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Week 5: Low-fi Prototyping & Pilot Usability Testing

Roadmap

- Mission statement
- User interface design
- Low-fi prototype
  - Task flows
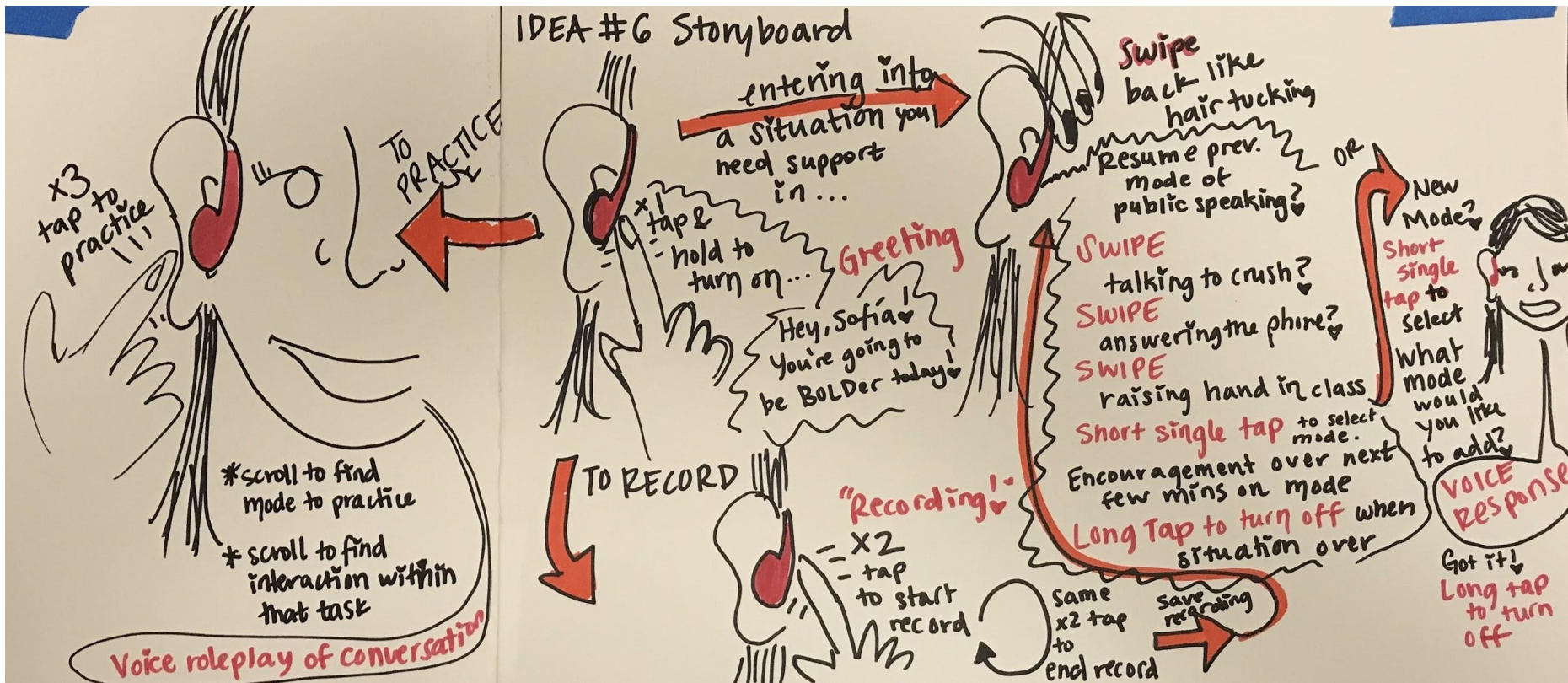- User testing
  - Methods, Results
- UI changes
- Summary

