



NightOwl

Lab Usability Study

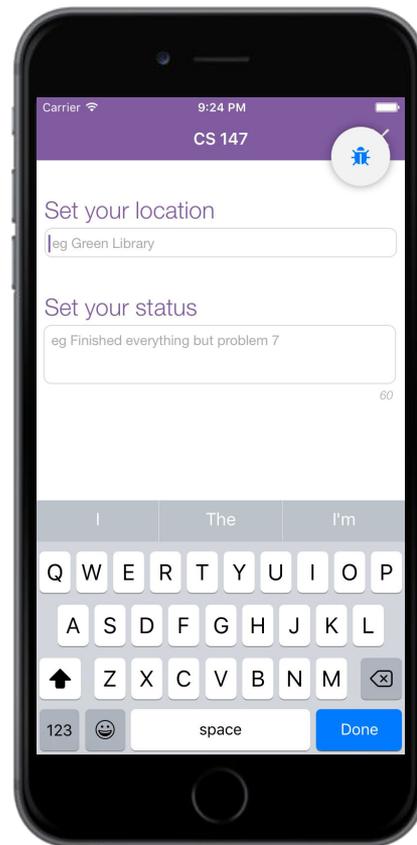


Griffin Dietz - Lachlan Green - Zara Saraon - Evan Nixon - Priyanka Rao

Setup

Prototype Changes

- included Lookback
- keyboard done button



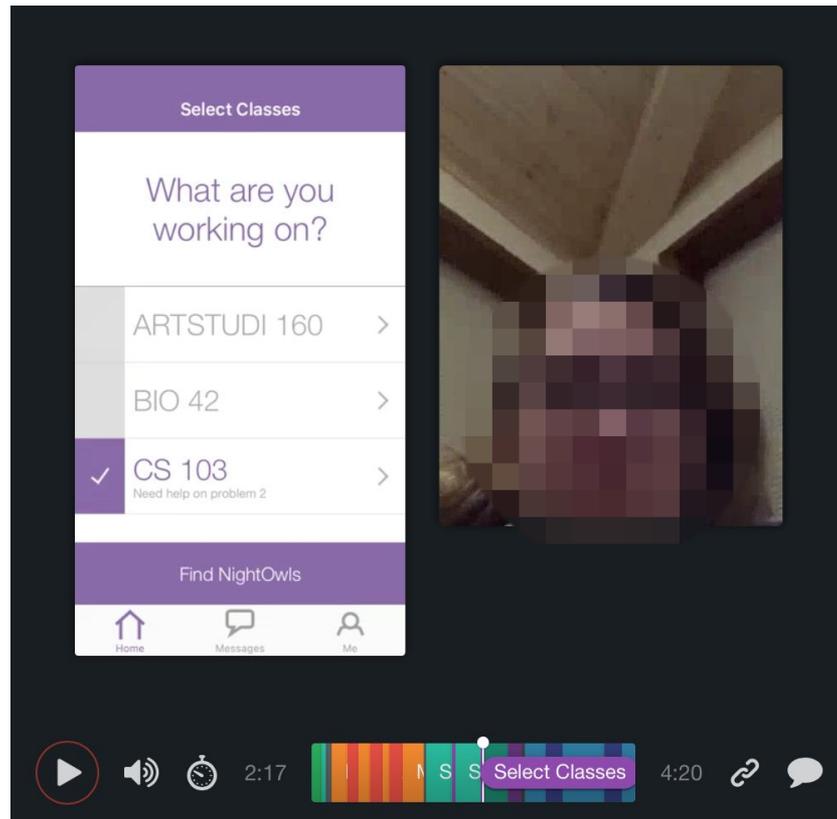
Participants

- 4 Stanford students, 1 student from a different college
- Stanford students chosen at random



