

Kibble

Ensure your pet has a healthy diet and never goes missing

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Problems

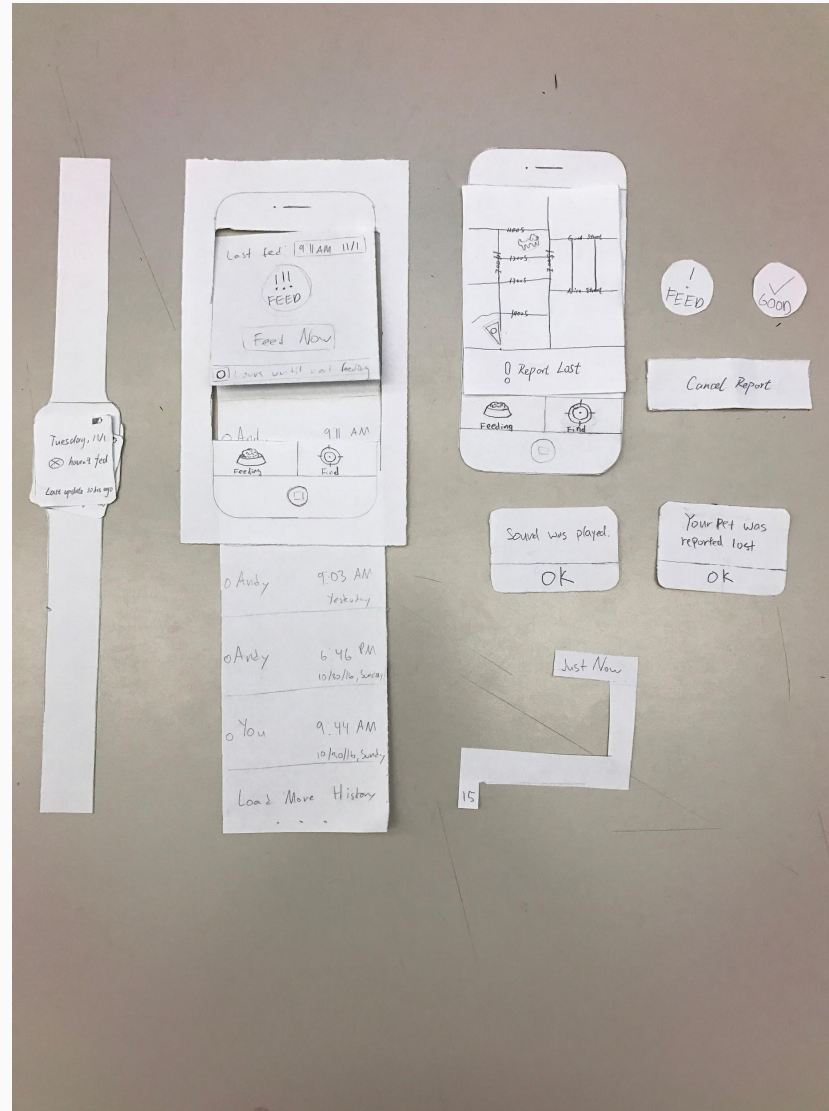


Overfed



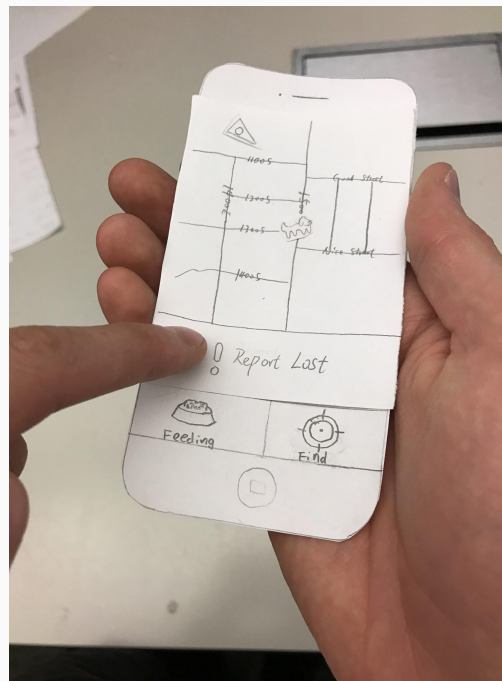
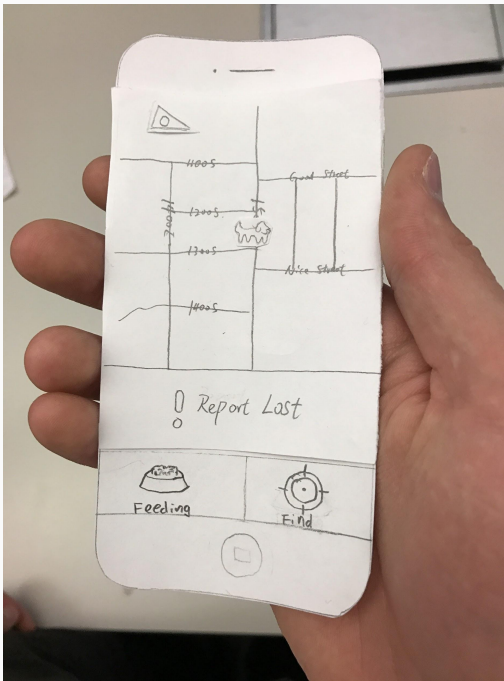
Lost Pets

Initial Paper Prototype



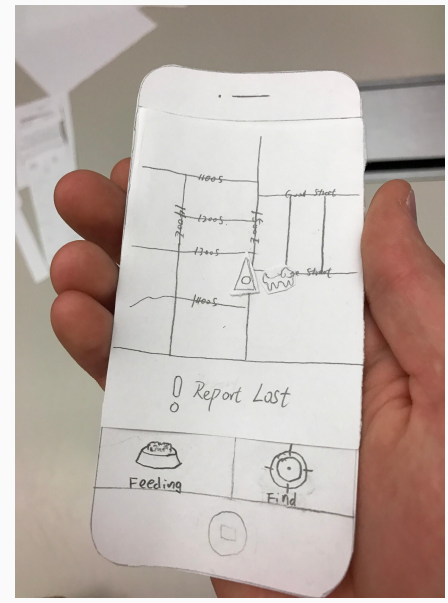
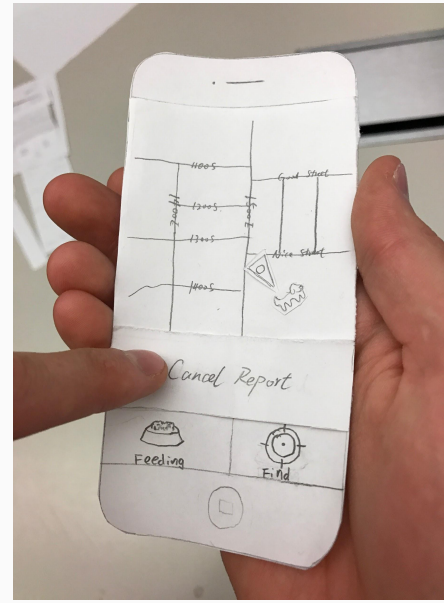
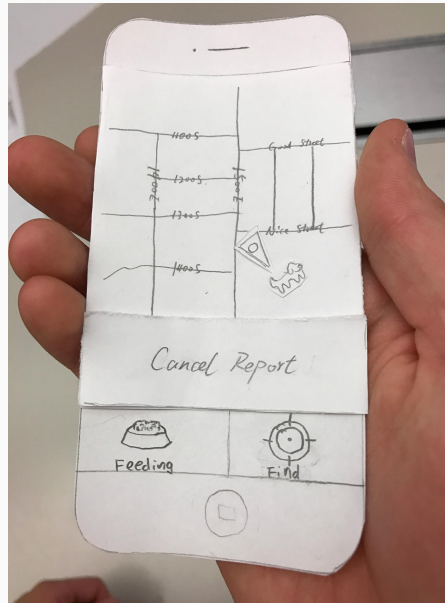
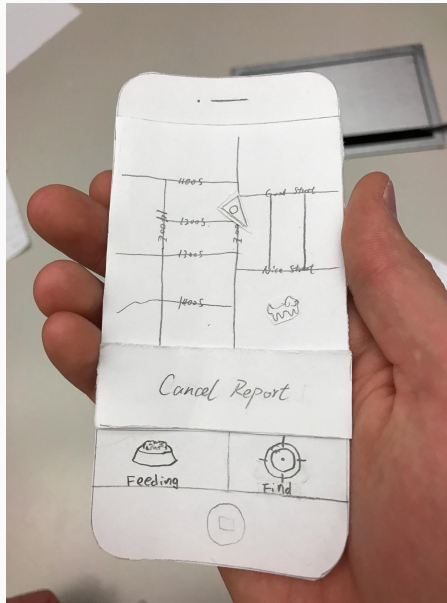
Initial Paper Prototype

