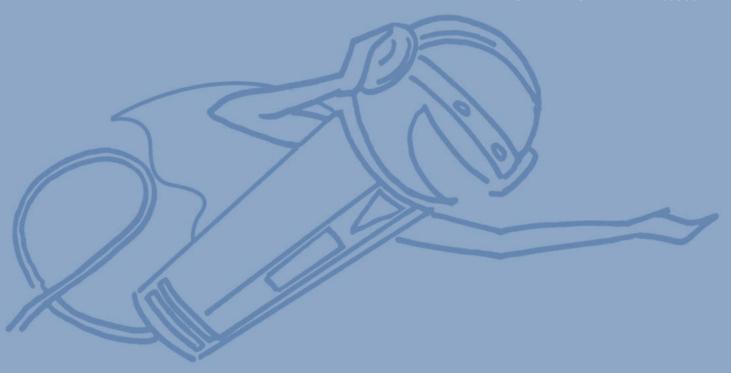
Summer project @ Sensibol Audio Technologies Pvt. Ltd.,

S RAMPRASAD

126330011









Usability tests

Usability tests > Problems

Usability tests > Problems > Solution Prototypes

Usability tests > Problems > Solution Prototypes > Final solution

Think aloud testing

Insights from 20 users (12 male, 8 female)

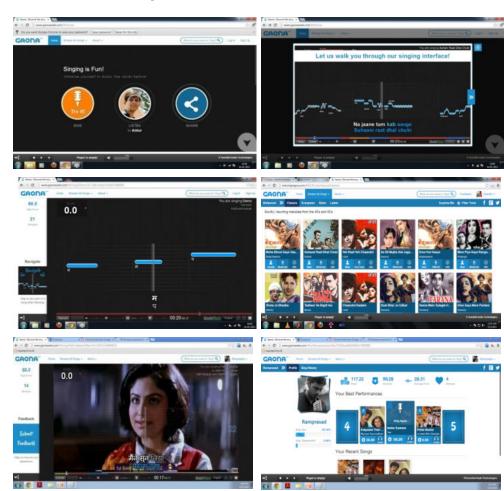


Key questions

- Are they able to understand Gaona's intent and the general working of the site?
- Are they able to understand the introductory slides?
- Are they able to try and understand the "demo" song and in the process configure their mike comfortably?
- Are they able to login without any difficulty?
- Are they able to choose a song from the list?
- Are they able to sing and understand the "sing along" interface?
- Are they able to "listen" to their own recording and others' recording?

The flow expected

- Open home page
- Open "try it" and understand the working of the site
- Configuring the mike and giving the "demo song"
- Browse the songs and choosing using the filter options
- Try singing song and trying to understand the UI of the "sing along" mode.
- Trying to listen to the mix with their voice.



The invite



Method

The method for the study included the following elements:

- Usability test instrument was pilot-tested with one participant and revised prior to use.
- Sessions were conducted during a week period from May 10th to 17th,2013.
- Usability test sessions averaged approximately 30 minutes.
- Participants were asked to perform a think aloud protocol in which they described their thoughts as they completed each task.
- Empirical data was recorded by note-taking and in some cases audio-taping.
- Data collection was suspended when redundancy of data was reached (when around 20 users' tests were done).
- Data analysis involved the identification of patterns of usage and common difficulties faced by the users because of inefficient design.

Compiling and prioritizing problems



Compiling and prioritizing problems

3 major problem areas in the user experience

- Microphone Configuration Process.
- Singing Karaoke Interface.
- · Home page.

These three areas were mainly chosen because they demanded a complete redesign in the way they work and look to allow efficient user interaction.

Redesigning

"Microphone Configuration Process"

"Microphone Configuration Process"

The microphone configuration process included more than two lines of instructions that actually led many of the users close the dialogue box and proceed to singing without checking the microphone status.



Solution scenario

Microphone access

denied!

click here







.



Select your microphone

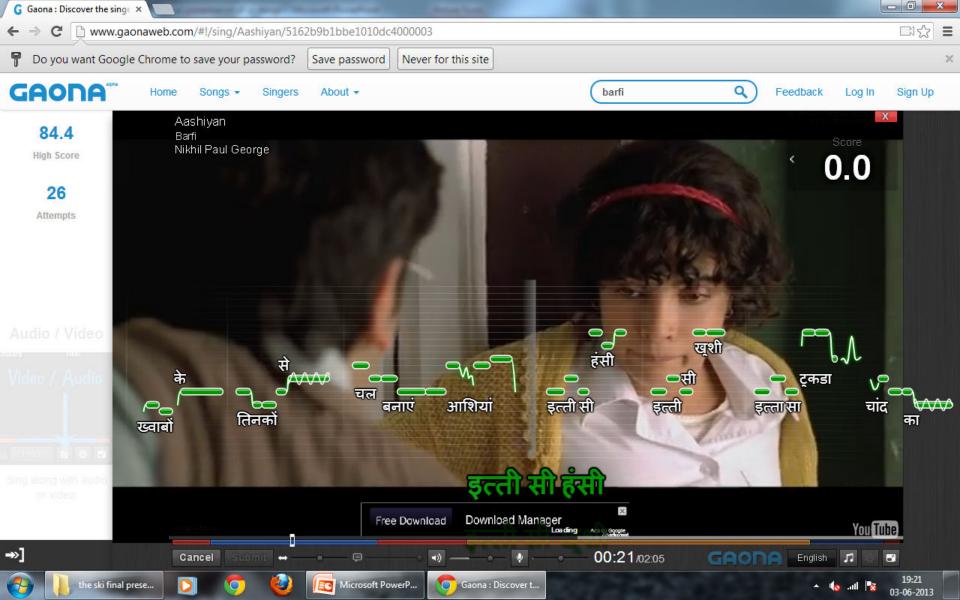




click DONE to start singing

Redesigning

"Singing Karaoke interface"



