

Final Revision of Bracketor for Challonge Mobile App

Rich Stretanski



Use Scenario 1: Creating a Tournament



A lot of tennis players are hanging out at the local courts

Players check the bracket



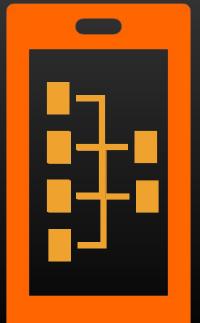


Someone decides they

want to start a

tournament and

creates a bracket







matches







Use Scenario 2: Viewing a Tournament

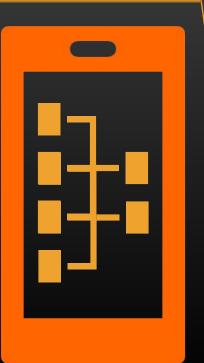
Someone hears about the tournament from Use Scenario 1 but are stuck at work

They see how the bracket is progressing





During a break in a meeting they look up the bracket on their mobile android device





They daydream about how the matches would go



Test Methods and Procedure



Goals

- Making sure these previously corrected usability issues were in fact corrected or if further correction is needed.
- Discover new usability issues if they exist, or have been created by fixing others.
 - Familiarity
 - Initial test users had difficulty knowing what to do once the tournament was created in terms of how to edit
 - Initial test users could not figure out that they needed to change the state of the tournament to start before entering results
 - Initial test users took multiple tries to submit a score correctly, mostly due to the team name selection

Visibility

 Initial test users missed required fields during form submission due to overwhelming fields

- Quantitative testing
 - 5 users (2 from initial testing)
 - Same device, all tasks
 - Record Errors (where and how many) and how long it takes to complete tasks.
 - Errors include error message prompts and navigating away from the correct page after arrival
 - Follow up qualitative testing
 - Questions about errors from testing and note down
 - What caused the error (visibility, navigation, etc)
 - Walk through with user where the error came from
 - Questions about TTC tasks from testing and note down
 - What caused outlier times if not errors



Quantitative Data

			User1		User2		User3		User4		User5	
	Step Name	Step#	TTC(sec)	ERRORS								
	Click Create a Tournament	1	2.15	0	2.36	0	3.53	1	2.49	0	3.75	0
	Enter Name into field	2		0	20.26	0	40.21	1	35.78	1	63.88	2
	Enter Type into field	2.1										
	Enter URL into field	2.2	16.45									
	Click Create Tournament	2.3										
Tournament	Click Open on dialogue box	2.4										
E E	Click participants tab	3	*	0	46.02	0	60.23	1	65.22	2	49.75	1
Jai	Click bulk add participant	3.1	24.40									
In	Enter participant names (separated l	3.2	31.49									
To	Click Add	3.3										
Ø	Click Tournament State tab **New*	4	*		*		*					
ng	Click start tournament	4.1	8.81	0	16.11	0	20.33	0	17.65	0	15.16	0
Creating	Click Save	4.2										
J.	Click Bracket tab	5										
	Click on a match Click '+' to increment score (repeat)	5.1 5.2	46.25	0	61.43	0	72.21	0	68.32	1922	75.23	0
	Click on a winner	5.3								0		
	Click save	5.4										
	Repeat steps 6.1-6.4 as needed	5.5										
	Tournament State tab **New** Click finalize tournament	6 6.1	9.36	0	9.65	0	7.46	0	8.56	0	10.21	0
	Click save	6.2	5.50	U	5.03	U	7.40	U	8.30	U	10.21	U
Viewing a Tournament	Click Browse tournaments	1	2.74	0	2.33	0	2.31	1	3.15	0	3.96	0
	Click Created Tournaments	2										
	Click get tournaments	2.1	16.17	1	20.96	0	19.46	1	16.65	0	23.46	0
	Click tournament Dropdown	2.2										
	Click view tournament	2.3	*				*		à.		÷	





