knows it. I should combine the technique without users' notice and apply them in their daily life.