Interfaces:
The two interfaces I used were pretty minor changes because my project is a very simple widget and there should actually not be very much need for any interface at all if my project ends up as I am envisioning it currently. The first interface is a tabbed panel across the top for options, with the tabs being “image options”, “preferences”, and “adjustability.” Sliders are from right to left. The second interface is a list of options along the left side of the box, with the same options, but with plus boxes that are able to expand out when clicked on to show the full option range. Sliders go up and down, with the higher parts being the higher values.

Narrative:
For each task, we told the users that they were a common computer user who wanted to use the widget as was intended, to view seldom-seen pictures. Their tasks included repeatedly changing the location of where the pictures would be taken from, and also changing the adjustability of the images for multiple uses.

Script:
This is the script that I read my users before the study started.

Part 1:
You are a tester today for a new device I have created that we are calling the “Picwidget.” This widget is a tool to assist people who have images stored on their computer when they want to have something on their computer that will remind them of past pictures they have taken. In addition, this widget can be used for inspiration because we can also view pictures straight from a set of the most interesting pictures stored on Flickr.com each day. We want to know which interface helps the user out the most. We will be testing for speed, but we don’t want you to rush, simply complete the tasks at your own speed. This lab should take no more than 30 minutes total. For this part of the study, you will be asked to change the specific folder in which we are retrieving image files from. We ask that you change the folder location five times, and then we will switch out the interface and have you repeat the process.

Part 2:
In part 2, we keep everything the same except for the task. This time, we want you to change the settings on the slideshow. We ask that you 1) make the slideshow faster, 2) make the widget more transparent, 3) Slow down how much zooming the image does, 4) Turn it off of the setting as your wallpaper, and 5) Set it so that the widget is always on top of the other windows on the screen. Again, after you have done this, we will change interfaces and ask you to repeat the tasks.
**Questionnaire:**
What interface did you prefer? Why?
Which slider direction did you prefer? Up/Down Right/Left
Which interface felt more natural as to where you thought buttons and options should be?
How would you rate interface 1? Bad Sufficient Neutral Good Great
How would you rate interface 2? Bad Sufficient Neutral Good Great

**Metrics:**
The metrics we collected were how long it took each user to complete the task, number of errors. We measured this with a stopwatch, and decided to collect this because this is all we wanted from our interface, just that it was very easy to change settings, and the rest of the interface could not be measured with specific metrics. Our data came in the form of times, which we incorporated into spreadsheets in Excel and then formed into graphs. All data is provided below.

![Graph showing time taken by users to complete task 1 for interface 1](image-url)
**Results:**

Our results show that although there was learning of the interface and users improved after a few trials, it is clear that the users much preferred the first interface, and the times agreed. We propose that this is because in general, people are moving away from the standard practice of having options on the left, not only because it is harder to view them,
but it is also less trendy with the rise of Apple products. People now-a-days much prefer their tabs on the top of the window, because that is what makes sense to them, and it's easier to choose an option, and view which one you have currently selected, and finally, it's easier to view all of them at once. In order to improve results, we should attempt to use as many tabbed interfaces while minimizing the total amount of tabs. Sliders didn't seem to make much of a difference because both up-down and left-right are kind of ambiguous. We think that by providing a preview function where users can immediately see their changes, it will greatly decrease errors.