Task 1: Finding pets



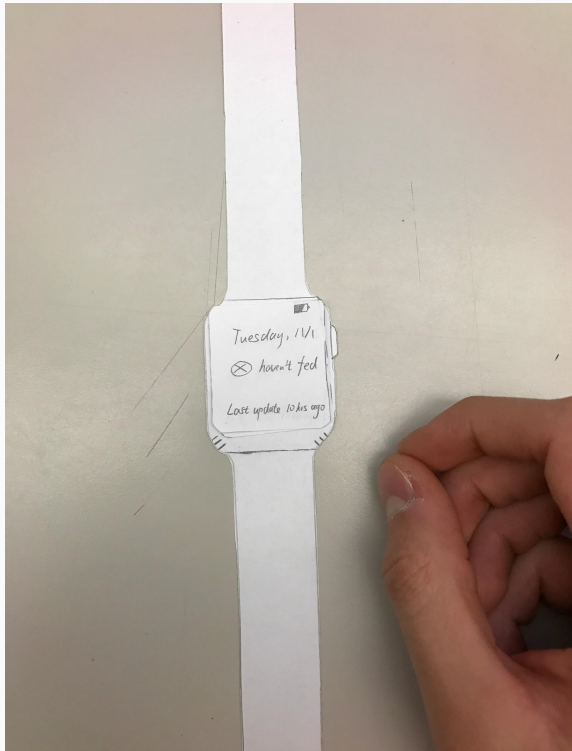
Initial Paper Prototype

Task 1: Finding pets



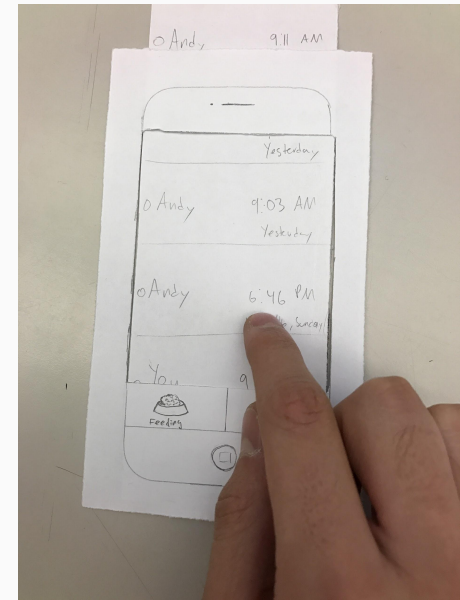
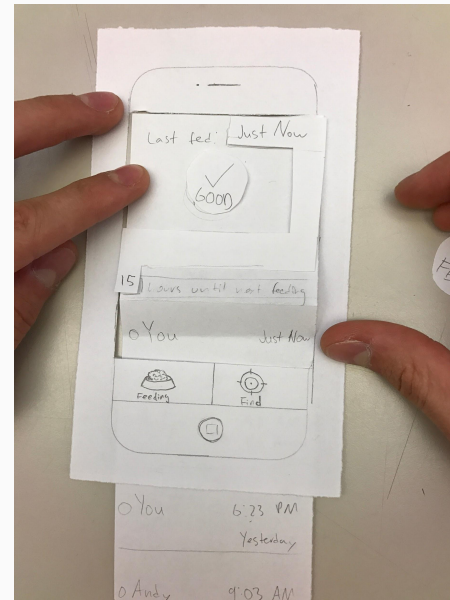
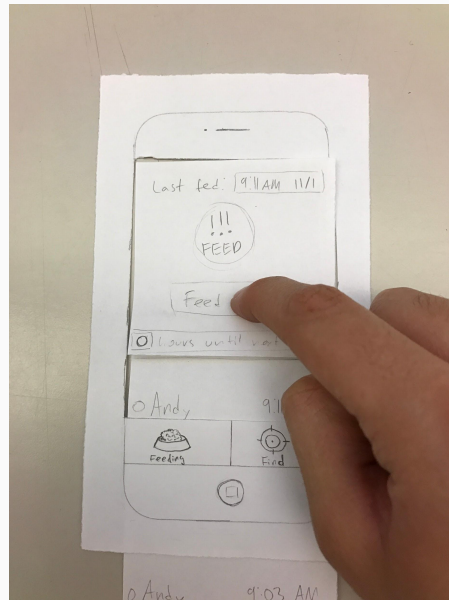
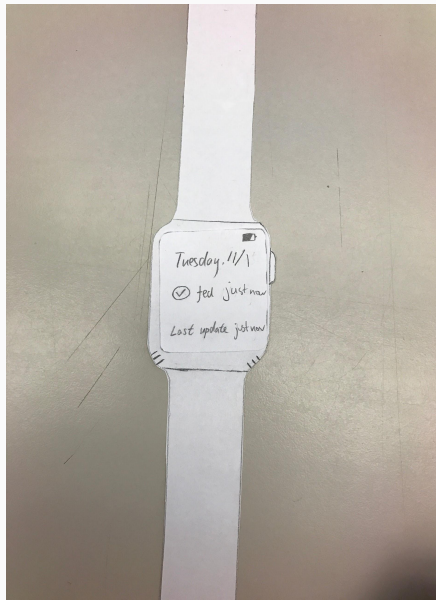
Initial Paper Prototype

