

Label Me Audio

Prototype Usability Testing Scenarios

Background:

Label Me Audio is a web application designed for labelling poultry vocalization audio streams captured from edge equipment in farms. The tool is intended to be restricted to specific users that have access to AWS S3 buckets that contain the audio files, which the users are expected to manually fetch to their local drive, and upload onto the tool for labelling. Users can tag audio files with specific features (e.g. chirp, cluck, squawk) at specific segment timings for increased accuracy. The tool also provides a dictionary for users to better understand the vocalizations to look for, and playback options with the ability to loop over selected sections or “zoom-in” on a segment. The labels generated from the web app will be put towards optimizing machine learning models to automate livestock wellness programs.

For the purposes of usability testing, you will assume the role of an audio labeler trying to start labelling an audio file already on your local drive.

Tasks:

1. Login, import an audio file, and view the dictionary to familiarize yourself with available labels.
2. Tag the 10.5s – 11.0s range with a “Cluck” label, and save your work.
3. Clear the “Cluck” label and loop over the feature between the 6.0s – 8.0s range.
4. Zoom into the 6.0s – 26.0s range and loop over the 6.0s – 8.0s range.
5. Exit a currently-open audio file and log back into the tool.

Figma Prototype:

<https://www.figma.com/file/mYRojvVOPtESETMYTjmBBD/Untitled?node-id=0%3A1&t=3inlCLsEqG3Xf0ff-1>

Maze mission:

<https://t.maze.co/150164640?guerilla=true>