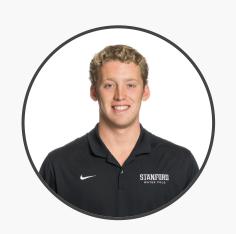


Sketching, Low-fi Prototyping & Pilot Usability Testing

Assignment 5

Grace Miller, Ginelle Servat, CJ Indart, Riley Pittman

Our Team



CJ Indart



Ginelle Servat



Grace Miller



Riley Pittman

Students connecting for shared success

Novelty of our Application

The Problem

Students searching for jobs and post-graduate career options often feel isolated or alone

Our Solution

Connect students
with similar
interests to form
community groups
where they can
appreciate and
support each other

Agenda

Sketching Explorations

Interface & Rationale

Low-fi Prototype

Task Flows

Testing Methodology

Testing Results

Implications

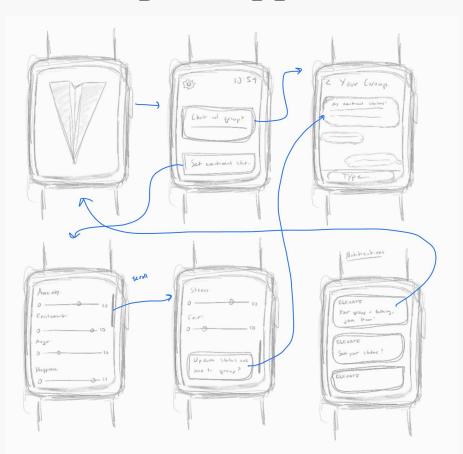
Appendix



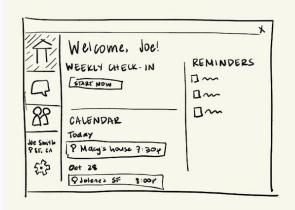


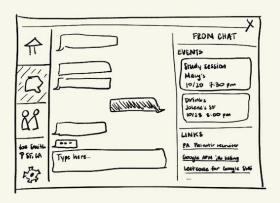


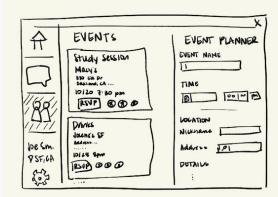
Concept 1: Apple Watch

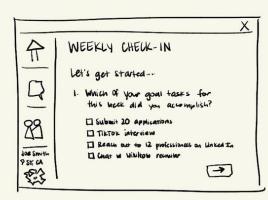


Concept 2: Desktop

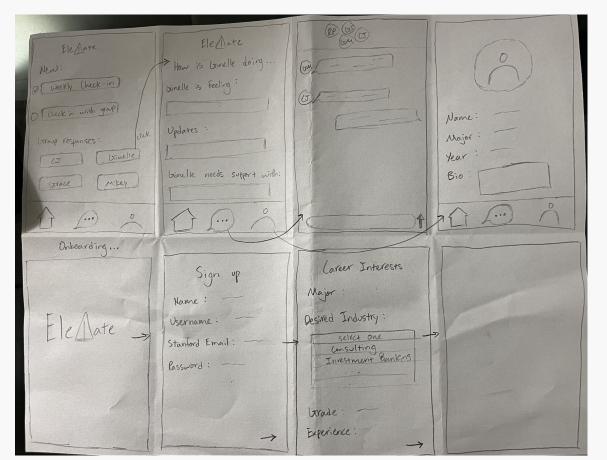








Concept 3: Mobile App





Desktop

Pros

- More screen space allows expanded interfaces for functionalities like goal planning
- Makes it easier for users to share content like files and links
- Easier for users to access professional resources on their laptop

Cons

- Messaging/communica tion features are harder to keep up with
- Users may open or use the app less often
- More screen space could encourage an unnecessarily complicated UI for tasks that could be simple

Mobile App

Pros

- Makes messaging and communication on the app intuitive
- Users are more likely to open and use the app frequently
- Notifications can be used to support goal-setting, reminders, and deadlines

Cons

- Small screen restricts options for UI and functionality
- > Chat function needs to be strongly differentiated from phone messages to justify chatting on-app