Insights and ideas from the usability tests

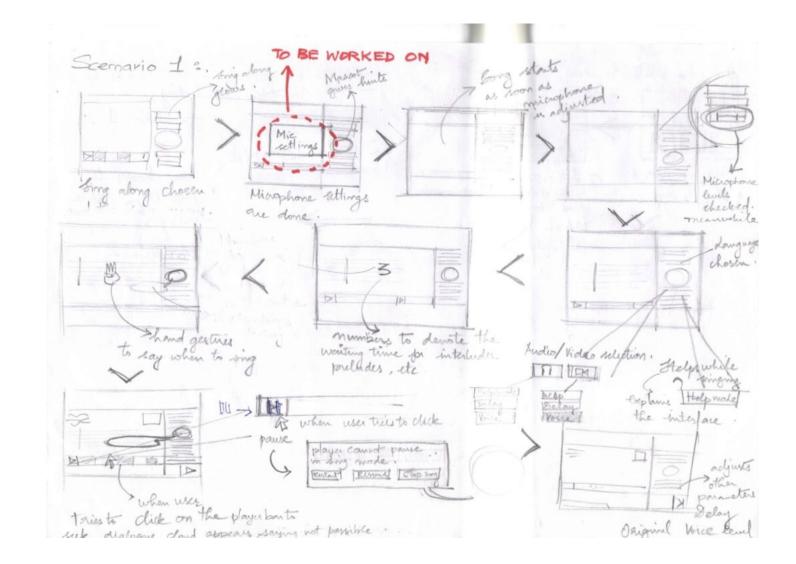
During "Demo song"

- 1. Message appearing at the right time
 - a. to inform the user to click "sing" and to not wait till it loads fully.
 - b. to "sing along" for that particular singer Kishore Kumar
 - c. to inform user when he tries to "seek or pause".
- 2. Once the "demo" song is over, users should be given clearer choices and be lead to pages according to their selection.
- 3. Removing the continuously changing "clue bar" to remove distractions and adding say, a mascot, which emotes based on the performance as well as helps when the user is clueless.
- 4. Work on the UI of the controls, buttons (small controls and miscommunications to be checked), positioning elements etc.
- 5. Displaying lyrics only when needed.

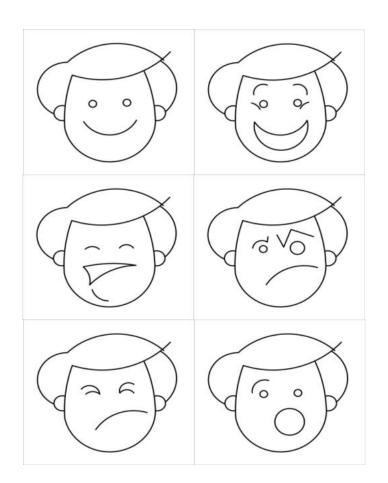
for "SKI Interface"

- 1. Less text and more visuals (configuring the mic. & comments).
- 2. Terminology issues that confuse some of the users octave, delay, vocals level, listen mix, antras, mukhdas etc.,
- 3. Correcting the delay on the screen using the delay slider can be made more understandable.
- 4. Too many colours on the seek bar makes the interface more complex and therefore a maximum of two colours shall help for the same purpose.
- 5. Transposition Option

The Solution process and Iterations

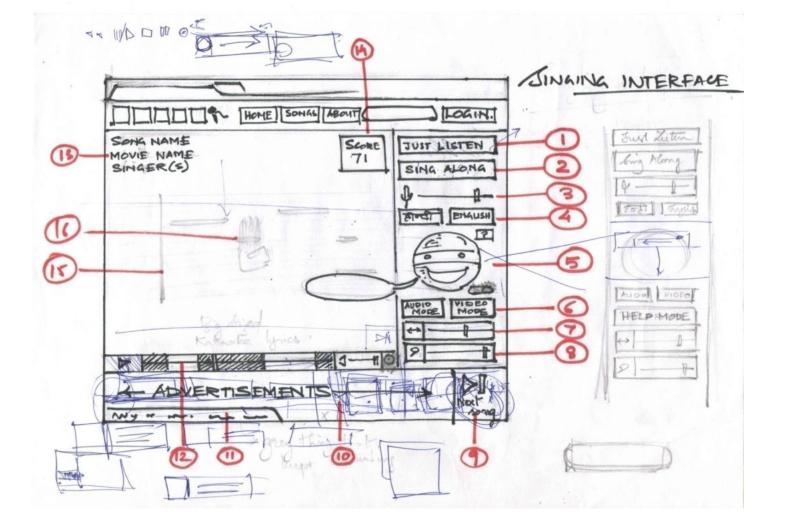


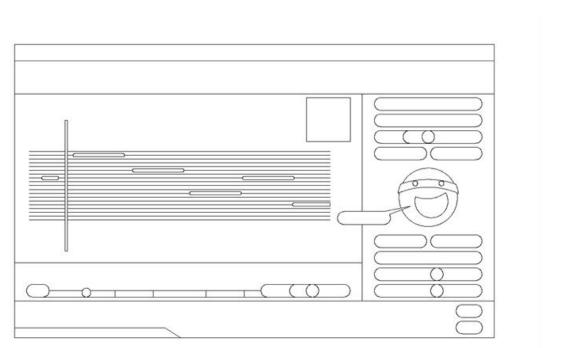
Scenario 2 disten is chosen and dong starts playing buttons that are not Functional in listen mode appear dead and dim. Users can continue listen when When the song is pauced in the listen mode, their get a dialogue cloud after they oring along starts blinking to attract user to go for oring my finish listening to the borng