Test Results: ERRORS

Errors

View Tournament

Create Tournament

Add Participants

Browse Tournaments

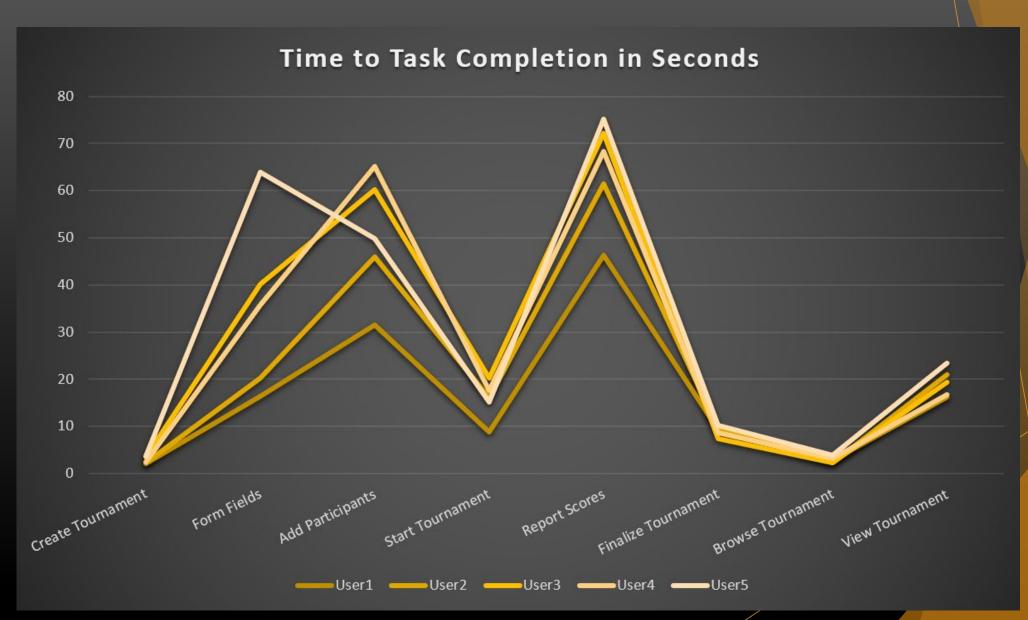
Form Fields

4





Test Results: Speed of Task Completion







Qualitative Results

- Error explanations in order of task
 - Create Tournament: 1 error
 - User claimed that it was a slip up
 - Form Fields: 4 errors
 - > 3 Users unanimously did not notice that the fields were required (one user did twice: once per field)
 - Add Participants: 4 errors
 - Users navigated away from the page because they didn't think they were supposed to be there
 - One user navigated away from the page twice
 - Browse Tournament: 1 error
 - User thought we wanted the same task as the first and clicked on create tournament instead
 - View Tournament: 2 errors
 - Both users clicked different methods for finding a tournament than by created because they didn't think it mattered
 - One speed outlier during form fields attributed to errors resubmitting the form because required fields weren't filled out



Original Testing from Project1



Task	User 1 Performance	User 2 Performance	Total Errors
Fill out initial tournament creation form	Poor	Failed	3+
Make tournament editable	Failed	Failed	N/A
Add Participants	Success	Poor	1
Start tournament	Poor	Failed	3+
Report Scores	Poor	Poor	2
Finalize results	Success	Success	0
View Tournament	Success	Success	0



New Results For Comparison

			User1		User2		User3		User4		User5	
	Step Name	Step#	TTC(sec)	ERRORS								
Tournament	Click Create a Tournament	1	2.15	0	2.36	0	3.53	1	2.49	0	3.75	0
	Enter Name into field	2		0	20.26	0	40.21	1	35.78	1	63.88	2
	Enter Type into field	2.1										
	Enter URL into field	2.2	16.45									
	Click Create Tournament	2.3										
	Click Open on dialogue box	2.4										
Ĕ	Click participants tab	3		0	46.02	0	60.23	1	65.22	2	49.75	1
Jai	Click bulk add participant	3.1										
5	Enter participant names (separated l	3.2	31.49									
2	Click Add	3.3										
Ø	Click Tournament State tab **New*	4										
ng	Click start tournament	4.1	8.81	0	16.11	0	20.33	0	17.65	0	15.16	0
Creating	Click Save	4.2										
e e	Click Bracket tab	5										
	Click on a match Click '+' to increment score (repeat)	5.1 5.2		10400		104.50		104.00				10400
	Click on a winner	5.3	46.25	0	61.43	0	72.21	0	68.32	0	75.23	0
	Click save	5.4										
	Repeat steps 6.1-6.4 as needed	5.5										
	Tournament State tab **New**	6		100		725	27050	125	1100201	100		725
	Click finalize tournament Click save	6.1 6.2	9.36	0	9.65	0	7.46	0	8.56	0	10.21	0
	Click Browse tournaments	1	2.74	0	2.33	0	2.31	1	3.15	0	3,96	0
e a	Click Created Tournaments	2	2.74	U	2,33	0	2.01	1	3,13	0	3,50	0
Viewing a Tournament	Click get tournaments	2.1	16.17	1	20.96	0	19.46	1	16.65		23.46	0
	Click tournament Dropdown	2.2								0		
	Click view tournament	2.3	, i		, i							





