### **Executive Summary**

### Educado - Requirements

University: University of Brasilia (UnB)

Project Name: Educado

Supervisor: Mrs. Simone Borges

### **Project Team:**

Marcelo Augusto Koboldt filho - 170150551 Michelle Cruz Martins - 180042904 Thais Luiza Ramos - 170114716

Semester / Year: 1/2024

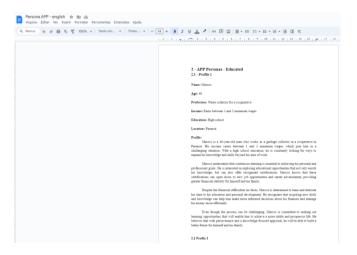
## **Project Scope:**

Usability test to acquire information regarding improvement and fixing bugs in Educado system (App and Website). Also, collect information with potential users about the app and website. Goals:

- Test the app with 3 waste pickers and test the website with 10 non-waste pickers;
- Develop spreadsheets mapping errors and usability issues;
- Create a dashboard with all the information collected in the survey;

### **Deliverables:**

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### Definition of the APP Persona - APP Persona document



Definition of the Website Persona - Website Persona document

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During the interviews, the 'Think Aloud' method was used, which consists of the interviews expressing variably what went through their mind during the interaction with the interface, variability pither actions, lettings and thoughts. With this, the interview collects this data, which perhaps could have gone unnoticed during the questionnaires that were

This method provides better visibility of improvements in design and usability, bringing a deeper understanding of the user experience, to identify opportunities for improvement and bugs.

#### Perceptions observed about the APPLICATION

After testing the entire APPLICATION, it was possible to identify some errors, bugs and usability problems (US) during the testing, in this document, we will list all the errors with photos and more defined explanations about the corrections and improvements observed. Likewise, for better visualization, this information can be found in the following link below the Google Sheets, where we will define the degree of the error/bug/usability problem as well as at which stage of the user's journey it

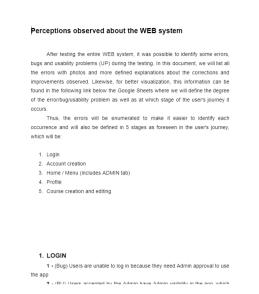
The interview to collect data for the application was carried out at the Recicle a Vida Association, where 2 interviewers collected data from the 4 interviewees.

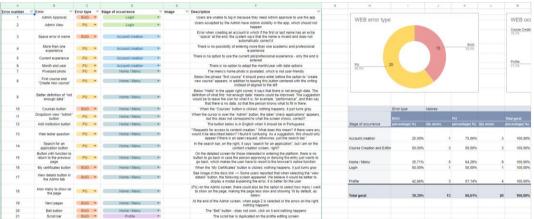
During the interview, the observations were noted and discussed. Thus, the errors will be enumerated to make it easier to identify each occurrence and will also be defined in 5 stages, which will be:

- Creating a Profile
   Course
   Edit Profile
- General Opinions



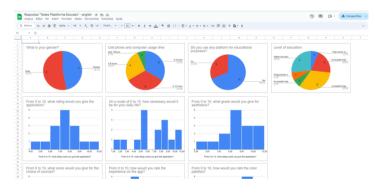
Analysis of the error found in the APP - App tests report & App tests document





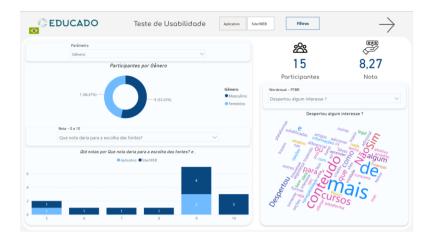
Analysis of the error found in the Website - <u>Website tests report</u> & <u>Web tests</u>

### document



Analysis of the survey with the tests - Survey report

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Dashboard with the visual information of the survey - <u>Survey Dashboard</u>

### **Stakeholders:**

Mrs Simone Borges, Maria from Recicle a Vida (Waste Picker), Leia from Recicle a Vida (Waste Picker), Neidinha from Recicle a Vida (Waste Picker), Iara from UnB (PSP5), Frederek from Aalbog University, Luiza Cardoso from UnB.

### **Lessons Learned:**

Throughout the usability testing of both the app and the website, several key lessons were learned. Conducting field interviews with potential users provided valuable insights into real-world usage scenarios, which we could highlight specific pain points and areas for improvement that were not initially evident. The user feedback underscored the importance of intuitive design and seamless navigation, as many participants struggled with some interfaces. Additionally, the perception survey revealed a strong demand for more personalized features and better experience for the users. These findings emphasize the necessity of continuous user engagement and iterative design to ensure the system meets the evolving needs and expectations of its users.