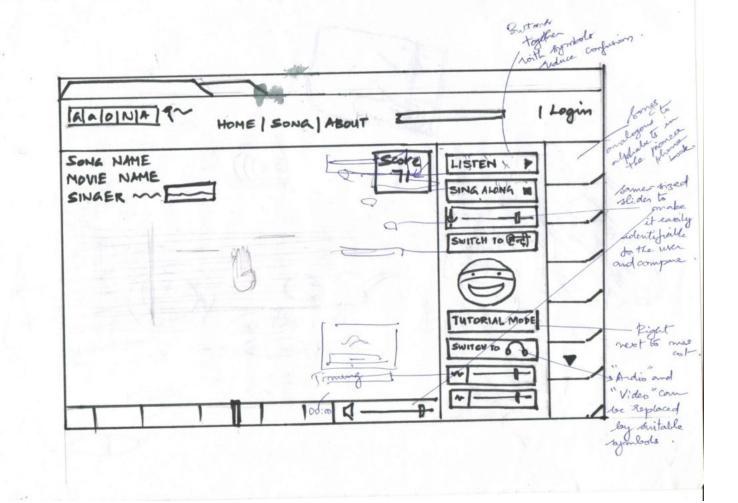


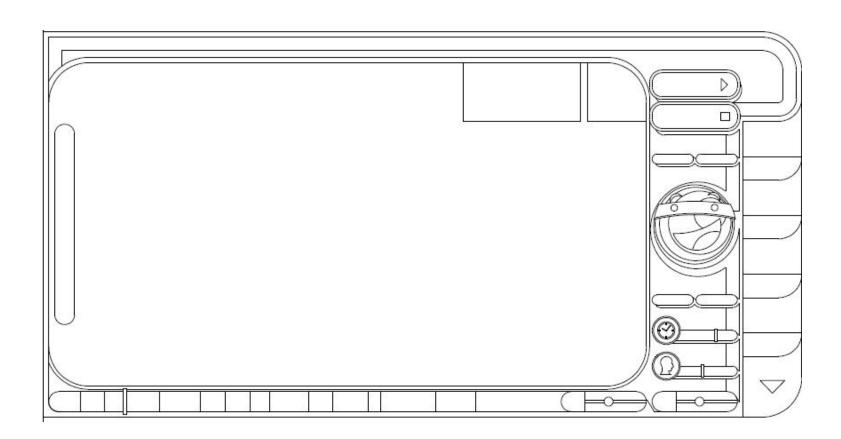


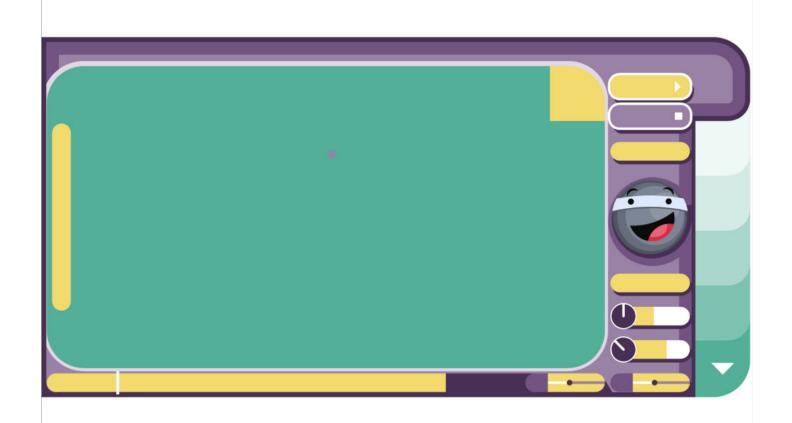
Diepay Lynce only whom FIDEX. 11 40.0 Diogin van. -- - 10(30) 8-81 (Taylor godin Makey Adv.