Results Inferences



Familiarity Issues

- Making a tournament editable
 - ► This was eliminated altogether from the process ultimately improving familiarity
 - Eliminating this step also saved time presumably
- Tournament State
 - ► Tournament state was given its own menu tab after users could not figure out what to do
 - O Errors on testing during this step show that usability has greatly improved in this step
- Reporting Scores Button
 - ► The button to select the winning team was not intuitive (text highlight) and was changed to an actual toggle button
 - O Errors on testing during this step show that usability has greatly improved in this step
- Visibility Issue
 - Creation Form changed to only show necessary fields (toggle for optional fields)
 - ► The 4 errors in testing demonstrate that there is still a need for changes

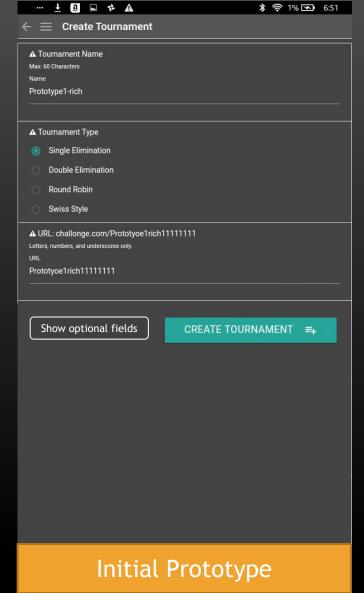
Results Inferences



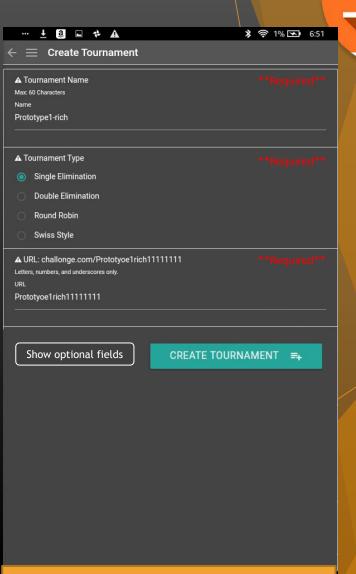
- Potential New Familiarity Issues
 - Add Participants: 4 errors
 - Users navigated away from the page because they didn't think they were supposed to be there
 - ► Need to be clear that attendees can be added there
 - Browse Tournament: 1 error
 - User thought we wanted the same task as the first and clicked on create tournament instead
 - Can be disregarded as a communication error
 - View Tournament: 2 errors
 - Both users clicked different methods for finding a tournament than by created because they didn't think it mattered
 - Can be further optimized



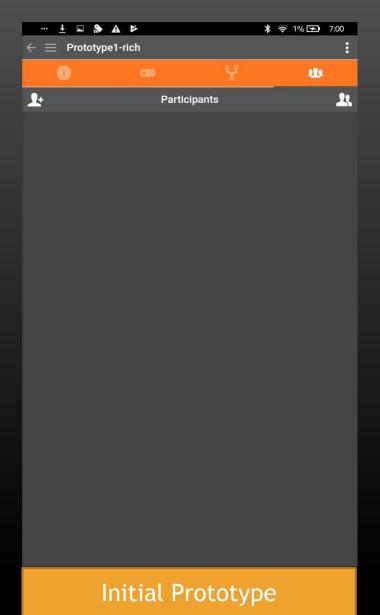
Design Enhancement: Creation Form



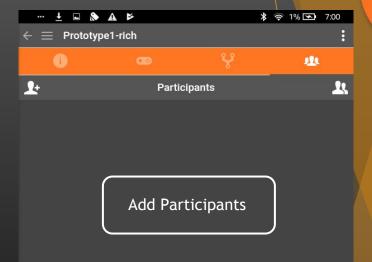
- Creation Form changed to further stress required fields
- Added red 'required' text next to fields



Design Enhancement: Add Participants

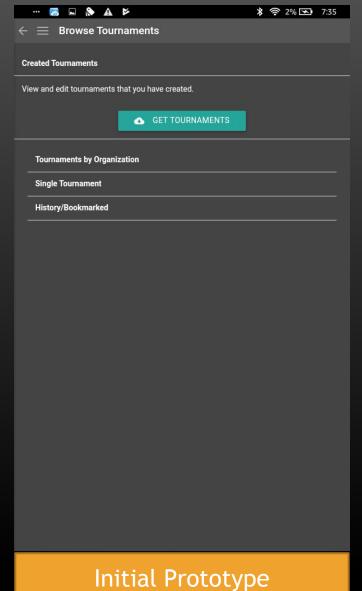


- Users navigated away from the add participants page because they didn't think they were supposed to be there
- Need to be clear that attendees can be added there
- Added 'add participants' button to final prototype





