

Thundr Usability Testing

CS 194H - Winter 2019

Austin Jones

Caroline Willis

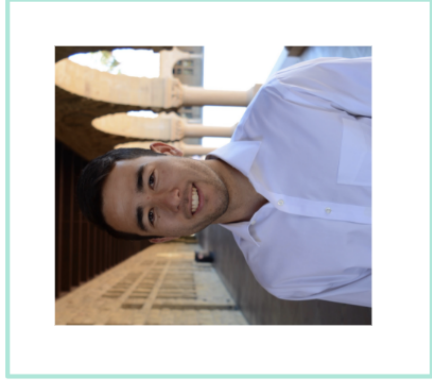
Emma Alderton

Daniel Kharitonov

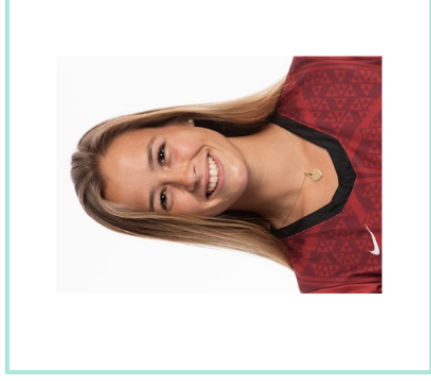
The Team



Caroline Willis



Austin Jones



Emma Alderton



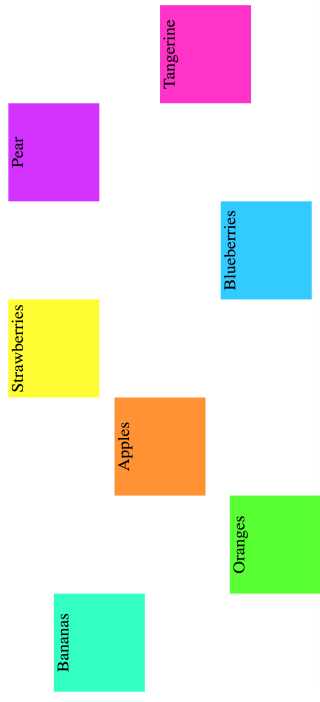
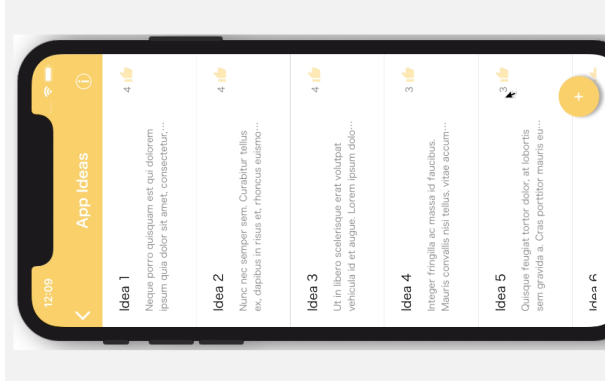
Daniel Kharitonov

Overview of Presentation

- Prototype Changes
- Experimental Method
- Our Tasks
- Results of the Study
- Discussion/Future Changes
- Conclusion

Prototype Changes

- No major changes from previous quarter's Hi-Fi
- We wanted to test how users' interacted with app without much prompting



Method - Participants

- Variety of ages (21-32)
- Highly educated participants
- Different backgrounds
- Most had experience with brainstorming
- Went to the heart of brainstorming - the D.school



