**Usability Study** 

Date - 14 Oct 2014

Project Name Interactive Learning Portal

# Study details



#### Aim of the Study

Understanding the Usability Road blocks (if any) in the application.

#### User Sample selection

Selection of Users is based on random database as real user doesn't exist.

#### How many users?

13 Users with wide range of age group, different level of experience and professional backgrounds.

Mixture of male/female for roles of mentor and mentee.

#### Methods used for completing the Study

In-depth interview with the users followed by Observation method with Task rotation.

#### Output of the study

Presentation with Findings



# Aim of the Study

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- Aim of the study is to find out usability road blocks (if any) in the application.
- Usability experts did Heuristic Evaluation of the application and came out with few usability problems. Those problems became hypothesis for the study.
- Based on the Hypothesis, we decided to take usability labs for 4 major tasks in the application.



# User Sample selection

#### **User Profile Selection Criteria**





Good mix of male female. 46% Female and 54% Males.



Mentor and Mentee role were combination. 55% Mentor, 7% Mentee and 38% Both.



Experience range of User varies from the Trainee to Technical architect level in the Org. 38% Trainee & team members, 31% Team leader & Manager level and 31% Top level Management



Varied professional background like Software professional to Communication trainer. 61% Software developer, 23% Designer, 8% Manager, 8%Business developer



# Methods used for completing the Study

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- In depth interview along with the observation method is used for the study.
- Discussion guide which is base of the in depth interview, is used while taking the user interviews.
- The observations recorded on the reporting sheet and then in the excel sheet.
- Detailed analysis was done on the recorded observations.

# **Usability Lab.**



13 Usability Labs were conducted with Discussion guide as a tool.

In-depth interview and observation was the method.



# **Usability Labs findings**

Tasks and its output

Severity symbols

### Task list



#### Tasks used in the Labs

Dashboard and it's elements

Adding Skills to the Profile

Search Mentor/Group of your interest and try connecting

String and it's elements

# **Severity Symbols**



Severity of the findings based on the number of users faced problem.

- High
- Medium ↔
- Low

You will find these symbols with callout in finding slides.



# Dashboard and it's elements

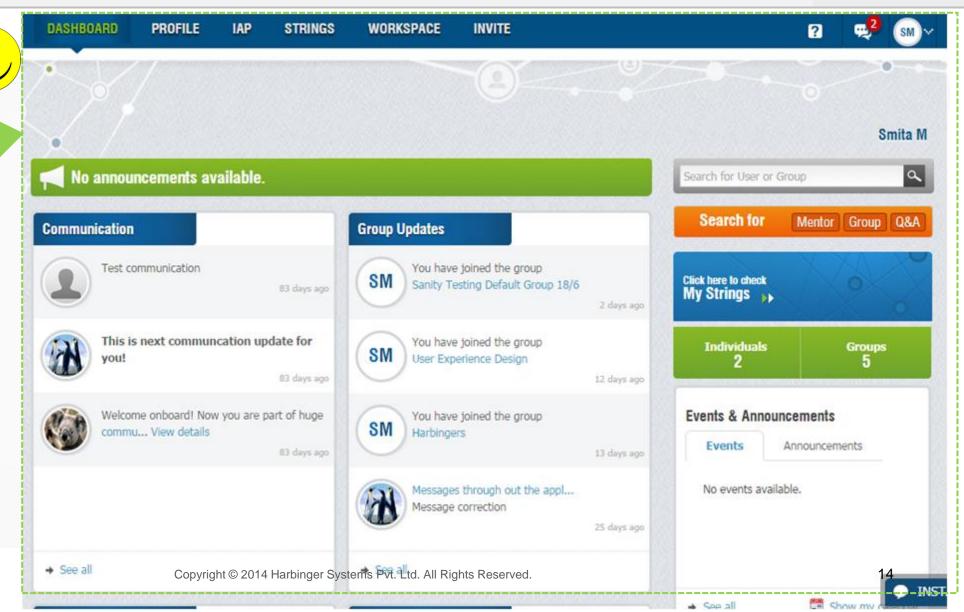
### Description -

- User were asked to explore the Dashboard and its elements.
- While doing it, User was made to think aloud.
- We captured the verbatim. Next slide shows the results based on analysis.

# Dashboard | Visual design



Overall Users were happy or neutral about the visual design. Few commented it as 'simple, clean and straight forward'.