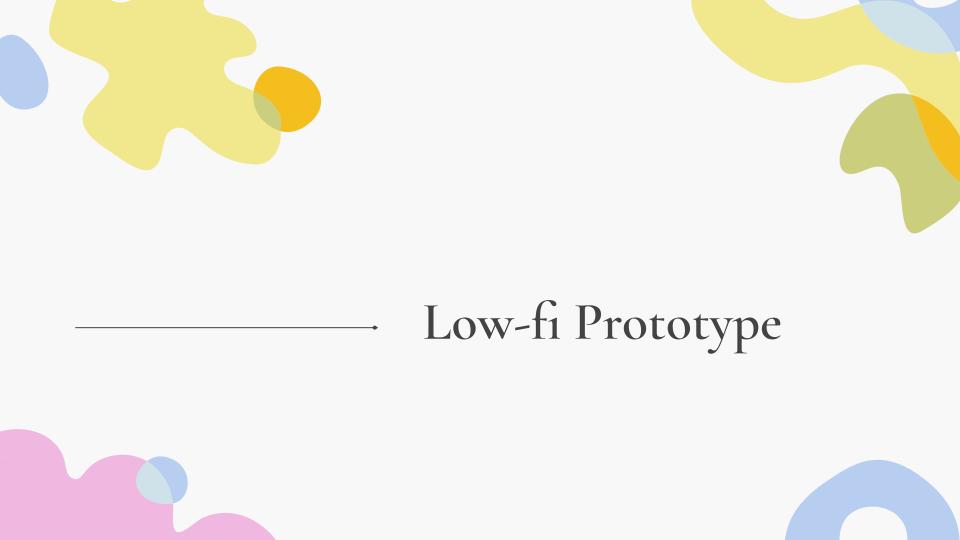


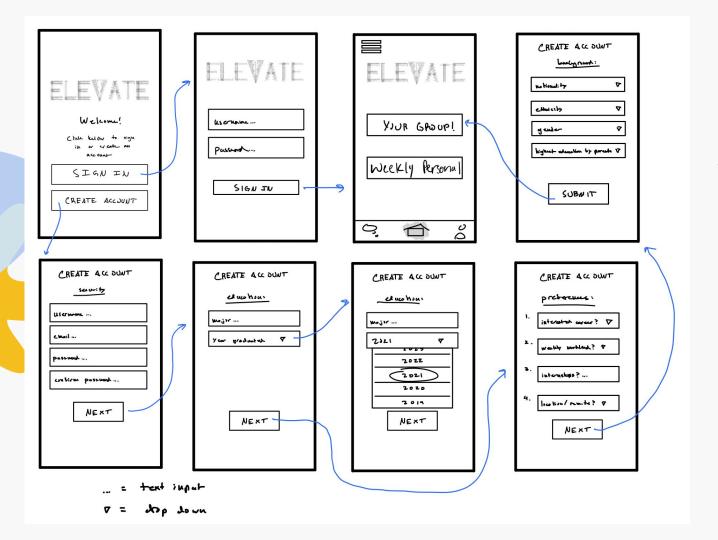
Mobile App



Rationale

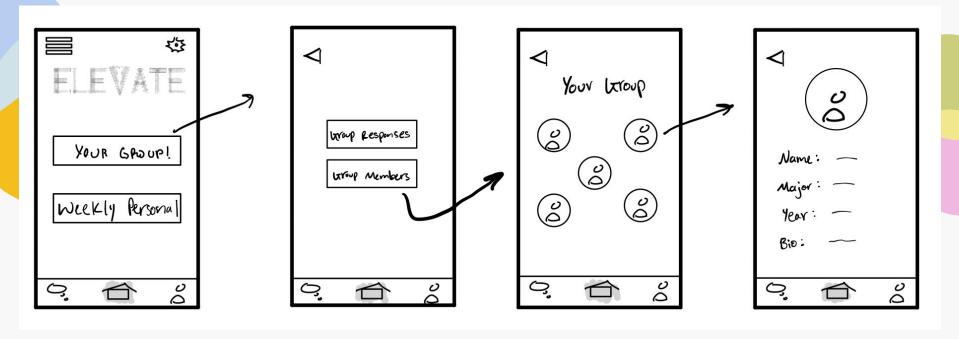
- Consistent use of our app helps accomplish our task goals
- Familiarity with mobile communication optimizes supportive interactions
- Notifications complement deadline, scheduling, and wellness check-in functions



