

Assignment #11:  
Usability Testing



**Team 03**  
Dennis, Joanne, Bianca



# Problem and Solution Overview

## Problem

- Deciding what to eat for lunch is often very time-consuming and people don't often wish to eat alone

## susuEat, eat and meet!

- Our goal is to help people make faster decisions on choosing what to eat and increase the opportunity to socialise with friends at the same time

# Tasks



## **Task 1** (simple)

Find the restaurant depends on personal preferences



## **Task 2** (medium)

Join a meetup with friends



## **Task 3** (complex)

Schedule a meetup with friends



susuEat

# Participant overview



**Joshua**

NTU Phd Student



**Yuan**

NTU Research Assistant



**Wilson**

NTU Unisersity Student



# Usability analysis overview

11 feedbacks received - 1 (#4), 4 (#3), 3 (#2), 1 (#1), 2 (#0)

- Both positive and negative
- All minor issues such as: layout of the page, keyboards, marker on the map, friends' adding restrictions, closing and return button



susueat

# Usability analysis-2

## Question 1.

Cannot close the filter (#3)

**Fixed:** Tap somewhere outside the filter

## Question 2.

Using filtering search, the marker on the map won't automatically move to the middle (#3)

**Fixed:** Show users the average positions of where all the restaurants are located





susuEat

# Usability analysis-3

## Question 3.

Typing with the keyboard, users cannot see the second half of the current page (#4)

**Fixed:** Add a scroll view to enable users to move the page upward

## Question 4.

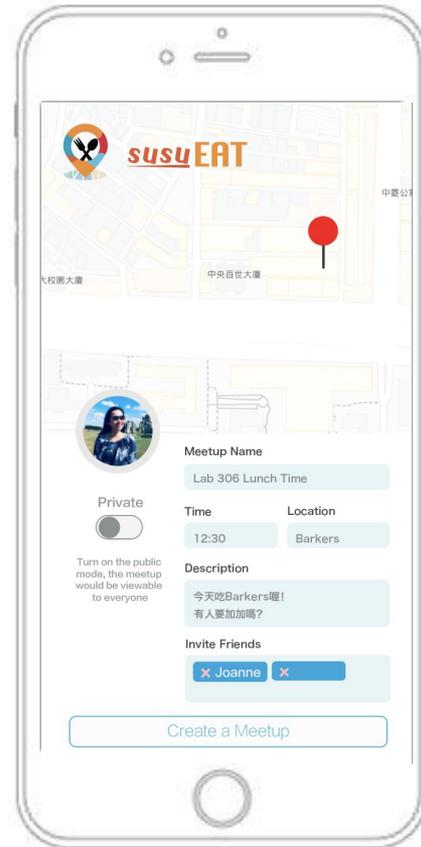
Not sure how to add friends (#3)

**Fixed:** Add an obvious button prompt in the adding friends' section

## Question 5.

when creating a meetup, users cannot delete a specific person after selecting it (#3)

**Fixed:** Add the delete button on the friend's tag



# Lessons learned

- Rather than purely focusing on the main feature, minor UI/UX functions are equally important as well
- Compared to the heuristic evaluation from mid-fi, more problems related to inputting values/keyboard has arised
- Mid-fi prototype focuses more on design/visualisation whereas high-fi prototype focuses on functionality and interaction
- The engineer worsens all the hard works from the designer 😡

Thank you 🙏



susuEat

# Q&A