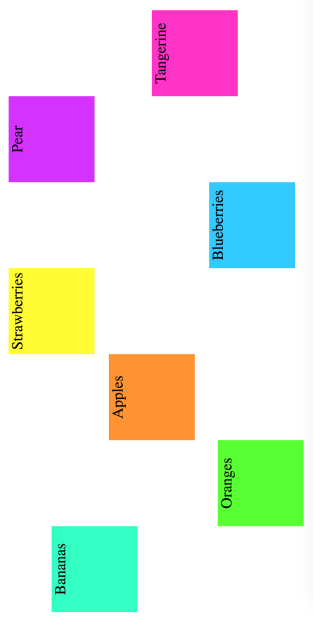
Method - Apparatus

- We ran the mobile app
- We ran the web app
laptop



Expo Client for Android & iOS

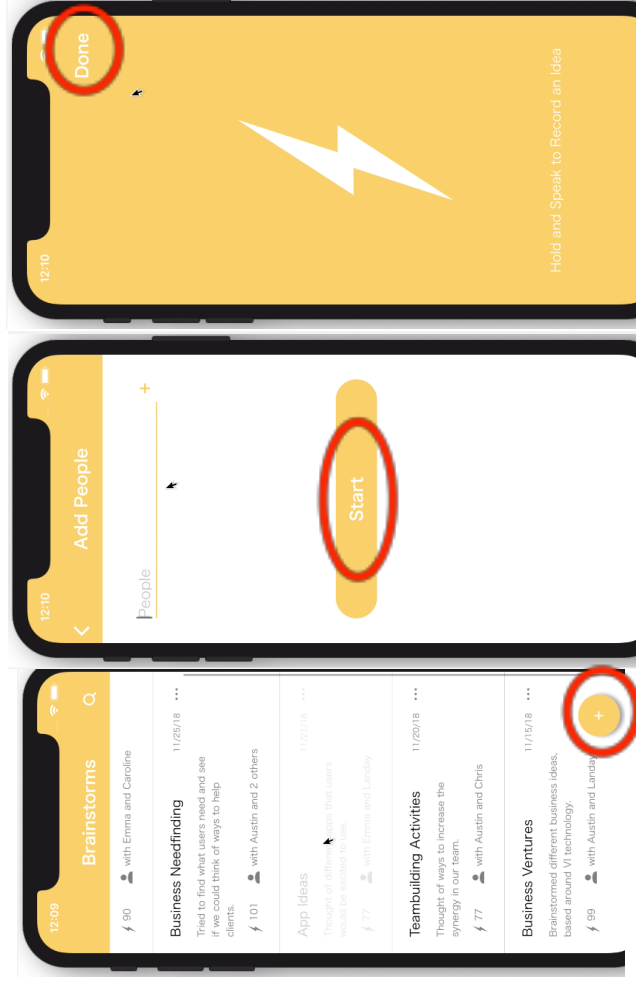
Run your projects before you deploy. Open projects by scanning QR codes. If you need to, [Download IPA 2.10.0](#) or [Download APK 2.10.4](#).



Method - Tasks

Task 1: Create new brainstorm for 'start up ideas' with John Smith, and share new idea then end brainstorm.