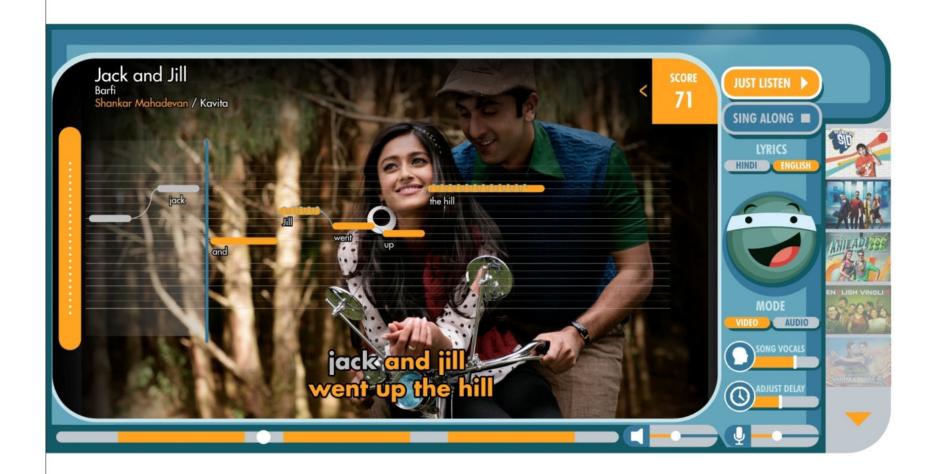




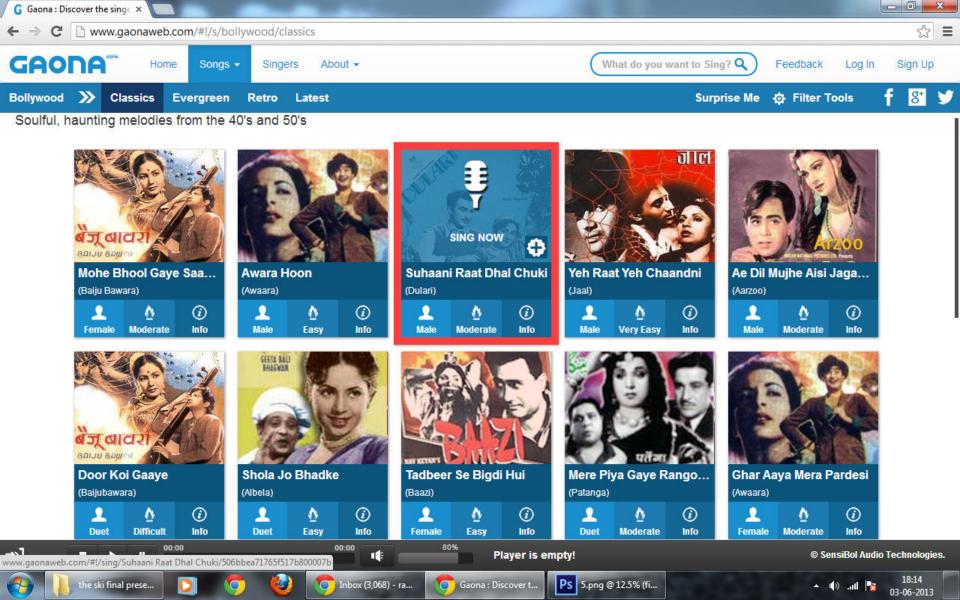


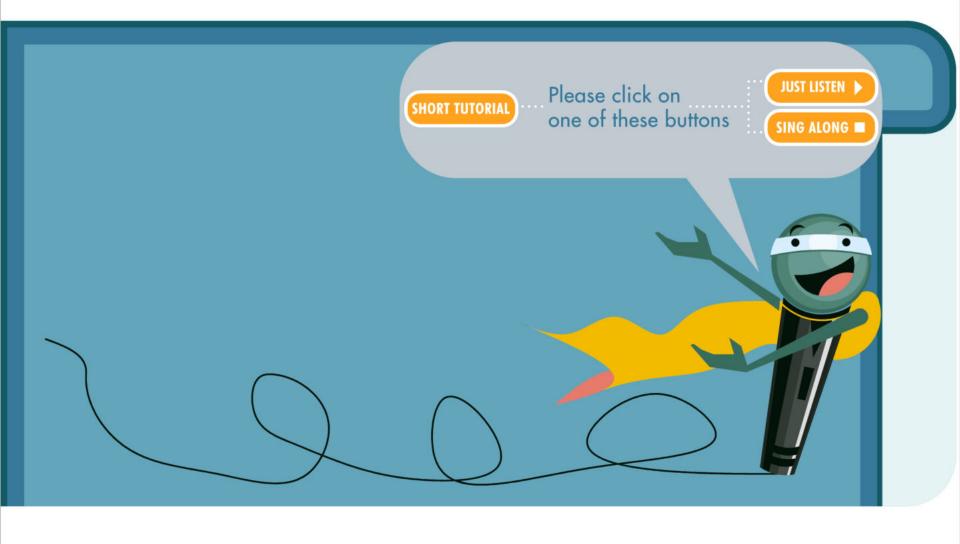


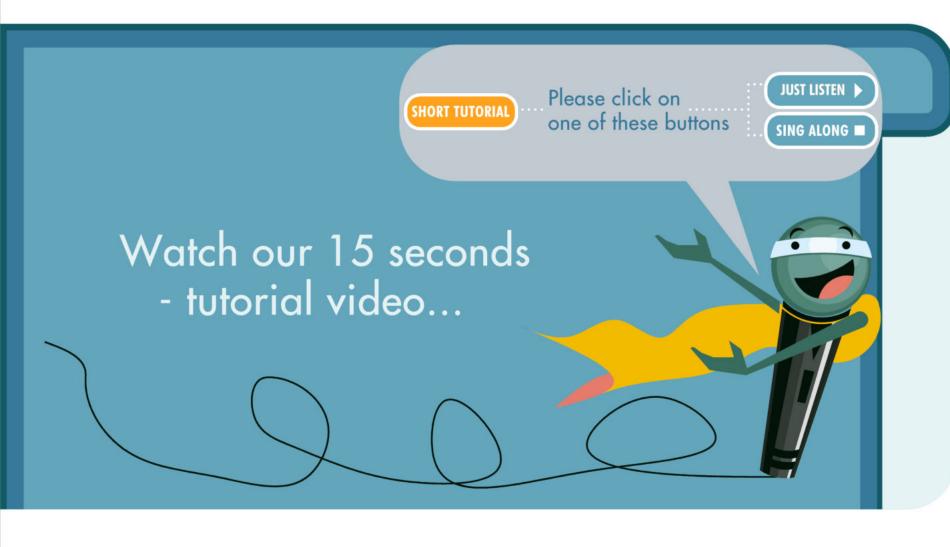
The final one...

