USABILITY TESTING

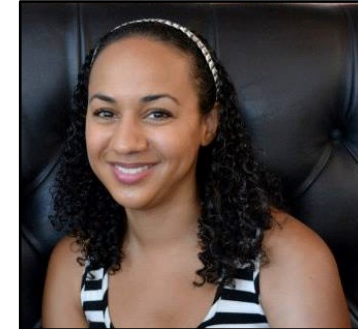# PARTICIPANTS

Spencer Barnes, 32

Dylan Diehl, 35

Brittany Sims, 35

Scope:

Test users' ability to create, download, study, and edit flashcard decks, so as to examine the app's four main areas of functionality
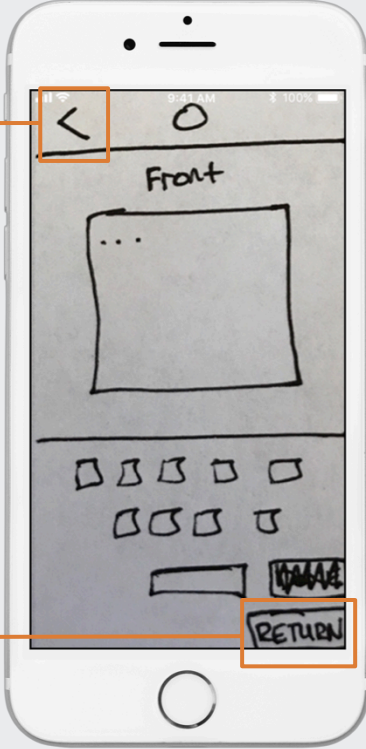
Direct Tasks:

- Create a new flashcard deck
- Download a premade flashcard deck
- Study the downloaded deck
- Add an additional card to that deck

USABILITY TEST REPORT

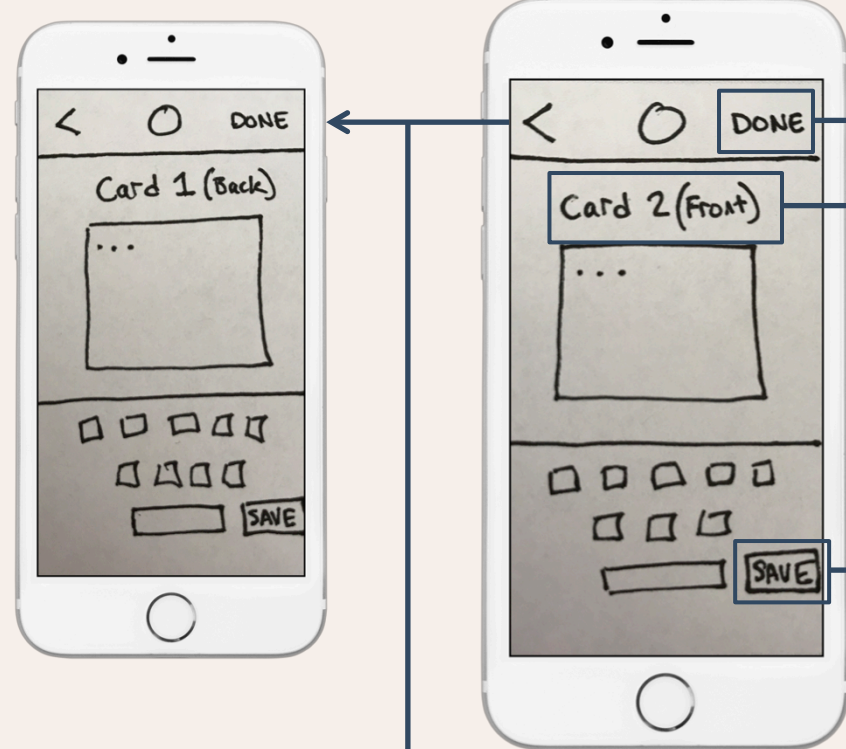| TASK	OBSERVATION	SEVERITY	RECOMMENDATION
1 and 4	Users don't understand the function of the "Return" button	4	Change the name of the button to something more clear, such as "Save"
1	When viewing the second card in a deck, the back arrow sends users to the language selection screen	4	Change the back arrow destination on the second card from the language selection screen to the first card
2	Users don't realize that "Download" loads premade decks	4	Change the button's name and improve its onboarding description
2	Users can't return home from the "Meetup" screen	4	Add a back arrow to the Meetup screen
3	Users try to advance cards by tapping instead of swiping	3	Add arrows to the sides of the screens to remind users to swipe
General	Users aren't sure when to tap and when to swipe	2	Add arrows on left and right sides of swipe screens
General	Users are confused by the two different "+" buttons	2	Update these buttons so they are more distinct
General	Users are confused by the term "Press" during onboarding	3	Change the wording on these screens
General	Users want a search feature	0	No change needed, as users weren't hindered by its absence

