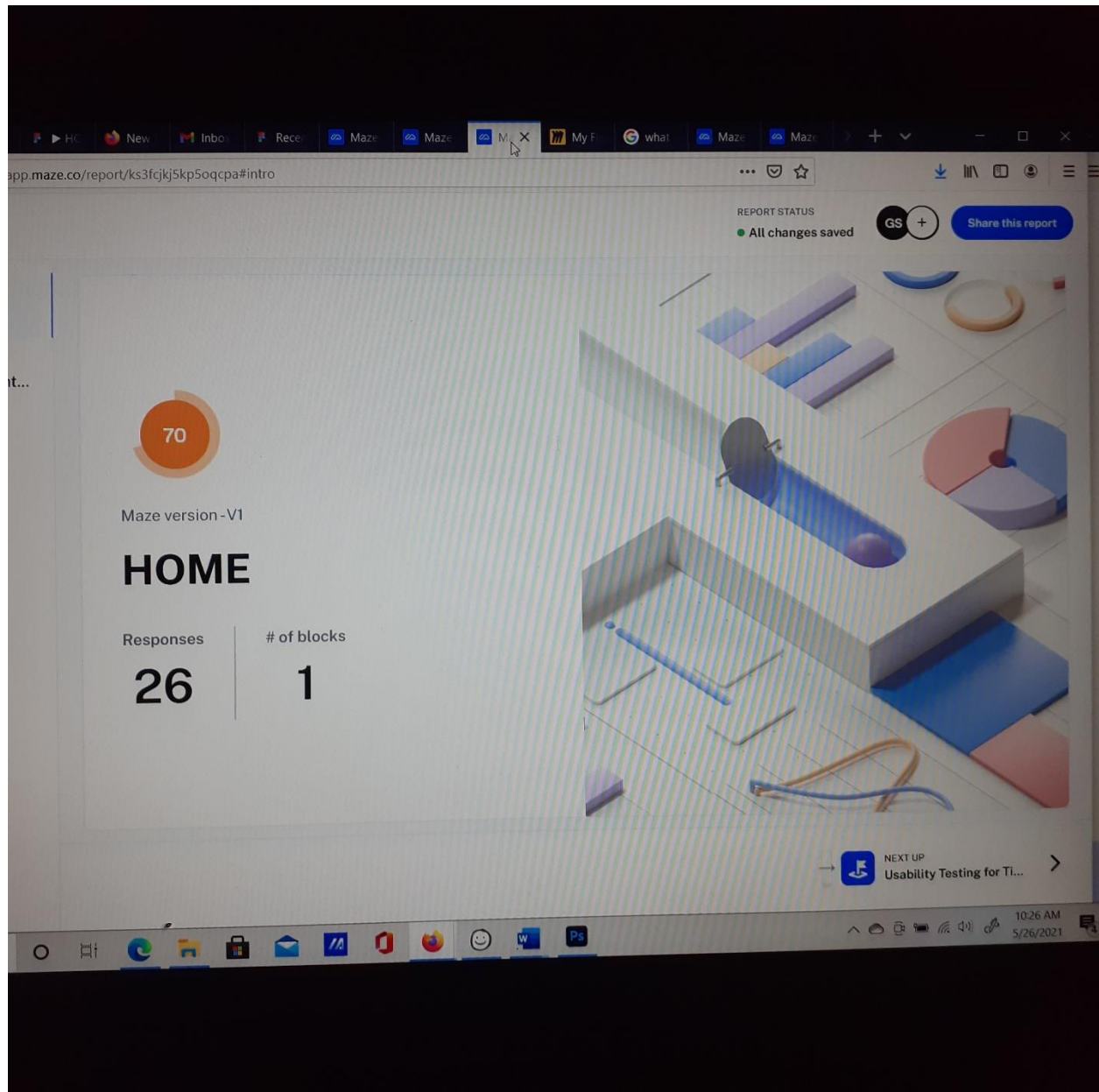


# Project 4: Usability Testing Report/ Timepiece: Time Management App

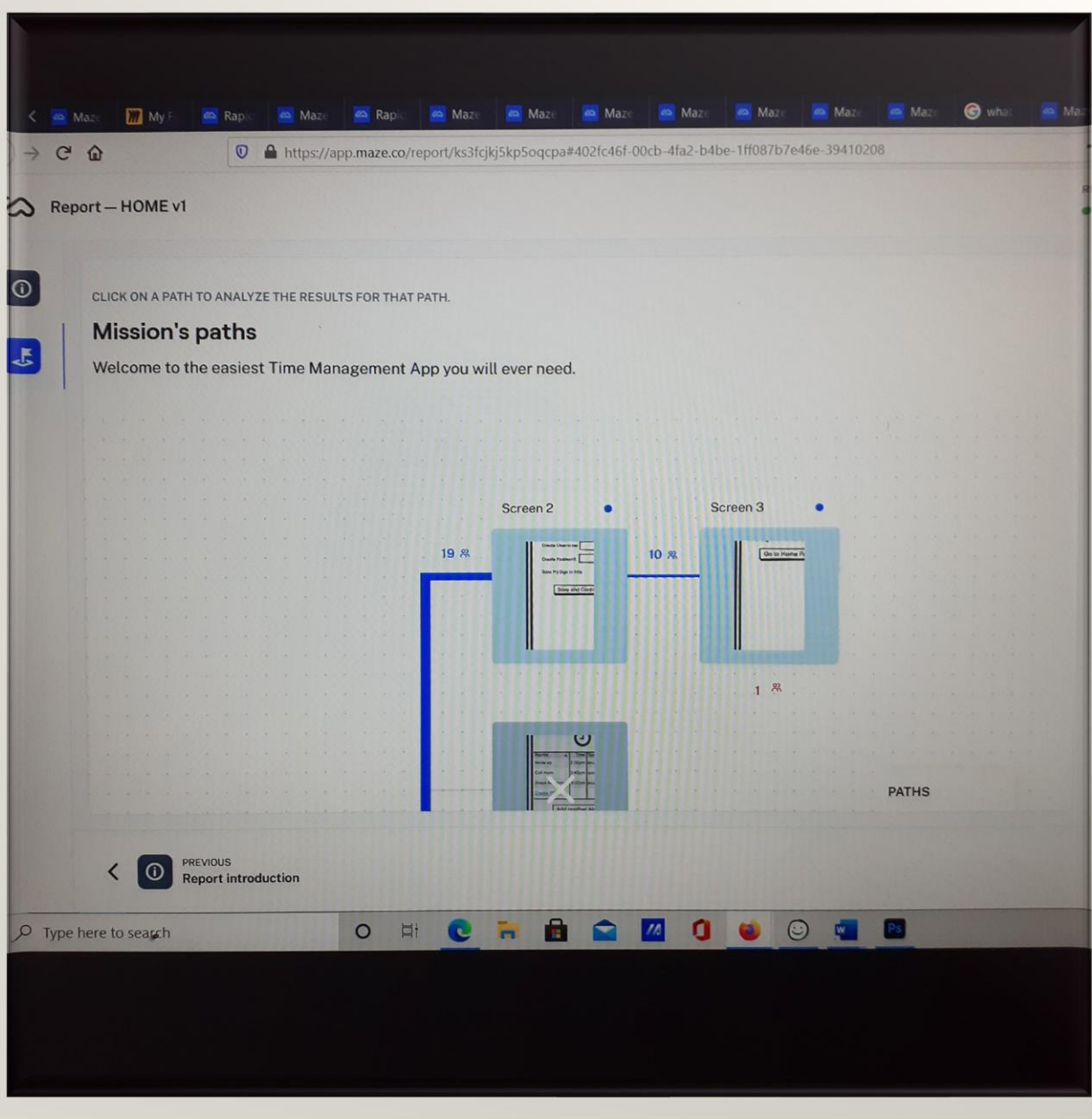
By Astrid C. Spetler













ANALYZE THE RESULTS FOR THAT PATH.

S

Best Time Management App you will ever need.



