

Flood: Pilot Usability Testing

Maia Miller, Jason Platt, Mark Xue, Xin Jiang

Outline

Intro – Our Mission

Our selected interface – storyboard, taskflow

Our prototyping process

Reflections

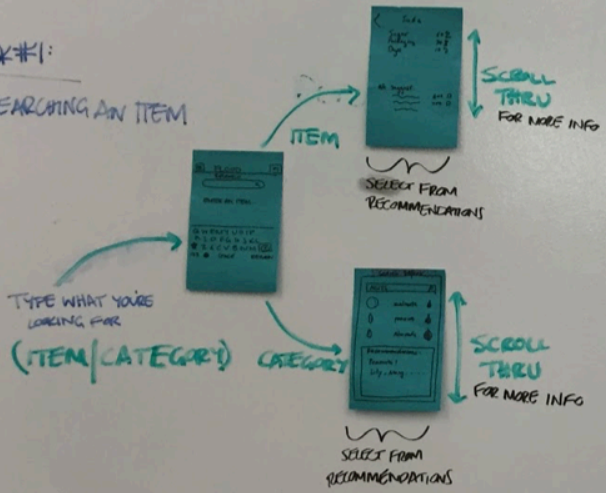
Mission:

We unknowingly consume over $\frac{2}{3}$ of our total water usage through the groceries we buy.

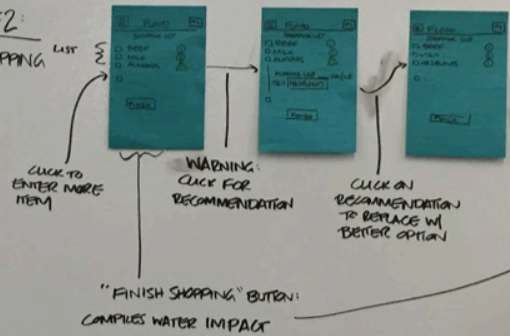
FLOOD tracks the water impact of your groceries
so that YOU can make informed decisions.

Selected Interface

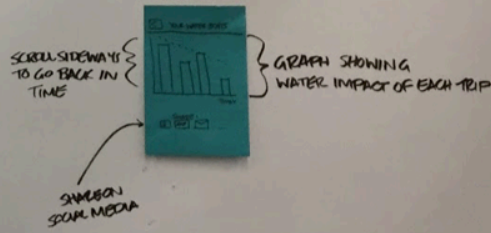
TASK #1:
RESEARCHING AN ITEM

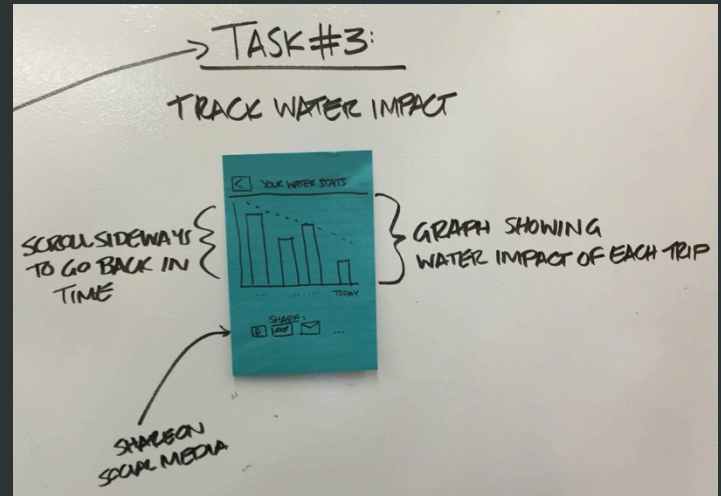
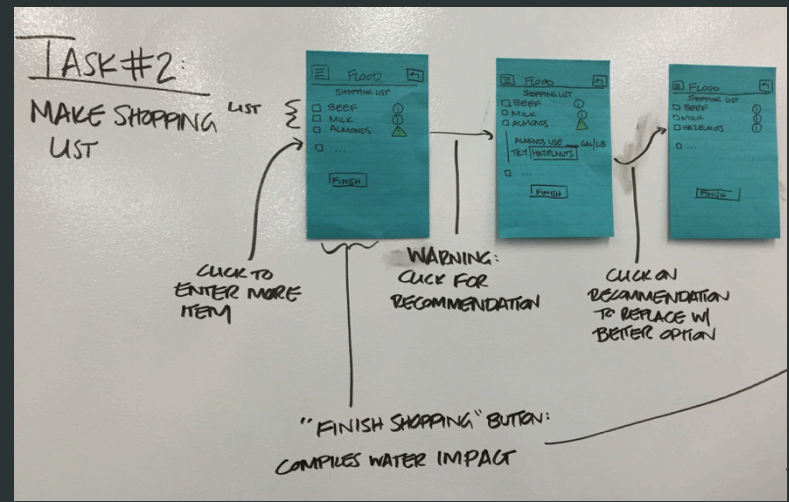
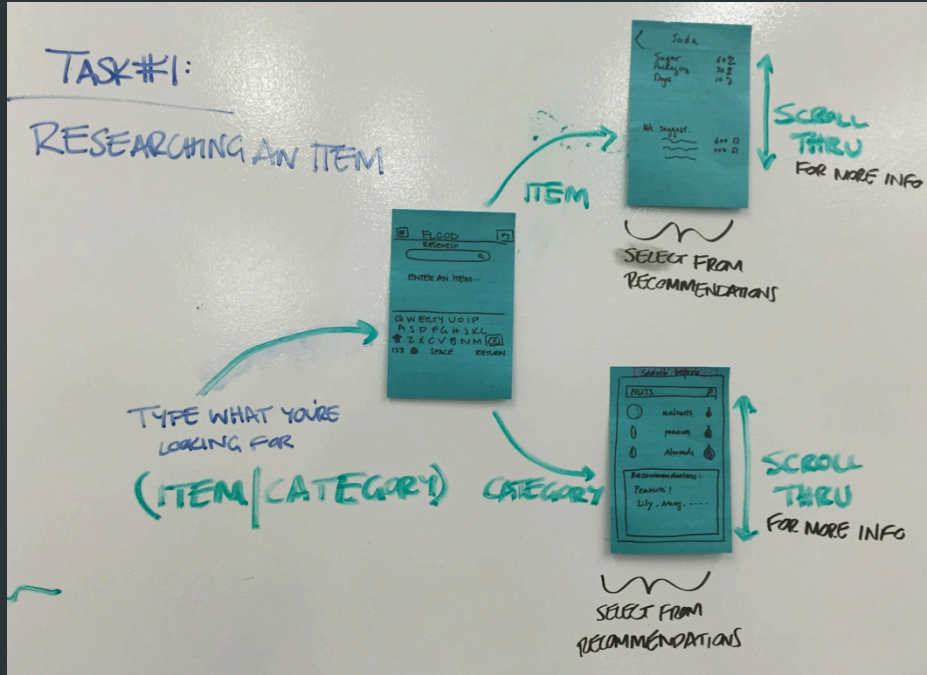