Task #1 Updates

Initial Prototype: "Add Card #2"

The back arrow sent users to the language selection screen, instead of the back of card #1

Front

Users thought the "Return" button *returned* you to the previous screen, instead of entering the info you typed into the card

RETURN

Updated Prototype: "Add Card #2"

DONE

Card 1 (Back)

SAVE

DONE

Card 2 (Front)

SAVE

Added the option to exit the process to all screens

Gave each card a number for added clarity

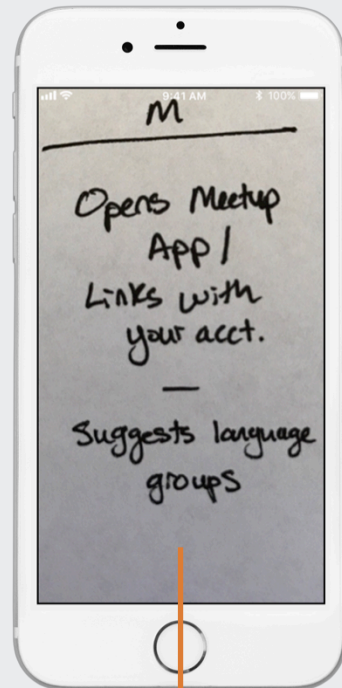Made the name of the button more clear, calling it "Save"

Updated the back arrow destination to the back of card #1

Task #2 Updates

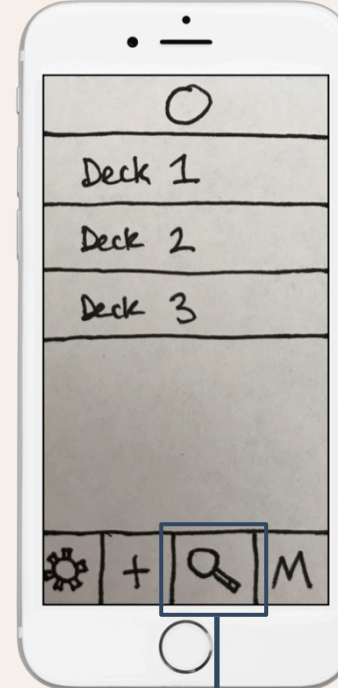Initial Prototypes: "Homepage" & "Meetup"

Updated Prototypes: "Homepage," "Onboarding Search" & "Meetup"
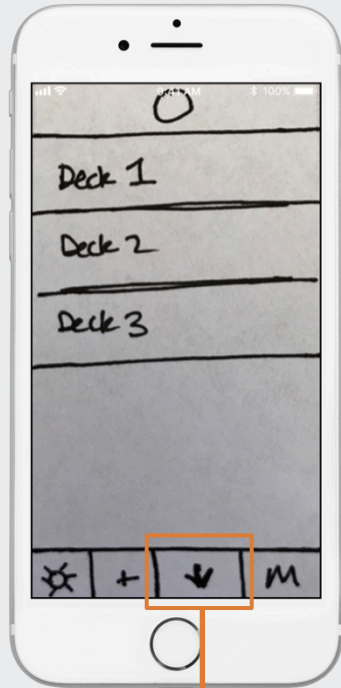
Users didn't realize the "Download" button adds premade decks

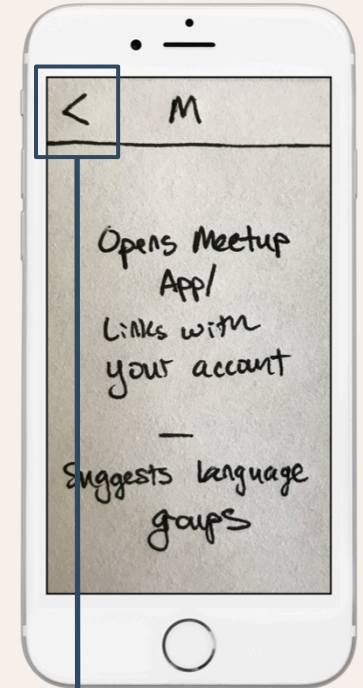Users couldn't return to the homepage after pressing the "Meetup" button