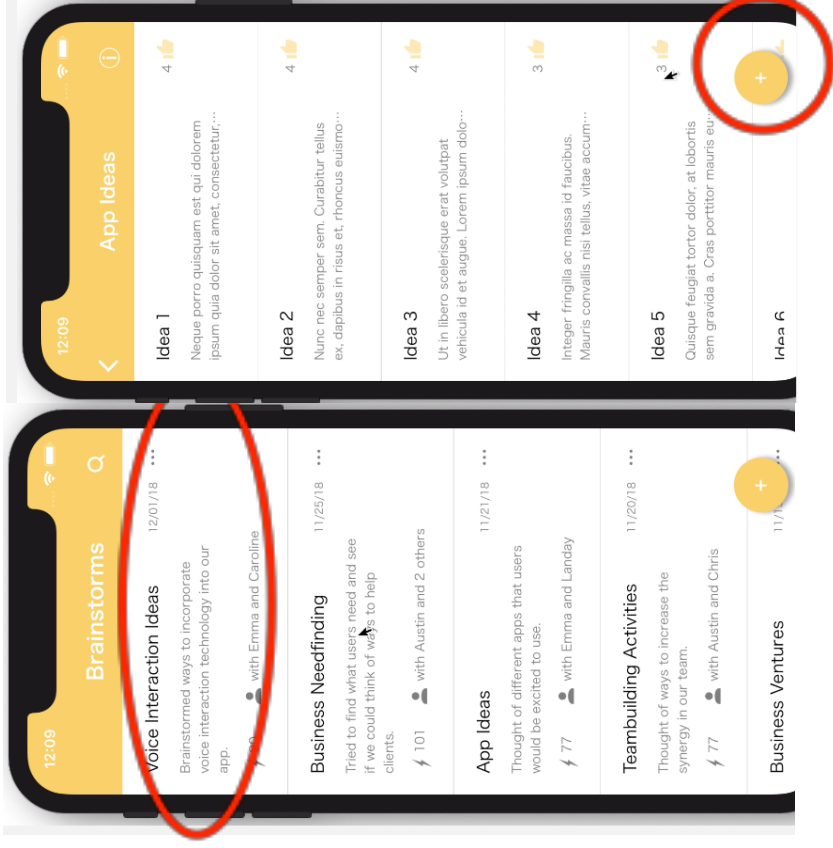
We want the app to be extremely intuitive, especially for this central task. We want to measure the ease which people can complete this task.



Method - Tasks

Task 2: Access most recent brainstorm and add a new idea.

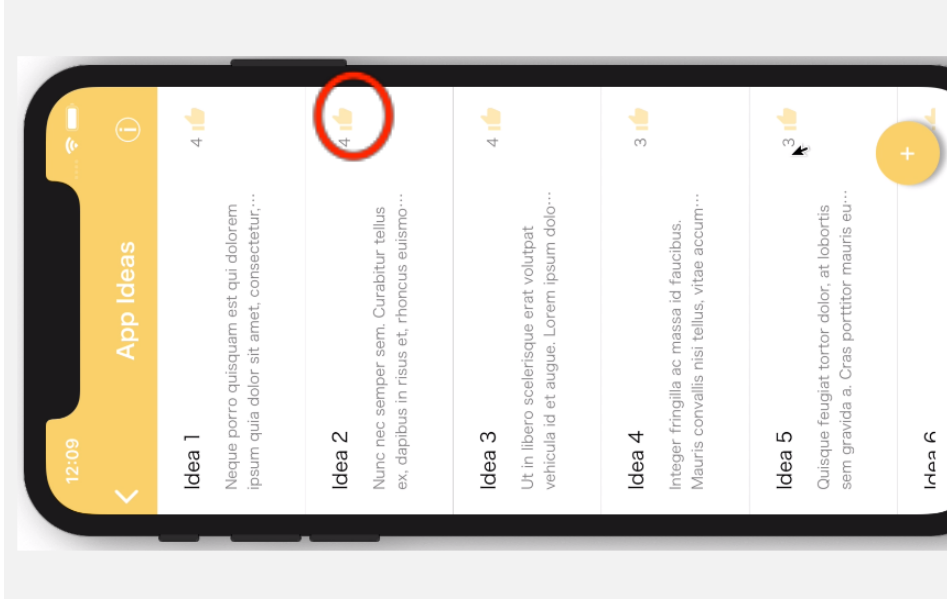
This task's purpose was to measure how clear the layout for our app looked. Our current design is to have all the previous brainstorms listed when the app is first opened and we wanted to measure if the user's picked up on this



Method - Tasks

Task 3: Vote on your favourite ideas

Throughout our design process, we have been interested in how users' interact with the "Vote" button. We wanted to see if this was intuitive



Method - Procedure

1. Demo/ High level idea of app

2. Complete 3 tasks

3. Post Questionnaire

Post Test Questionnaire:

For each word below, please indicate how well it describes the site.