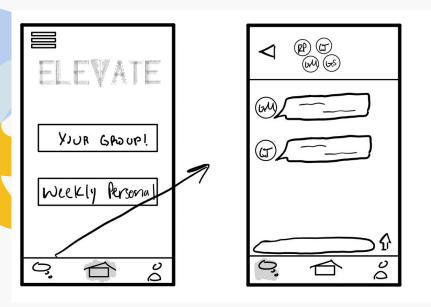


First-time users are prompted to give their interests

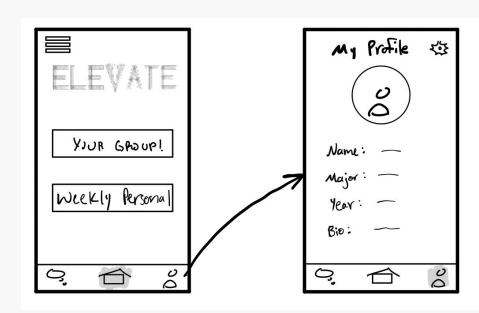
Once matched, check out group members

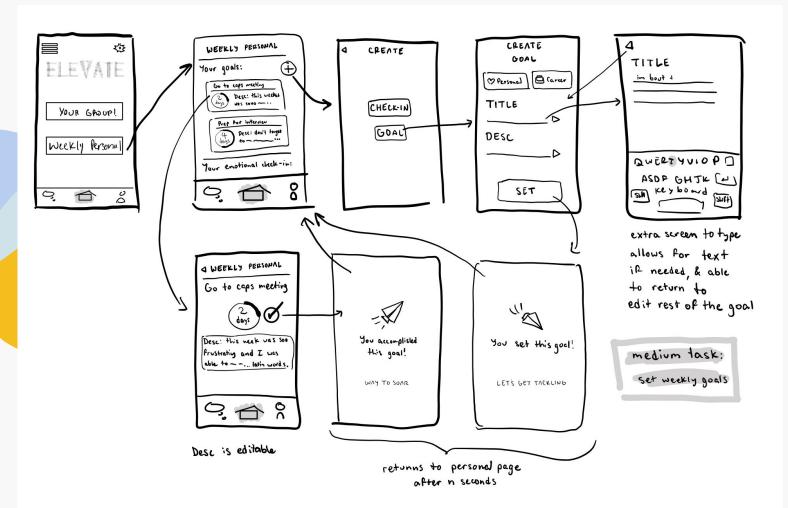


Chat with group members



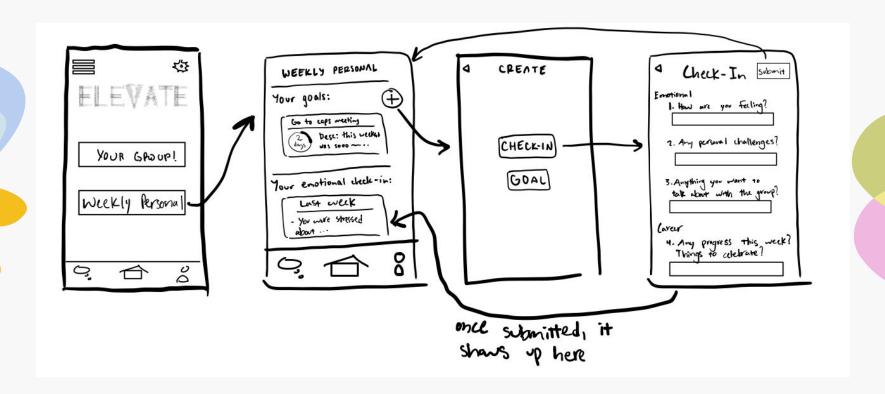
Customize your profile



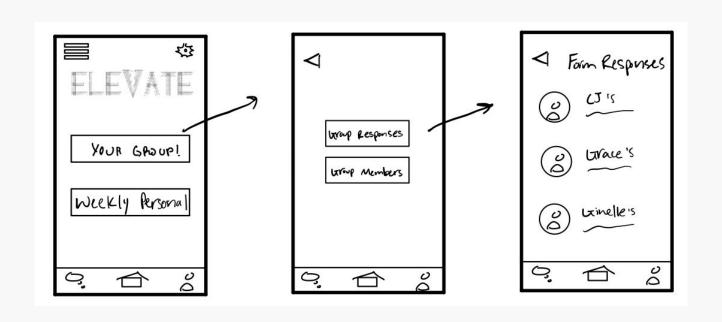


Set weekly goals

Fill out weekly check-in forms

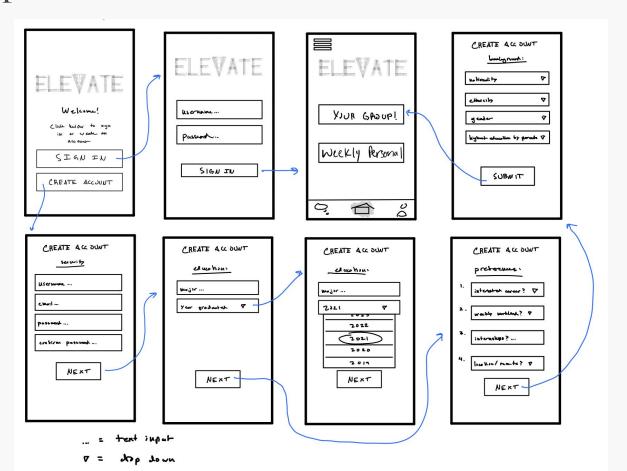


See other members' weekly check-in responses