Updated button to match the apps from competitive analysis
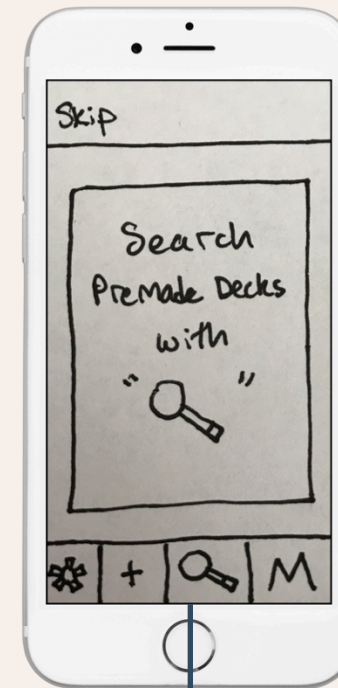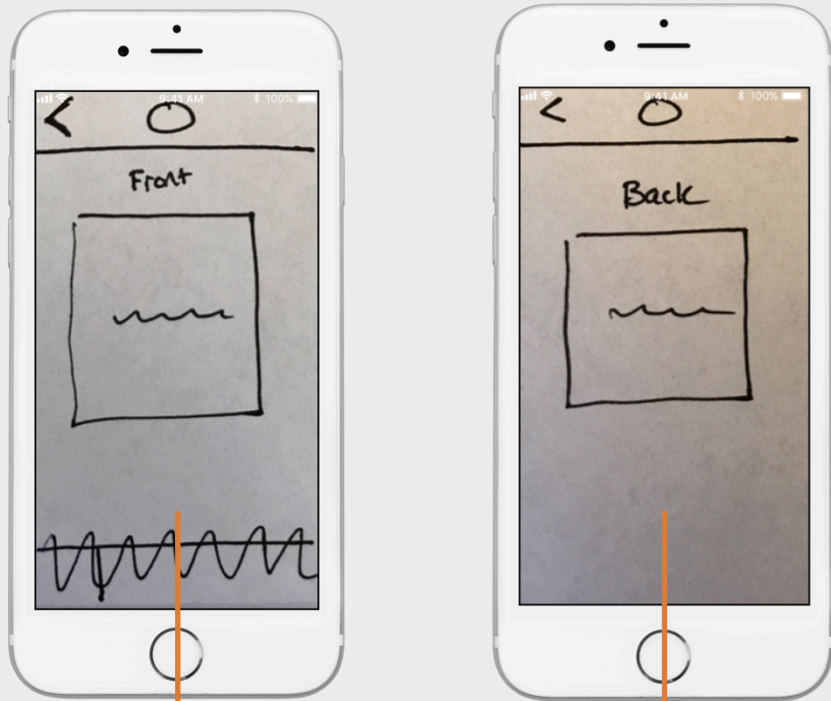
Updated button in onboarding and made description more clear

Added back arrow to "Meetup" screen

Task #3 Updates

Initial Prototypes: "Study Front Card" & "Study Back Card"

Front

Back

Users did not understand how to navigate between cards. (Tapping a front card would flip it over and reveal the back. Left swiping a back card would reveal the next card in the deck.)

Updated Prototypes: "Study Front Card" & "Study Back Card"

EXIT
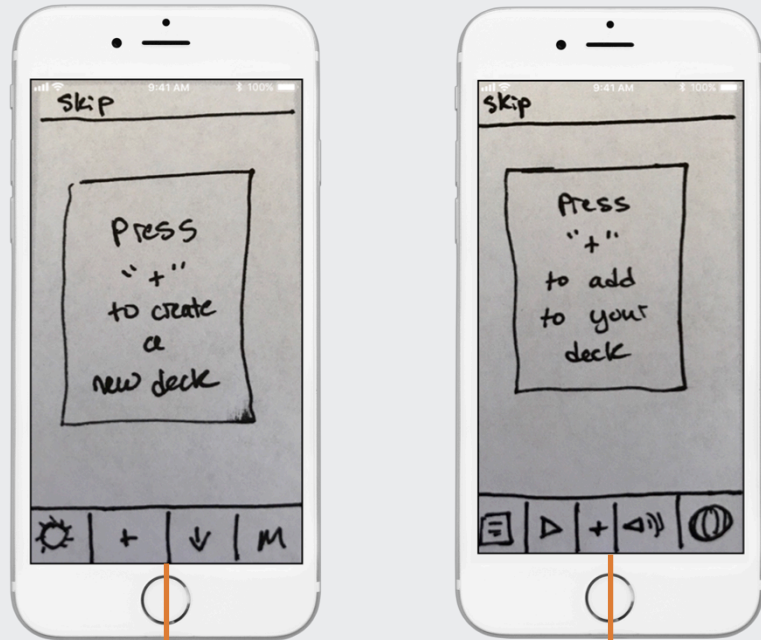
Card 2 (Front)