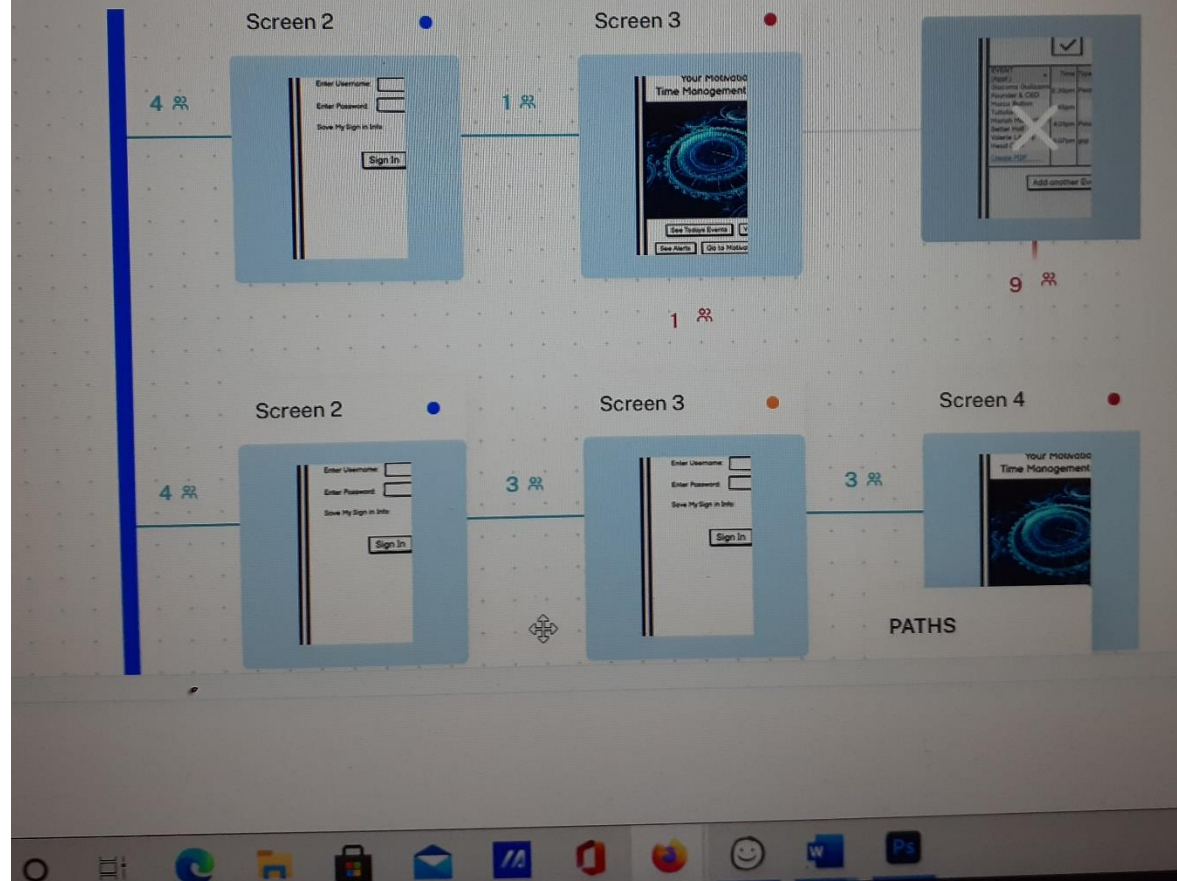
PATHS

roduction

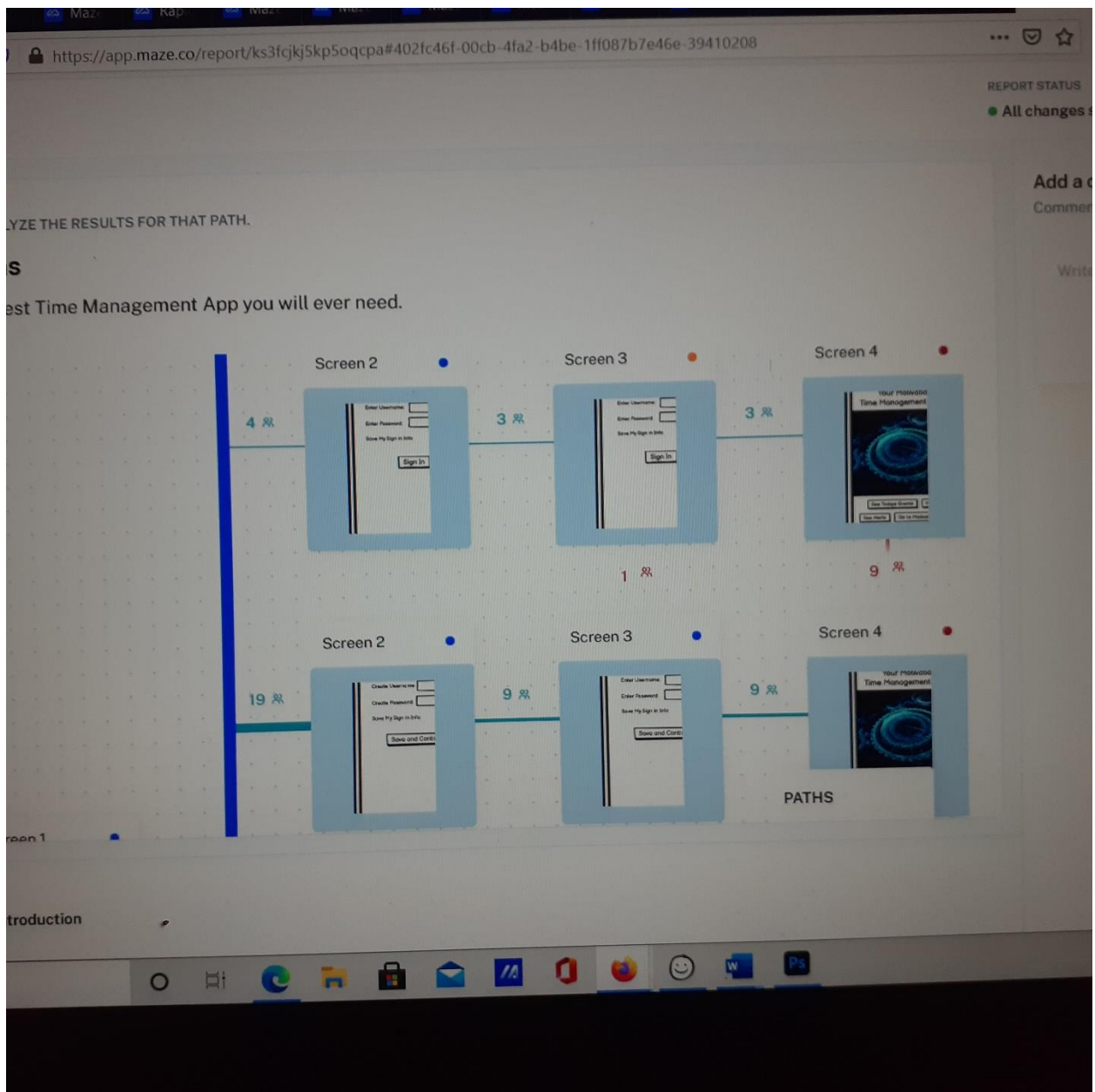


OR THAT PATH.

ement App you will ever need.