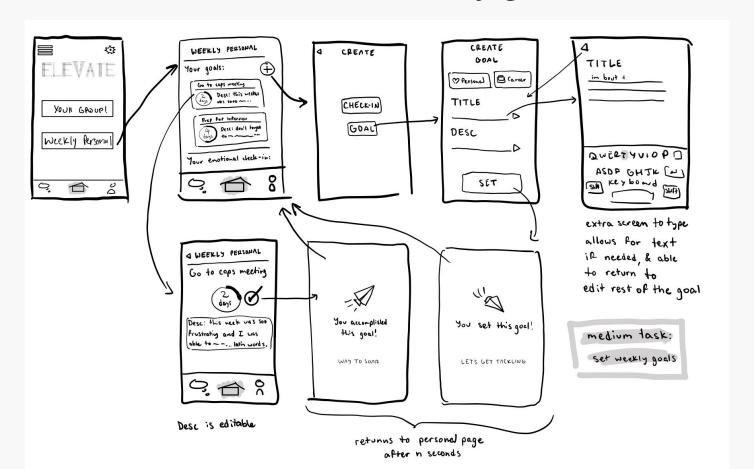




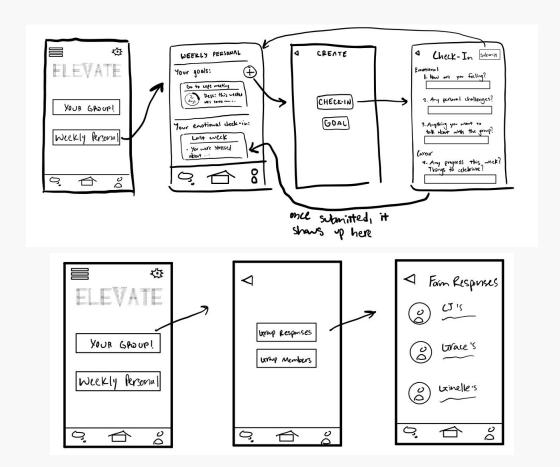
Simple: match with other users of similar interests



Moderate: set weekly goals



Complex: participate in weekly emotional and job search check-ins





Users

Matthew

Age 26, friend of a sibling, no compensation

Kath

24, friend of a sibling, PhD student at UCSC, no compensation

Sarah

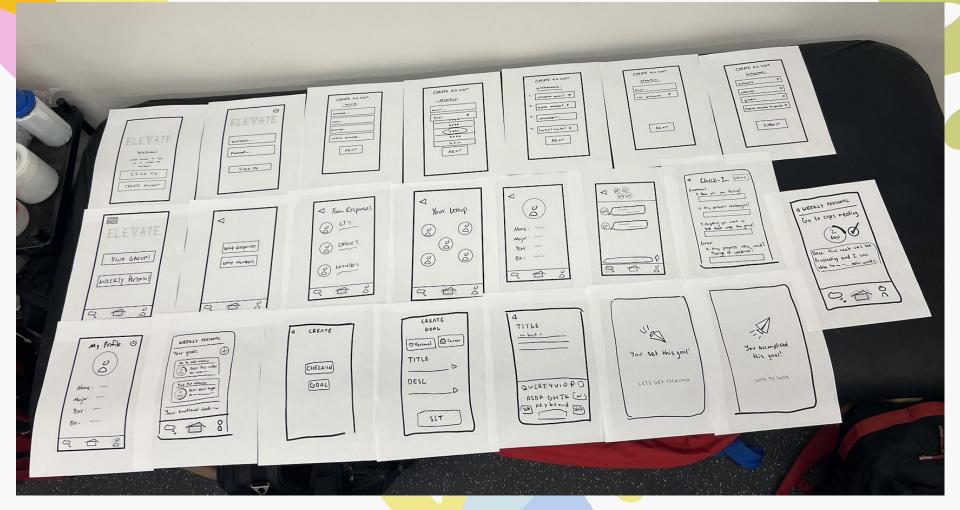
Age 22, Stanford undergrad student, no compensation

