

Feedback Usability Research Haystack

Alien

- Test objectives are well-chosen, but there is little explanation as to why these are important for the app (other than that the user might be hammered).
- Method is good. The fact that it was a multi-player game was handled well. A few things were unclear: Did the players actually drink? When does the game (and thus scenario 2, 3 and 4) stop?
- Results are good. It is unclear, however, which information came from the thinking-aloud session and which information came from the stimulated-recall interview.
- Conclusion is short but answers the test objectives. The second paragraph of the conclusion is subjective: “in our opinion”. You should be able to conclude this based on the results. “*The user interface could use a slight tweak to make it more intuitive*” is a vague statement.
- Suggestions are good. Suggestion 3 (scrollview), however, does not follow logically from the report.
- Style is mixed. Sometimes neat but sometimes a bit subjective or interpretative (as mentioned, in conclusion and suggestions). The word *intuitive* was used too often with a too general meaning.