TASK #2:
MAKE SHOPPING
LIST

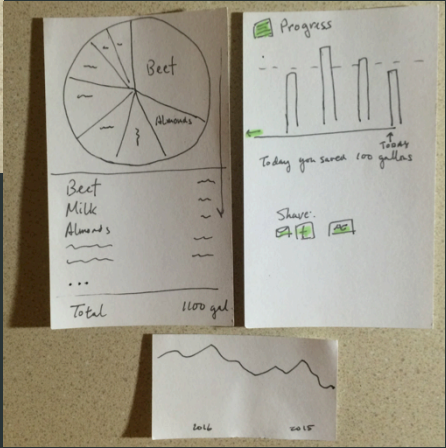
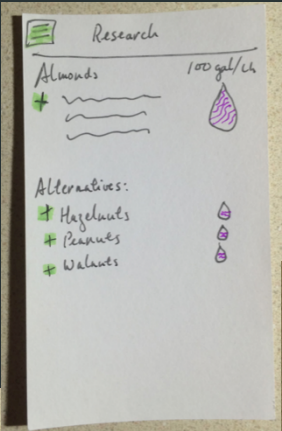
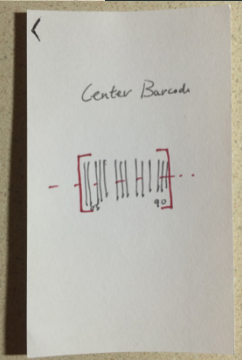
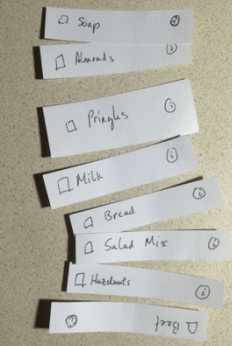
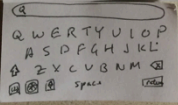
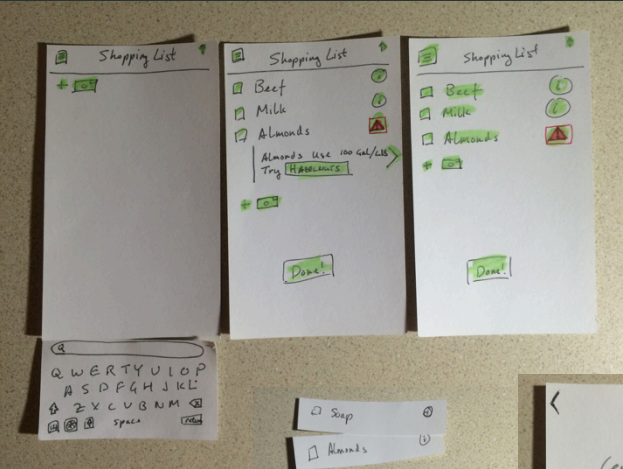
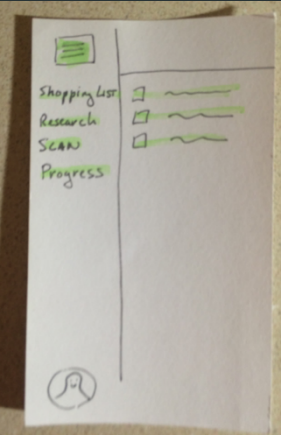


