

Play with the Users

We asked Otto Järvinen to test our web application on Jukka's laptop in the classroom and go through the tasks that we have planned for him to test in case he didn't do or find something that we wished for. We followed Otto's movements around the website and analysed what elements he found and whether he had to struggle with something. The task lasted for 10 minutes and we succeeded at what we wanted to find out.

1. Identify elements in start page

Otto noticed and clicked all the links to other pages, the login form, the friendlist and the possible buttons that we have put as placeholders. He mentioned that we are missing a register button, which we indeed have not added yet.

2. Login as Admin @ admin

Otto knew where the login form was and knew how to use it naturally.

3. Show own profile page

Otto could go to his profile page and assume from the placeholders where his own avatar, media, folders and groups were.

4. Show where to upload media

Otto knew where to upload media in case he wanted to do so.

5. Browse media

Otto found where to browse the media and realized that:

- there are top pictures of the day, which probably meant the ones with the most likes
- there are random pictures that are not based on likes but are random so that unpopular media has a chance to get some visibility as well
- there is a search form for searching tags and find media that might interest him

6. Look if any friends are online

We told Otto to check who is online in his friendlist and he managed to tell us right away who was online and who wasn't.

What we wanted to find out of the task
(and whether we **succeeded** or **not**):

1. -Are the elements easy to identify
 -Are elements distinct enough
 -Are contrast ratios high enough
2. -Is it easy to login
 -Are elements distinct enough
 -Are contrast ratios high enough
3. -Ease of finding own media
 -Are elements distinct enough
 -Are contrast ratios high enough
4. -Ease of adding media
 -Are elements distinct enough
 -Are contrast ratios high enough
5. -Ease of finding interesting media
 -Are elements distinct enough
 -Are contrast ratios high enough