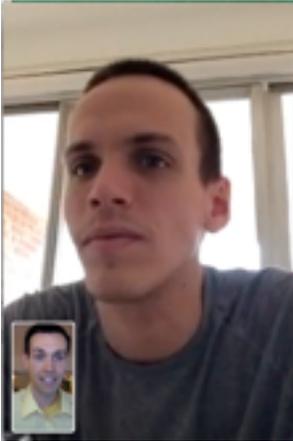# Assignment 11.1: Conduct User Testing on Prototype

To test my current prototype I had to do some research into remote testing. A lot of my potential test subjects were located a long distance away so I implemented the javascript library *together.js* into my current site. This allowed me to share the website with them as they browsed and showed me exactly where they clicked in real time. I recorded the screen and audio on my computer for later review, but for the most part my users were able to use my high-fidelity prototype the way I intended.

I had to quickly update my website to include a few items my latest version did not have built. I built some interactive knobs, added instructional text in areas, changed labels, and other basic updates needed to make the site useable.

If you're interested in seeing the latest updated version please visit: http://farmur.com/test/ #&togetherjs=example To enable the together.js features, you have to visit the "About" page, go to the "Share Farmur" tab, and click the button labeled, "Start TogetherJS." It's not very exciting without another person.

Tester 1: James Robinson

James is 24 years old and a social worker. He loves to build things and is very interest in simplifying the process of urban farming. Whenever he sees a bag of seeds at the store he thinks, "that it looks overwhelming." He indicated that this site could be useful if it is able to create an extremely simple path to starting a garden. Most of his feedback had to do with user interface elements and "consistency." He also spotted a lot of the errors currently still in the build, but will be fixed in the final version.

Highlighted Feedback:

- He indicated that he was looking for a "back" arrow and wondered why there was a back arrow for the Agricultural Timeline, but no where else. He would like to see this be constant.
- He mentioned that he thought the illustrations on the "Rural Population Goes Urban" page should actually be graphs instead.
- He would like there to be more consistency with buttons, across the whole site. It's hard to tell when something is clickable.
- He mentioned that the illustration on the "History of Urban Farming" page is unclear. The Earth, timeline, and cloud design doesn't make sense.

Tester 2: Angela Lindquist

Angela is 32 years old and a stay at home mom for three young boys. She already gardens and sees this sight as something she can use when she starts a community garden in her area. She finds the site "very cool," but she doesn't consider herself technology-savvy. She had a harder time figuring out where to go "next" in spots and helped me understand that a better global system of navigation will be needed. Overall, her feedback was very helpful in seeing the places that seemed clear to me, but aren't. Using *together.js* presented a problem for her because her screen size caused the *together.js* window to cover up actual UI elements and disregard others.

Highlighted Feedback:

- She was not always clear where to go next. This is partially due to the test asking her to jump around, and then some of the navigation not being seen on her screen. However, she stated multiple times that she didn't understand the concept of "moving forward" in the site. This could be addressed by implementing a different UI system for "next steps."
- She wanted there to be a label on the orange buttons indicating the next steps.
- On the "Rural Population Goes Urban" page she wanted the dates to be clickable and did not notice the "draggable" knob. Making the dates clickable will help users feel more in control.
- On the "Corporate Consolidation" page, she mentioned that she wanted arrows on the orange knobs to indicate they were interactive. She also mentioned "Your Guess" wasn't exactly connected to the knob below it—adding an "…", ":", or an arrow might help.
- When she reached the "Estimate Your Needs" page she tried to click the right hand side numbers and enter something in. She wanted this page to be more clear all around.
- On the "Estimate Your Needs" page she also had trouble with the modals for adding people. She was unclear how to change the data for people, and I think making sure the dashed lines aren't filled in would help.
- On the "Estimate Your Needs" page she suggested adding a tiny label to the "Estimated Food Cost" and "Estimated Savings" boxes that display the current Cost Plan and whether it is in "Weekly" or "Monthly" costs. Maybe even changing the colors on the two dropdowns.
- Although the "Plan Your Garden" page was unbuilt, she wanted to see the best option from her inputs on last page highlighted on this page. She also wants to see relevant information that helps simplify the process here.

Tester 3: Sarah Shubitowski

Sarah is 30 years old and is a manager at a nonprofit. She is very interested in cooking food and natural ingredients. The idea of growing her own food interests her and she thinks Farmur has potential to get her started. She was confused in similar parts as Angela, and mostly felt the directions needed to be more clear.

Highlighted Feedback:

- She thought the dots along the bottom of the screen needed labels. Right now they were unclear as to where they were taking her.
- She though some sort of global navigation structure would help move around.
- On the "Corporate Consolidation" page, she mentioned would like to see a "confirm guess" button. On her screen the text was also really small and the "Actual" number was pushed off the visible page.
- On the "Estimate Your Needs" page she wanted the modal options for adding a person to be more apparent they were dropdowns. Also, the orange arrow along the bottom of the screen was confusing because it sat over important elements and she clicked on it thinking it would calculate everything for her.