



# Usability Test Results

Programming Analogies



# Team - Programming Analogies

## UX Consultants:

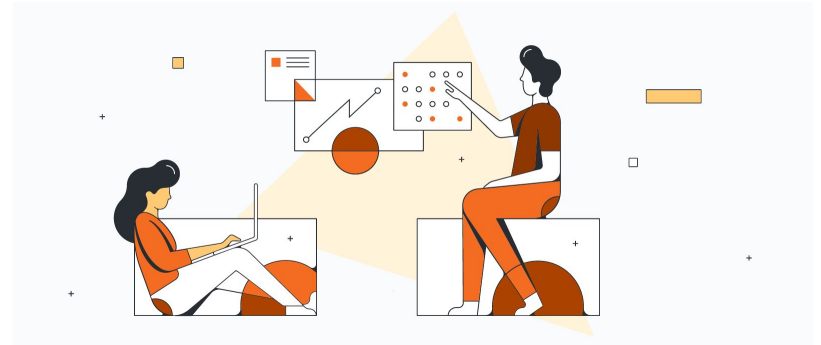
- Kirk Thelen
- Ketan Patil

## Dev team:

- Grayson Wagner - *Product Owner*
- Emilie Rummer - *Technical Lead*
- Dee Paulson - *Developer*
- Ethan Jones - *Developer*
- Jack Grant - *Developer*
- Josh Staples - *Developer*
- Kevin Kulich - *Developer*

# Process

1. **Test instructions**
  - a. Platform: *Zoom*
  - b. Roles: *Administrator, Participant, Observer, UI logger, Body language logger*
2. **Pre-test survey and questions**
3. **Test scenarios**
  - a. Test scenario 1 - *Login & Register*
  - b. Test scenario 2 - *Search, view and 'Add as favorite' an analogy*
  - c. Test scenario 3 - *Comparing Analogies*
  - d. Test scenario 4 - *View profile*
4. **Post-test questions**
5. **Post-test interview**
6. **Bug report**
7. **Technical challenges**



# Data collection

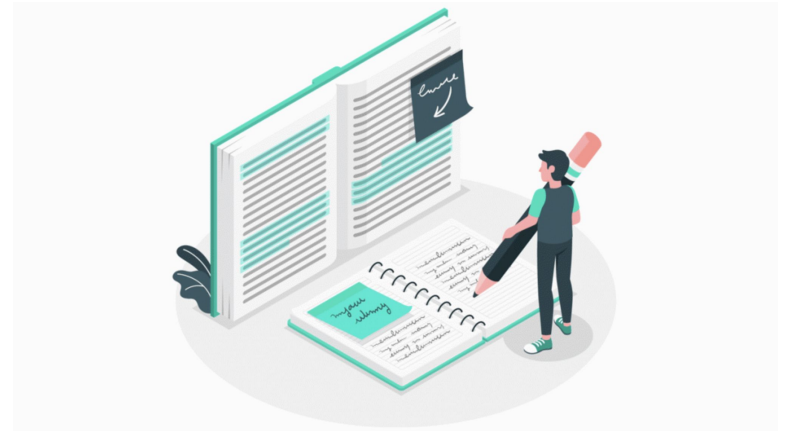
Type of data collected:

- **Academic**
  - Year
  - Major
- **Personal**
  - User credentials
- **Environment**
  - Type of device