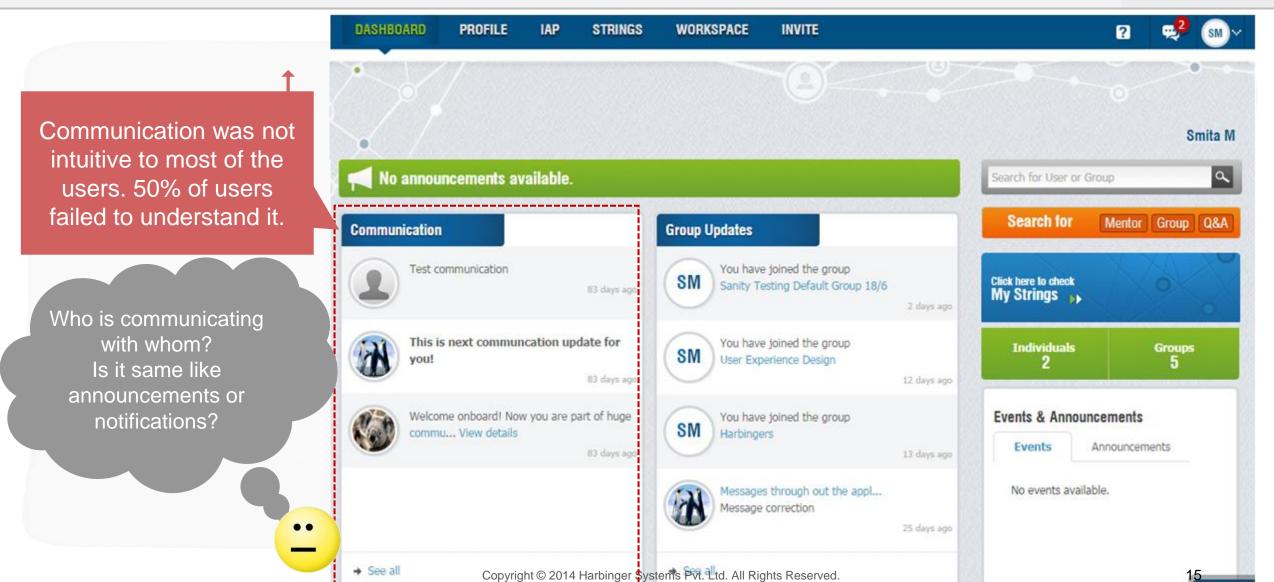


# Dashboard | UX | Communication



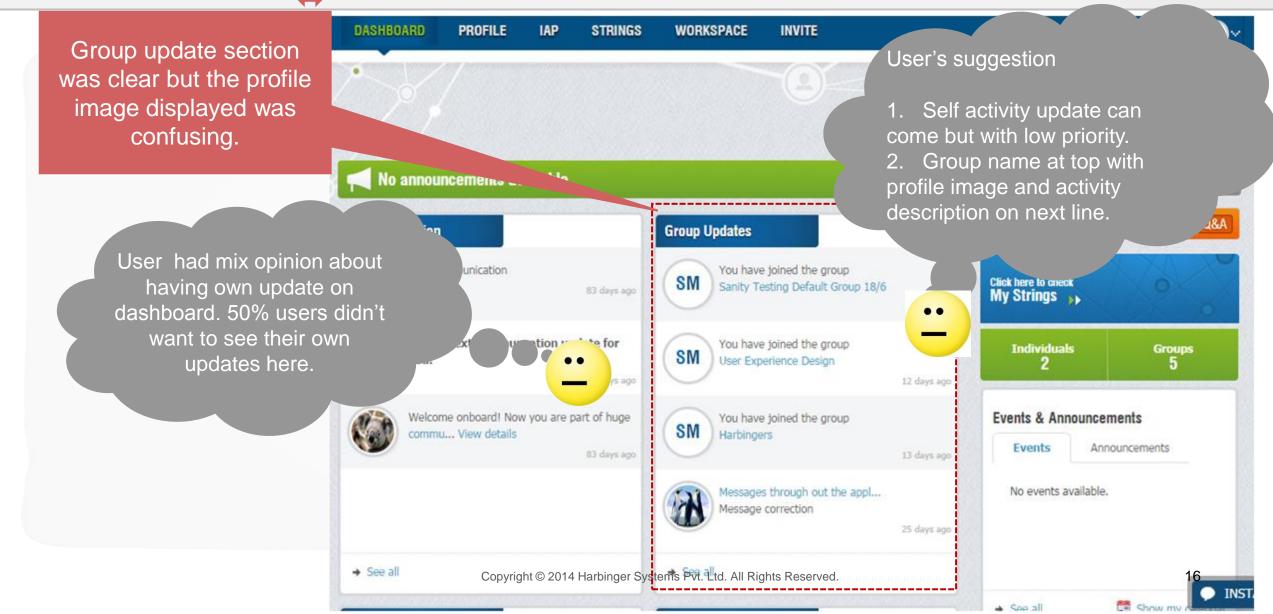
Show my

See all



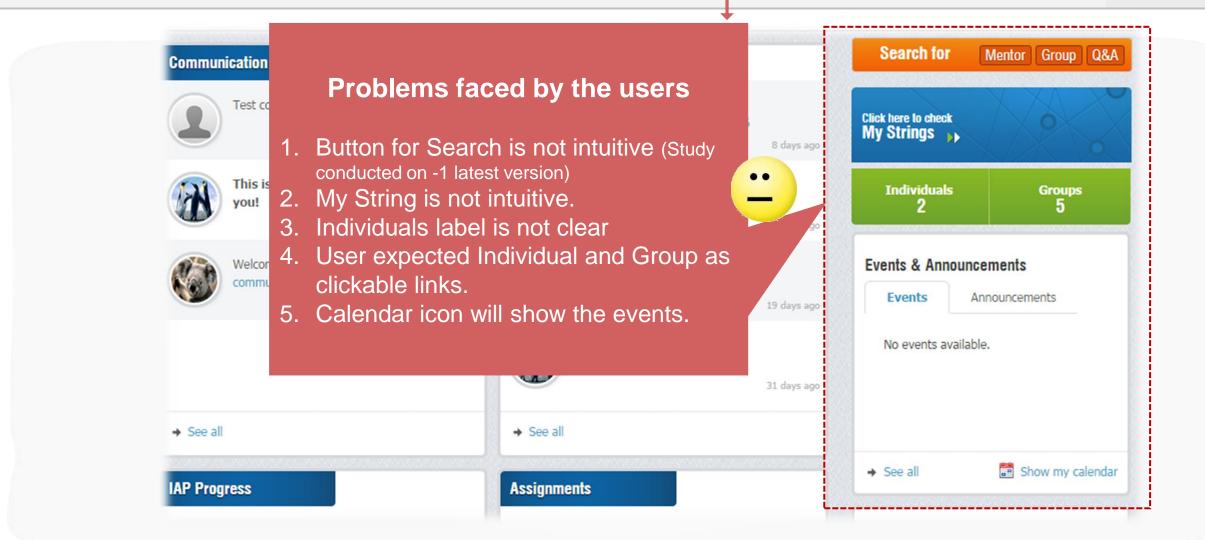
# Dashboard | UX | Group Updates





# Dashboard | UX | Right side pane





# Dashboard | UX | Below fold



**IAP Progress** 

Ongoing

No ongoing IAPs available.

- Scheduled
- Completed
- → See all

#### **IAPs of Mentees**

No Mentee details available.

#### Assignments

No assignments available

User verbatim and expectations.

- Reminder is something which I would like to see above.
- 2. What is IAP?
- 3. If I am a mentor, will I not have assignments and will this area be redundant for me?

→ See all

#### Today's Reminders

No reminders available.



# Dashboard related verbatim of users.

'Mentoring' is unstructured guiding, where the main focus is on understanding the mentee and their problem. It may happen that at a times mentee doesn't know that he/she requires guidance. As a mentor my focus might be different to look at Dashboard, I may be interested in looking at my conversation with mentee rather than updates.

I am able to do the task but there was no excitement or any feel good factor. There can be more intuitive dashboard which will be interesting.

There is still scope of improvement in visual design.

# **Dashboard Rating**



Task Used in Labs	Rating
Dashboard and it's elements	3.4

(User has rated the Dashboard section on overall user experience in terms of content their understanding, their expectations, actual interface behavior, intuitiveness of the elements.)



