Summary of Findings

I will break up my findings in 4 parts. The first three parts will highlight each of my use cases performed in my usability study. The last part will be an overview of all my findings, common observations between use cases, and user feedback.

The first use case involved the new user to create an account then to see how their profileis being portrayed to the world. Overall, each participant, thought the process was very straight forward and was able to perform the task with no hiccups. It was standard from other processes that they were familiar with. There were some small details. The next button could be a little bigger for when the user continues through the process. It was small and was not recognized right away. The genre selection section could use some more work. Most users suggested that they wanted to see some options of genres they could choose from before listing them out in the account creation menu. I believe that will give users a starting point to go off of and I will be able to help them out by designing that into it.

The second use case involved an existing user had thought of a melody for a chorus of a song and they wanted to record it using the application. The music note symbol at the bottom was a very good choice. Each user was able to infer that the note was some place that they could record down their idea. When the recording panel of the application opened up. It felt familiar to those in users in my test group. I clarified why it was familiar with them. The reason being that they were musicians and were used to a DAW (Digital Audio Workstation) set up. There were suggestions that the users would like to apply some artwork to associate with the project. I think that would enhance the experience and make it more personal. Record enabling the track to record was hard for most users to find. One user would like to see an input option on the track itself. Most users were hoping to find that they could set the tempo of the song during the set up of the project.

The third and final use case involved an existing user that had already created a project. Their task was to share their project to the feed so they could allow their friends to comment on the project. Participants went to the DAW page initially to share the project and were disappointed that I did not implement a share button the project itself. One user in particular, would have liked to see a share button on an individual track to share one part of the song instead of the whole thing. The alternative workflow, (The one originally planned), went smoother though. They were able to type thoughts. The music note on the post input box was easily recognized as a way to attach a music project to the post. There was one feature missing that some users would have liked to have seen. They wished they could change the title of the project their sharing as they are attaching it.

Overall I think the prototype is in a fairly good place. There was not a time were a participant was completely stuck and did not know how to proceed with the task. I'm really glad I did this study because there were features of the app that I didn't realize were missing or needed improvement without the users' help. I had suggestions to make some alternative workflows to accommodate for different ways of thinking. I also had good buttons in general but the users helped me see how they could be bigger or more pronounced to catch their eye. The music note

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symbol was a really big hit and I'm very proud of that. Each user taking the study was very excited about the potential of this app. They appreciated how it could be their one-stop-shop for all things collaboration/recording when it comes to songwriting. I am glad this prototype, even though bare bones, can get users excited from the get go. This means to me that the prototype was very successful.