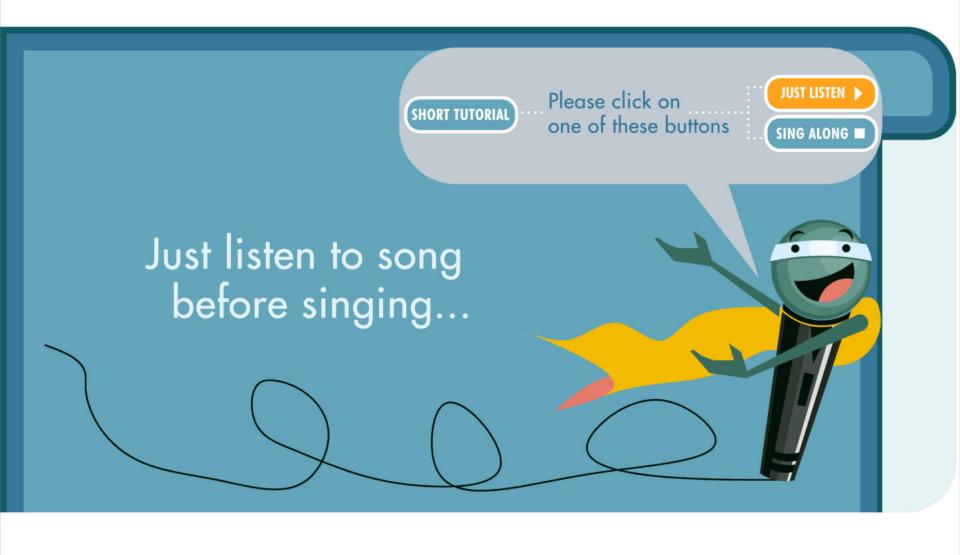


How it works!







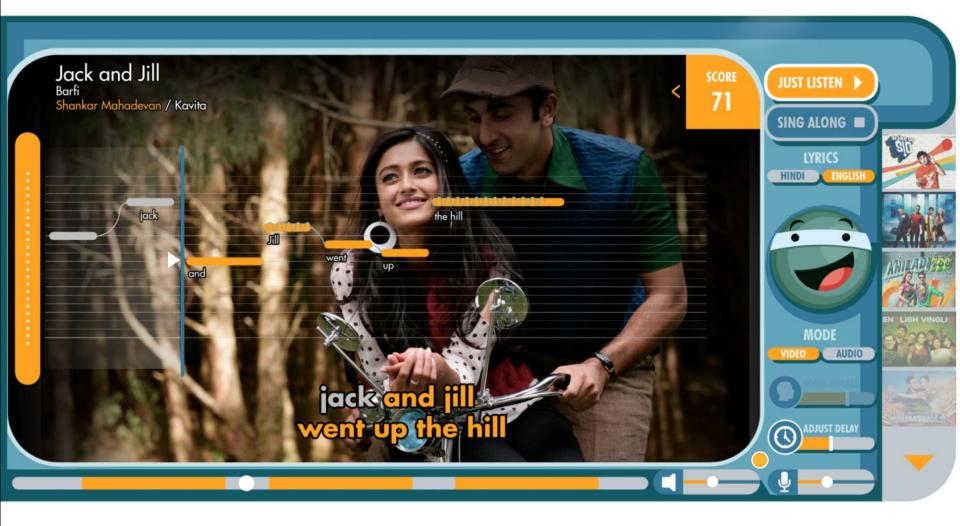




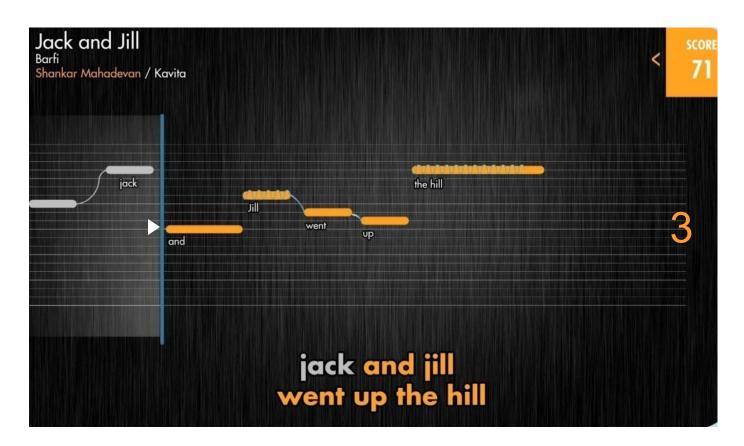
go on...



please use your headphones when you sing....







The seconds during interludes, preludes appear on the right with small font size except for 3, 2, 1, 0 which are larger for alerting the singer to sing.



Text size difference and colour difference used to highlight appropriate content.

Hence bigger font size for the song's name.

The original singer's name for whom the user will be singing is highlighted in the same orange color used in the other parts of the interface.



On clicking, the button turns yellow and the letters turn brighter, that is, white.



On clicking, the button turns yellow and the letters turn brighter, that is, white.



On clicking, the button turns yellow and the letters turn brighter, that is, white.



On clicking, the button turns yellow and the letters turn brighter, that is, white.



On clicking, the button turns yellow and the letters turn brighter, that is, white.

When one button is clicked on, the function of the other button is automatically terminated and left dormant - dull blue.

Same applies to video and audio mode buttons too.





The question mark icon helps the user to get an overlay on the whole interface which explains every component in short crisp words.



