Deliverable F: Prototype 1 and Customer Feedback

GNG1103G - Engineering Design

University of Ottawa

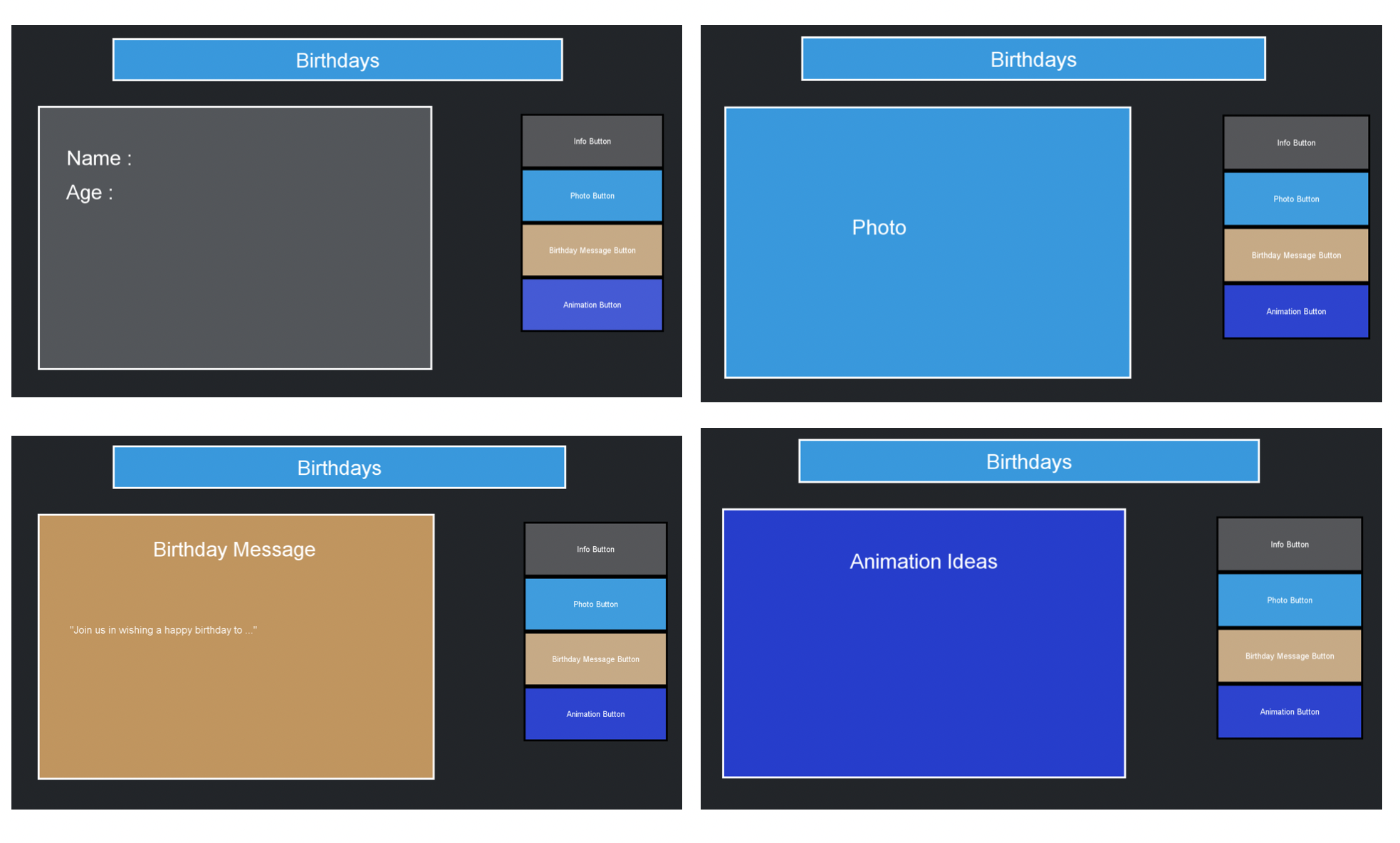
Group 7

**Test Plan for Prototype 1**

To test prototype 1 which is the visual aspect of our dashboards, we will share our dashboards with friends or family after giving them a brief description of what it is to obtain feedback on how easy it is to use and understand. To test this we will give each person a certain period of time with the dashboard (ex. 2 minutes) and it is their job to understand what the overall function of our dashboard is, and what the function of each button is. We will then ask them what they think the overall function of the dashboard is, and what they think the function of each button is. The accuracy of their response will then be graded on a scale of 0-5, 0 being completely inaccurate, and 5 being completely accurate. This numerical value will then help us to understand how easy our dashboards are to understand. Lastly, we will finish by asking the user for any feedback on our dashboards and ask them to rate the overall, understandability on a scale of 0-5 which will also help us determine how easy our dashboards are to understand and any improvements we can make.