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Mission Statement

Promote resilience, confidence, and self-growth through real-world experience
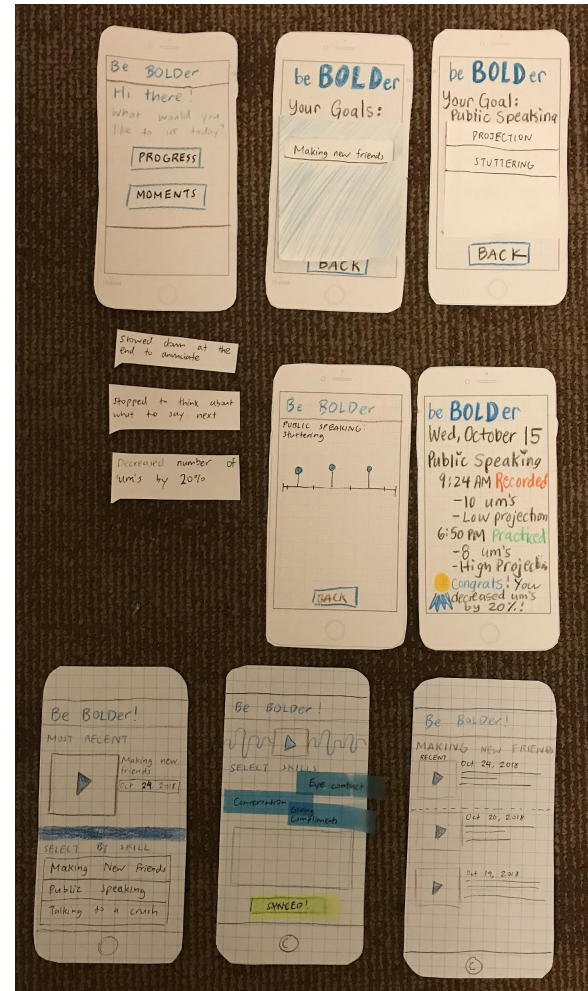
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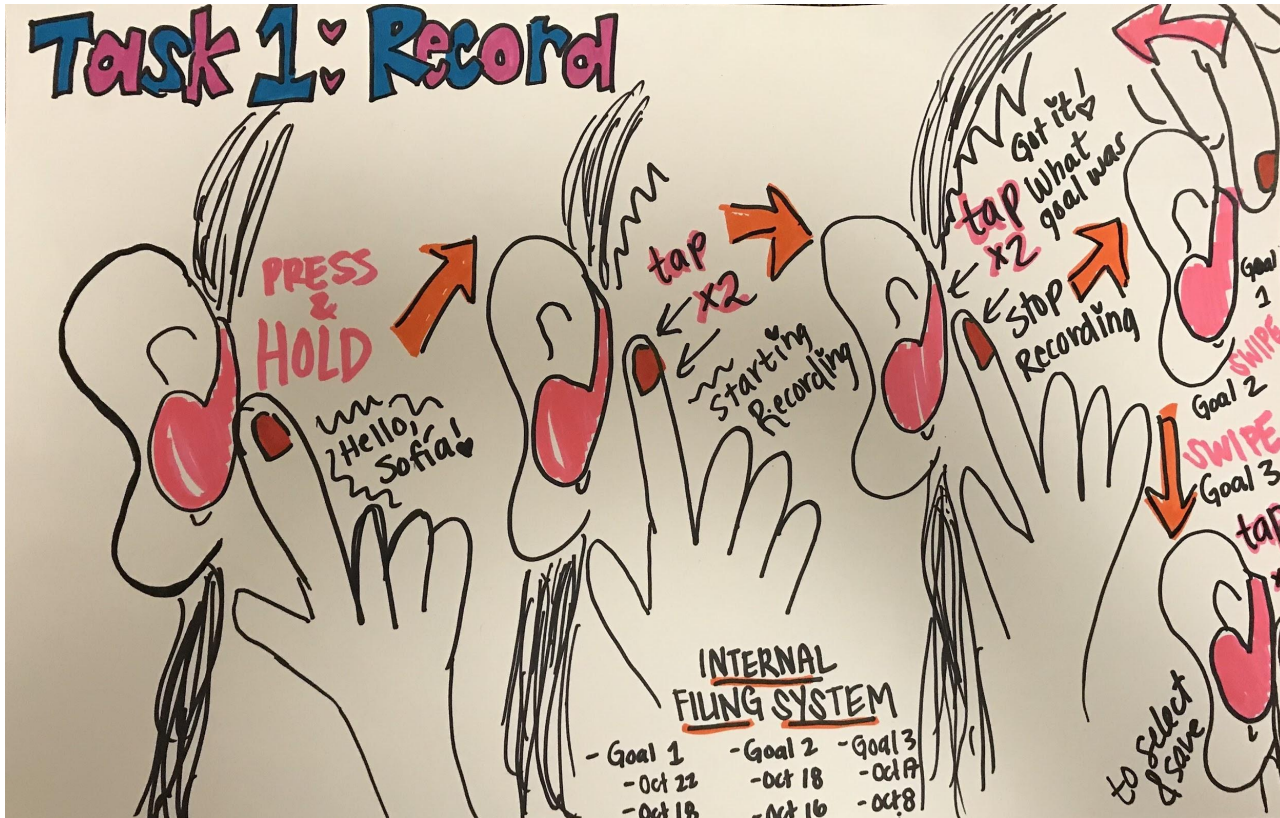 - Methods, Results
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UI