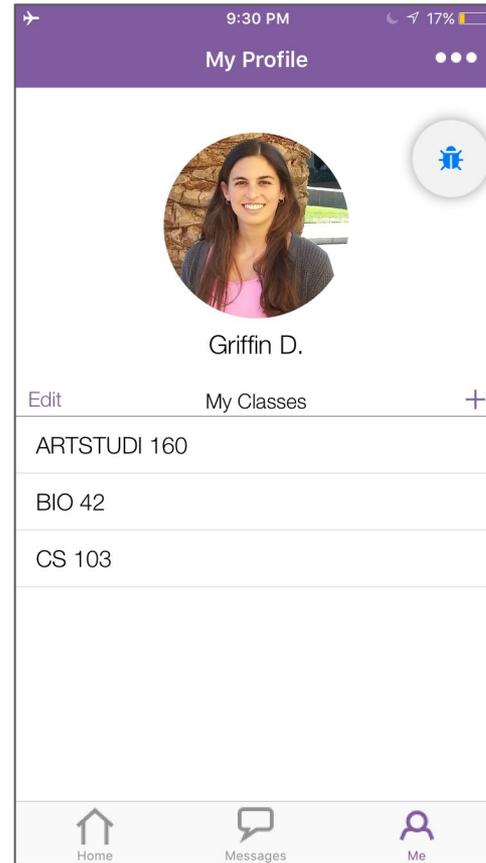
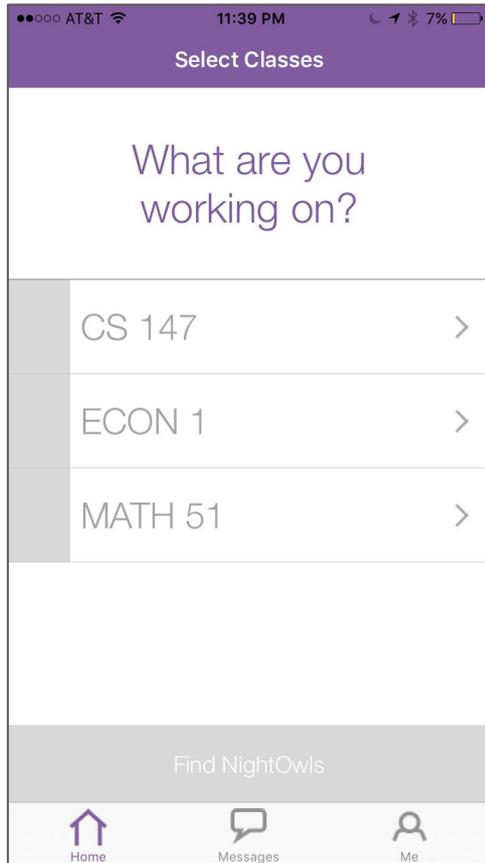
Apparatus

