### **Usability Goals and Concerns Lists**

CONCERNS:

1. Navigation
	1. Are the icons clear enough?
		1. Do they communicate what they need to?
	2. Should there be a home button?
	3. Is the user profile as comprehensive as it needs to be?
2. Motivation
	1. Concern about user numbers--how to get the word out and recruit users
	2. Create a desire to use the app
3. Usability
	1. Is it user-friendly?
	2. Are instructions clear and where they need to be?
	3. Will text be readable on the phone (may have old eyes)?
4. Feasibility
	1. Is the project (with all added goals/ideas) too complicated for the time frame?

GOALS:

1. Make a simple user-friendly interface
2. User-test with users outside of our generation
3. Create easy-to-understand versions of Scientist Materials