UI (cont.)

- Visually organize goals
- Audio review
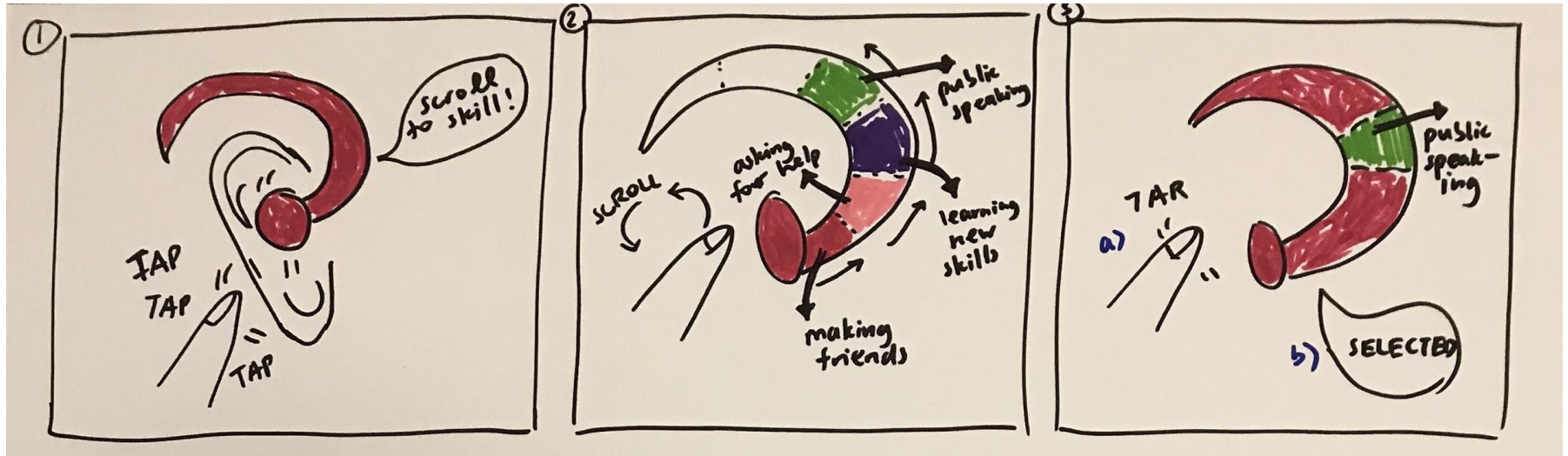- View progress and timeline
- See feedback

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Task 1: Record an interaction

Task 2: Practice

2.1: Select goal to practice

Task 2: Practice (cont.)