- All c

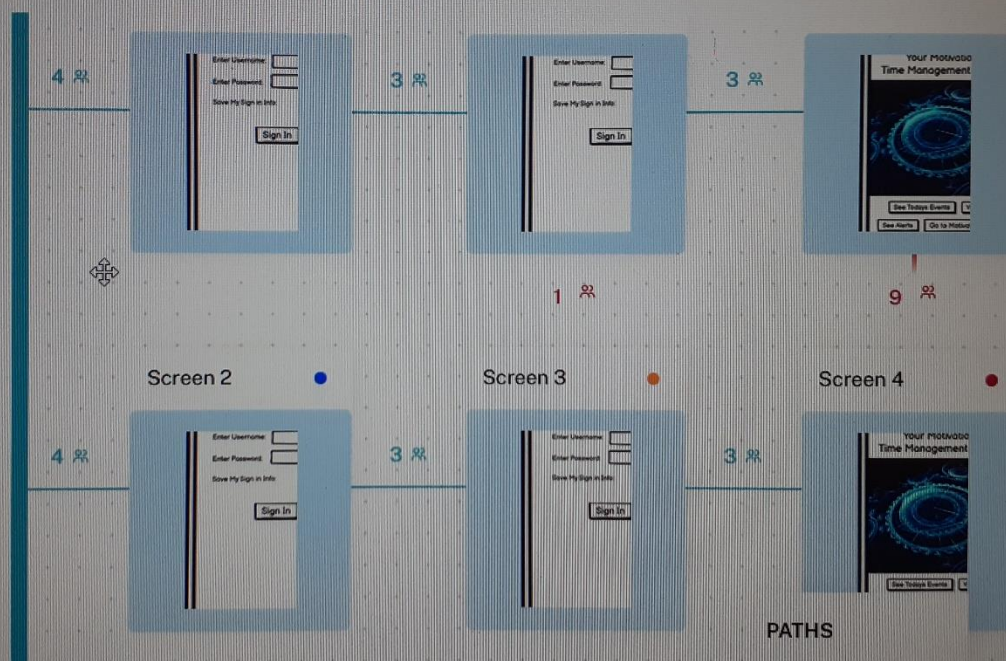
ne to the easiest Time Management App you will ever need.





SULTS FOR THAT PATH.

management App you will ever need.

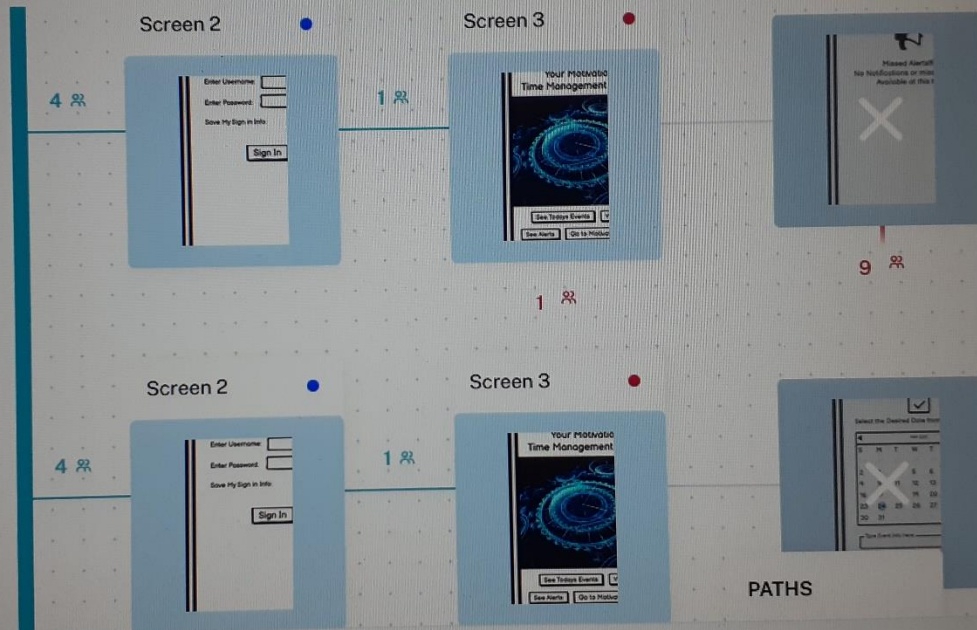




REPORT STATUS  
● All change

RESULTS FOR THAT PATH.

e Management App you will ever need.