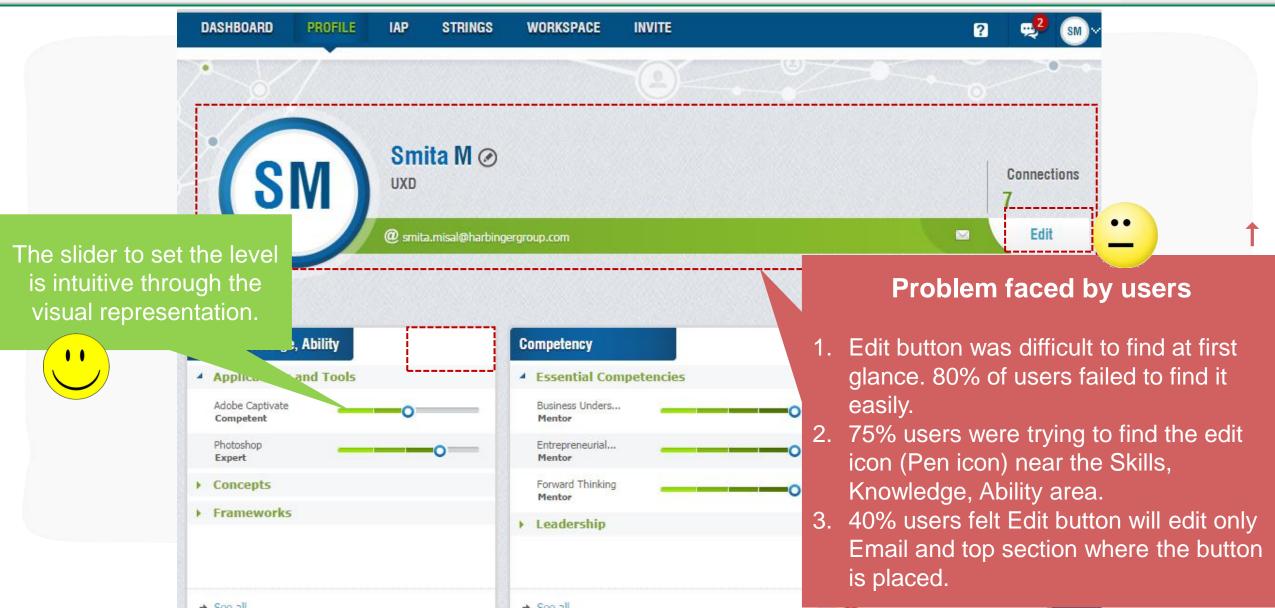
# Profile - Adding Skills to Profile

## Description -

- Users were asked to edit the profile.
- Add few skills in 'Skills, Knowledge and Ability' section
- Try adding Competency/Interest

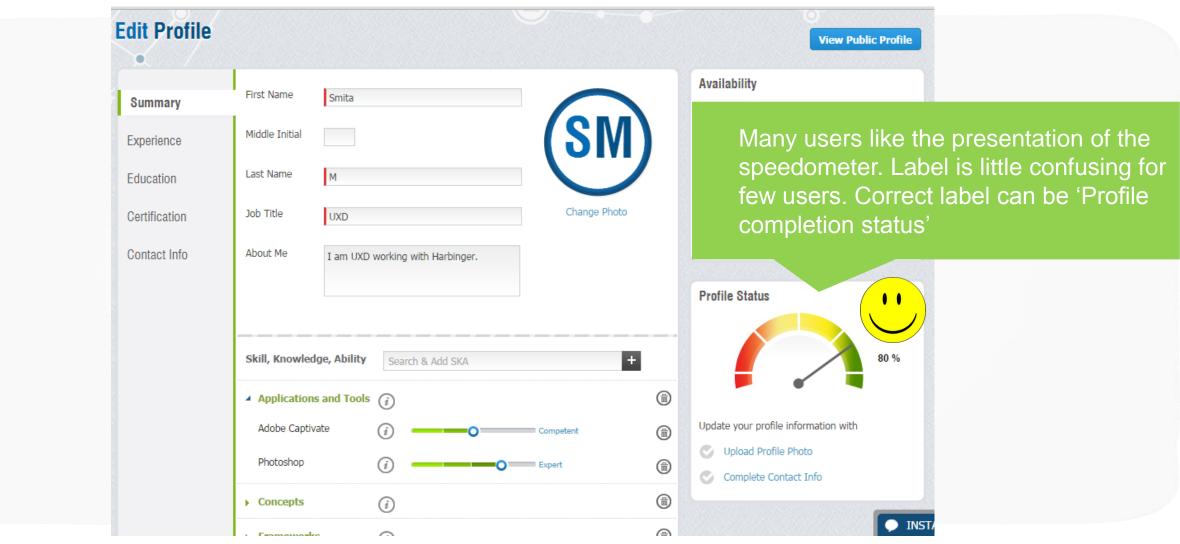
# Profile | Edit





# Profile | Add Skill







# Profile | Add Skill

- **Edit Profile**
- 1. Users are expecting to have capability for add skills which are not predefined.
- 2. Few Users want to see the list upfront to select multiple skills at a time and later changing level of skills.

Skill, Knowledge, Ability

Adobe Captivate

Photoshop

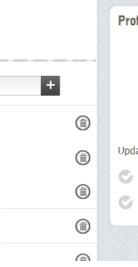
Concepts

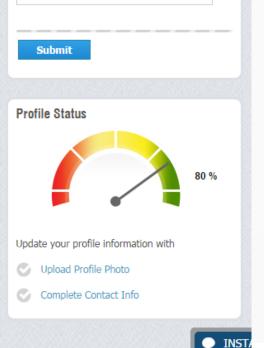
▲ Applications and Tools (i)

Search & Add SKA

(i)

- 1. 30 % user were trying to click on + in the search bar to add the skills.
- 2. Error message was not readable to most of the users.
- 3. Few users missed where the added Skill is displayed.
- 4. 60 % users fail to understand category and subcategory.