2.2: Select audio to review

Task 2: Practice

2.3: Practice projection

Task 3: Navigate phone application

Task 4: Sync goals with earpiece

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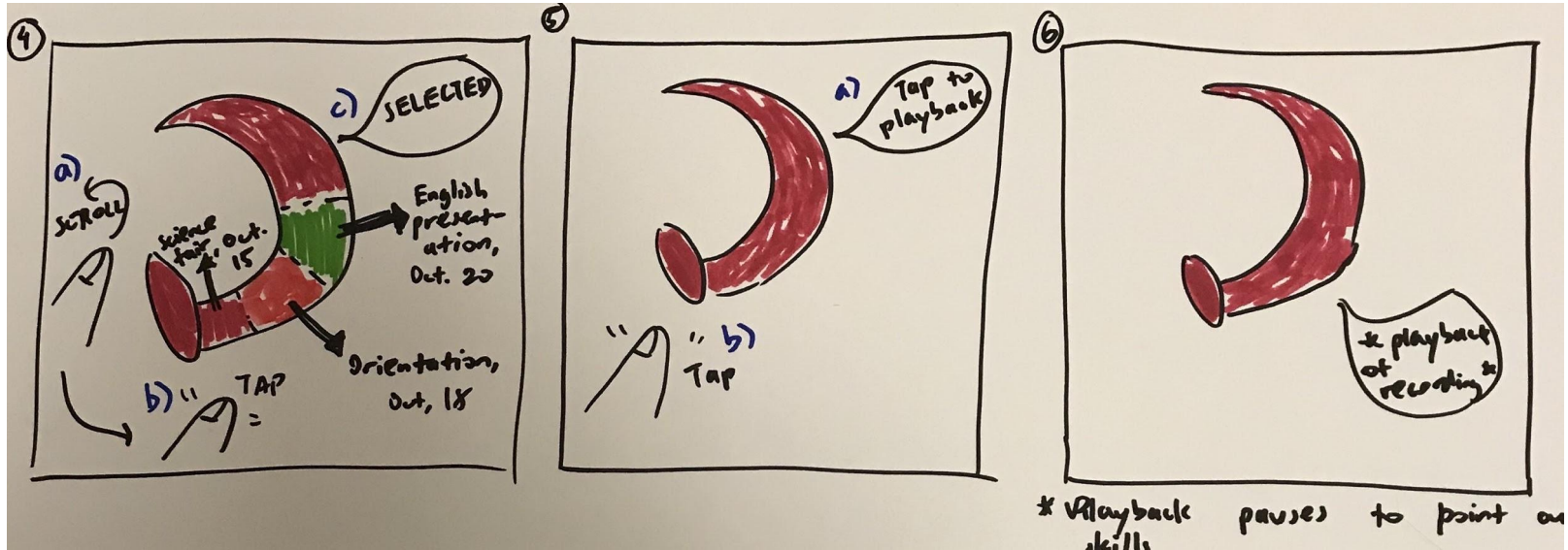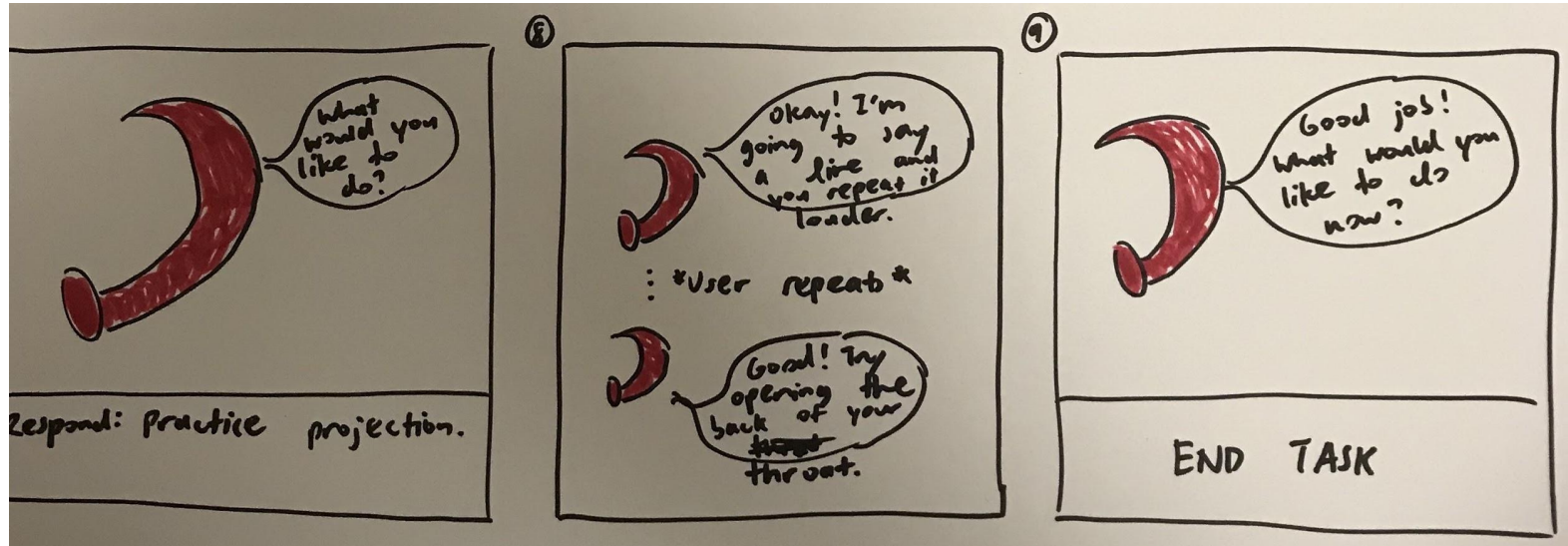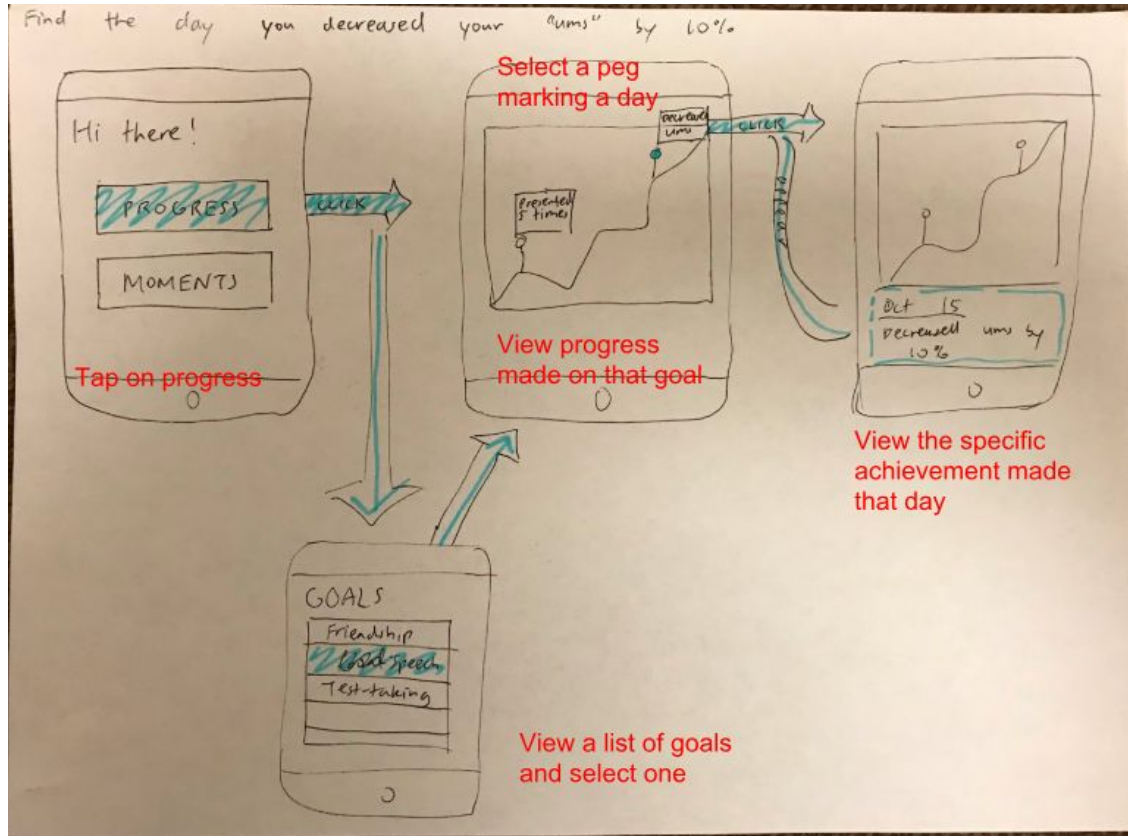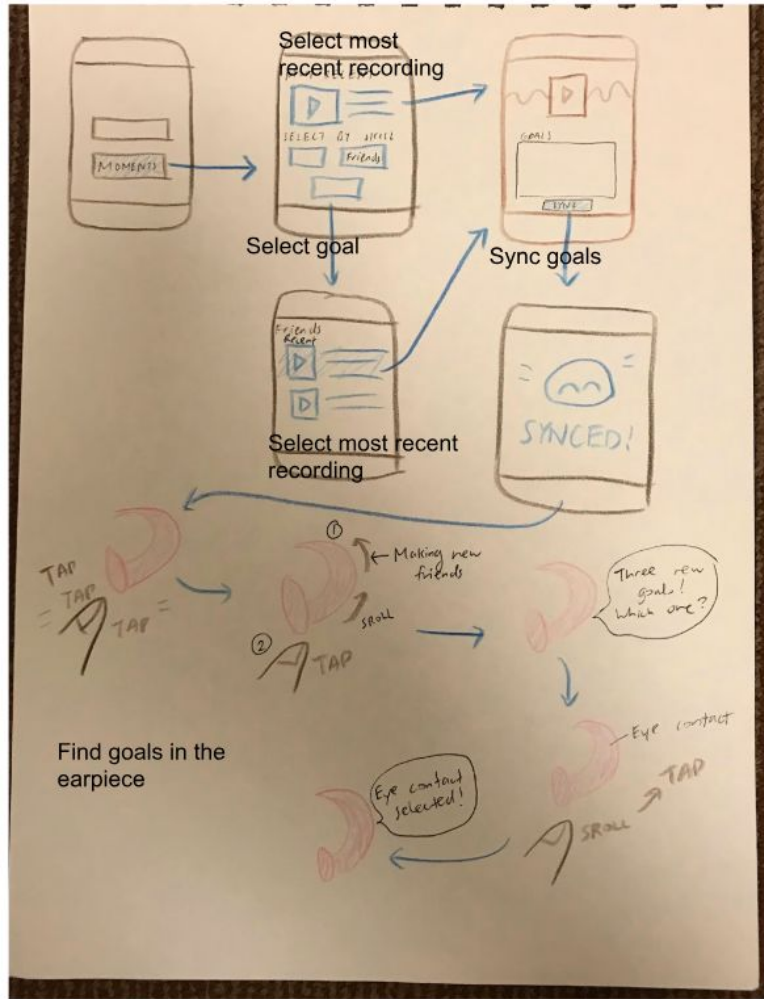