Task 2: Synchronizing Feeding



Initial Paper Prototype

Task 2: Synchronizing Feeding



Testing Processes

Method

- Heuristic Evaluation
- Usability Testing

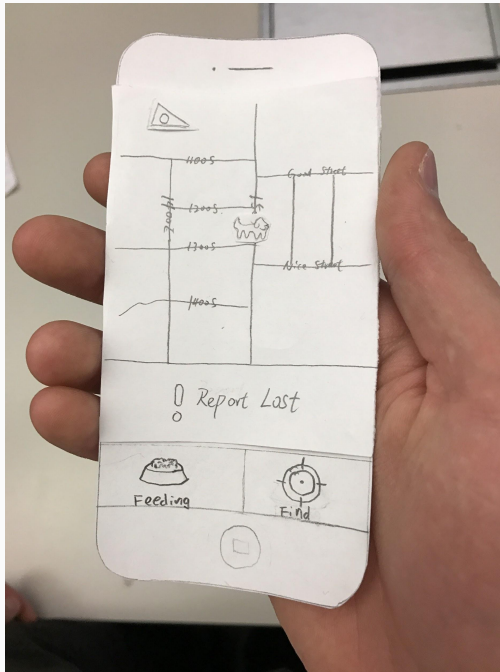
Heuristic Evaluation

Main violations

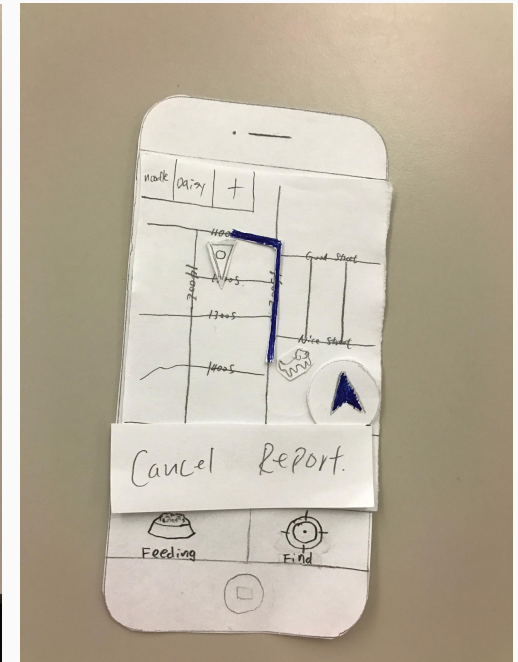
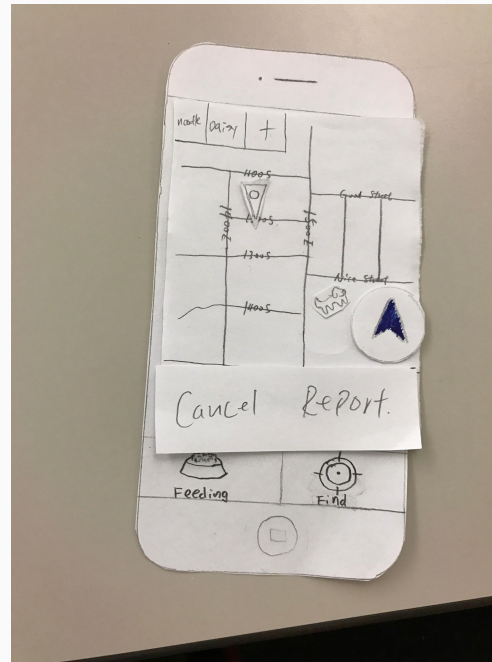
1. No navigation routes for pet owners to find pet
2. No pet profile entry interface
3. Cannot delete feeding history entered by mistake
4. Cannot select pet and show its location on the map