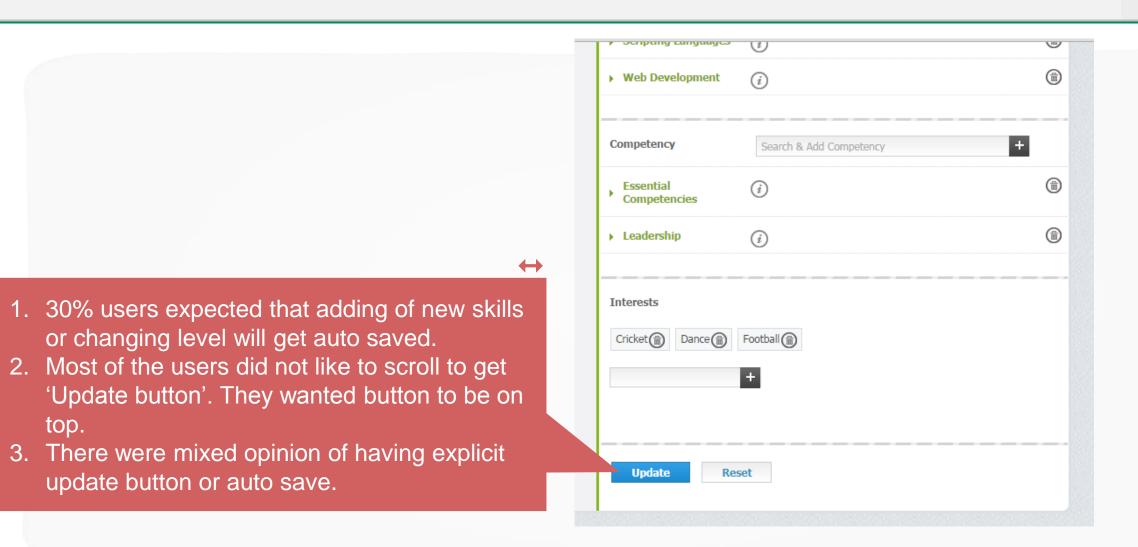




Change Photo

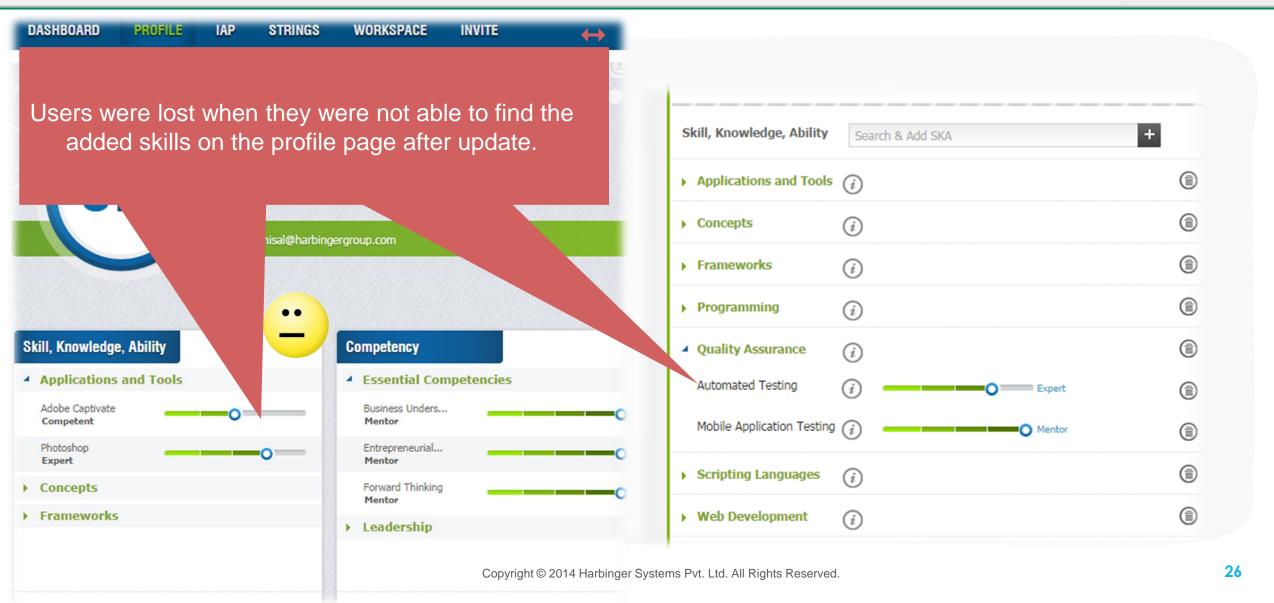
# Profile | Update



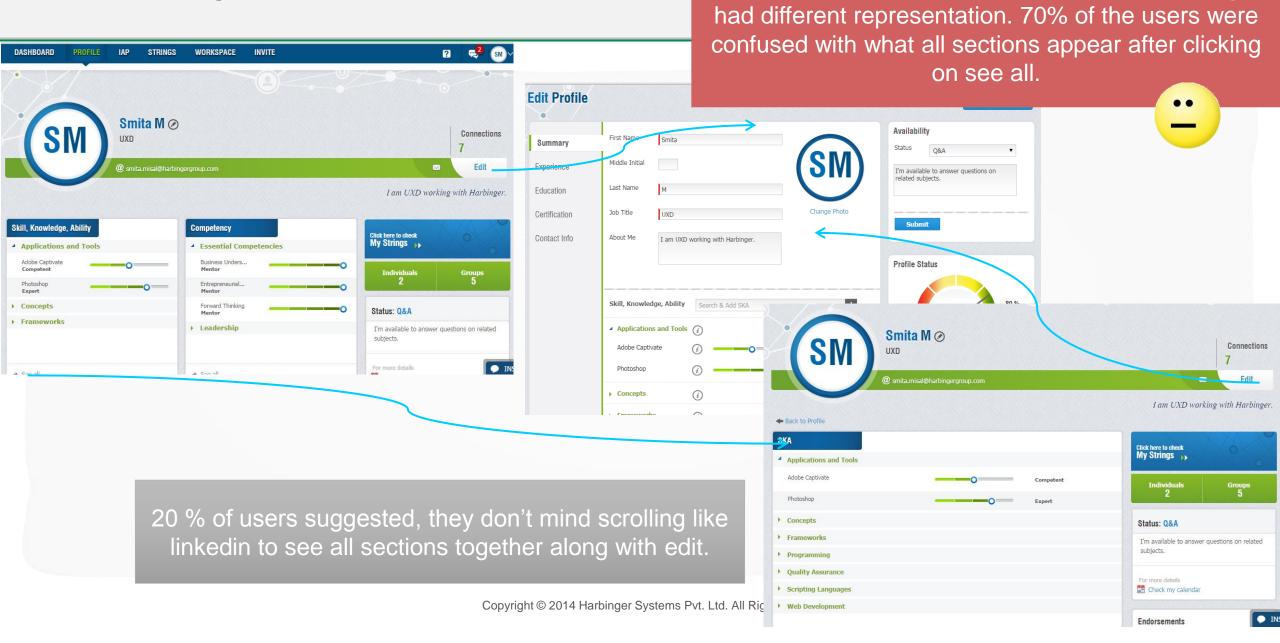


# Profile | Add Skill





# Profile | View, Edit, See All



Users were confused because of transitions from

view profile to edit profile and see all. These 3 pages

# **Profile Rating**



Task Used in Labs	Rating
Profile - Adding Skills to Profile	3.2

(User has rated the Adding skill task on overall user experience in terms of their understanding, their expectations, actual interface behavior, intuitiveness of the elements and easy of the task)