- All changes saved

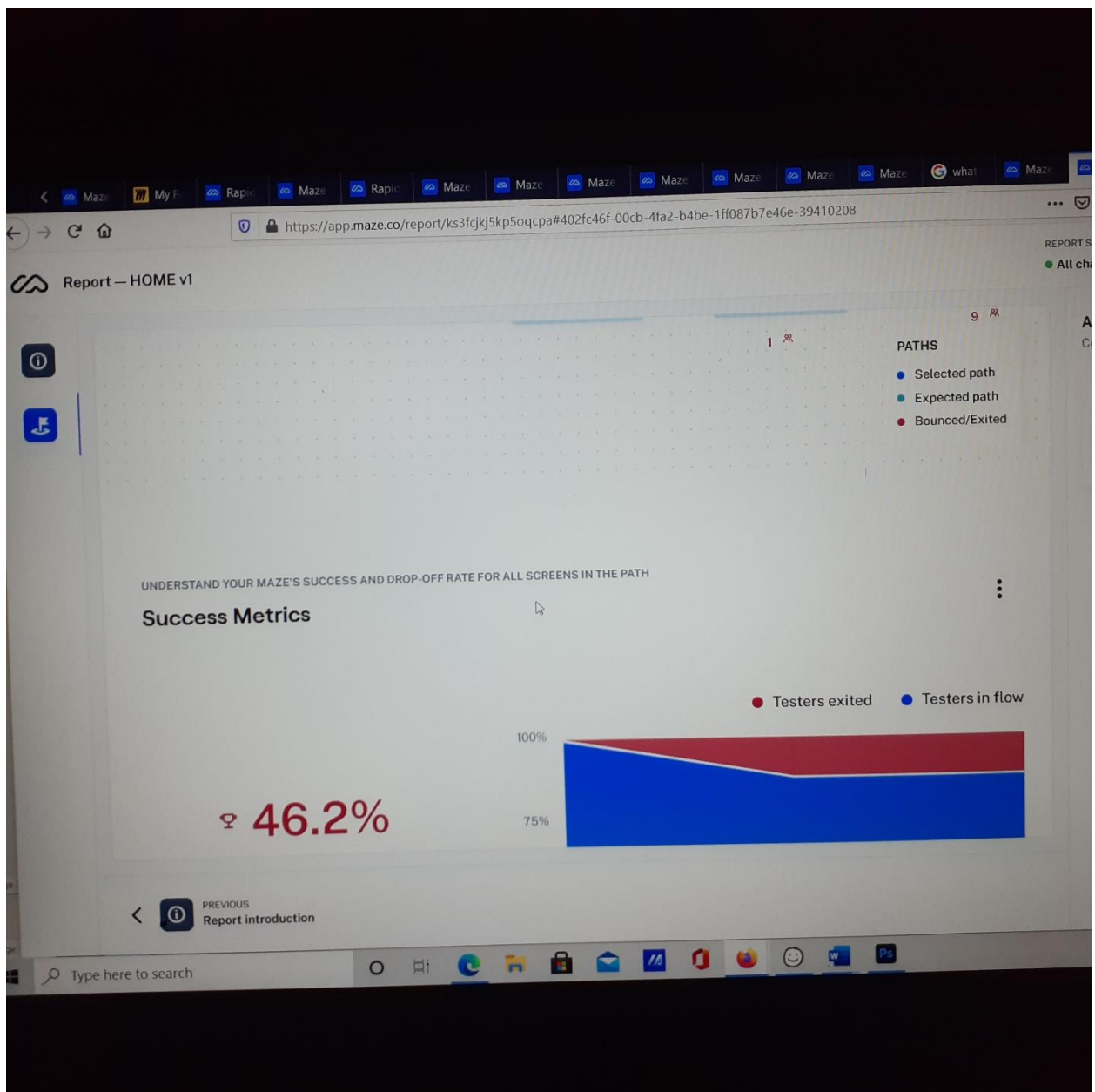
Comments, note

ULTS FOR THAT PATH.