Issues and Refinement

No navigation routes for pet owners to find pet



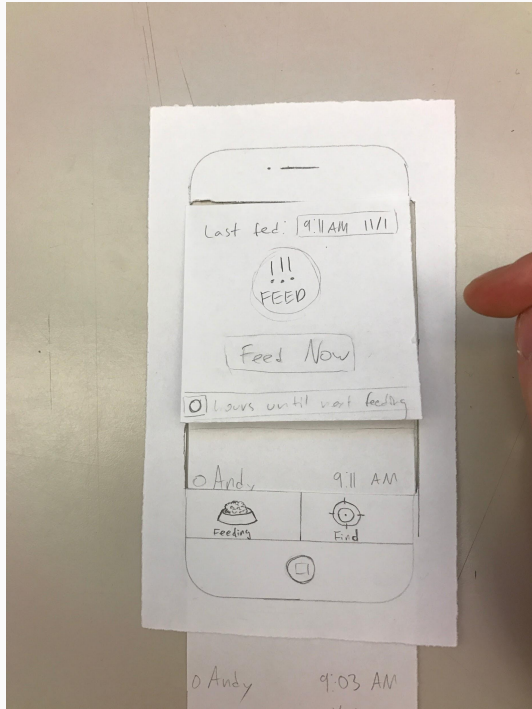
Before



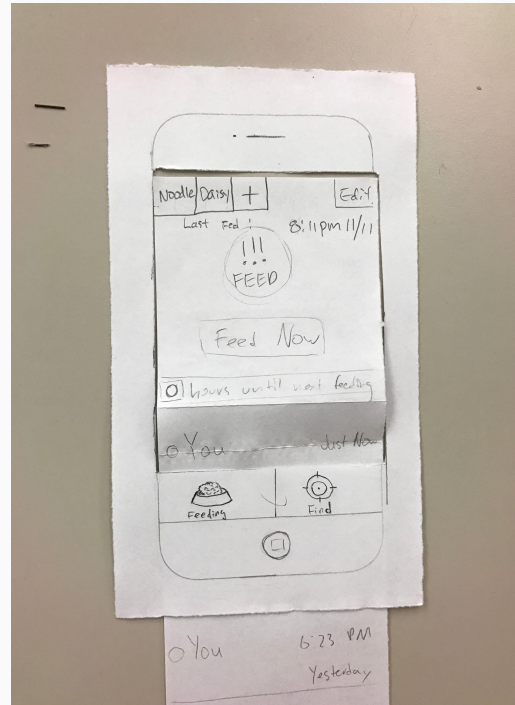
After

Issues and Refinement

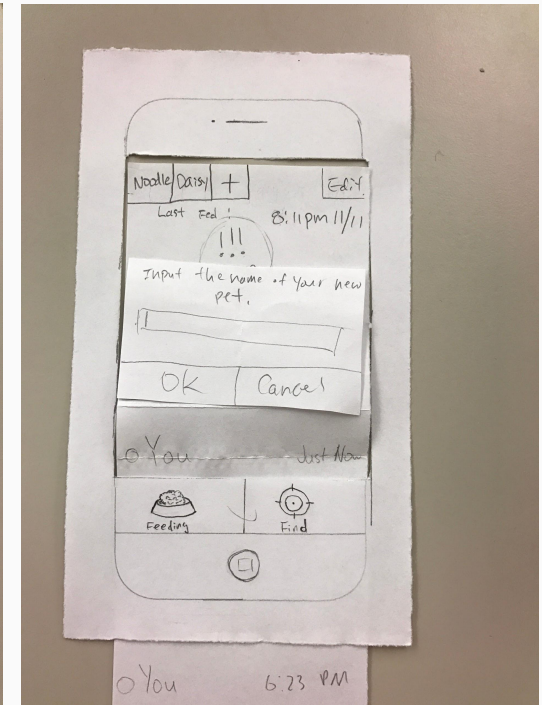
No pet profile entry interface



Before

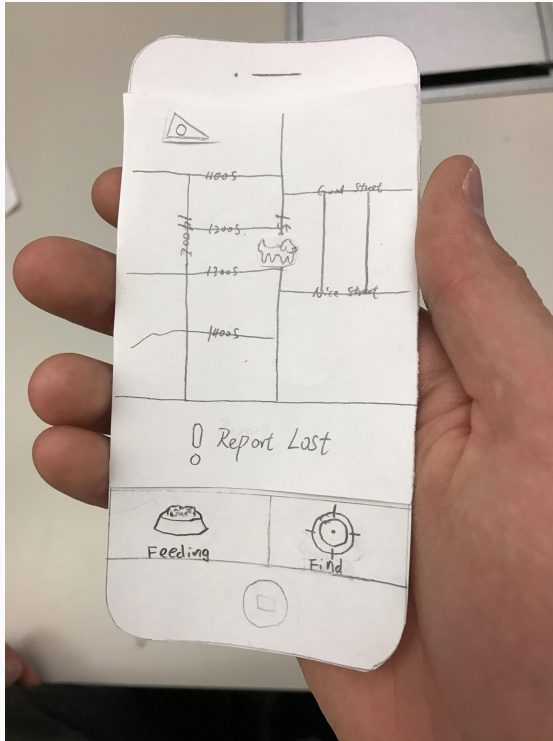


After

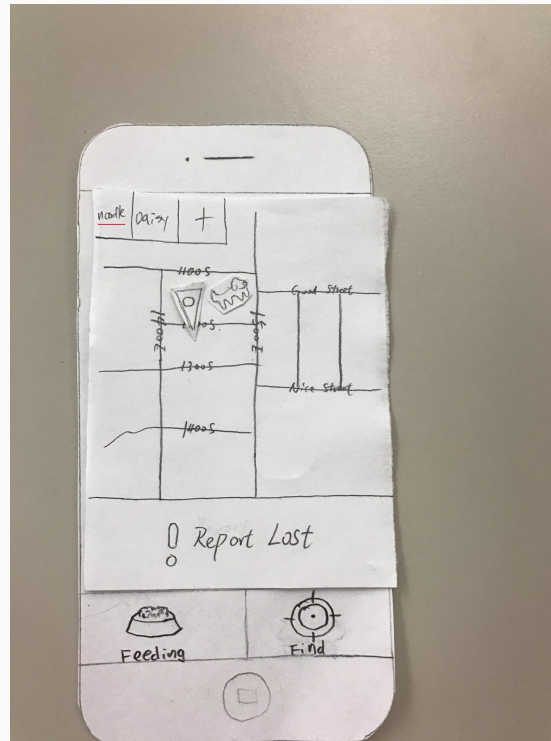


Issues and Refinement

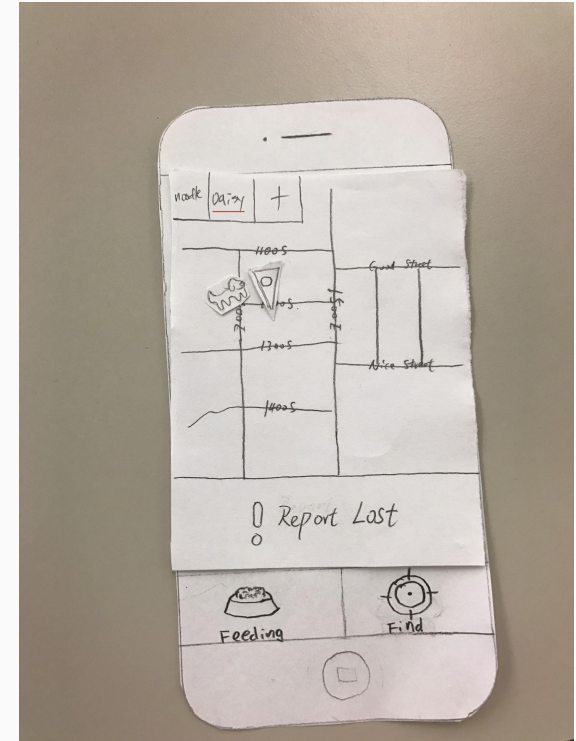
Cannot select pet and show its location on the map



Before



After



Usability Testing

Tasks

- Synchronizing feeding activities
- Finding a pet

Test Procedure

- Facilitator
- Observer
- Communication

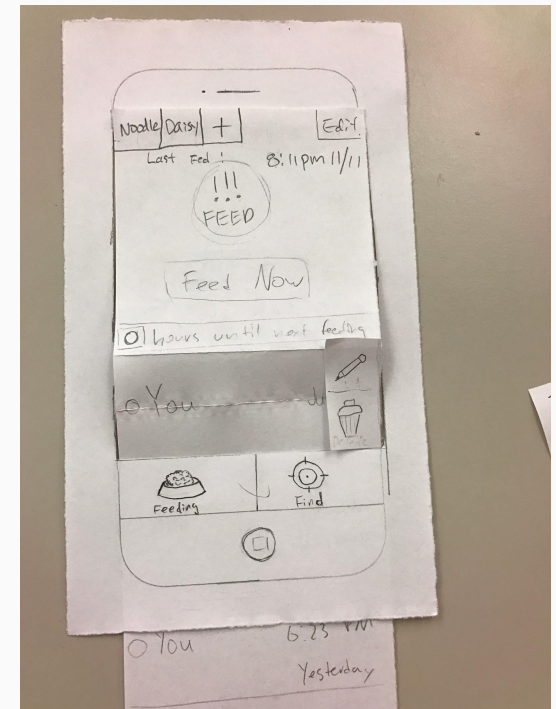
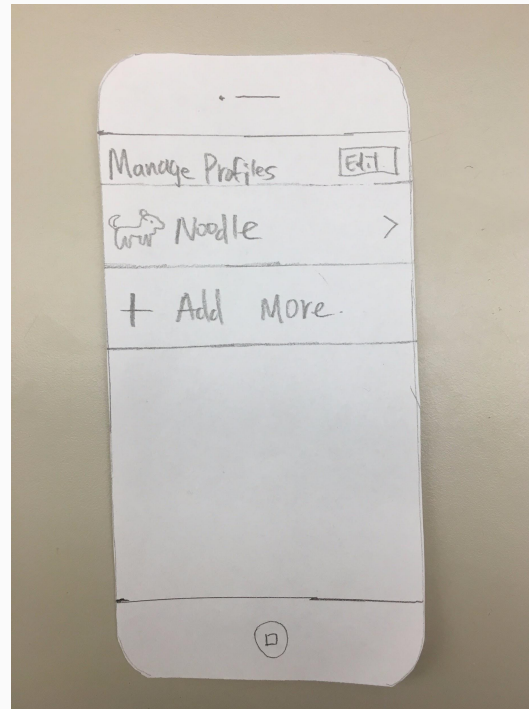
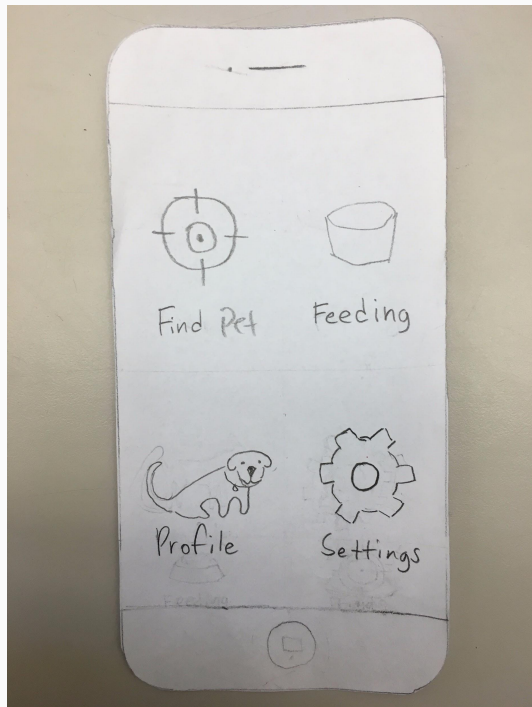
Participants

- A Senior Computer Science student
- A retired mechanical engineer
- A graduate student from business school

Usability Testing

Test Results

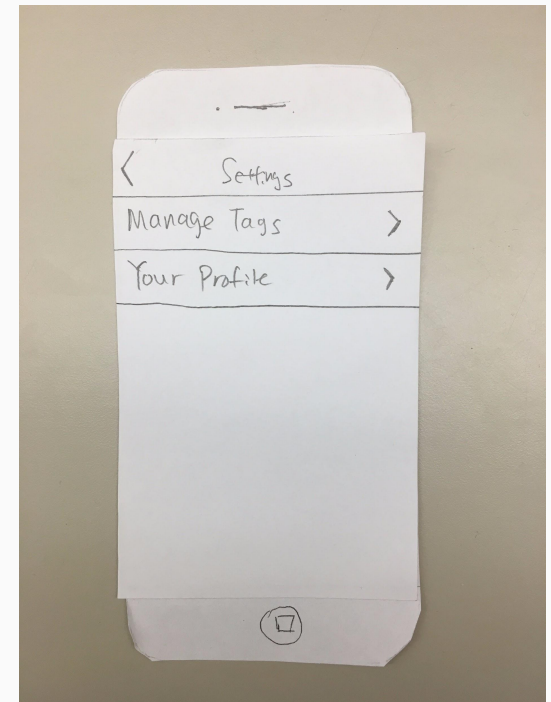
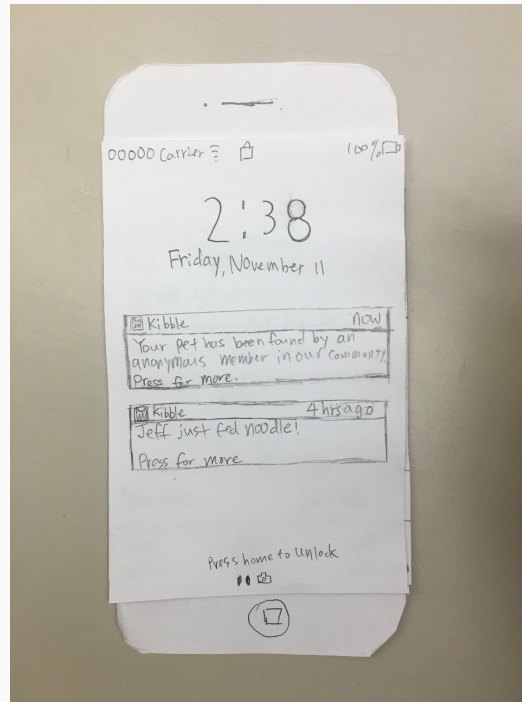
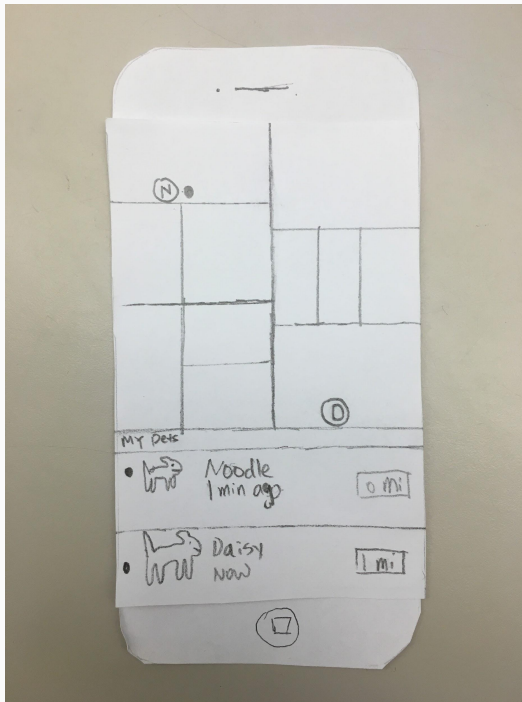
- A better home screen
- Separate profile screen
- Enable edit/deleting feeding history