Describes _____ Describes
the site _____ the site
very poorly _____ very well

Accurate * * * * *

Annoying * * * * *

Helpful * * * * *

Interesting * * * * *

Likable * * * * *

Please circle the appropriate dot for each of the following questions:

How frustrated did you feel while working in this app?

not at all _____ very
frustrated _____ frustrated

* * * * *

Compared to what you expected, how quickly did the tasks go?

not at all _____ very
quickly _____ quickly

* * * * *

How pleasing was the overall look and feel of the site?

not _____ very
pleasing _____ pleasing

* * * * *

Test Measures

- We measured if the user completed a task, the time it took to complete each task, and how many errors they made
- We took down observational notes during the experiment as well
- We wanted to see if users struggled with any particular task and observe the possible reasons

Test:	Task 1	Task 2	Task 3
Task Completed			
Task Time			
# of Errors			

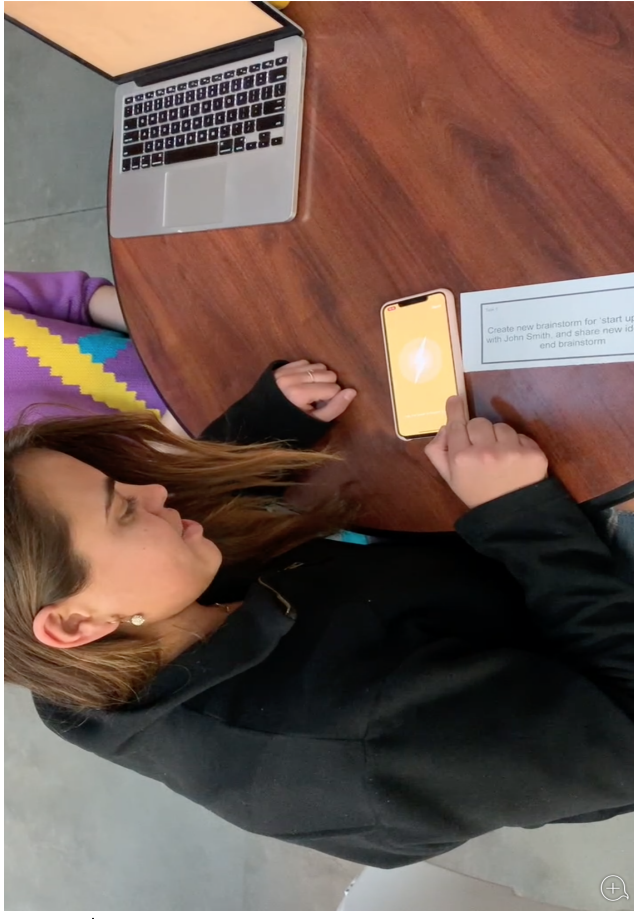
Process Data:	Description
Time:	