Whenever the cursor is dragged near one of the 4 sliders in the interface or the slider is clicked on and operated, the icon of that particular slider starts to glow.

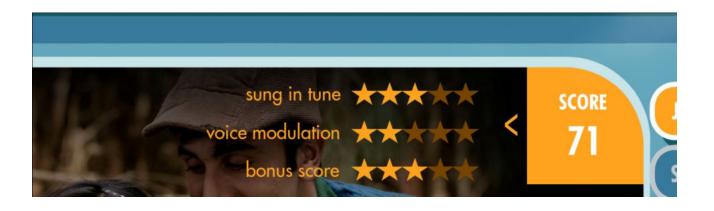


Whenever the cursor is dragged near one of the 4 sliders in the interface or the slider is clicked on and operated, the icon of that particular slider starts to glow.



A yellow dot or glow on the slider of the seek bar below the main video screen shows an active seek slider. Again, it gets activated by clicking or just leaving the cursor near it.





To facilitate on the spot recognition and understanding, a symbolic way of showing bright and dull dots can give a visual image of how well the marks in the two/three categories are. Also simple colloquial terminology replaces technical ones.



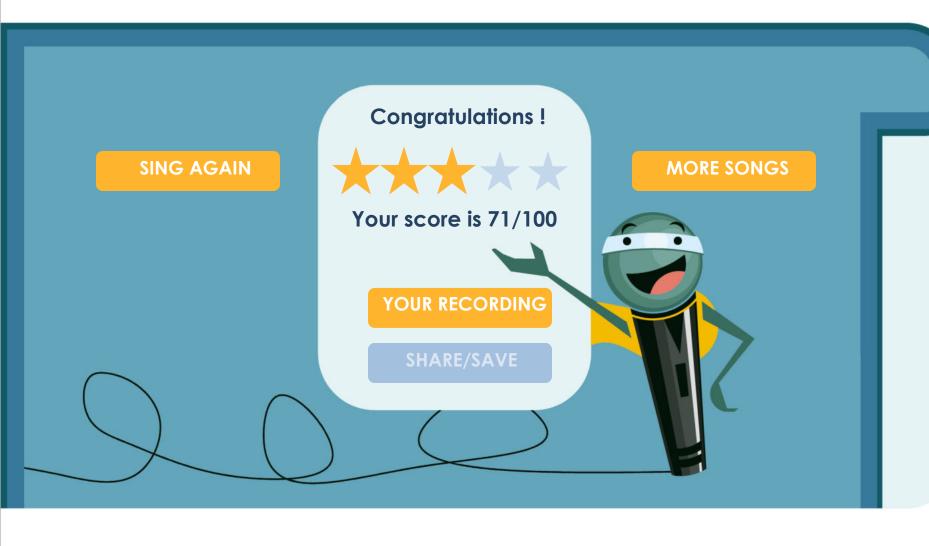
The song vocals slider becomes dull and dormant when the video mode is chosen and is totally unclickable in the video mode.

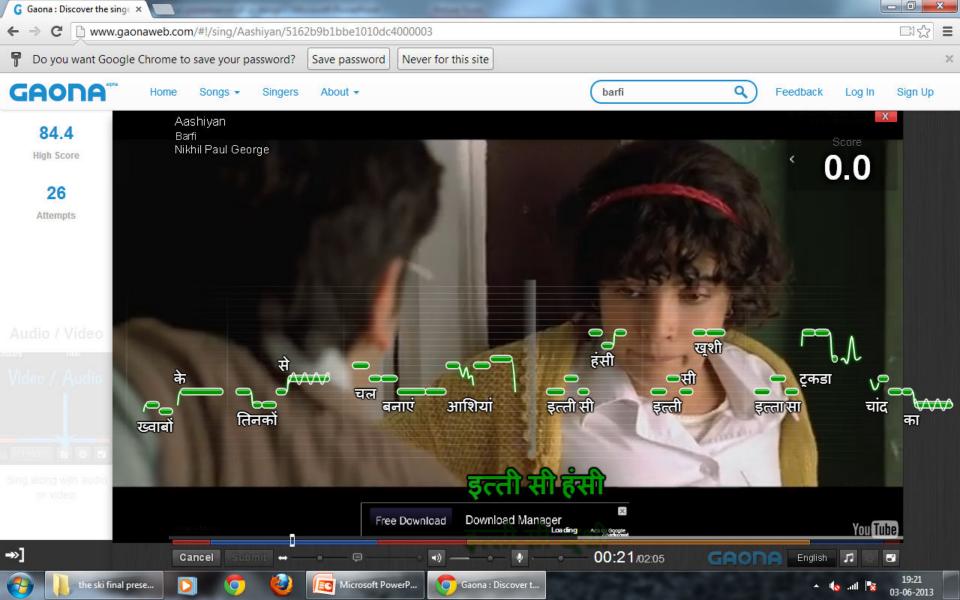
A slight blue overlay is given to make sure the slider doesn't disappear totally and maintains symmetry in the interface.