Usability Testing

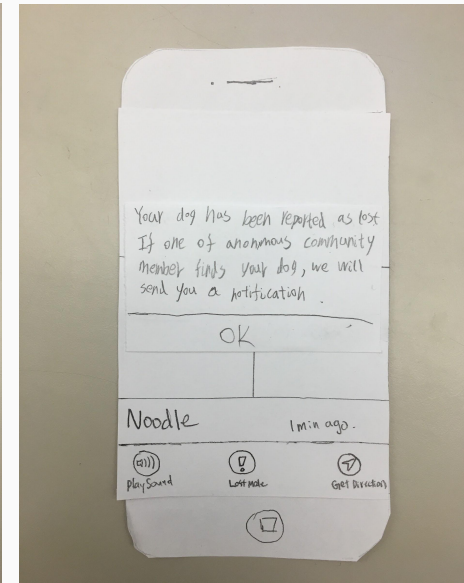
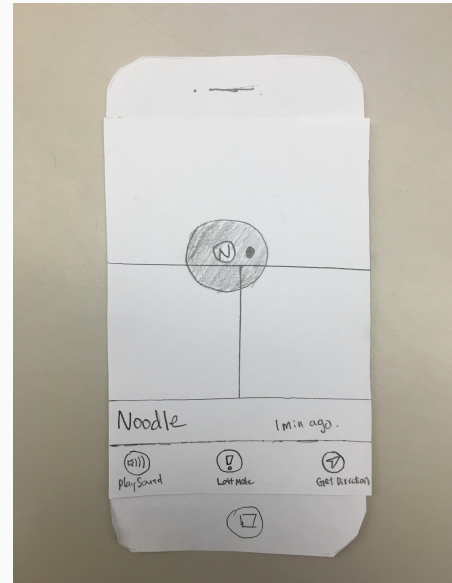
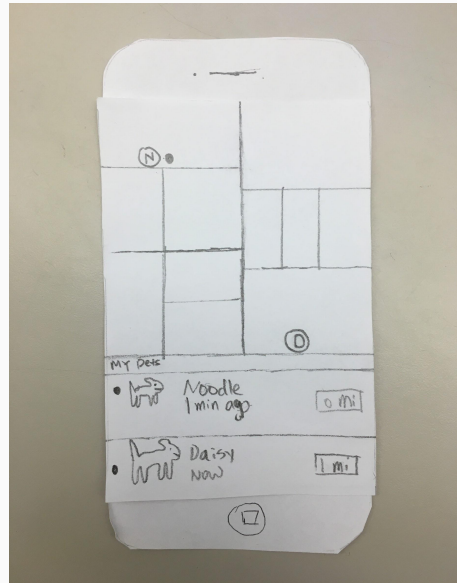
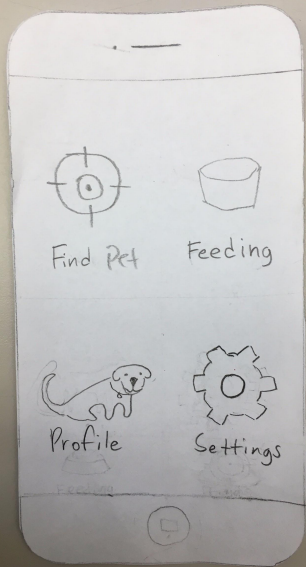
Test Results (cont'd)

- Accessible map screen
- Notifications
- Settings screen



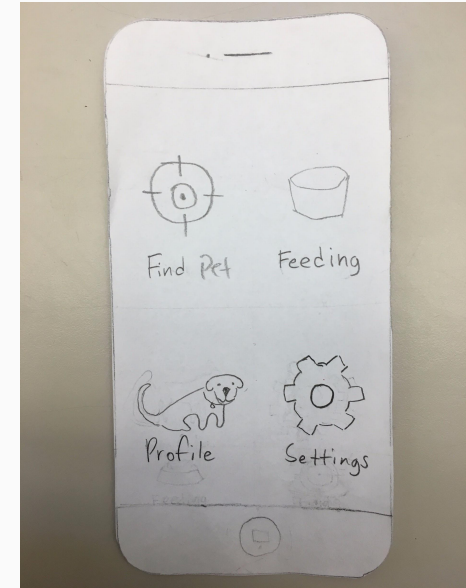
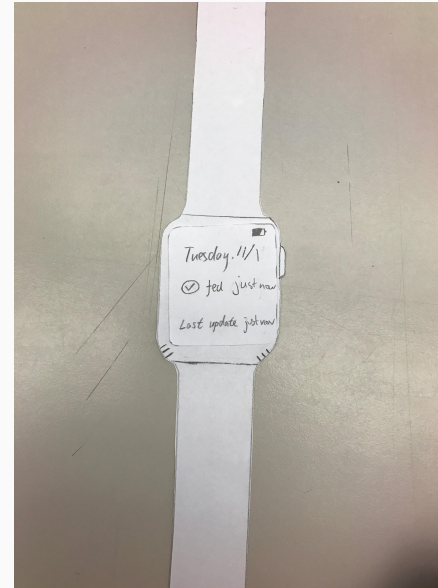
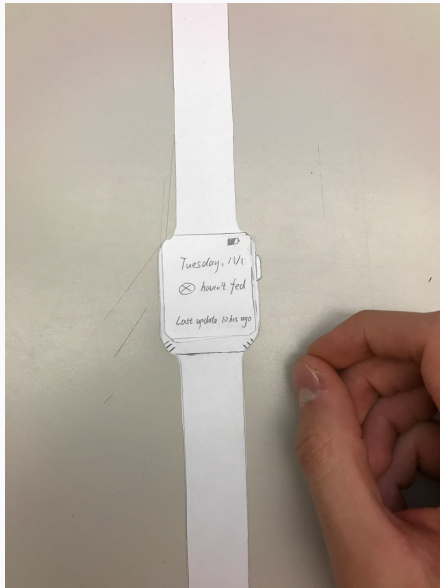
Final Paper Prototype