- used Lookback
- tested in isolated area in Lathrop and in bedroom

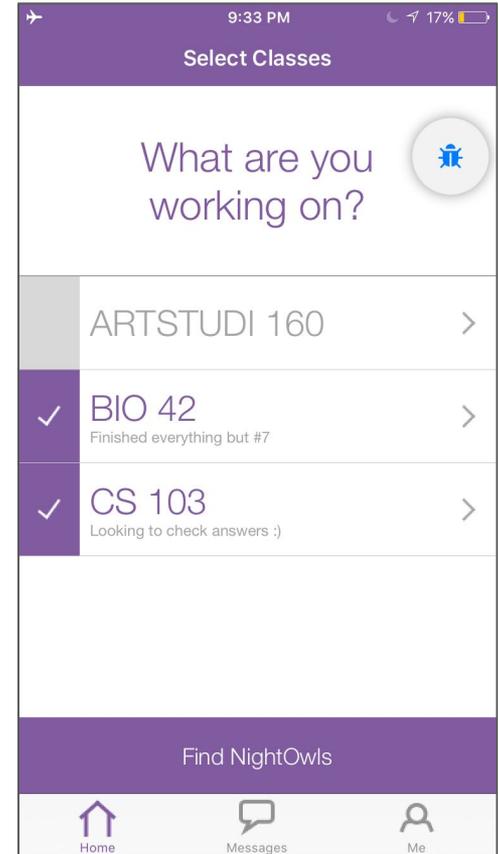
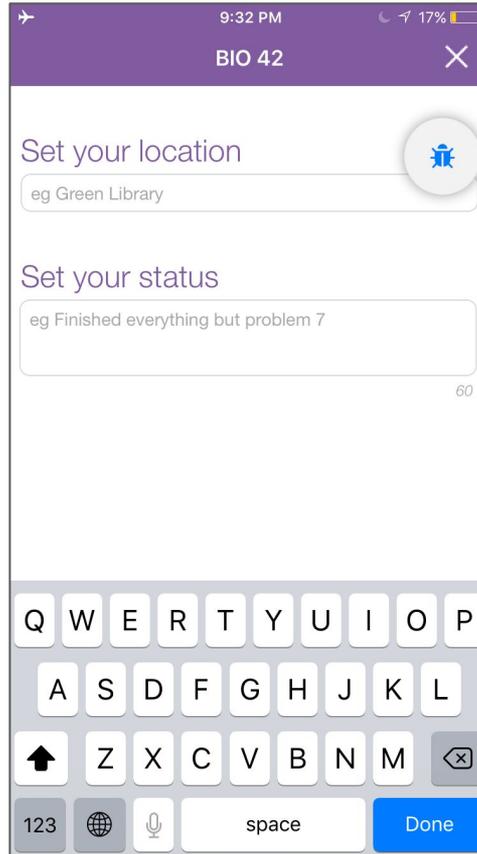
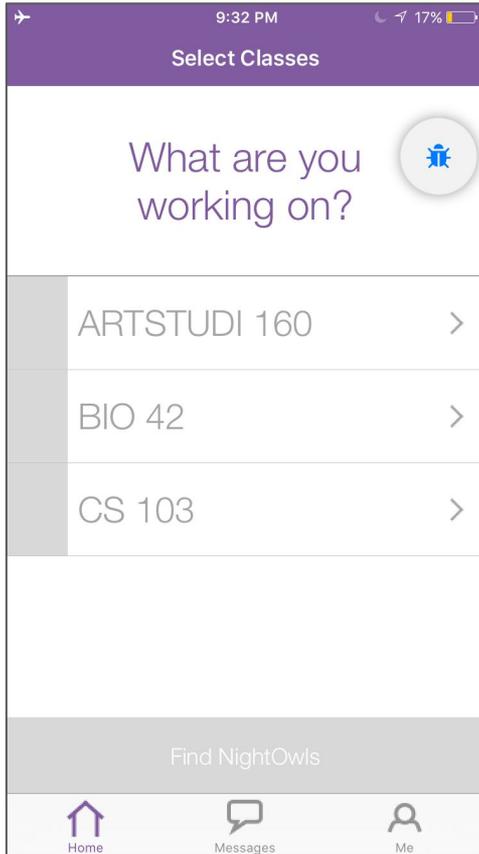


Tasks

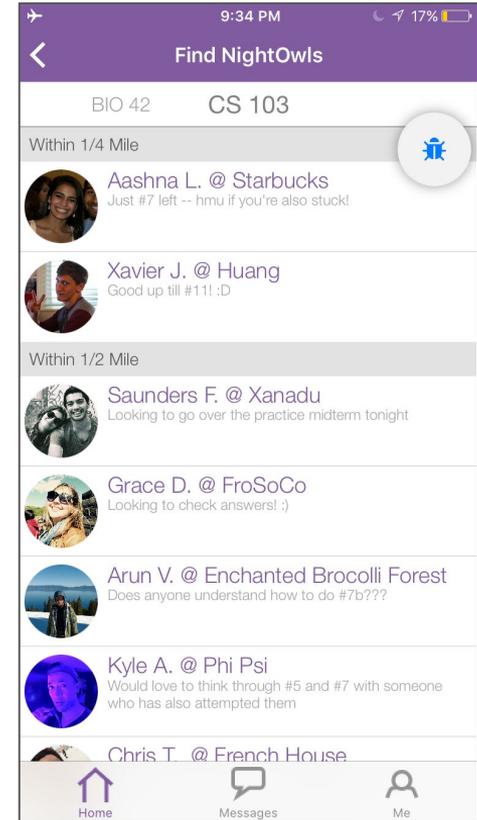
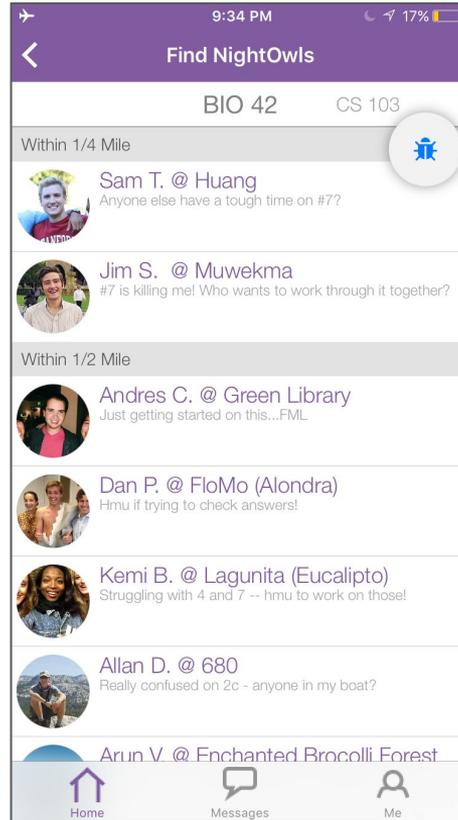
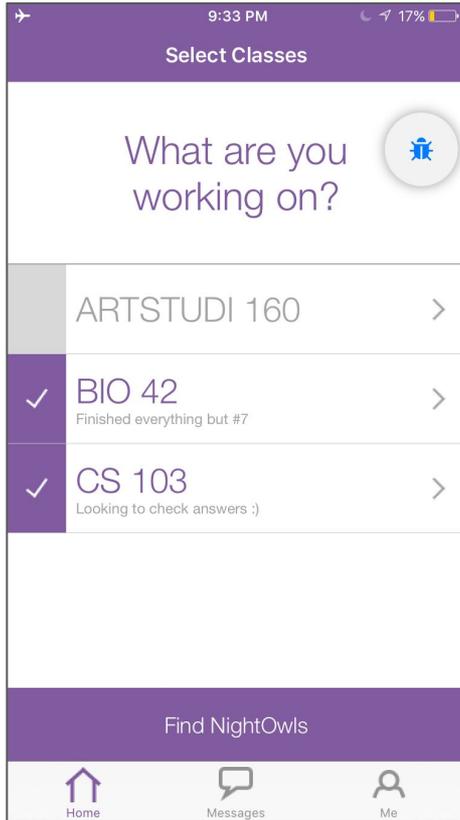
Simple Task: Update list of current classes



