UT 3.2 Summary

**Objective**

The main objectives of UT 3.2 are to gather receptiveness of our functionalities via Provision phone.

1. Efficiency of Functionalities from Users via Appstore Download
	1. Login
	2. Survey
	3. Social Share
	4. Feedback
2. Heuristic Feedbacks (Designs)
3. Satisfaction Level and Learnability with Application

**Tester Profile**

Altogether, there are 42 responses. Their age group between 18 to 22.

For A scenario, we have 20 people (48%) whereas for B scenario, we have 22 people (52%).

For user phone model, 22 were using iPhone 4 (52%) while 13 were using iPhone 4S (31%). The remaining 7 people were not using iPhone.

As for iOS version, 13 were using iOS 5 (31%). Out of the 42, a huge majority of 62% were using iOS 5.1. Only 3 people were using iOS6.

**Analysis Results**

Matrix for filtering repetitions

|  |  |  |
| --- | --- | --- |
| **% Repetition** | **Description** | **Color** |
| <0% - 5% | Minor Repetition | Green |
| <= 5% – 20 % | Moderate Repetition | Purple |
| <= 20 | Major Repetition | Red |

Survey

Based on the 42 responses, 31% feel that the survey font visibility is just nice. However, 42% feel that it is larger than average. This is a preferred indicator.

As for the zoom feature, more than 90% preferred the zoom feature when doing the survey.

For doing the survey using our application, there were a mixes of responses based on a scale of 10 (1 being very difficult to 10 being very easy). 91% gave a rating for 4 and above while the remaining 9% gave a rating of 2 and below.

As for social sharing, 71% expressed sharing the application via Facebook/ Twitter while 26% indicated no interest in sharing with social platform.

Satisfaction wise, 74% expressed a rating of 7 and above. Overall, majority of the users are satisfied with using our application. For learnability, 98% gave a rating of 6 and above for learning to use our application. Generally, most do not find it difficult at all to use our application based on their first interaction.

1. Efficiency of Functionalities from Users via Appstore Download
	1. Login
		1. Mean: 1:00:20
	2. Survey
		1. Mean: 8:32:48
	3. Social Share
		1. Mean: 2:12:31
	4. Feedback
		1. Mean: 8:13:45

**What we did badly**

Overall, the UT execution was executed with no major issues. There was no shortage of equipment or application failure. However, we do note that Testers can get a proper stopwatch instead of using phone as a stopwatch.

**What we did well**

Proper instructions were given from the Testers to the Testees. All equipment’s are working fine. There were minimal waiting times. We exceeded our daily target for test users on the first day.

**What are the main to-do changes to our app**

* Landscape
	+ Limitations of iPhones include the smaller screen size and hence landscape mode will only introduce a wider, but much shorter screen content
* Enable popup when user clicks on tab bar while doing survey
* Use smaller font that fills the whole screen & allow pinch to zoom