Task 1: Finding pets



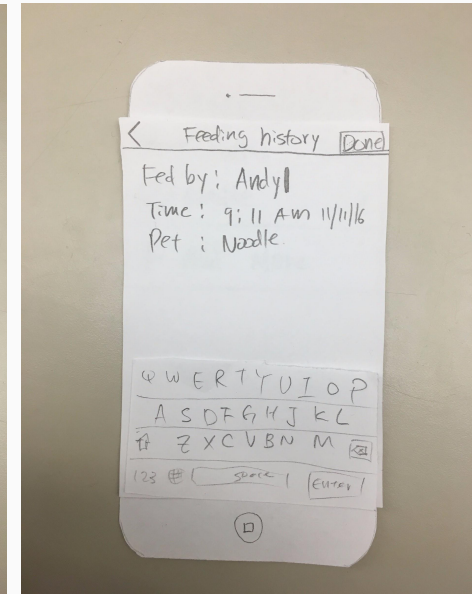
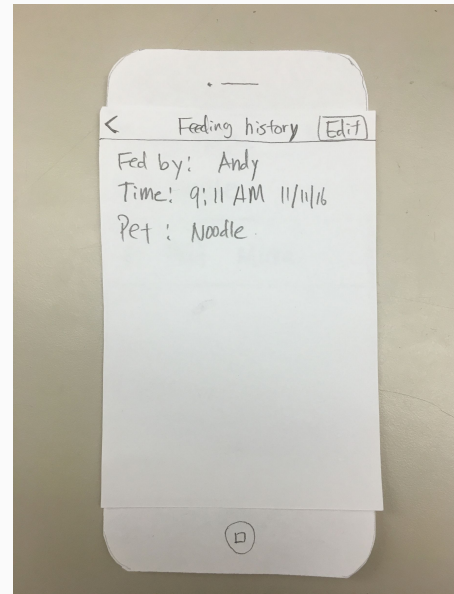
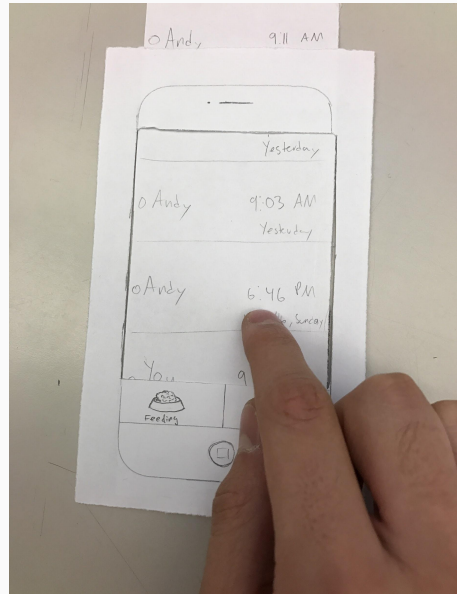
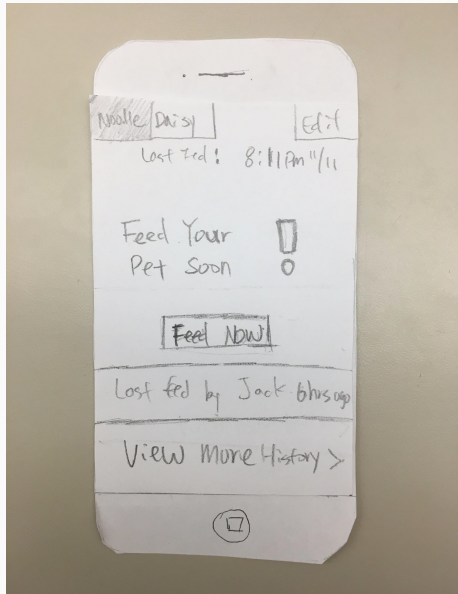
Final Paper Prototype

Task 2: Synchronizing Feeding



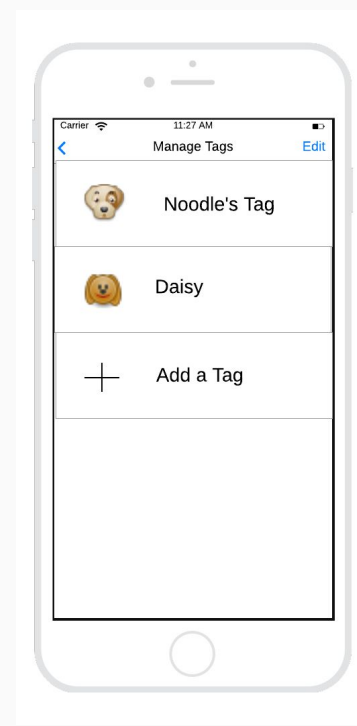
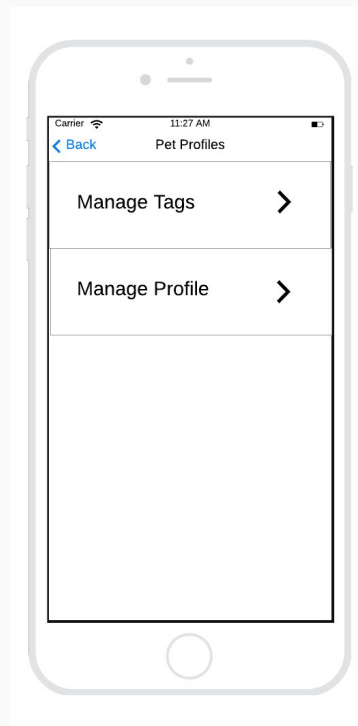
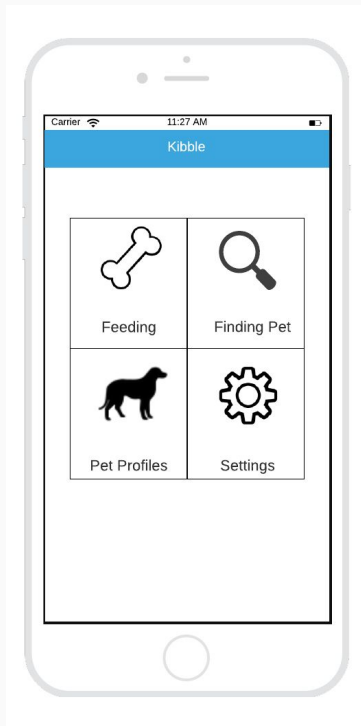
Final Paper Prototype

Task 2: Synchronizing Feeding



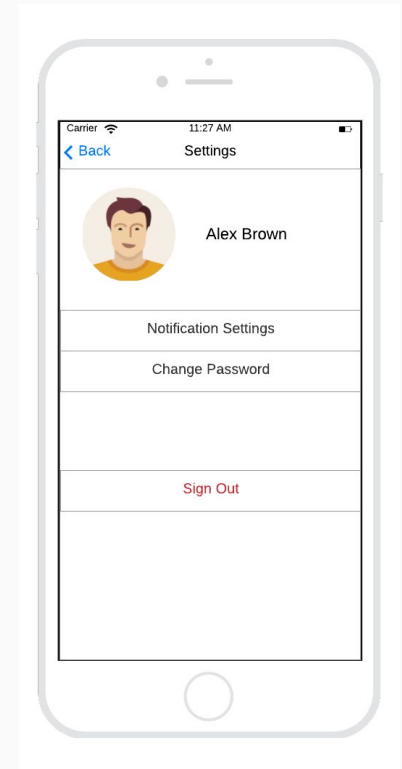
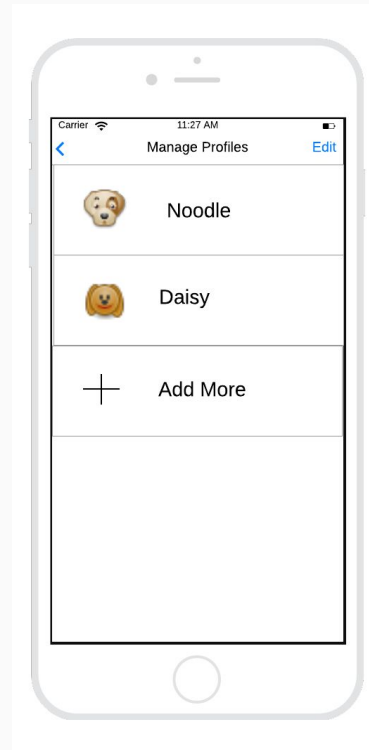
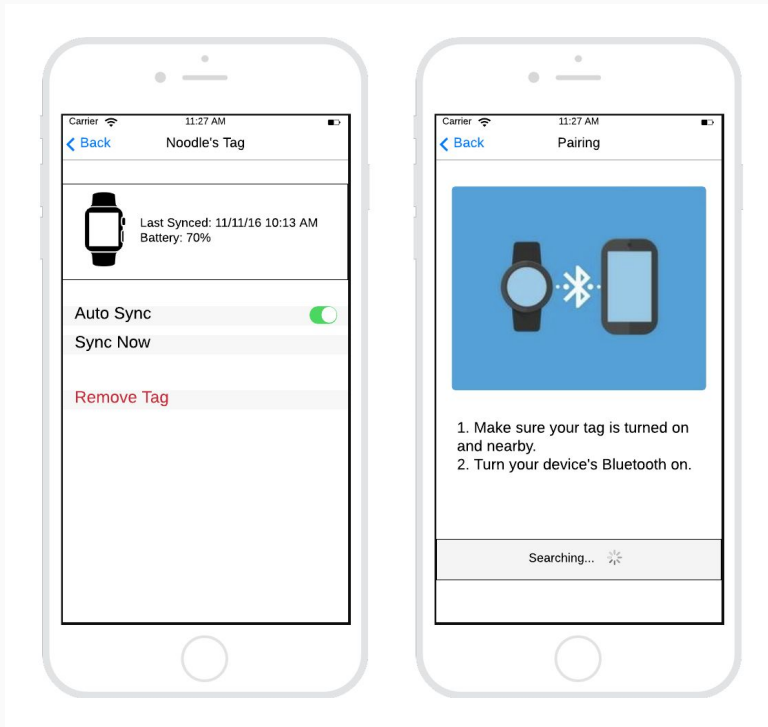
Digital Mockup