Design Enhancement: View Tournament

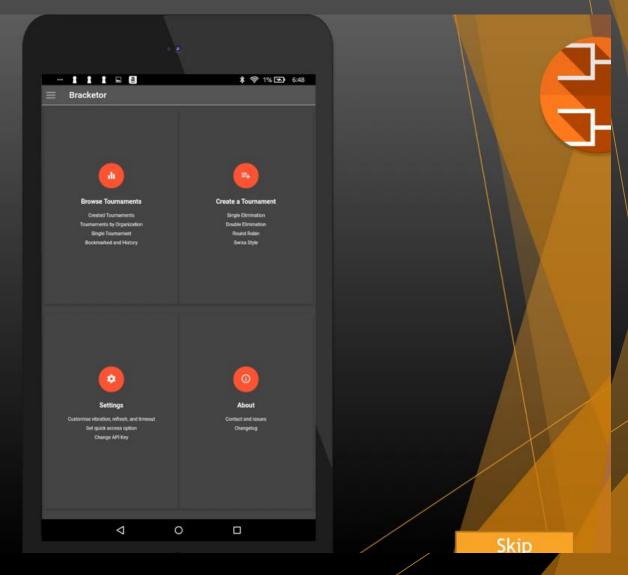


- View Tournament page: further optimization can be achieved
 - This drop down is not necessary and can take you straight to the list of tournaments you have created



