

	P1	P2	P3
<b>Scheduled session details</b>	Thursday, december 18th at 7:53 pp Home	Saturday, December 20th at 7:00pm MS Teams (Remote)	Sunday, December 21st at 2:00pm Home
<b>Name</b>	Summer Hao	Miguel Hernandez Leal	Ricardo Salinas Reyes
<b>Gender</b>	Female	Male	Male
<b>Age range</b>	28-35	30-40	30-40
<b>Role</b>	IT Business Services Consultant	Technical Service Manager	Technical Service Manager
<b>Company</b>	SAP	SAP	SAP
<b>Other characteristics</b>	Open / Friendly	Open / Friendly	Open and Friendly
<b>Other characteristics</b>	Works in AI related topics at the moment.	Works closely with Customers daily	Help customers to better understand their SAP Cloud contracts

Satisfaction Question	Overall, how difficult or easy did you find the tasks?						
Rating	Very Difficult				Very Easy		
	1	2	3	4	5	6	7
P1							
P2							
P3							
Mean	6,3						

MOBILE USABILITY TEST	P1	P2	P3	TOTAL	POSSIBLE SOLUTIONS & NEXT	NOTES
<b>Errors - Record and prioritize most critical errors based on your error classification.</b>						
<b>Clicked on the menu option Goals instead of in the Add Button to add a goal.</b>				3	1. Rename the “Goals” section of the bottom navigation menu to give clarity to the user. 2. When users are new to the app or log in after a long time of creating an account and haven’t added a goal yet, indicate to the user that the “+” button is to add a goal, task or time blocker.	Although users in the “adding a goal” task clicked the Goals menu first, the “+” button was the second choice and didn’t prevent them from completing the task.
<b>When writing the goal, it was not clear where the Text Field was to write the goal.</b>				1	1. Indicate more straightforwardly to the user that there is a text field to write the goal with design patterns 2. Create either a "Coach Marks" onboarding or add short "progressive onboarding" for users to have a one-time explanation how to write a goal.	Not a major usability problem, however, thinking about different ways of giving clarity to the users to understand the main features is essential for them to have a more enjoyable navigation.
<b>Problem related to the wording on the navigation menu, specifically with "To-Do" and "Goals" that confused the users.</b>				2	1. Rethinking the names selected for “To-Do” and “Goals”.Changing them to “All Items” or “Daily” and “Goals” to “Progress”.	It was not high usability problem because the completion of the task was not interrupted, but wording and name conventions could in the future lead to confusion among future users
<b>Observations - What are people Doing, Thinking, and Feeling? Use active verbs.</b>						
<b>Wanted to check out right away one task by clicking the check button.</b>				1		
<b>Liked the animation related to win the medal.</b>				1		
<b>After receiving the AI Tasks suggestion wanted to right away edit some tasks.</b>				1		

Wanted to integrate the time blocker they created with their Outlook calendars.				3	1. Integrate into the flow of "add a time blocker" a basic dialogue asking the users if they want to download a .ics file, when activating the "Smart Meeting Decline", for the users to integrate it into their calendars.	While this is something that development could create as a standard process, giving the user, through a "Basic Dialog" component, the option to download the file provides the user with greater awareness and freedom in choosing how they want to block time on different calendars.
Thinks that progress in Percentage on the progress indicator is a better option.				1		
Thinks the wireframe login is clear.				1		
Thinks the flows related to the adding the dates and timeframes were really clear.				2		
Thinks the wording of the navigation menu is confusing.				2	1. Rethinking the names selected for "To-Do" and "Goals". Changing them to "Tasks" or "All Items" and "Goals" to "Progress".	It was not high usability problem because the completion of the task was not interrupted, but wording and name conventions could in the future lead to confusion among future users
Thinks that constantly coming back to the app is difficult (motivation)				1		
Negative Quotes - Any negative soundbytes? Record them						
"To-do in the navegation menu is not making sense to me"				2	1. Rethinking the names selected for "To-Do" and changing it to "All Items" or "Tasks"	
Suggestions about how to write the goal/prompt to have a better AI Suggestions (examples)				1	Create either a "Coach Marks" onboarding or a short "progressive onboarding" to provide a one-time explanation of how to write a goal.	
"My Goals" instead of to-do as the name for the main home page						
"What if I have different goals with tasks, in that case a collapse and drop per goal could be nicer".				1		
"Show only the tasks done in my goals screen"				1		

"I want to edit Tasks before or after having the AI suggestions, and it is not allowing me to"				1	1. Clicking directly on the desired tasks opens an editable mode for the user to edit them on the spot. 2. When clicking on Edit, change the suggested tasks into edit mode, for users to edit or erase the desired tasks.	No major usability issues prevent completing the primary goal; however, providing the user with different pads to make navigation of simple tasks more straightforward is essential for future improvements.
"5 tasks (referring to medals info) should be a little bit bigger(typo)"				1		
Positive Quotes - Any positive soundbytes? Record them here.						
"It is very intuitive and the icons helps to identify which are the objectives that as user I can have"				1		
The "create an account" Flow was straightforward and intuitive for the users				2		
"Medals are a nice way of showing progress and rewards. I like it!".				2		
"It is easy to understand your progress(referring to progress indicators)".				1		
"It was a quick straightforward process to add a new goal".				2		
"It was really easy to add a time blocker".				2		
"The app would be very helpful for students"				1		
The process of checking out tasks was clear for her and she liked it				1		
The "select date and time" for each flow was straightforward for the users				3		
He sees value on the app in helping the user to achieve goals				1		
"It is a good start to help users to start with tasks to accomplish a goal".				1		