Task 0: Application Introduction



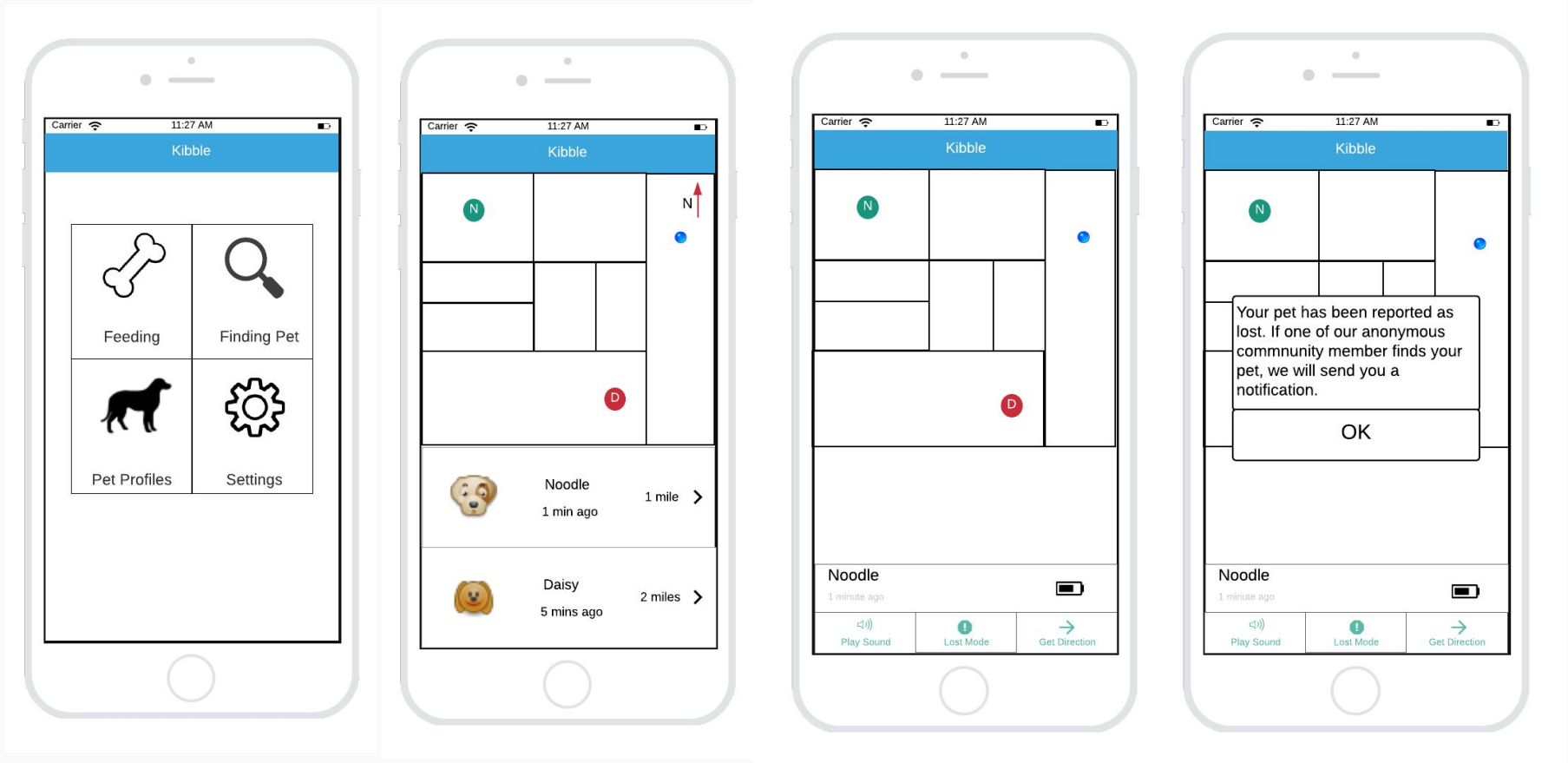
Digital Mockup

Task 0: Application Introduction



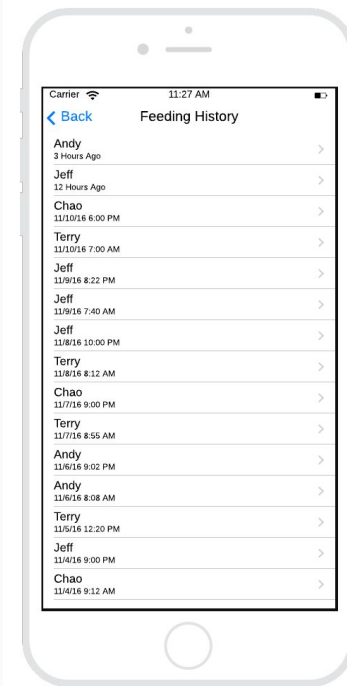
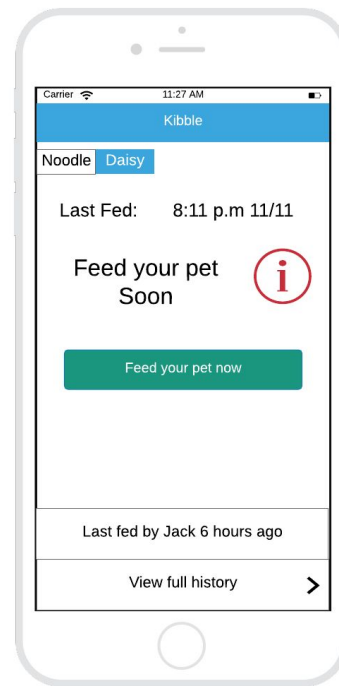
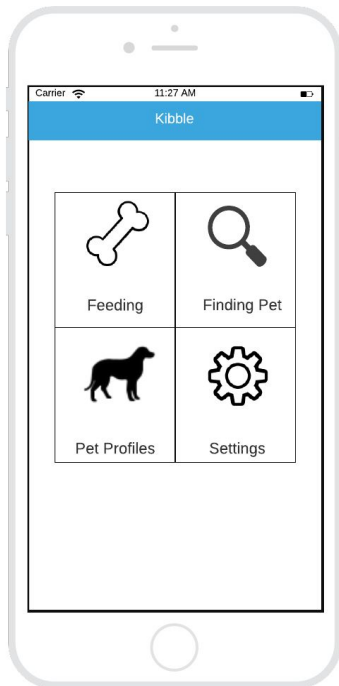
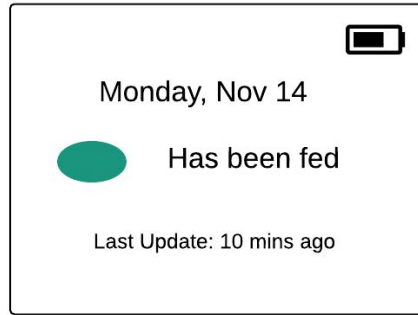
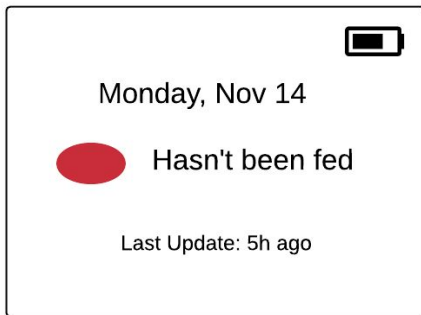
Digital Mockup