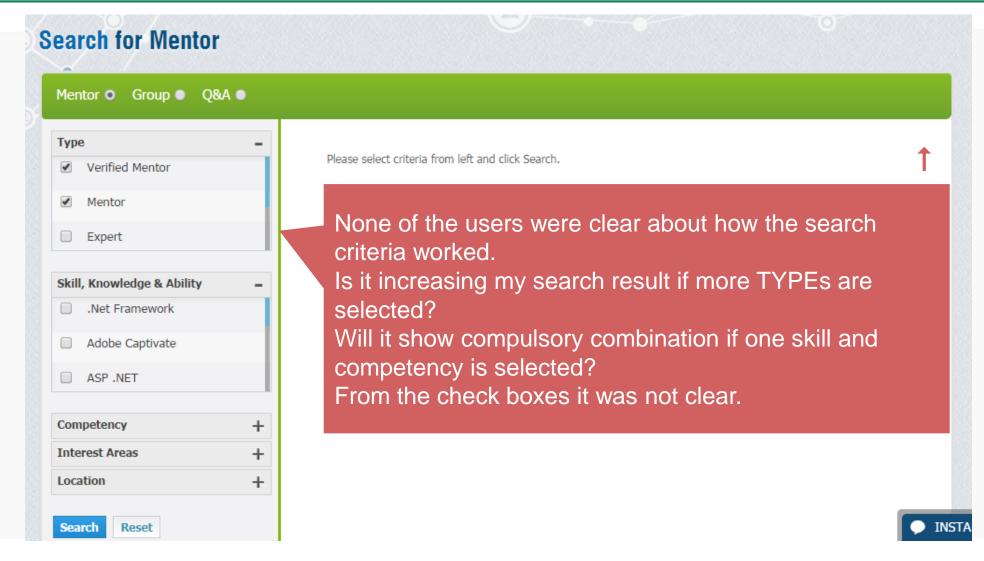


# Search – Search a Mentor/Group of your interest and try connecting

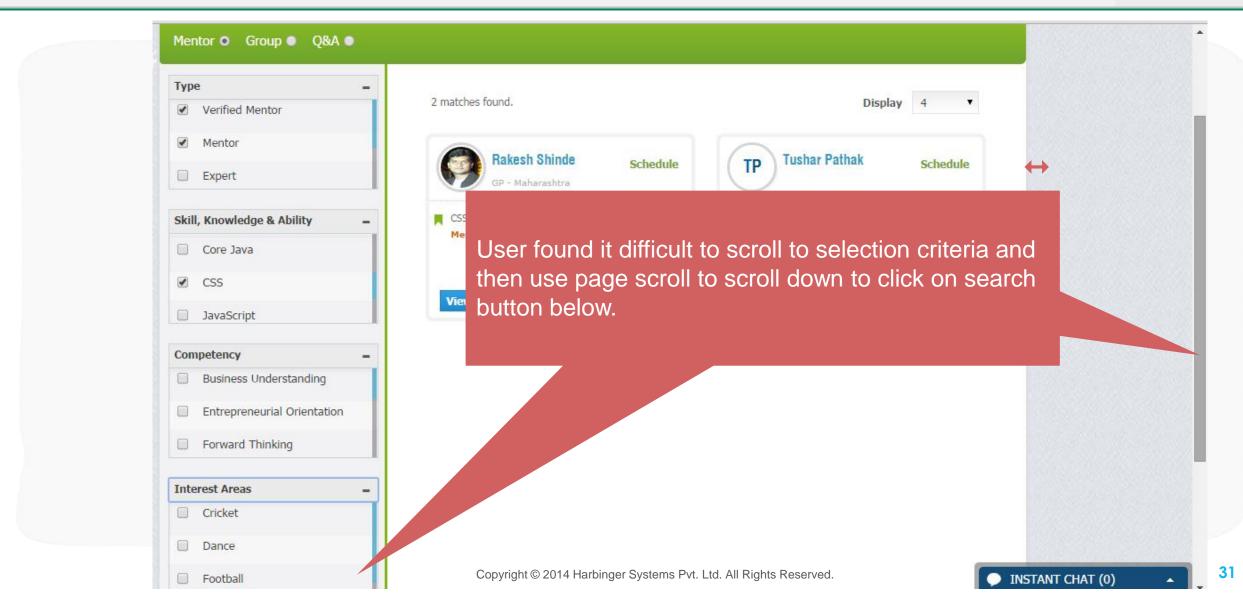
## Description-

- 1. Users were asked to search the Mentor of their interest
- 2. Connect to the Mentor after checking his/her profile
- 3. Search for Group and try be come part of it

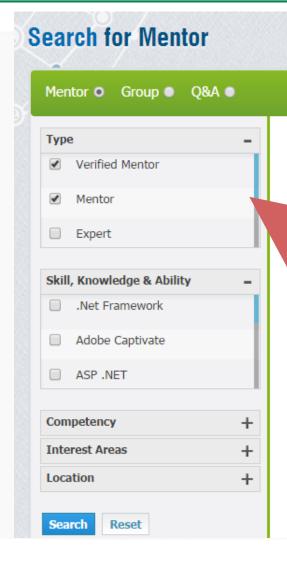












User felt restricted to use the predefined skills, Knowledge and ability.

They are expecting to have search as a text box. Application should be smart enough to search internally and give best possible result.

Users also expected that the selected parameter should come on the top in the list.

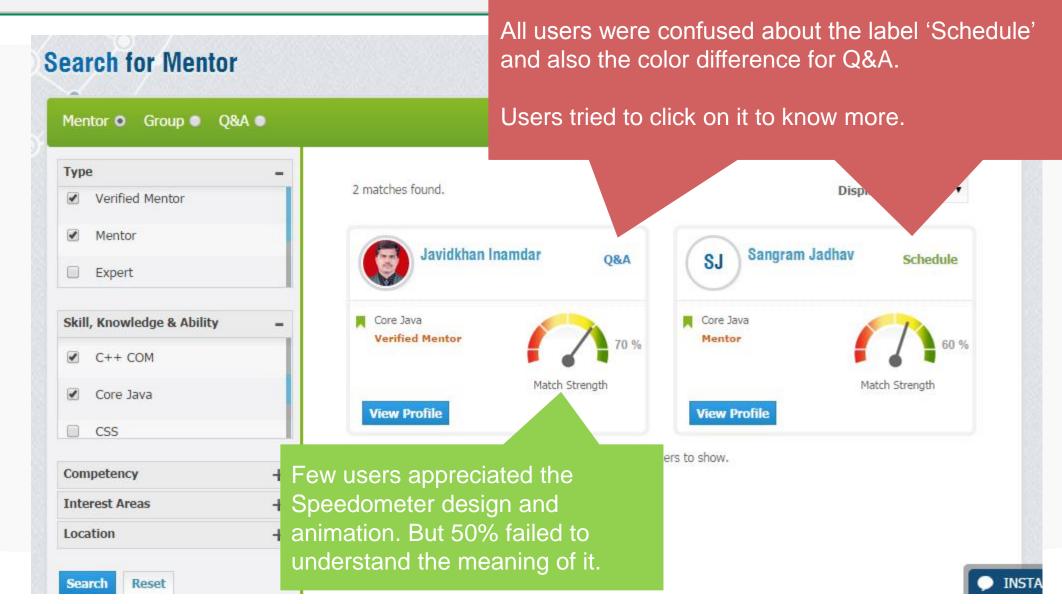
If I am an expert in few skills, my interest will be to develop other skills which are not part of my profile. I don't see this application allowing me to do that.