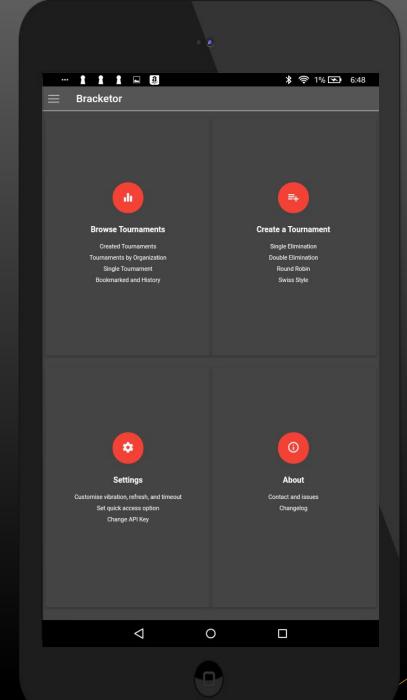


Prototype



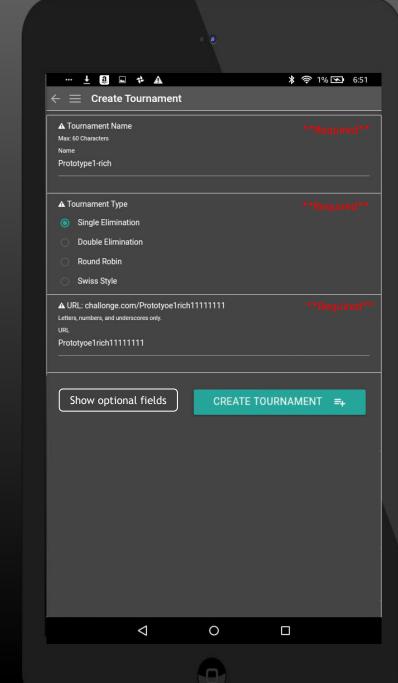


Skip <u>Prototype</u>

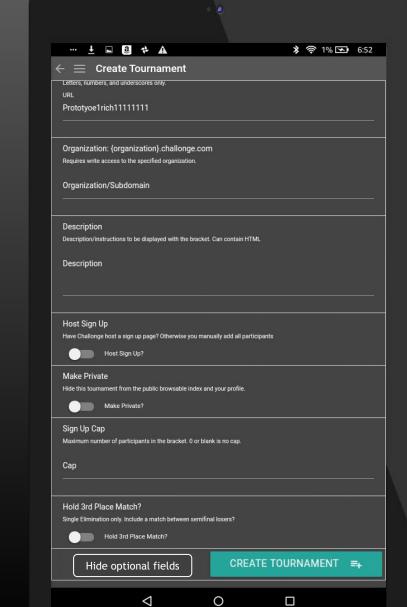




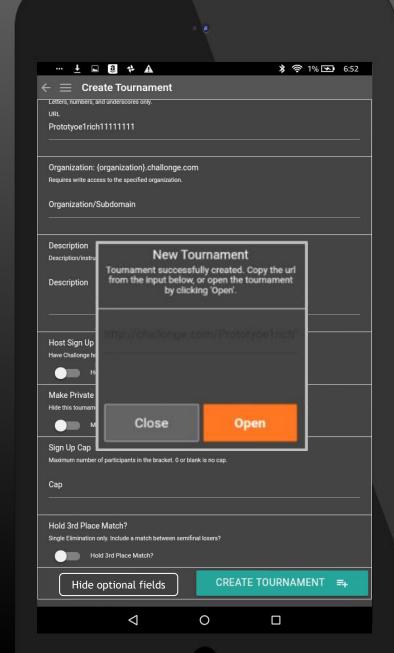
Skip Prototype



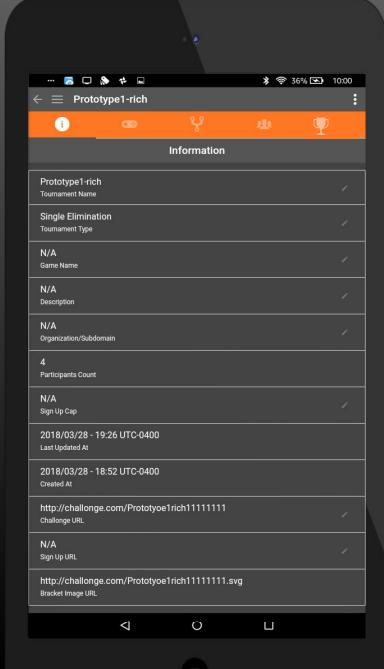










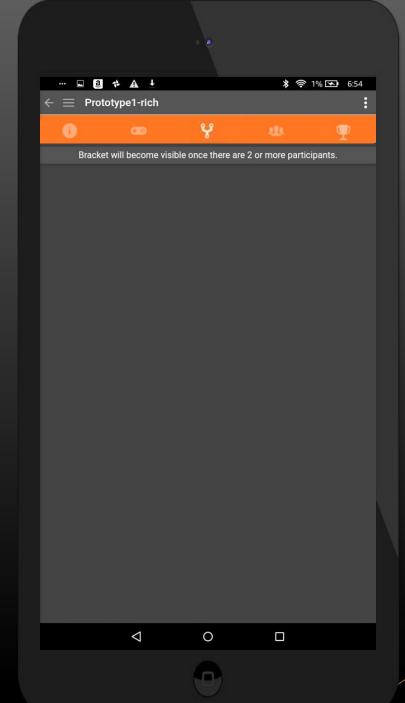




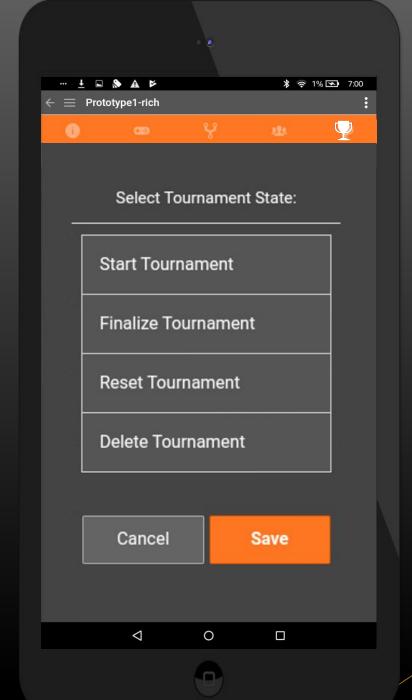