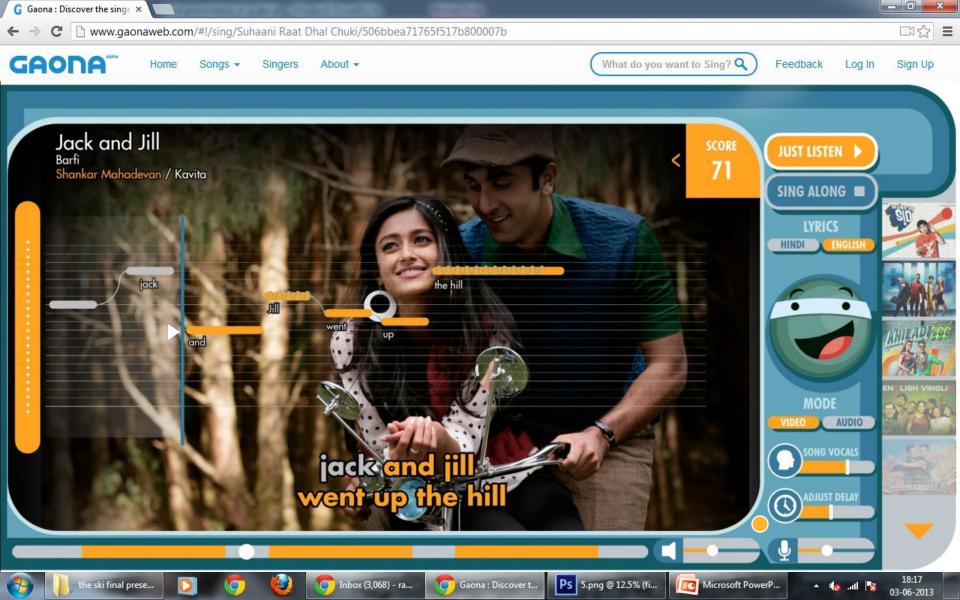


The song vocals slider becomes dull and dormant when the video mode is chosen and is totally unclickable in the video mode.

A slight blue overlay is given to make sure the slider doesn't disappear totally and maintains symmetry in the interface.