## PATHS



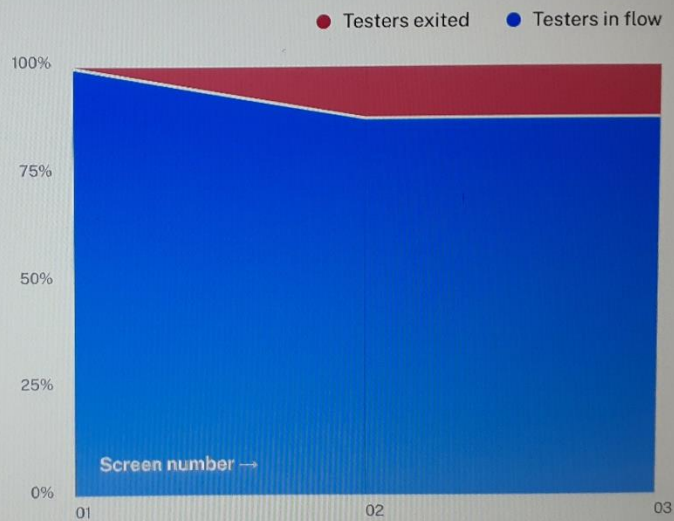




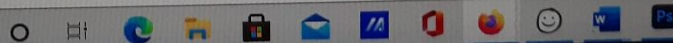


Add a  
Comm

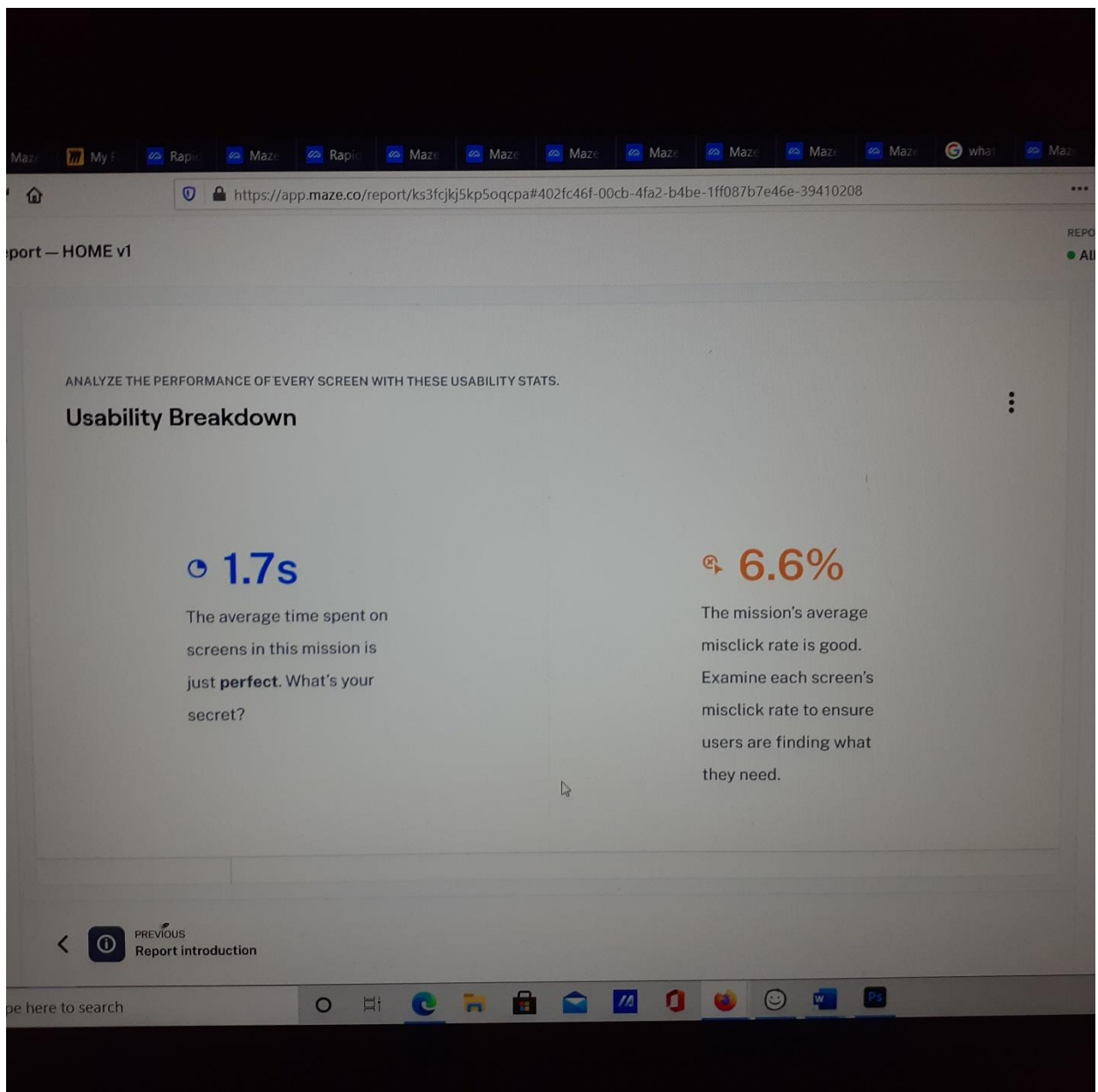
Uh oh! An unusually high % of testers left the expected paths. Help bring back lost testers by consulting the metrics below.