Liz

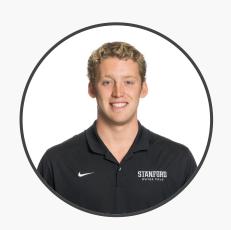
23, friend of a sibling, PhD student at UCSC, no compensation

Environment and Apparatus

- Laid out every page of the low-fi prototype
- One screen per page
- Took place on a large table



Team Member Roles



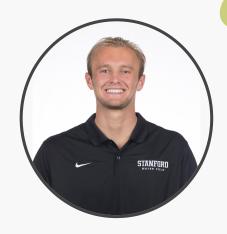
CJ Note-taker



Ginelle Note-taker



Grace Computer



Riley Facilitator

Procedure

- Gave users some basic context behind Elevate
- Brief demo of the system
- Took notes as users completed each task
 - They were asked to think out loud

Procedure

- Asked the users the following questions:
 - Were there any features that were unclear? Not useful?
 - O How was the UI in ease of use?
 - General feedback?
 - On a scale from 1-10, how likely are you to use the chat feature? How about the weekly check-in forms? And the goal setting?

Usability Goals and Their Measurements





Intuitive UI

Measure the number of mis-clicks

Likelihood To Use Feature

Participants rate how likely they are to use feature from I-IO



Process Data - All Participants

- Unaware they were paired into a group after onboarding
- Had difficulty finding where to do the weekly check-in
- Found it difficult to know all functionalities of the app from the home page
- Found the UI to be mostly intuitive

Process Data - Other Takeaways

- 2 participants clicked on the profile button to get to personal goals
- 2 participants thought members' responses were in the chat page
- Need to think about what happens if users don't get along with group members
- All got the simple and moderate tasks, and took longer to complete the complex

User Feedback

- "What if I want to connect with one specific person in the group?"
- Need a back button on the weekly personal screen
- Users might not want to fill out the background questions in onboarding

Usability Goals and Their Measurements





Measured 5 mis-clicks



Likelihood To Use Feature

Main features earned ratings of 6-8, none below 5



What Testing Couldn't Reveal

- How much groups would use the chat feature
- How satisfied users would be with their groups
- Impact on mental health

Implications

- Users expect more visibility and control over group creation
- Users expect to be able to communicate independently, not just in a group chat
- Task flow details need refining, particularly weekly check-in and goal creation and checkoff

Changes We'll Make

- Rethink weekly check-in task flow, especially where to begin completing the form
- Make group sorting process more visually clear to the user; possibly involve the user more
- Give users more control over and individual communication with the members of their group
- Put more thought into introductory questions on signup





Testing Results

- First user:
 - didn't know he was matched at first
 - Asked how to connect with one person
 - Took a second to recognize the plus sign used to create goals or do the check in
 - What if he only wants to stay connected to one group member and he doesn't like the others? He wanted to connect with one person
 - Hard to know he can create a goal from home
 - Only error was initially clicking on the chat page to get to group members' responses

Testing Results (continued)

Tester Sarah:

- Participant completed all tasks with minimal error
 - didn't know when to mark that the first task ended
- longest delay/confusion in the plus sign symbol in the personal weekly for creating a check-in
- Unsure about sharing certain information at different points in the app
 - At matching sign-up and account creation:
 - drop down inconsistency/misclicking
 - confused by section names
 - preferences questions didn't feel clear enough to tester and raised confusion
 - background questions resulted in "prefer not to answer"
 - At weekly check-in:
 - Q's 2-3, "not really," "no."
- Suggested collapsible segments for people who didn't make progress or clear goals that week