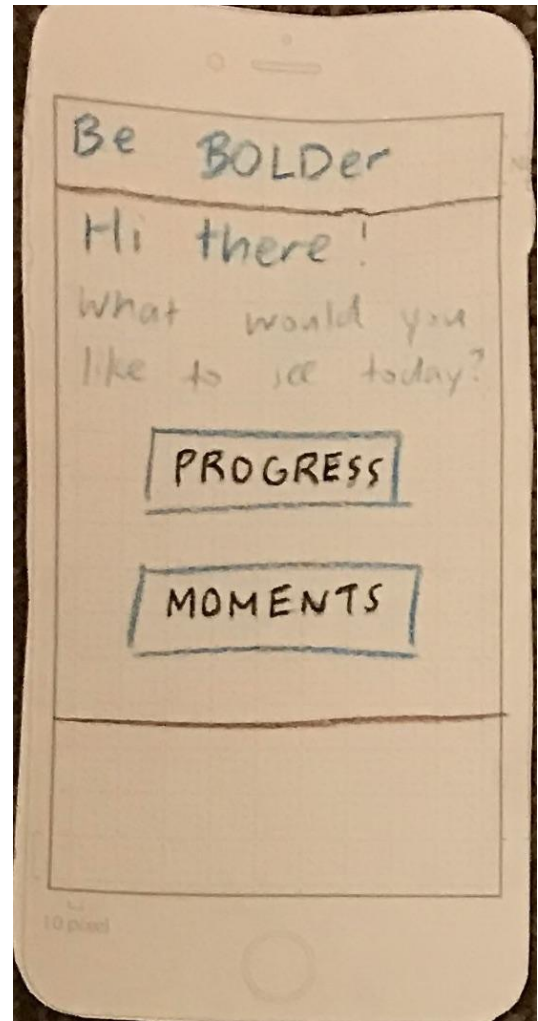- User testing
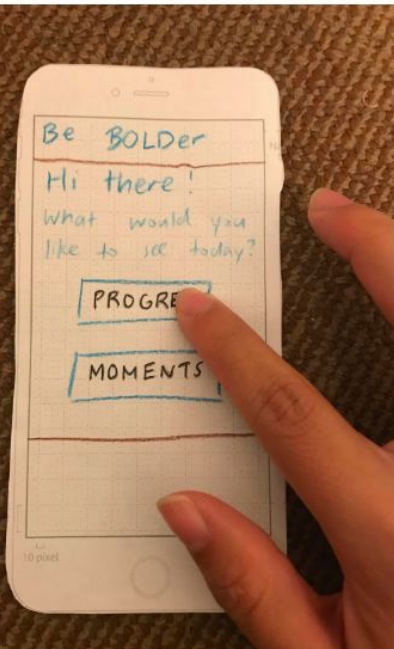 - Methods, Results
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User Testing: The Users