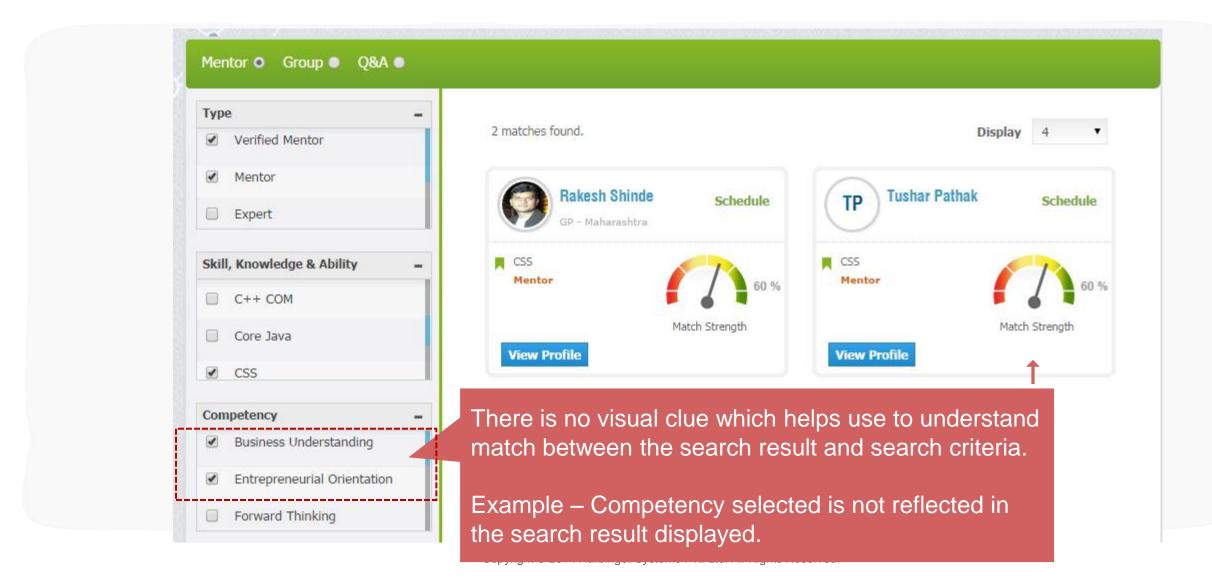


32

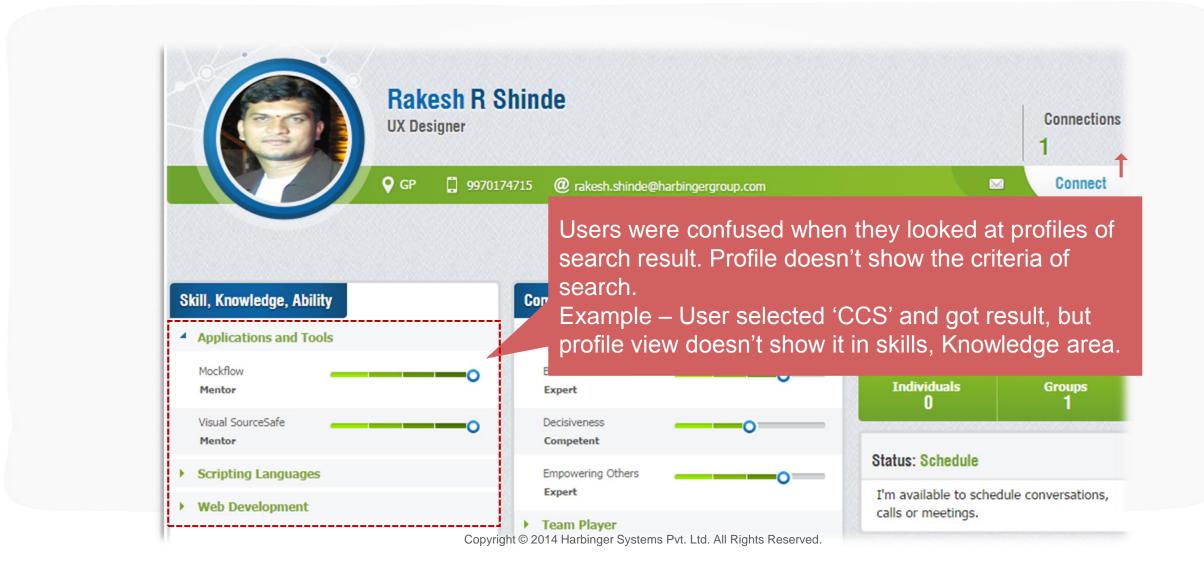




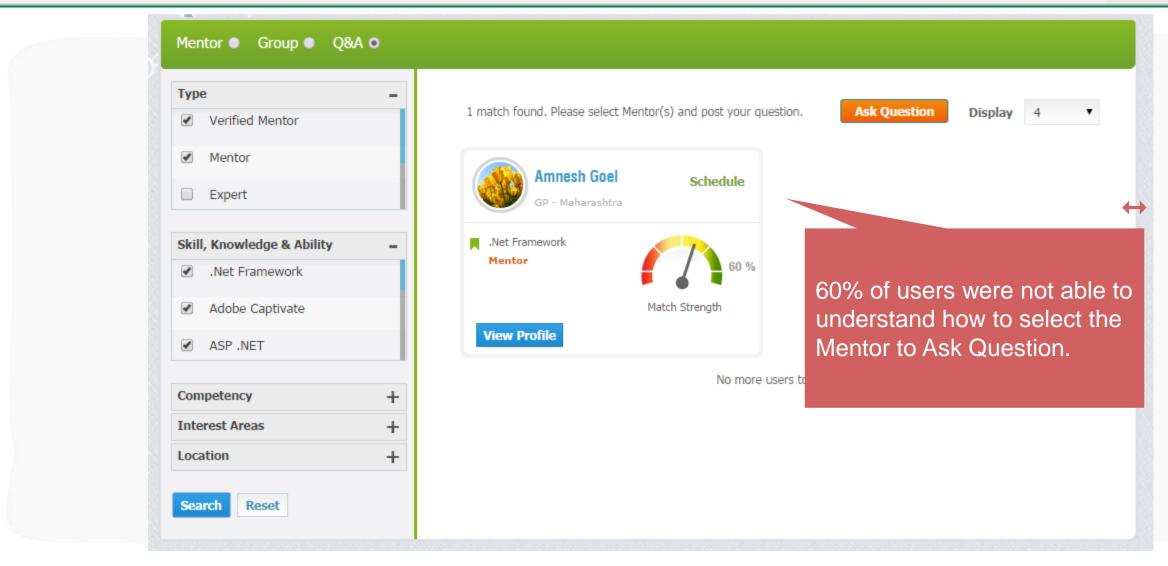






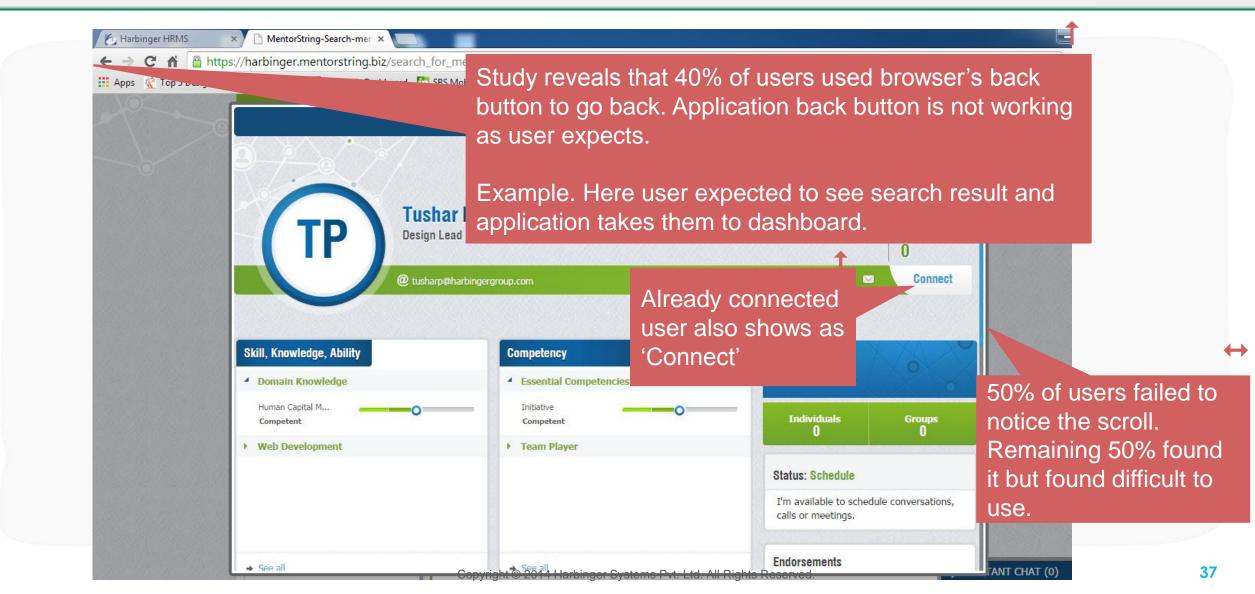






#### **Search** | Mentor of your interest





## **Search Rating**



Task Used in Labs	Rating
Search - Search Mentor/Group of your interest and try connecting	3.2

(User has rated the searching task on overall user experience in terms of their understanding, their expectations, actual interface behavior, intuitiveness of the elements and easy of the task)



## String and it's elements

#### Description

- 1. User were asked to click on String and think a loud.
- 2. Explore more on String and try to understand elements of String.