**Fan Birthdays - Yinhao Li:**

**Picture of Prototype:**

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**Description:**

This dashboard contains four buttons which users can easily control four different tabs.The displayed content can be changed as required and the time required to switch the two buttons does not exceed 0.5 seconds. I also set the background color of the button and the displayed content to match.

**Prototype test result:**

|  | **Accuracy of explanation of the purpose of this dashboard** | **Accuracy of explanation of the purpose of this dashboard** | **Overall understandability rating** |
| --- | --- | --- | --- |
| **Person 1** | 5/5 | 5/5 | 4/5 |
| **Person 2** | 5/5 | 5/5 | 4/5 |
| **Person 3** | 5/5 | 5/5 | 5/5 |

**Feedback:**

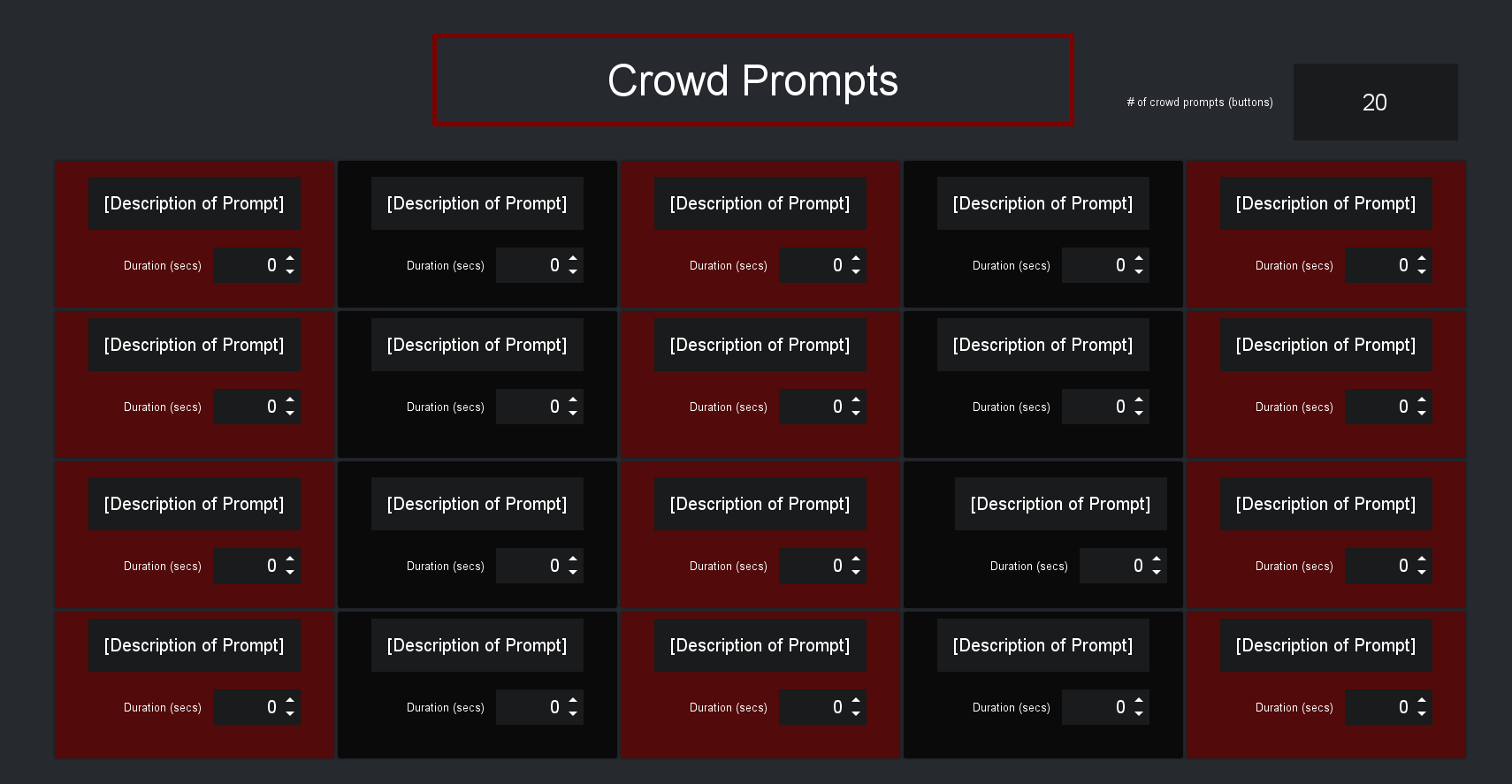
1. Dashboard is simple and clear, and easy to operate.
2. It is easy for someone who has never touched this dashboard before.
3. It would be better if you enrich the content.

**Analysis:**

In conclusion, the design as the first stage is still good. Only one person thinks that would be better if I enrich the content. I will figure out that on Prototype 2. This Dashboard achieved the original purpose, simple and clear, easy for users to use. The pages can be quickly changed by clicking on the different buttons , and then it will show different content that I set.