Results

- **Task 1: Create Brainstorm with John about “Startup Ideas”**

60% complete the task

Avg speed for those completed:
50 seconds



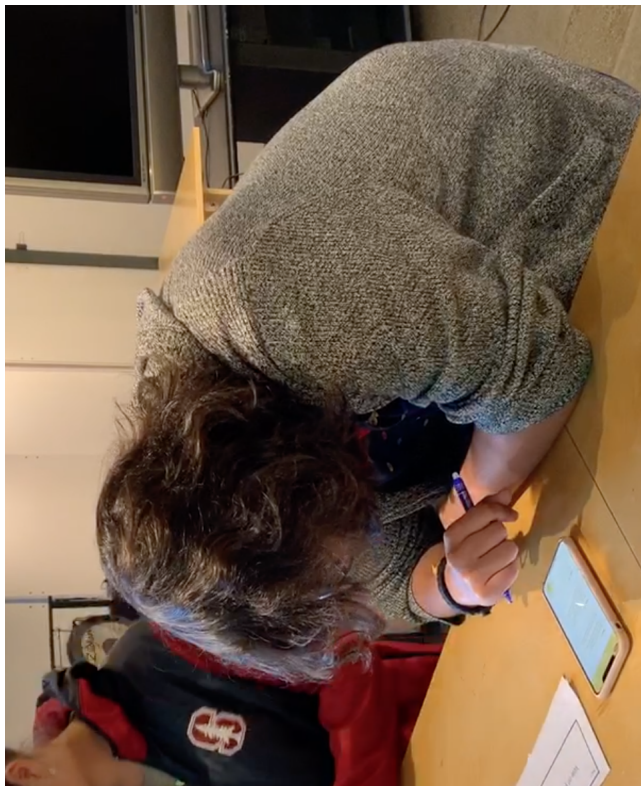
Results

- **Task 2: Manually add new idea to brainstorm**
100% completed the task
Avg speed for those completed:
12.5 seconds



Results

- **Task 3: Vote on Idea**
 - 100% completed the task
 - Avg speed for those completed:
4.25 seconds

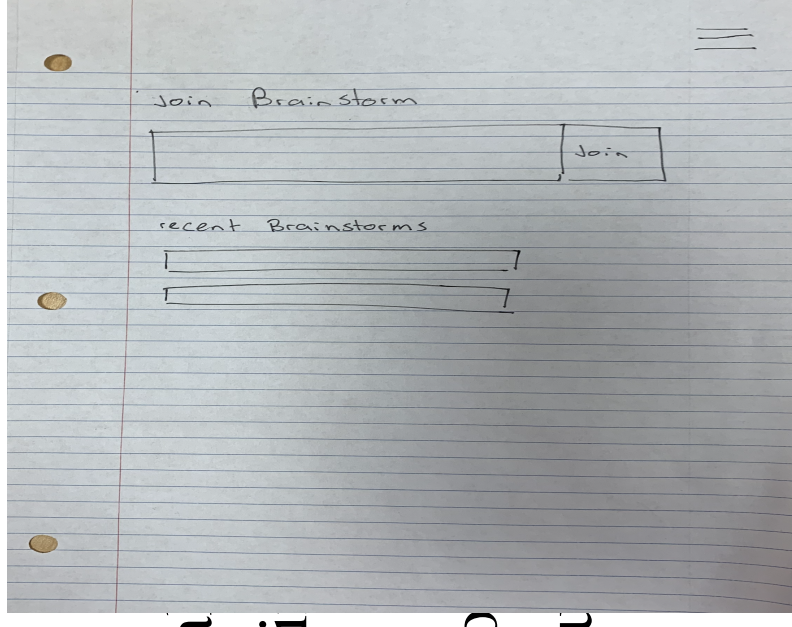


Results

- **Overall Results:**
- Most people found the app to be highly accurate
- Most people found the app to be only slightly annoying
- However, the app was often rated average for likability and usefulness