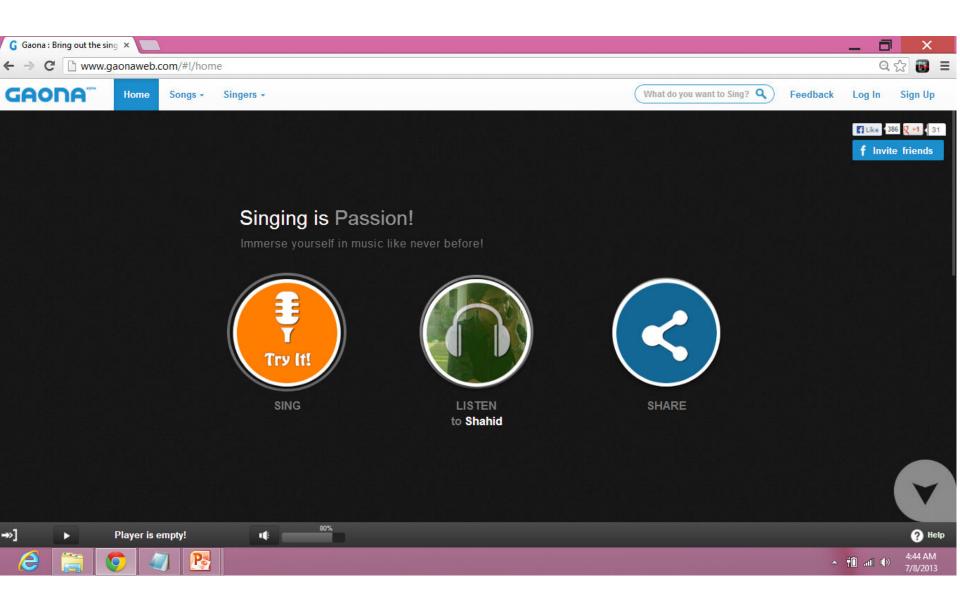


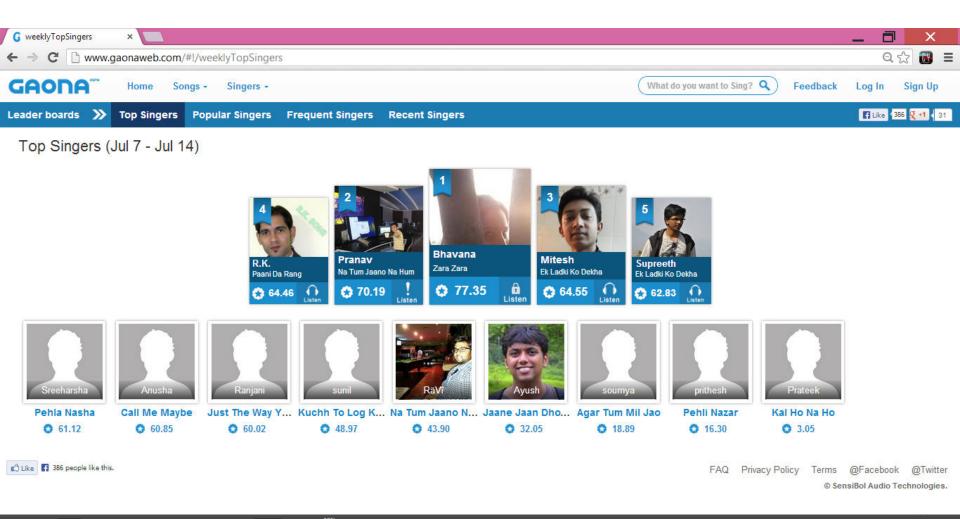


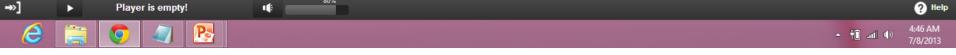


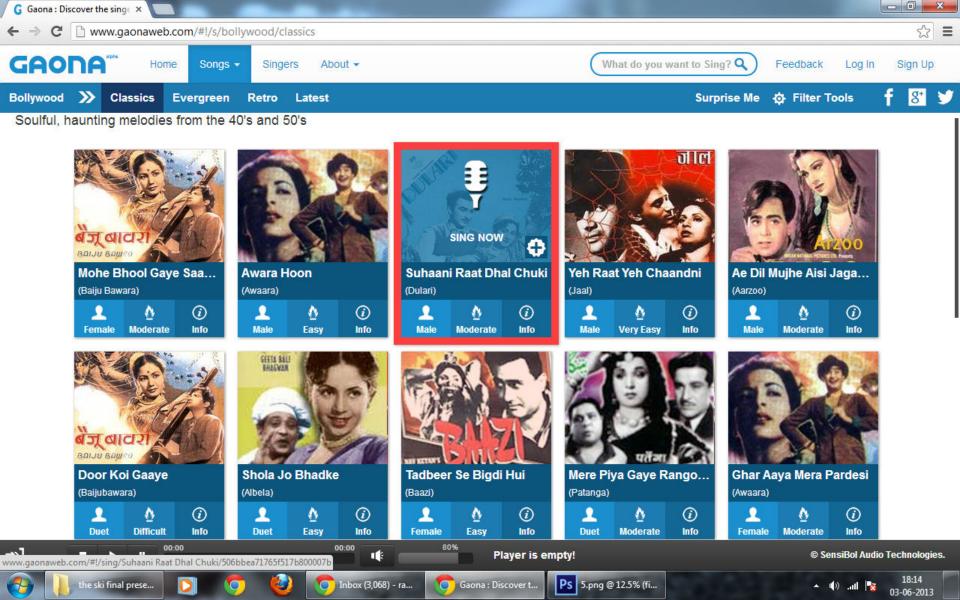


Redesigning "Home Page"

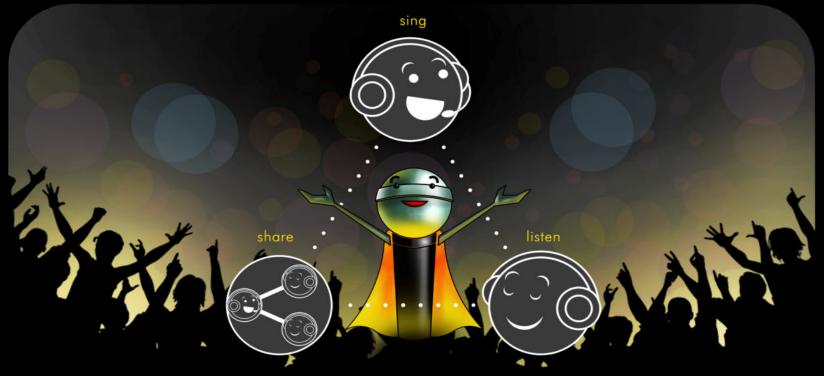








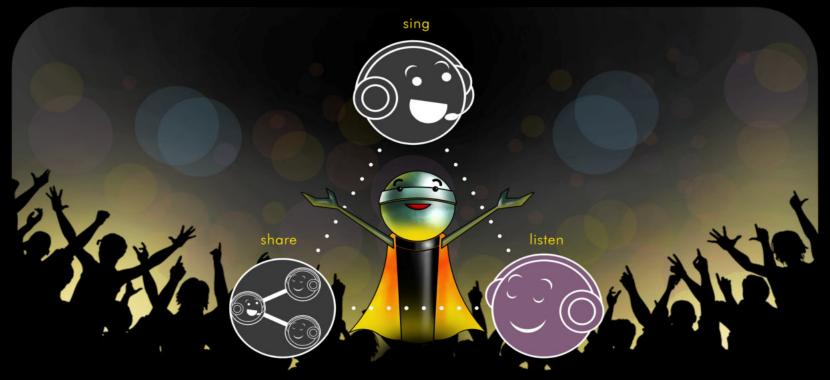
Solution Screen shots



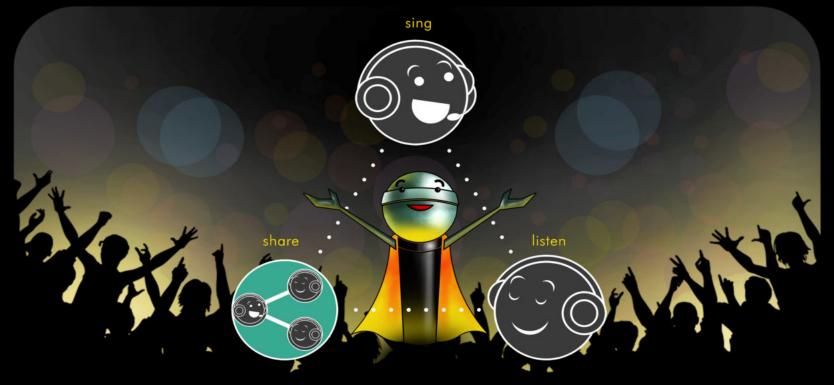
















Featured songs













Featured songs













Featured songs











add songs here by cllicking



New releases



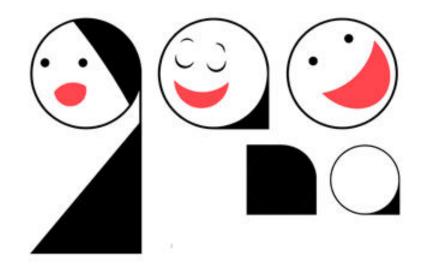
























Thank You