Task 1: Finding pets



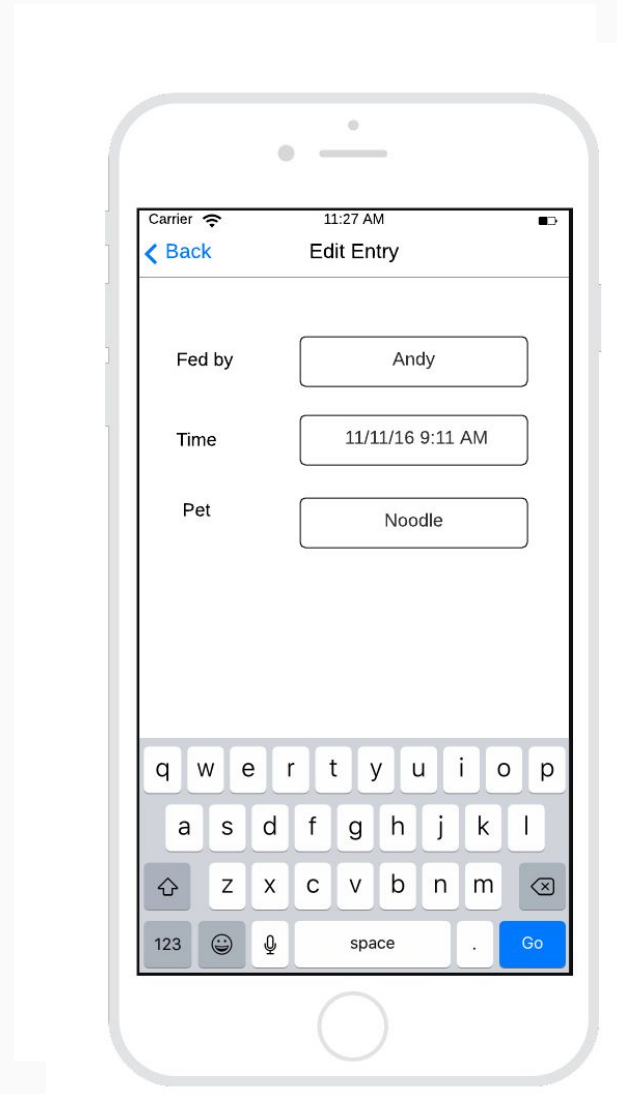
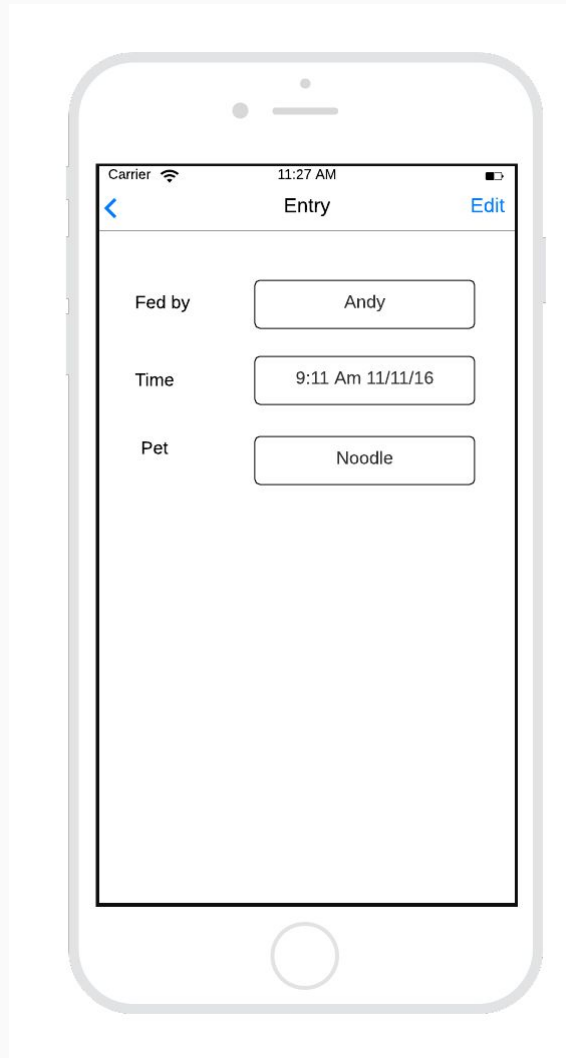
Digital Mockup

Task 2: Synchronizing Feeding



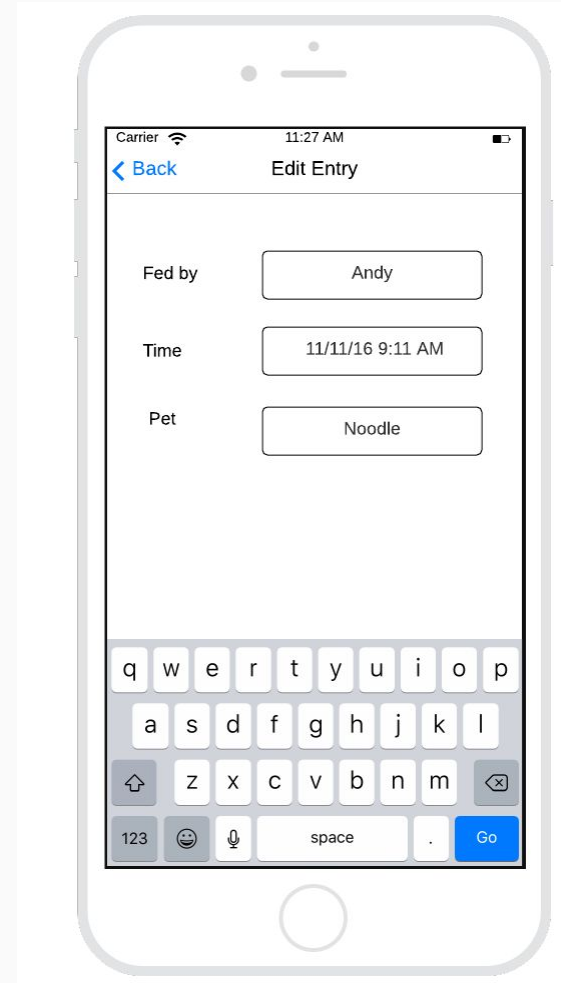
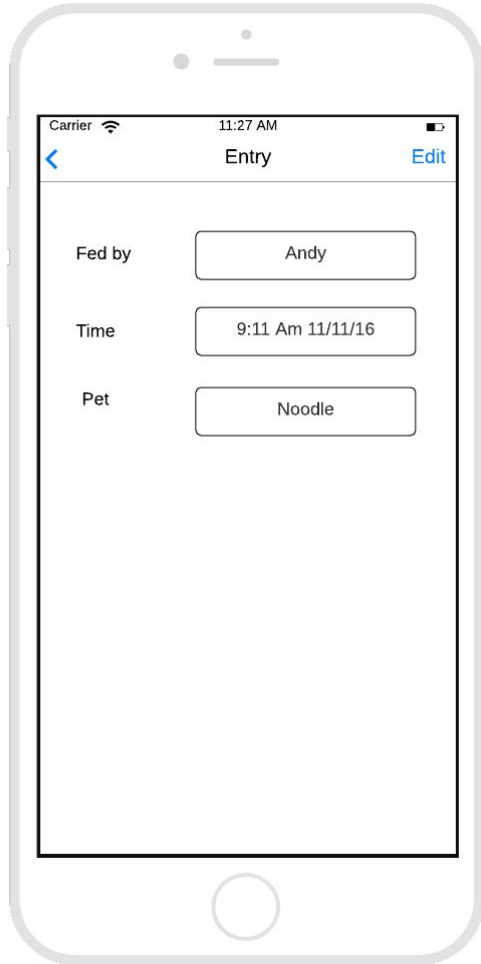
Digital Mockup

Task 2: Synchronizing Feeding



Digital Mockup

Task 2: Synchronizing Feeding



Summary

1. Do not assume testers have same knowledge base as us.
2. Detailed testing instructions should be written down before testing.
3. Paper prototyping accelerates making digital mockup.

Thank you!