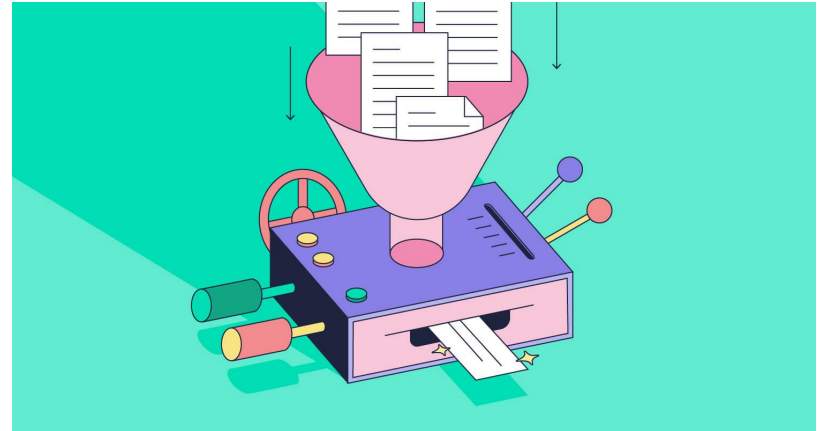
# Summary: Usability Test Results

1. **Objective:** Evaluate the effectiveness and efficiency of the application.
2. **Focus:** Usability, UI, Ease of use
3. **Participants:**
  - a. Number of participants: 8
  - b. Major: STEM
  - c. Education: Final year, Grad
  - d. Proficiency: With a couple of exceptions, good experience with technology (web apps/websites).
  - e. Challenges: The tests went well, and the participants were able to engage throughout.
  - f. Compensation: Credits/Points



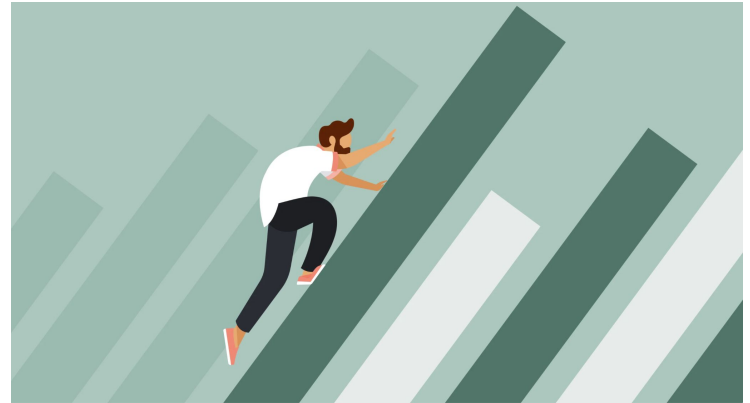
# Summary: Usability questions

1. Satisfaction - 8
2. Ease of use - 7
3. Navigation - 6
4. Functionality - 8
5. Recommendations - 8



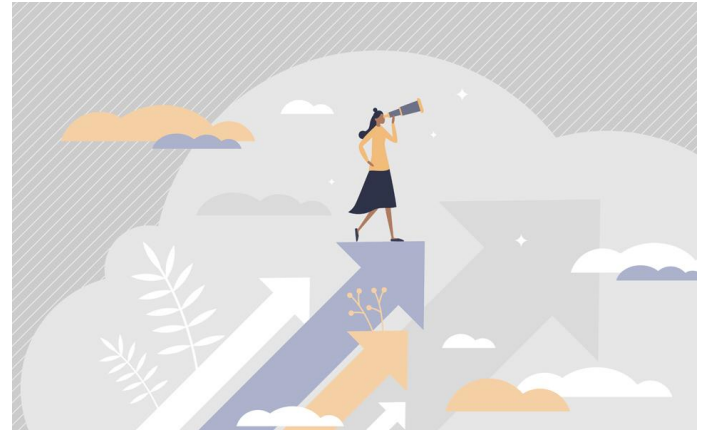
# Bugs and challenges

- No bugs encountered
- Challenge during testing
  - Zoom's basic version allows only 40 minutes.
  - Issues with speaker's voice(probably a problem with the machine's speaker, blurred/distorted voice)



# Recommended changes for the app

- Home page
  - Page after logging in
  - Bombardment of information
- User profile page
  - Password management
  - Privacy settings
- Help page
  - Guide user about the terms associated with
  - Guide user to create and compare analogies
- Favorite vs Upvote
  - No clear distinction between favorite and upvote





# Usability Test Report

- A brief overview of the purpose and scope of the usability test.
- A detailed description of the test scenarios, including the questions or objectives, the test environment, and the testing procedures.
- A summary of the measurements collected during the test, including both qualitative and quantitative data.
- Recommendations: A set of actionable recommendations for improving the usability of the product based on the findings of the test.
- A summary of the main findings and conclusions of the test, and an overall assessment of the usability of the product being tested.



# Acknowledgement

- I would like to express my gratitude to all the participants who took part in the usability testing of the Programming Analogies app.
- I would like to thank our development team for their hard work and dedication in creating the app and for providing invaluable support and feedback throughout the development and testing process.

# References

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Q&A