- Stanford freshman,
- 13-year-old
- Middle aged father
- Wanted two younger users because they are the intended audience
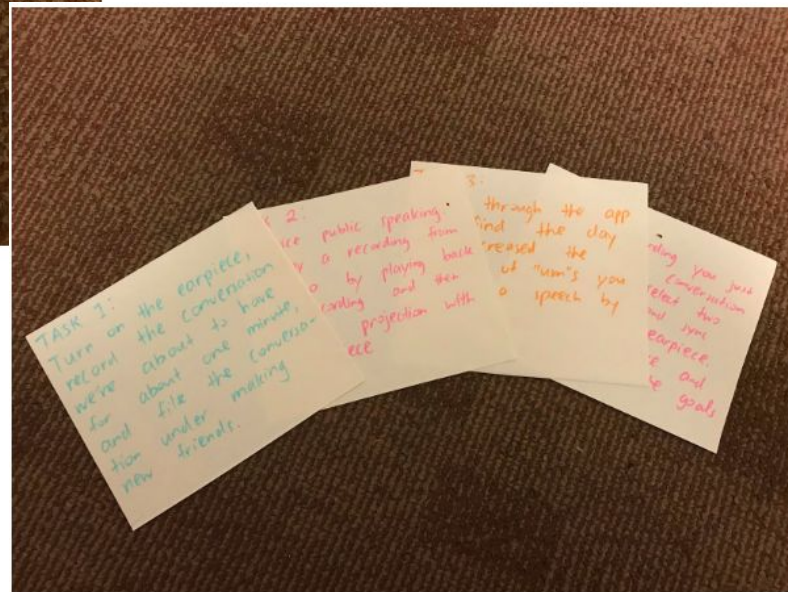- Tested on adult to gauge their reaction and if they would allow their child to use it

User Testing: Methodology

1. High level overview of functionality/purpose
2. Impersonated earpiece/voice interaction
3. Give tasks via notecard
4. Record difficulties, confusions, likes/dislikes, navigation pace

Screen flips after button is tapped

Task cards used during testing

User Testing: Results

- All users completed tasks
- Positive feedback - fun, interesting, novel
- Verbal responses seem more natural than scrolling and tapping
- Some trouble navigating the phone application
- Learning curve
- Problems listening to verbal commands

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UI changes

- Update software with "back" buttons and more button names
- Detailed and visual instructions manual
- Earpiece suggests commands to user when they dawdle on decisions

- Consider adding voice response recognition

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Summary

Good News

- Participants enjoyed the away-from-phone concept
- Generally satisfying interface

Moving forward

- Update app software to make navigation more intuitive
- Minimize learning curve
- Remain open to changes

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