Medium Task: Make yourself available for a class



Complex Task: Reach out to classmates



Procedure & Test Measures

Procedure

1. Collected consent form
2. Summarized NightOwl (no demo)
3. Observed participants completing tasks
4. Solicited general feedback
5. Reviewed data with Lookback

Test Measures

- Qualitative
 - exclamations/quotes
 - points of confusion
 - errors
- Quantitative
 - time/task
 - errors/task
 - recovery time/error
 - taps/task

Results & Discussion

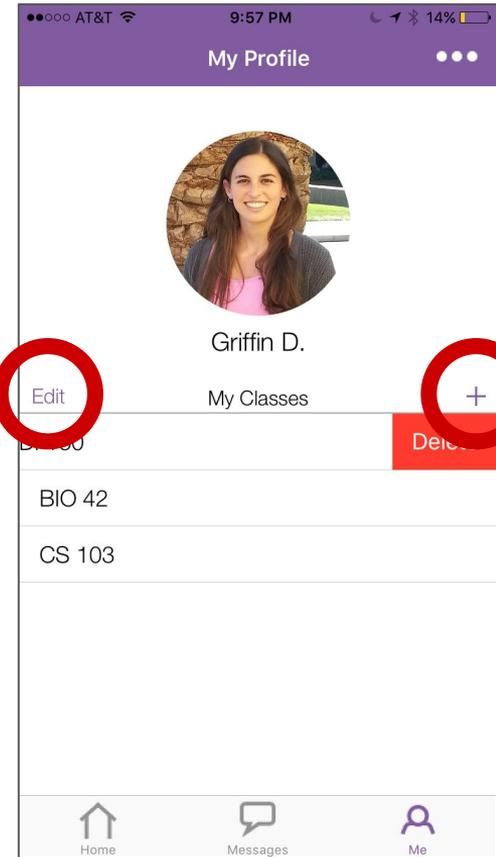
Task 1

What worked

- navigation
- adding classes w/ search feature
- deleting classes

Errors

- edit and + button



Task 2

What worked

- setting a status and location
- autofilling location for second class

Errors

- none

The screenshot shows a mobile application interface for 'ARTSTUDI 160'. The top status bar displays 'AT&T', signal strength, Wi-Fi, the time '9:59 PM', location services, Bluetooth, and a 13% battery level. The app's title bar is purple with the text 'ARTSTUDI 160' and a close icon. Below the title bar, there are two input sections: 'Set your location' with a text field containing 'Lag dining', and 'Set your status' with a text field containing 'eg Finished everything but problem 7'. A small number '60' is visible at the bottom right of the status field. At the bottom of the screen, there is a purple button labeled 'Post'.