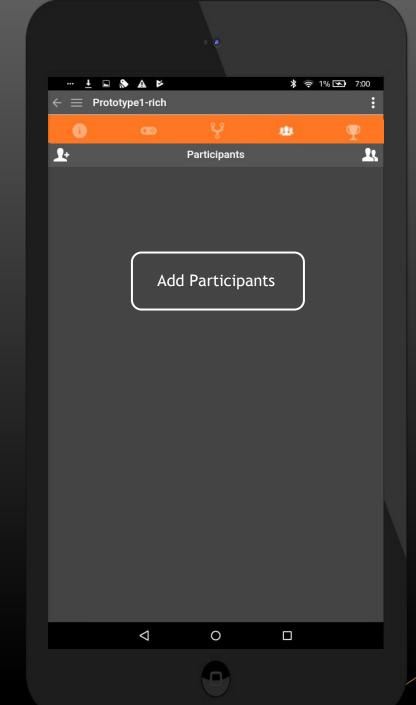






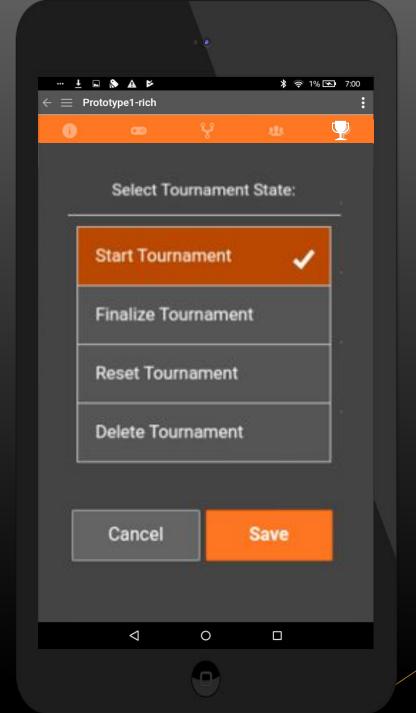






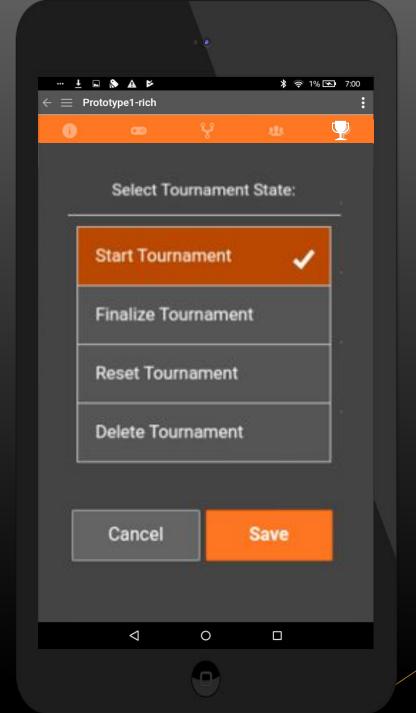


_Status__Start



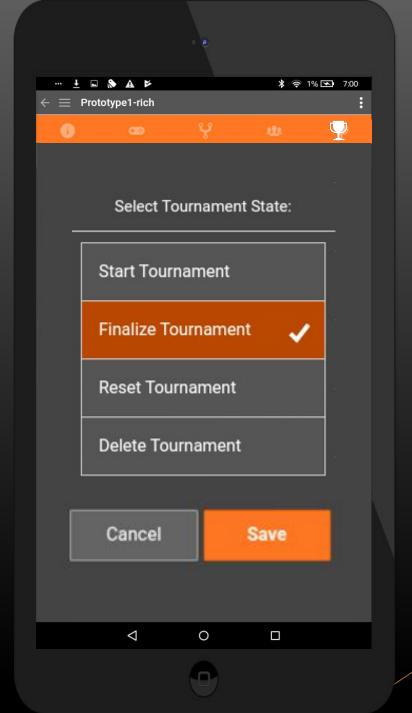


_Status_Start2



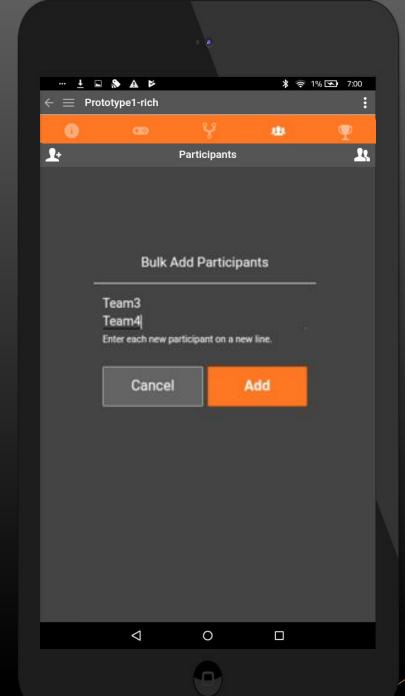


_Status_Finalize



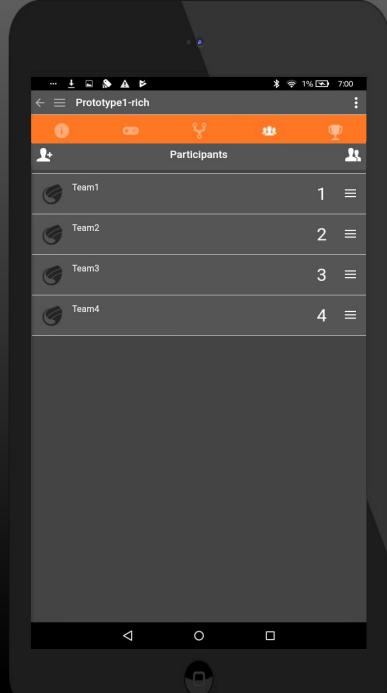


Participants_Add