#### String and its element UX





None of the users were able to understand the size difference of circles.

None of the users were able to understand the circle color difference (blue, green and gray)

None of the users tried double clicking on any of the element. After probing few user shared that they don't expect double click on web.

80% users didn't notice the pagination. After probing also they were not able to understand how pagination is prioritized to show it.

60% users want to see it in different representation of string where pagination will not come/will get handled in a different way.

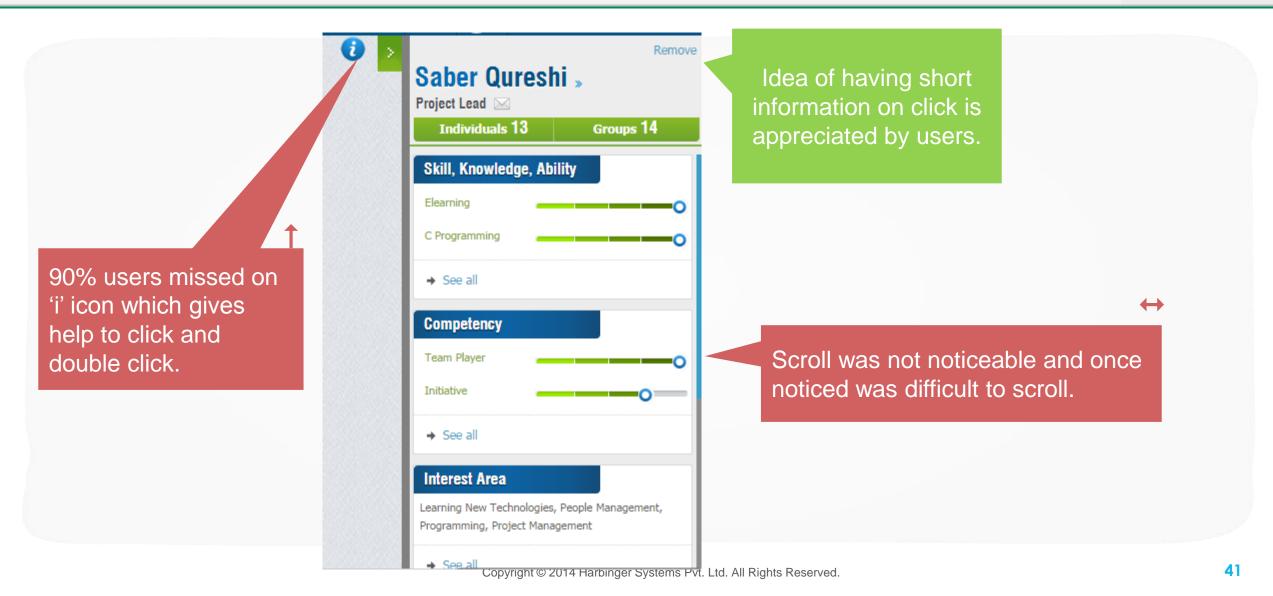
60% users were happy to look at the visual design and representation of connections in string view.

