

User Testing

Summary

The protocol for user testing for the iWant application consisted of running through six subjects, each of which had to complete a series of tasks with no prompting, or interference, from the tester. These tasks were designed to test all possible functionality of the application and identify usability issues. The tasks the subjects were given were as follows:

1. Advance to the add item screen
2. Take a photo of a monitor
3. Complete the form displayed, entering a Monitor, from Otago Polytechnic, costing \$300.59
4. Save the item
5. Edit the item you have previously created – change the cost to \$245.99

For any of the following tasks that require you to add an item, you may take a photo of any item you wish.

6. Create new item – Basketball, from Rebel Sport, costing \$45.00
7. Delete the item above
8. Create another two items:
 - Server, from Otago Polytechnic, costing \$500.89
 - Softball, from Rebel Sport, costing \$34.00
9. View all items
10. Search for the Server item you created
11. Edit the Server item by adding the words “Hello World” to the notes, then save the notes and finally the item
12. Search for all items from Rebel Sport
13. Delete all created items

Issues

ISSUE	SOLUTION
Users missed the product name at the top of the screen	Move the photo of the item to the top of the screen and have the name underneath
User attempted to use spinner despite it being empty	Only display the spinner if it has been populated
Action to take with keyboard not clear after entering product name	Alter product name to allow text wrapping but not multiline
Crash on deleting “\$” from price edittext	Add if statement to text watcher to add “\$” if no text is available to check
No alert dialog to confirm deletion of item	Add alert dialog
Search box not ideal, currently text entered has to be exact (including whitespaces)	Add % to sql query after splitting the users input into separate words