Testing Results (continued)

Tester 1 (Kath)

Measurements:

- -number of confusion points
- > class year
- >didn't realize the checkpoint on close up goal was clickable bc it was already checked
- >couldn't find where to start weekly check-in
- > need back arrow on weekly personal screen
- -errors
- > tried to navigate to personal goals thru personal tab of menu
- > tried to click on emotional check-in to get to check-in form
- > hit goal to try to get to weekly check-in form
- > tried to go to chat to get to members' responses

Tester 2 (Liz)

- -number of confusion points
- >didn't realize she was sorted into a group
- >thought bubble should be a speech bubble (couldn't find the chat because of it)
- >couldn't find weekly check-in (went to group first, then didn't know what to do from weekly personal)
- -errors
- >clicked self icon in menu bar to try to get to personal goals
- >went to group to try to find weekly check-in
- -notes
- >did get correct for marking goal accomplished (didn't confuse bc of check)
- >used home screen in menu repeatedly to get back to "your group" / "weekly check-in" page

Log of Critical Incidents

Incident	Severity
Wanted to connect with one specific person	2
Concerned about disliking group members	2
Wouldn't have known he could create goals or do the check-in forms if we didn't tell him	3
Initially clicked on chat button to find group responses	2

Log of Critical Incidents

Incident	Severity
Tried to navigate to personal goals through personal tab on menu bar	2
Couldn't find weekly check-in form	3
Didn't initially realize that group selection/formation had already happened	3
Hesitant to answer account creation questions	2

Script

Facilitator: "Hi, we'd like you to test out our low-fi prototype of our app. The app is designed to help students connect with other students based on similar career interests and create a support group." Facilitator: "We're going to give you tasks to complete. Pretend these papers are the screen, click on a button, and we'll navigate you to the next screen by handing you the next paper. We'll track where you click and what you think as you go. Please think out loud as you navigate! Any questions?"

Facilitator: "The first task is to match with other users based on your interests."

Facilitator: "Great, now try to set goals for this week."

Facilitator: "Okay now the task is to fill out a weekly check in form."

Facilitator: "These aren't tasks, but I'd like to see if you can find how to check other group members' check in responses, and how to check your weekly goals."

Facilitator: "Were there any features that were unclear? Any that weren't useful?"

Facilitator: "How was the UI? Easy to use? Any challenges?"

Facilitator: "Could you rate on a scale from 1-10 how likely you'd be to use the group chat feature? How about the check in forms? How about setting goals?"

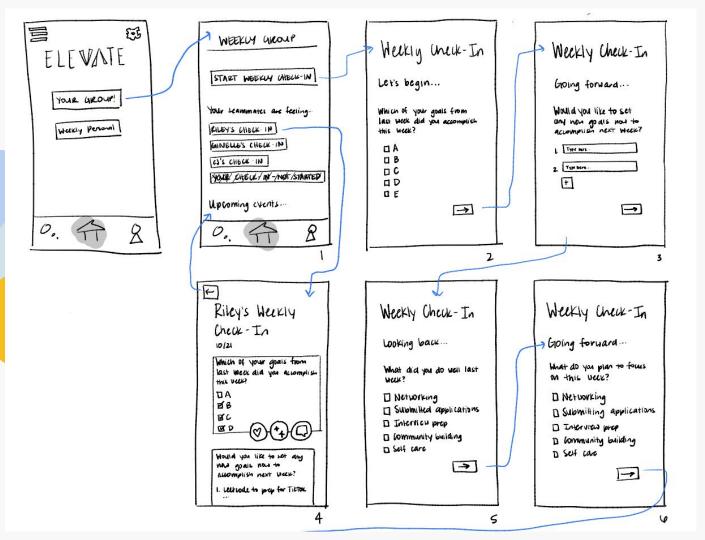
Apple Watch Pros/Cons

Pros

- Ultra-portable, convenient interface makes app a part of users' daily physical lives
- Optimized for notifications to support goals/events
- Small screen requires UI to be condensed to only essential elements

Cons

- > Functionality is extremely limited
- App development for Apple Watch only is a challenge from a practical standpoint
- Extremely limited in audience (only Apple Watch users)



More detailed version of complex check-in task flow – we didn't end up using this prototype for testing, but may implement some of its elements to address pain points

