CS 560 - Project 1

3. Estimate the time for each team member to complete (a) research, (b) design, (c) implementation, and (d) test of the project implementation.

Estimation:

Member	Research	Design	Implement	Test	Total
C. Paun	2 hrs	2 hrs	4 hrs	2 hrs	10 hrs
Y. Li	3 hrs	1 hr	4 hrs	2 hrs	10 hrs
Total	5 hrs	3 hrs	8 hrs	4 hrs	20 hrs

7. Have your peers review the user interface mockup or prototype

- The feedback was overall very positive. Peers responded well to the look and feel of the project.
- One user suggested to have one button navigating back to the home page. One user suggested having both the "Lab Book" logo as home and a separate home button in the navbar.

9. Write the usability test script, including performance tasks and preference questions

Usability Test Script
  a. Thank you for agreeing to perform this usability test. Note that we are testing how easy it is to use the "lab book" application. This application describes the activities and experiences of students as they develop a user interface and the corresponding application. We are not testing you. We are interested in discovering what problems you encounter while using this app. Don't worry about making mistakes. They will help us improve the "lab book" application.

b. Set your browser to cs-560.github.io
c. Perform each of the following "performance" tasks:
    i. Navigate to the Team page.
    ii. Navigate to the Project 3 page.
    iii. Open the Ethnography Study PDF.
    iv. Navigate to Home.
d. Preference Questions
    i. On a scale from -5 to 5, with -5 representing bad and 5 representing great, rate how easy it was to read content on the pages.
    ii. On a scale from -5 to 5, with -5 representing bad and 5 representing great, rate how easy it was to navigate the site.
    iii. On a scale from -5 to 5, with -5 representing bad and 5 representing great, how did you like the "look and feel" of the website?
    iv. What did you like best about the application?
e. Thank you for providing your time and insight to help us improve this application.

10. Implement the user interface and underlying application. Conduct usability tests to evaluate the user interface and application, and record the results. Make any necessary changes to the application.

Performance Questions and Results:

Question	Subject 1	Subject 2
Navigate to the Team page.	30 sec.	2 sec.
Navigate to the Project 3 page.	2 sec.	2 sec.
Open the Ethnography Study PDF.	2 sec.	2 sec.
Navigate to Home.	10 sec.	5 sec.

Preference Questions and Results:

Question	Subject 1	Subject 2
How easy was it to read the content on the pages?	5	5
How easy was it to navigate the site?	4	5
How did you like the "look and feel" of the website?	5	5
What did you like best about the application?	The color change on hover.	The color scheme.

11. Describe how to access the project's implementation; i.e, what is the URL for the website, or what is the process for downloading the .apk for the application

URL: cs-560.github.io

12. Record the actual time spent by each team member to (a) research, (b) design, (c) implement, and (d) test the project implementation.

Recorded:

Member	Research	Design	Implement	Test	Total
C. Paun	2 hrs	2 hrs	4 hrs	2 hrs	10 hrs
Y. Li	4 hrs	1 hr	3 hrs	1 hrs	9 hrs
Total	6 hrs	3 hrs	7 hrs	3 hrs	19 hrs

13. Summarize what perspective users liked and disliked about the application.

- The most positive reactions were about the hover effects on the projects and the navbar. The color scheme was also singled out.

- It was mostly easy to complete the tasks we asked users to complete. Reading and navigating the site was easy enough.
- There was confusion as to whether the boxes on the main page corresponded to the projects listed in the navbar. When one user was asked to click on the "Team" page, she immediately went to click on the "Team Website" link. The text should be clearer.