TASK #3:
TRACK WATER IMPACT





Low-fi Prototype Structure



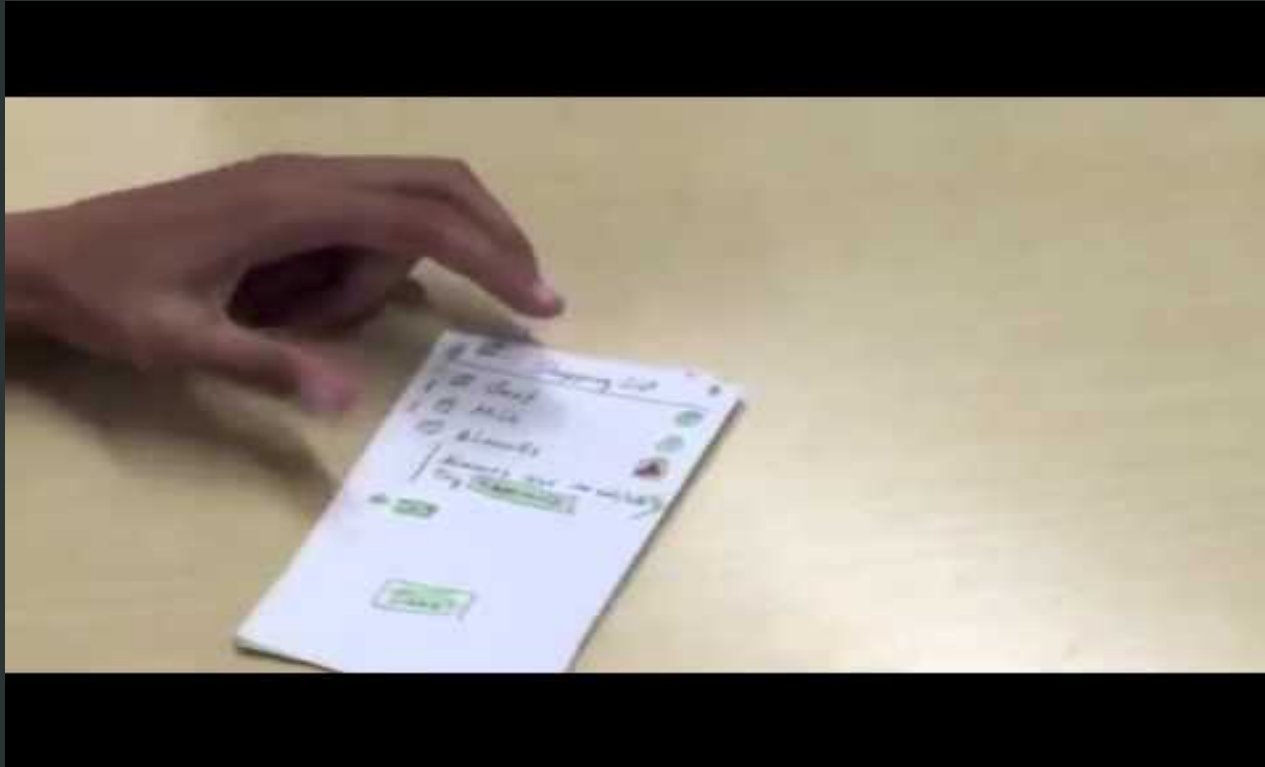
Our 3 Tasks

Task #1: Research an item (easy)

Task #2: Generate a shopping list / go shopping (hard)

Task #3: Track your progress (medium)

Task Flow



<https://www.youtube.com/watch?v=ivgWpVEFV2o>

Experimental Method

Tresidder Student Union: Approach three random people.

Guide through the task flow

Ask them to create a shopping list

Click through options

Note comments, behaviors, etc.

Experimental Results

Generally positive comments:

Barcode scanner is “so cool”

Graphs are “interesting” and “useful”

App is straightforward, intuitive

Interaction with the app:

Users felt stuck in certain screens

No one touched the “progress” tab at all



Suggested UI Changes

Missing “add” button on the research page

Differentiate between brands

Icons for certain buttons (barcode scanner, “add”) are misleading

Summary

Chosen task flow was intuitive and straightforward

App concept was a hit

Key changes to consider:

- More comprehensive icons + task switches

- Progress tab?