



University Center of International Programmes of Studies (UCIPS)

# **"Usability Testing and Redesign of a Mobile Application for Real Estate"**

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# The Spitogatos App







# Methodological Approach



RESEARCH

App Analysis Flowchart UX Benchmarking Usability Testing

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DEFINE

Review Metrics Critical Insights Affinity Diagram Recommendations



IDEATE

Appmap Paper Sketches Mid-Fidelity Wires



#### PROTOTYPE

App Prototypes Interactive Prototype



# USABILITY TESTING

Type: Formative Method: Moderated, In-person Technique: Think-Aloud

- Spitogatos Application (3.2.0 Version)
- Laptop (using Screen Mirroring Software)
- Camera Holder + Phone camera
- Forms and note-taking tools





11 Scenario-Based Tasks 3

35'- 45' Time

- Age group 25-34
- familiar with the Spitogatos website
- 9 / 10 new Spitogatos app users

DATA	MEASUREMENT
Success Rates	<b>S</b> : (Number of participants Completing the Task Successfully/Number of Participants)*100%
Time on Task	Mean: Sum of all Participants' Completion Times/Number of Participants
Error Rates	<b>E</b> : (Number of Participants Performed the same Error/Number of Participants)*100%
Satisfaction Rates	Mean: Sum of all Participants' Rates per task /Number of Participants
Observations	Notes from video footage & onsite sessions
Comments/Quotes	<b>Notes</b> from video footage, onsite sessions, or through the debriefing session after the test.
Answers to open ended questions	Collected via written free-form responses (questionnaires).

Task	Complete Success (%)	Errors (%)	Time on Task (s)	Satisfaction
1. Search for properties to rent in specific areas	30	40	58	3.4
2. Set search criteria, filters, and categories	50	50	80	4.4
3. Add a new area on a previous search	70	30	74	3.6
4. Simultaneously searching for different locations	0	-	203	1.6
5. Search for property to rent in a specific area with specific criteria	40	50	150	3.9
6. Save properties with specific criteria	100	-	30	4.4
7. Change Location while keeping previous filters.	50	20	40	3.9
8. Save the search	100	20	31	4.1
9. Save properties with specific criteria and compare them with the previously saved ones.	90	-	62	4.7
10. Change the price filter in the previous search.	100	-	19	4.4
11. Remove saved search.	80	40	54	2.7

#### QUALITATIVE CODING - Affinity Diagram



Not all search options were selected & minor differences between some of them.



#### **Recommendations**

Merge «Search by Name» with «Search area»

Combine «Draw area on map» & «Choose a point or an address» features

# The function of searching for different areas at the same time is limited.







Search by name

Draw area on the map

# 3 Lack of visual hierarchy on the property list screen (search field-edit component).



# Recommendation

Apply visual hierarchy on the property list top bar to make the edit location component more apparent

**Property Results Screen** 

# 4 Confusion over basic/fundamental filters and categories.

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	₩ Z⊡ mercial	Land	10,000	10,000	
Residential	mercial	Land	20,000	20,000	
	0 0		30,000	30,000	Improve filters functionality
New Builds Other I	Properties		40,000	40,000	and layout
Туре		Any	50,000	50,000	and layout.
2] Price		Any	60,000	60,000	
			70,000	70,000	Analysiasal arianialas
Internal Surface		Any	80,000	80,000	Apply visual principles
Property type			90,000	90,000	[ spacing and balance ]
New development	Student hou	sing	100,000	100,000	
<ul> <li>Only with</li> </ul>			110,000	110,000	to create the perception of
Photos	Reduced Pri	ces	120,000	120,000	equal distribution.
			130,000	130,000	
SE	ARCH			CONFIRM	
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**Filters Screen** 

# Presentation errors on distinguishing and/or comparing saved properties/searches.





### **Recommendation**

Add a straightforward saved search card that users can experience directly all actions offered.

Add representative images of the saved location.

#### **Saved Searches/ Properties**

# Functionality issues on the search navigation tab (toolbar).



#### **Saved Searches/ Properties**

Recommendation

Design a Home Tab that includes all user actions during navigation separately from the search features

Create a repeat pattern across the design

# Improper entry field usage (auto-suggest component).

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# Recommendation

Improvement of the language prediction tool provides users with accurate suggestions

Search modal

# IDEATION PHASE - Raw sketches & low-fidelity prototypes



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Draw area/ Add radius screens

Search by name

**Saved searches** 

# High Fidelity Prototype

# "Draw Search" Screen

#### Existing UI



#### **Proposed solutions**





# High Fidelity Prototypes

# "Property List" Screen



#### **Proposed solutions**



#### "SEARCH" SCREEN

× Search area or municipality

---- Search by name TI Enter an area, municipality or neighborhood to search

Draw area on map

Draw the area on the map where you want to search

Choose a point or an address

Search near you or a point of your choice

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9:41

Q Add Location

Draw search area on map

( Add search radius

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() Publish

SEARCH

#### "SEARCH BY NAME" SCREEN



#### "DRAW SEARCH" SCREEN

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#### "FILTERS" SCREEN

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RESET

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Property Type

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O Studio flat O Loft

Internal Surface

Floor

Year Built

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O Farm

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O Detached house O Maisonette

Residential Commercial Land New Builds Other

#### "PROPERTY LIST" SCREEN



#### "SAVED PROPERTIES" SCREEN



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# **REDESIGNED SCREENS**

# **REFLEXION & NEXT STEPS**

#### **USABILITY TESTING**

- $\rightarrow$  time-consuming and laborious
- → significant results on the real practices of mobile users
- $\rightarrow$  user satisfaction, engagement, and retention

#### **REDESIGN PROPOSALS**

a distinct and systematic outcome of the usability testing of the app

#### THE DESIGN/IMPLEMENT/TEST LOOP

the standard iterative cycle suggested by researchers is counter to traditional design practice

#### **BUSINESS STRATEGY & TECHNICAL RESTRICTIONS**



# THANK YOU!



Interactive Prototype