EXIT

Card 2 (Back)
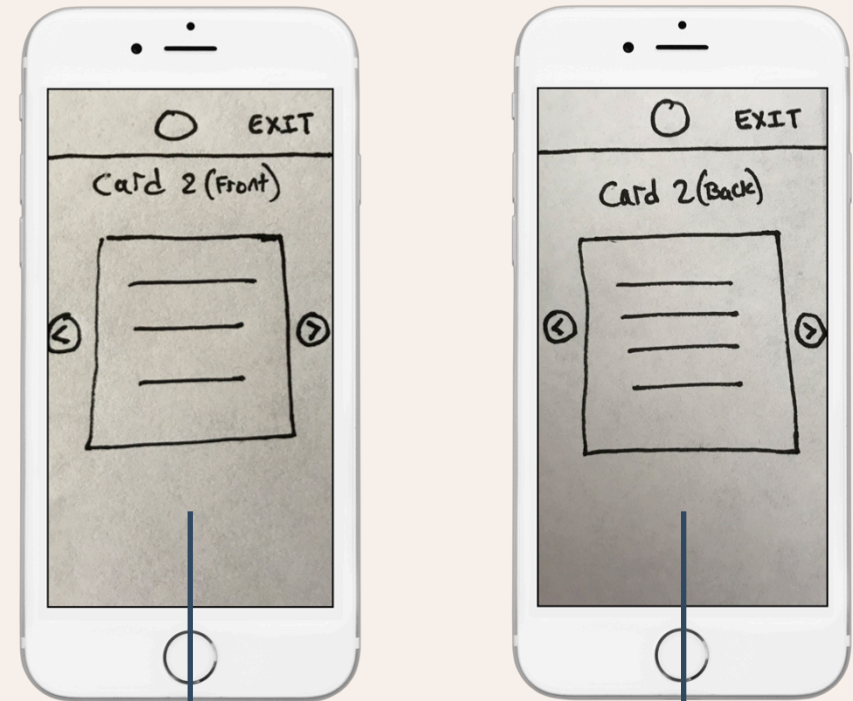
Improved card navigation by:
- adding arrows to remind users about the swipe function
- eliminating back arrow and adding right swipe to all cards
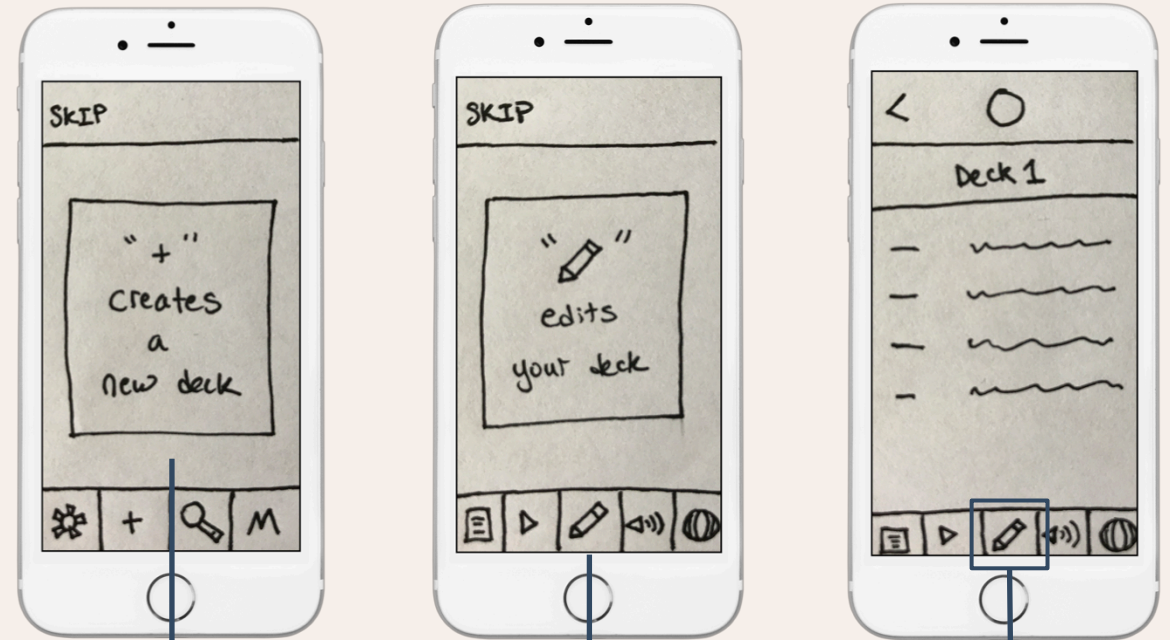- giving users the option to exit

General Updates

Updated Prototypes: "Onboarding Add," Onboarding Edit" & "Deck Homepage"

Users were confused by seeing two different "+" buttons during onboarding. The inclusion of the word "Press" also led users to press the navigation buttons, which were inactive during onboarding.

Removed the word "Press" from onboarding screens

Removed the word "Press" and changed the icon

Added the new icon to the Deck Homepage

VOCAB
ON
THE
GO

WORDLY

Vocab On-The-Go