search









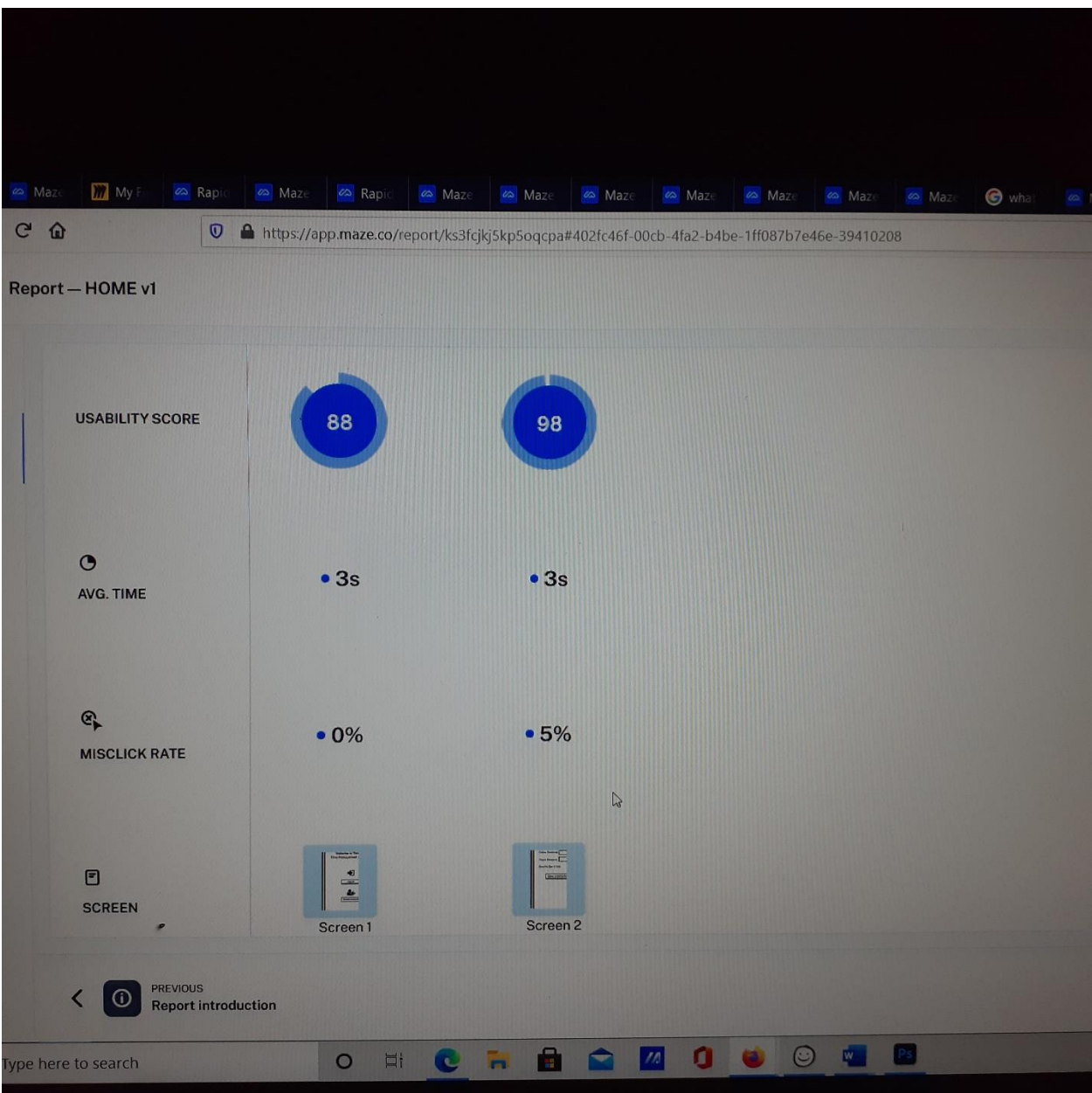
REPORT

● All cl

...

The mission's average misclick rate is good. Examine each screen's misclick rate to ensure users are finding what they need.







