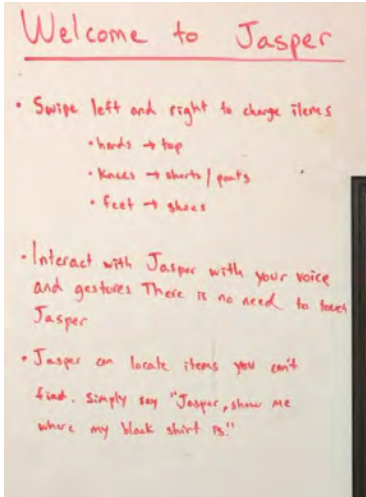# 3c Usability Test Check-in

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Heuristic Review

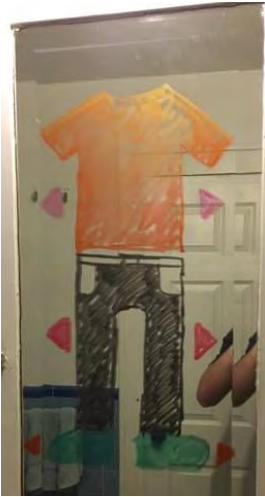| Image	Incident	Severity	Fix	Fixed Image
	Visibility of System Status: Person cannot easily tell which part he/she has done dressing.	1	Added a progress indicator as a small avatar to visualize the dressing process.	
	Help and documentation: No tutorial/hints. First-time users might not be able to relate to the specific gestures and voice commands.	2	A temporary text-based brief introduction and tutorial on the whiteboard.	

Usability Test Discussion & Plan

In the first usability test, the participant is a 21-year-old female student in UW. We chose to do the test in the CSE building labs for convenience, especially because we had to have a full length mirror with us for the test. Our participant was chosen for her interest in the product, as well as being part of

the interview process during our design research. Our primary takeaway from the testing process so far is that it is relatively difficult and should be coordinated better. During testing, Hao took notes on the process, Tong manipulated the display on the mirror, Dylan acted as the voice for jasper, and Steven recorded video. Our participant used our design to choose between three options for tops, bottoms, and shoes as a starting point. We quickly realized during testing that it was more vital than we thought to have an established tutorial for our product when our participant was unsure how to interact with the mirror. Perhaps a video demo of a person interacting with Jasper would help, especially focused on how to correctly gesture to reduce errors. We also realized that a smoother way to transition the display would benefit our testing process; our mirror requires hanging heavy sheets of plastic for an overlay, and they regularly fall down and cause issues.

Plans for future usability tests:

Most importantly, we need predefined voice output for Jasper. It was too easy to be inconsistent with voice feedback as a human; our responses ended up being more conversational instead of a standard dialogue prompt (in other words, we are bad robots). Having this pretyped dialogue will also prevent us from unintentionally helping participants more competently use the mirror, as opposed to making them learn on their own. We also need to devise a better mechanism to shift and display clothing. Our go for next time is to conduct a smoother test that gives more insight as to the issues with our current design. The first test was revealing, but helped us learn more about the testing process than our design itself. We will target the same demographic (fashion conscious individuals), and most likely use the same (although heavily refined) approach.

Usability Test Incident Table

Image	Incident	Severity	Fix	Fixed image
	Match between system and the real world: The arrow icon on the sides of the item is rather unintuitive and does not encourage wiping gestures from the user.	2	Scroll attire icon instead of arrow.	
	Aesthetic and minimalist design: The time/weather/events information on top of the mirror is confusing and unnecessary when dressing.	1	Ability to remove Time/Calendar/Weather display with gestures.	 The three dots indicate the ability to "drag" up and down the status bar, allowing the person to hide or show it.

  *"Okay so you have a job interview today.. .umm… probably should look nice for that" *pauses* "Oh wait also going to the gym later"*	**Consistency and standards:** The response of Jasper is improvised and unprofessional. Since we were trying to make Jasper sound more intelligent, we used real human interactions in the prototype. The reactions given by Jasper seems to be confusing and gives out too many hints to the user.	2	Have the scripts predefined and makeup responses according to the flow chart as well as some special guidelines.	 *"Good morning Participant, the forecast is 73 degrees and sunny; you have two scheduled events: job interview at 11am and gym at 2pm"*

Paper Prototype Overview