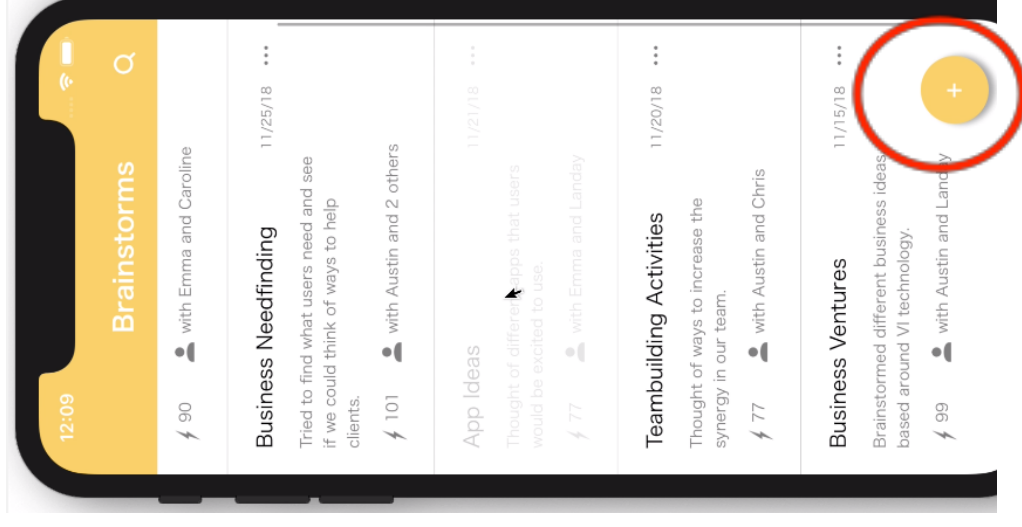
Discussion

- Prior to usability testing, we talked about revamping our design to allow for a more flexible options menu while brainstorming.
- After the testing, we realized we needed to make design changes to make the interface more intuitive and easier to use.



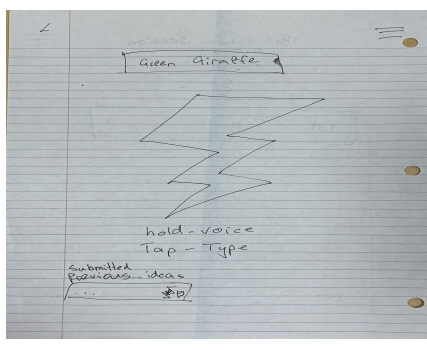
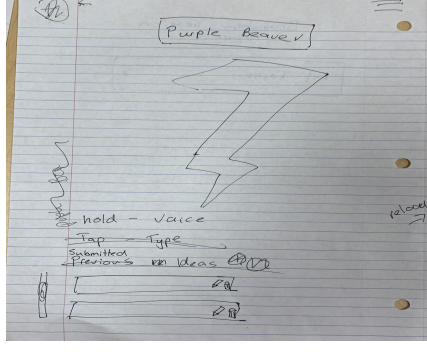
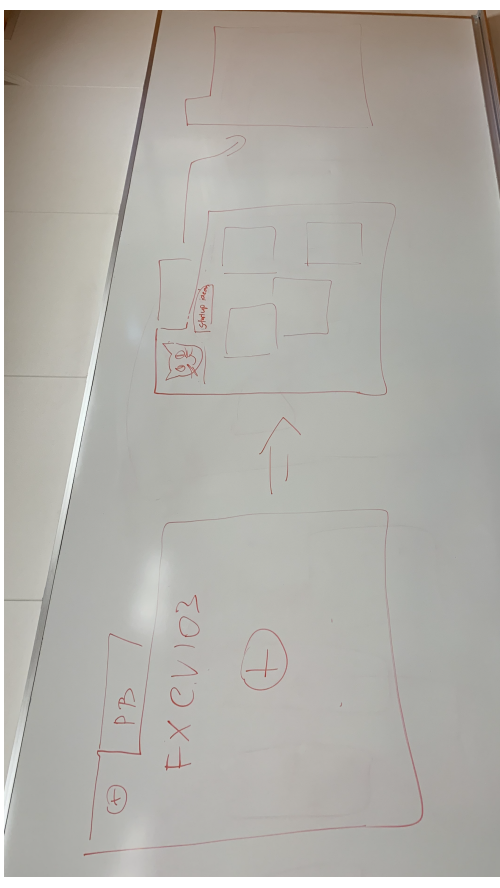
Discussion

- We were surprised to find that many of our participants had a hard time beginning a brainstorm



Discussion

- We want to redesign our app to allow for multiple brainstorming sessions in a session and allow for easier entry into a brainstorm



Conclusion

- While most people were able to complete the tasks, we left the usability study knowing that we wanted to significantly redesign our app
- We wanted to make it more “useful” to people and wanted people to find it more “interesting”, as well as speed up many of the errors our users made