HOME v1

FRAME 1

Screen 1

88

11.54%

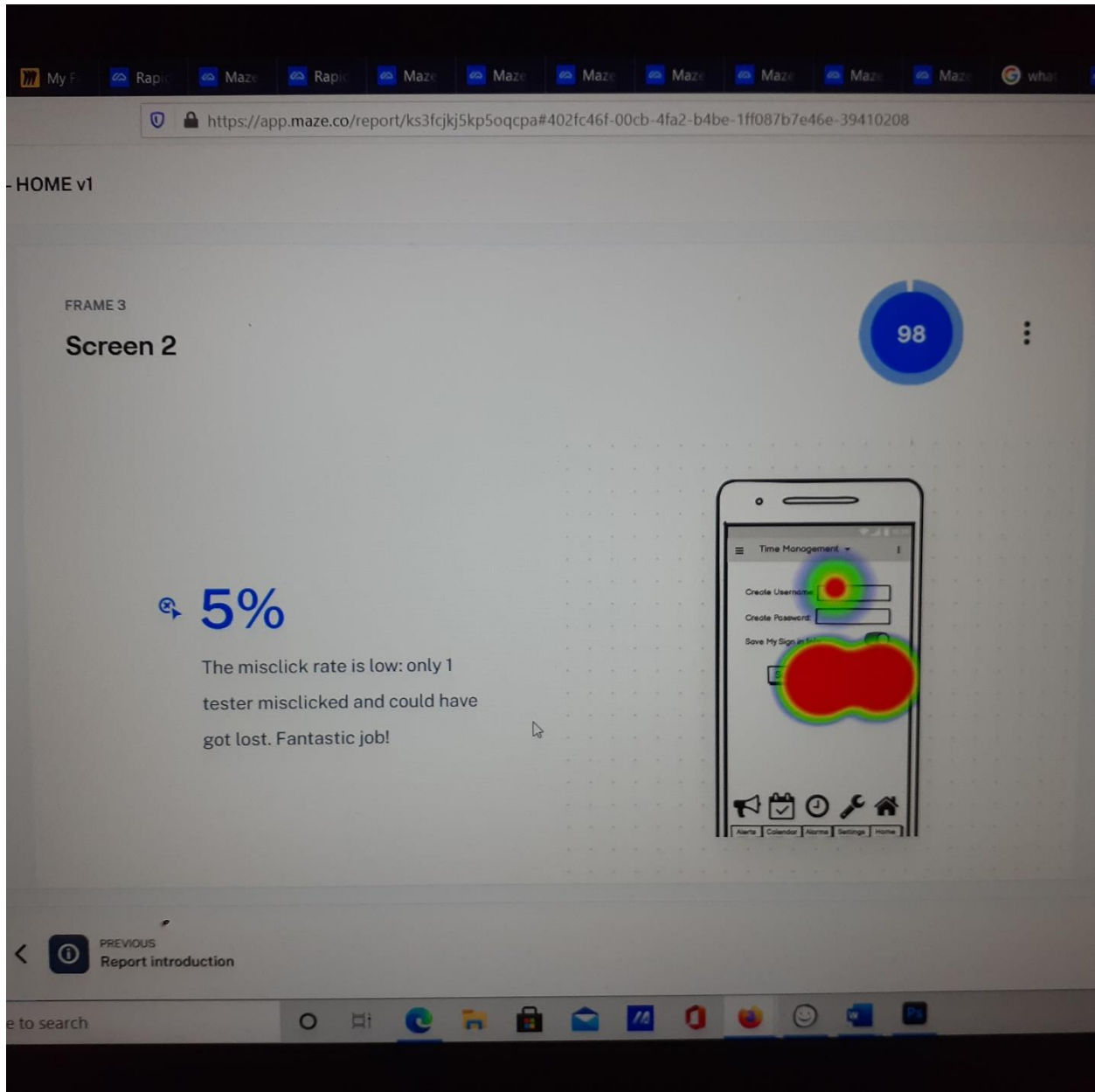
A high percentage of testers got away from the expected paths, 3 testers got lost!