Participants_Finis





Bracket_Started



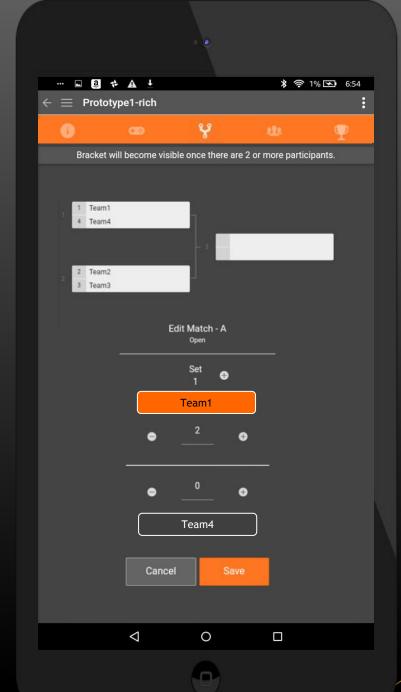


__ _Bracket_Started_ MatchA



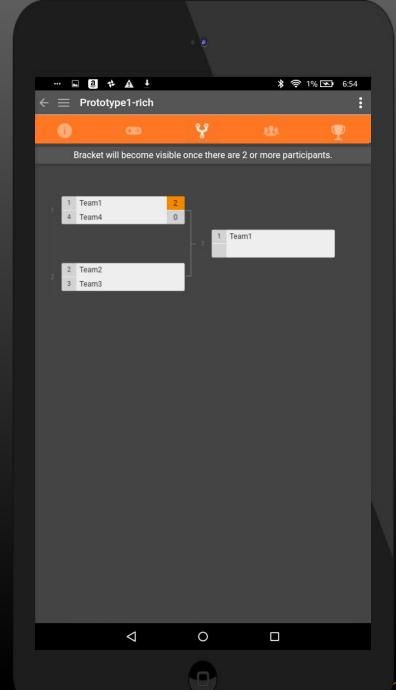


_Bracket_Started_ MatchA_Score



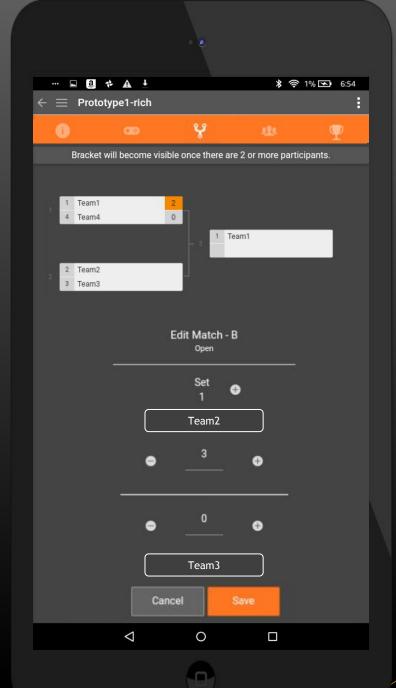


Bracket_Started2



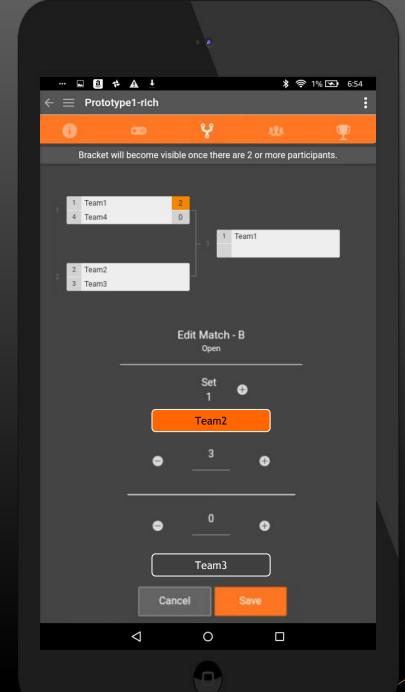


_Bracket_Started_ MatchB





_Bracket_Started_ MatchB_Score