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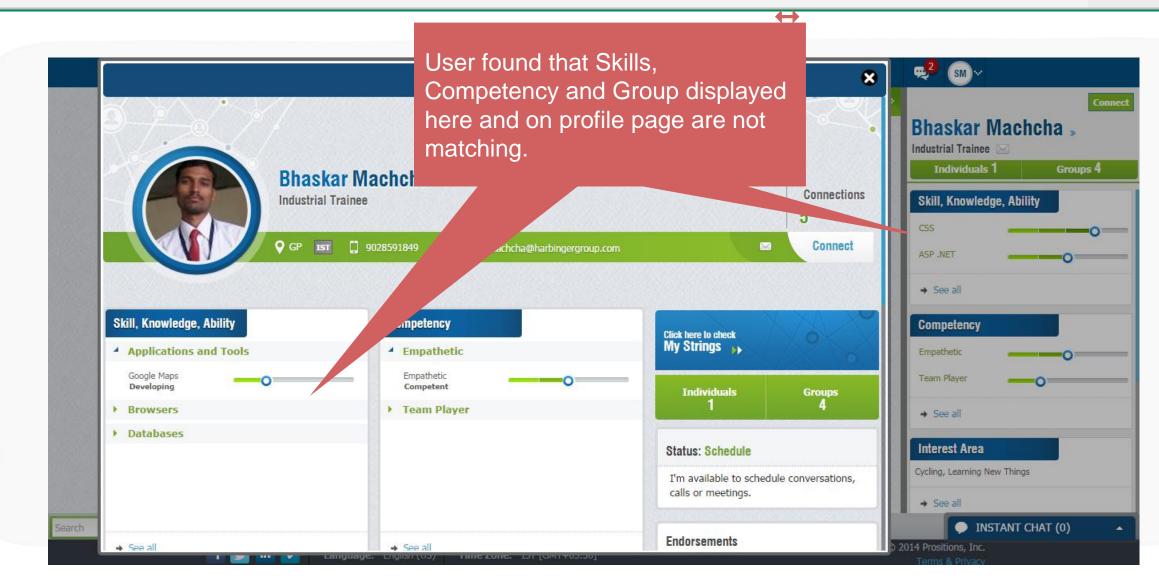
## String and its element UX





#### String and its element UX





## **String Rating**



Task Used in Labs	Rating
String and it's elements	2.6

(User has rated the String section on overall user experience in terms of content their understanding, their expectations, actual interface behavior, intuitiveness of the elements.)

#### **Task list**



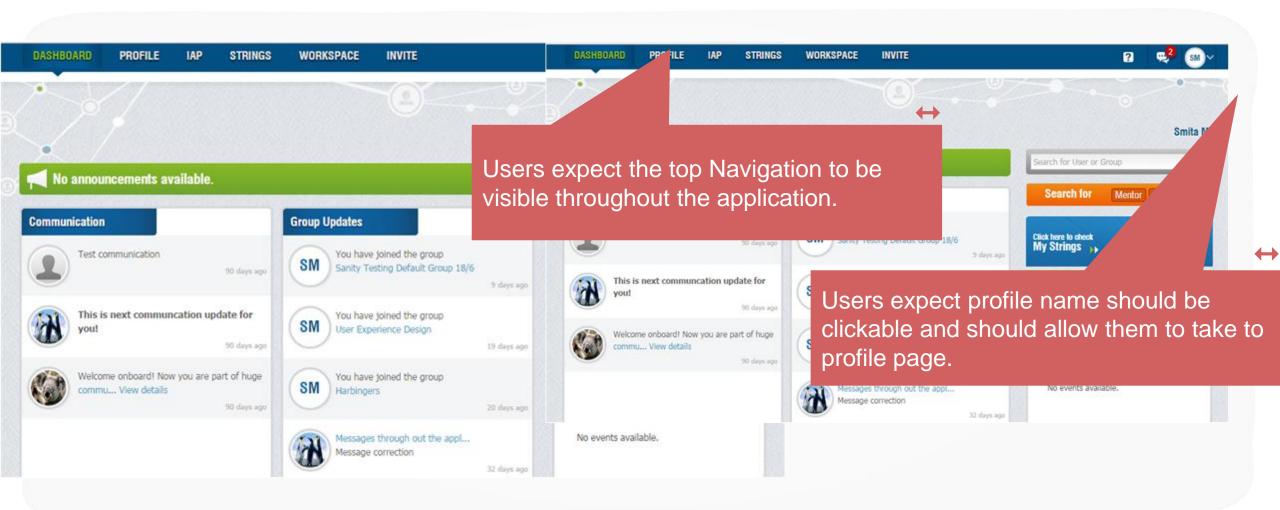
Task Used in Labs	Rating	
Dashboard and it's elements	3.4	
Adding Skills to Profile	3.2	3.1
Search Mentor/Group of your interest and try connecting	3.2	
String and it's elements	2.6	



# Other findings

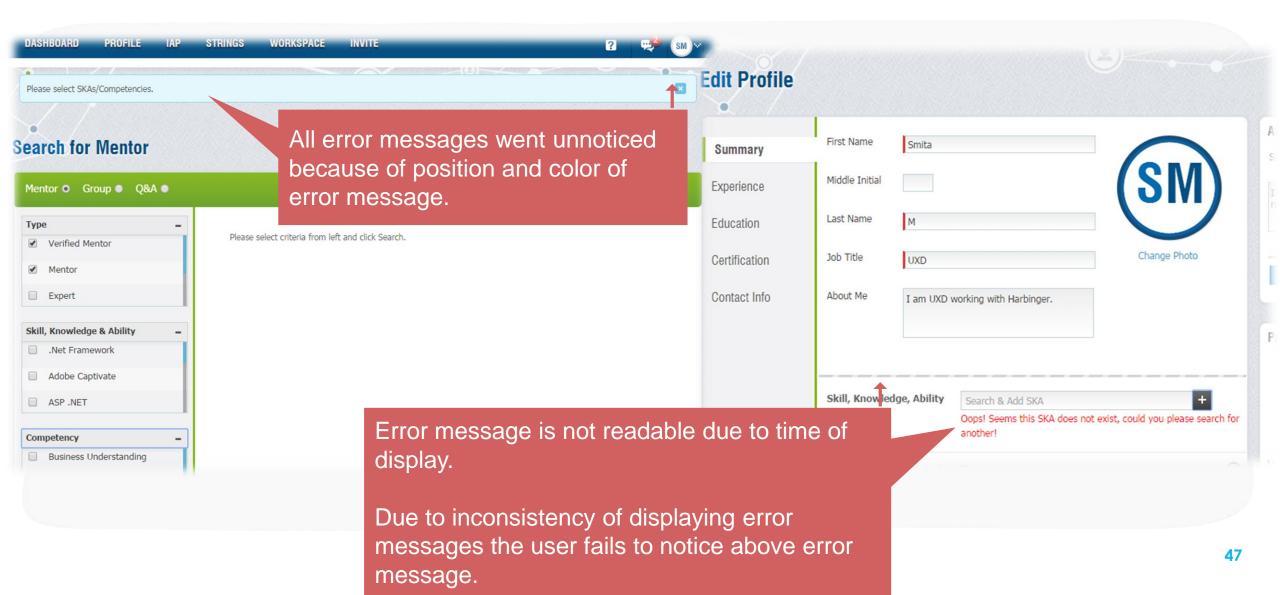
#### **Dashboard**





#### **Error** messages





# **Thank You**