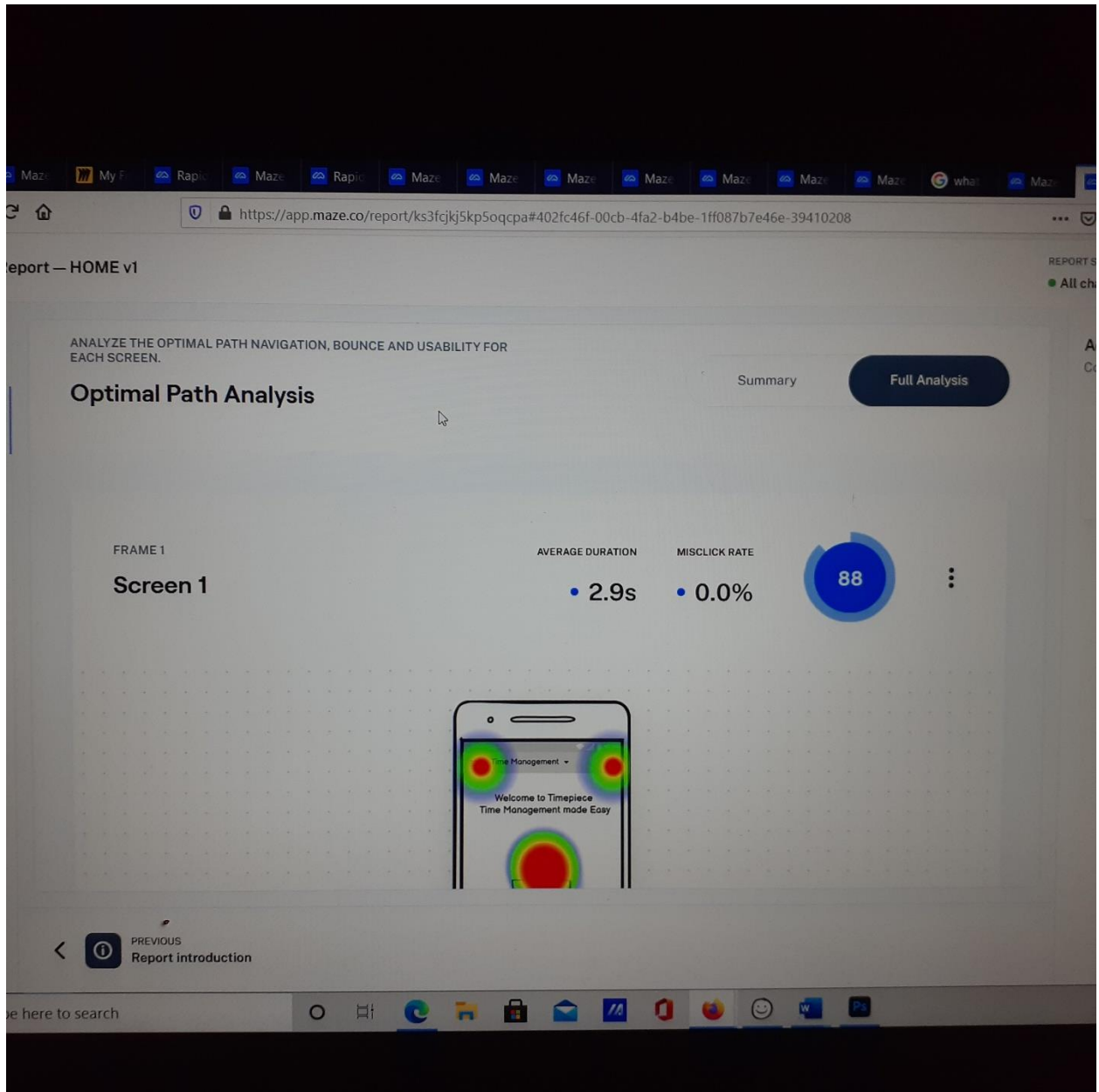
PREVIOUS  
Report introduction

to search











**Off-Path**  
Testers who navigated outside the expected path.

**Frame 12**  
7.7%  
2 TESTERS

**Frame 4**  
3.8%  
1 TESTER

**Success**  
Testers who successfully moved to the next screen.

**88%**  
23 TESTERS

**Bounced**  
Testers who left or gave up the mission.

0 TESTER