**Crowd Prompts - Roan Schooley:**

**Picture of Prototype:**

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**Description:**

My dashboard contains a table of buttons which can easily be configured by typing in how many crowd prompts you would like to use in the top right corner. Each button contains a label for the description of the crowd prompt it will be displaying. This label can be quickly changed by clicking on it, and then typing in the description. Each button also contains a configurable label for the duration the crowd prompt will be displayed on the screen. The duration is changed by clicking the up or down arrow which will increase or decrease the amount of seconds the prompt is displayed for. Lastly, the table is also organized by colour for each column which adds esthetics and organization to the table.

**Prototype Test Results:**

|  | **Accuracy of explanation of the purpose of buttons/widgets in dashboard** | **Accuracy of explanation of the purpose of this dashboard** | **Overall understandability rating** |
| --- | --- | --- | --- |
| **Person 1** | 4/5 | 5/5 | 5/5 |
| **Person 2** | 5/5 | 5/5 | 5/5 |
| **Person 3** | 5/5 | 5/5 | 5/5 |

**Feedback:**

* Pretty straightforward to everyone who was tested.
* There was a bit of confusion on how the widget which changes the amount of buttons works as one of the people did not understand it completely.

**Analysis:**

Overall, this prototype test was very successful as everyone seemed to understand the purpose of the dashboard and the purpose of all the buttons and widgets very quickly. The only issue with the test is that one of the people did not completely understand the purpose of the widget which changes the total number of buttons. The reasoning for this, however, is that this button does not function yet, so when they tried to change the number of buttons nothing happened. Therefore, to solve this issue I can make that widget function properly.

**Three Stars - Usman Khan:**

**Picture of Prototype**

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**Description:**

This dashboard contains configurable buttons for the three stars that are named at the end of each match. The user will be able to click on the button which will open a menu allowing them to insert the name of each of the three stars. The user can also adjust the colours to correspond with the team colours of the teams of the players. After inserting the names, clicking the buttons will display the names of the three stars with the background colour being the team colour of the player. The user can click on each button at different times to make the three star graphics pop up in the desired order. This will allow the names to show up as the announcer states the names of the players.

|  | **Accuracy of explanation of the purpose of the buttons/widgets dashboard** | **Accuracy of explanation of the purpose of this dashboard** | **Overall understandability rating** |
| --- | --- | --- | --- |
| **Person 1** | 5/5 | 5/5 | 5/5 |
| **Person 2** | 5/5 | 3/5 | 4/5 |
| **Person 3** | 5/5 | 4/5 | 5/5 |

**Feedback:**

* The main concept of the dashboard was understood - names had to be inserted for each button.
* Did not take long for users to understand the dashboard’s objective.
* Some confusion as to the colours of the buttons.

**Analysis:**

Overall, I am satisfied with the results of the testing of the first prototype. The feedback I received was positive and the users did not have too much trouble. However, there is still some room for improvement. This prototype focused more so on the design of the dashboard and not as much on its functionality. Despite this, the users did understand what the intended function of the prototype was. In the next prototype, improvements will be made to the viability of the dashboard.

**Goalie Matchup - Audrey Mackay-Barr:**

**Picture of Prototype:**



**Description:**

The plan for this dashboard is to have a total of 80 configurable buttons, matching up with the 20 OHL teams. Under “Goalie 1” and “Goalie 2” there are two buttons available for each team, intended to be programmed with the two main goalies of each team. The difference in sections “Goalie 1” and “Goalie 2” is to choose between the left and right sides of the Goalie Matchup screen, with Goalie 1 being the left, and 2 being the right. To help make this dashboard more simple for the user, the plan is to have each button linked to the stats of certain goalies based on the inserted name, so it won’t have to be inserted manually and will also be updated automatically in real time.

|  | **Accuracy of explanation of the purpose of the buttons/widgets** | **Accuracy of explanation of the purpose of this dashboard** | **Overall understandability rating** |
| --- | --- | --- | --- |
| **Person 1** | 5/5 | 5/5 | 5/5 |
| **Person 2** | 4/5 | 5/5 | 4/5 |
| **Person 3** | 4/5 | 5/5 | 5/5 |

**Feedback:**

* The colour coordination makes it very clear what belongs together
* Relatively easy to grasp the function, push a button to display the selected players
* Could use more differentiation with the team names, can be hard to find which one you’re looking for

**Test Plan for Prototype 2**

* Our presentation of the first prototype in the client meeting will help in designing the second prototype. The feedback from the client meeting will be used to make any necessary adjustments to our designs of the second prototype.
* Each group member will define a stopping criteria for the tests they will conduct for their prototype design. These criteria will allow us to record results of the testing process.
* Some examples for stopping criteria:
  + A time limit for a user using the prototype.
  + Stop when the user is able to use/complete a certain aspect of the prototype.
  + Point at which user is done with testing.
* The second prototype will have more a more profound focus on the usability of the product.

**Gantt Chart**