Bracket_Started3



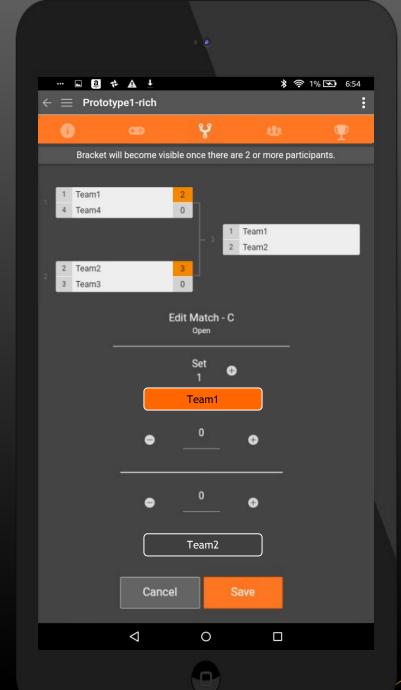


_Bracket_Started_ MatchC



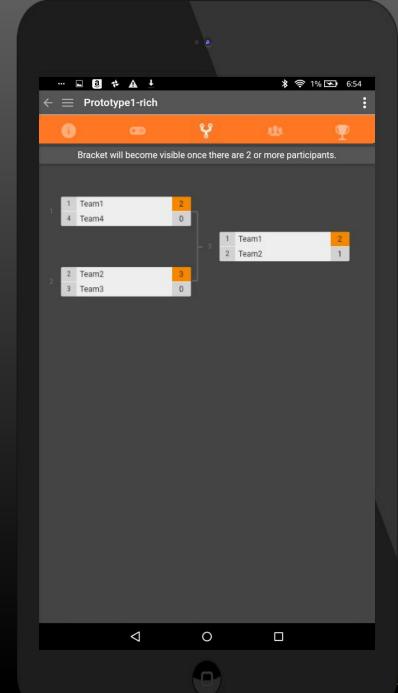


_Bracket_Started_ MatchC_Score





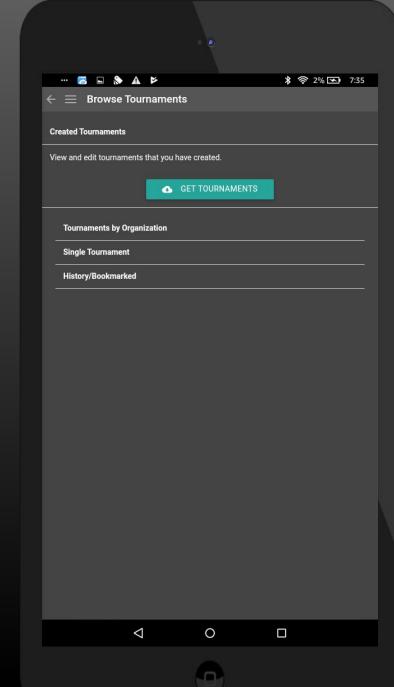
Bracket_Started4





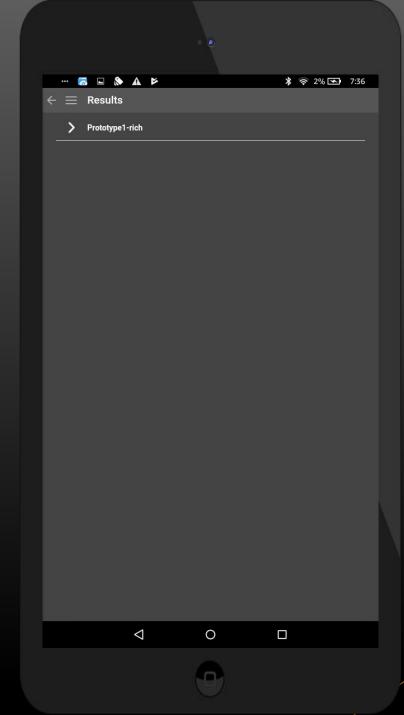




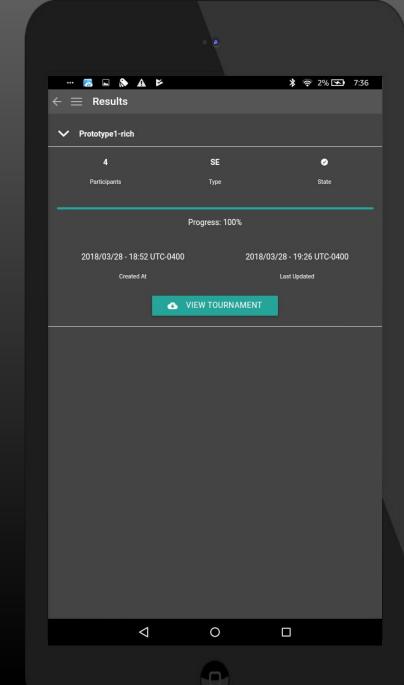




ournament









End of Presentation