Mason Kester Interactive 2 – Project 02 App Prototype

Usability Testing Script Testing Round 01

Completed through peer evaluation with the first version of UXpin digital wireframes.

- In response to question 01, the Badge button is labeled incorrectly on the home-screen within the preview but appears correct within the editing screens.
- In response to question 02, the test participant navigated to the Agenda section as opposed to the routine section. It is suggested that the nav-bar icons would benefit from text labels paired with the existing icons.
- In question 03, the Agenda was again confused with the Routine section. It is probable that their almost identical structure and appearance is a major obstacle for learning to navigate the app.
- In question 04, the participant was confused by the term "reminder" and could determine if it was a property of the Agenda or Routine features. The participant also referenced the badges feature of the app and suggested that another level of organization marking the completion of tasks within the Agenda or Routine would improve their experience with each feature.
- Questions 05 10 were completed easily with little to no hesitation or complications.

***Major problems found within the organization of content in the Agenda and Routine sections. Must be addressed, as each section is intended to provide a source of organization for life events and daily actions (key features based on notifications and user prompts).