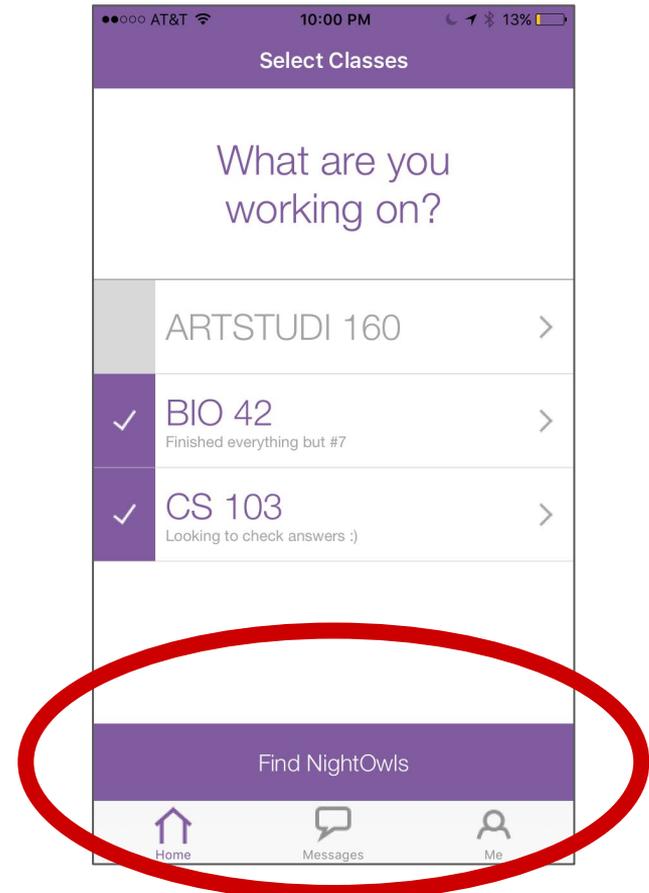
Task 3

What worked

- listing by proximity

What didn't work

- “Find NightOwls” button
- filtering by class



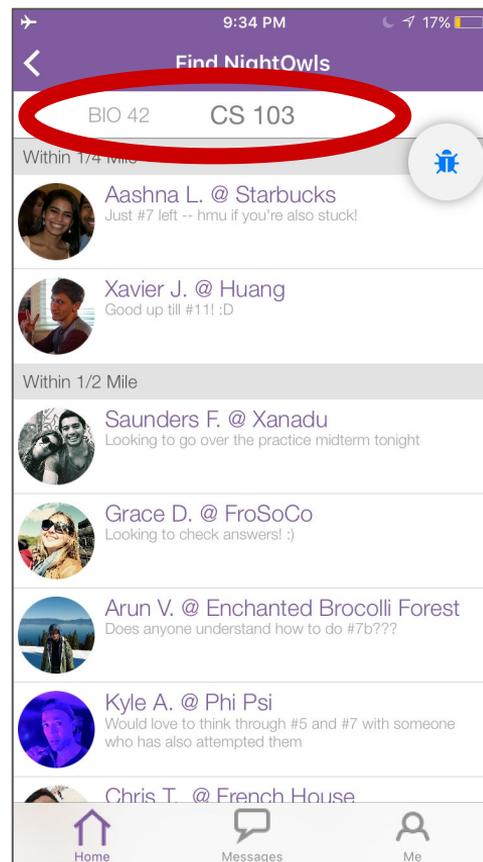
Task 3

What worked

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Bottom Line Data

Task	Avg. # errors	Avg. time/task (min)	Avg. recovery time/error (min)	Avg. # taps	Minimum # taps
1	1	1:10	0:05	30	14
2	< 1	1:07	0:12	12	9
3	2	1:22	0:23	9	5

Pilot Run vs “Real” Run

- Incorporate all features in tasks
- More representative context
- iPhone users only

Summary

Observed 5 participants

Key Learnings

- Add/delete buttons too small
- Confusion on how to “Find NightOwls” initially
- Problems toggling between classes on “Find NightOwls” page