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- **Interface 1**
  - Preview pane at top
  - Playlists listed on the left, similar to how iTunes looks.
  - On the right side of the playlists is a table describing the songs
  - At the bottom there are a list of buttons
  - Create and delete playlist buttons are in the bottom pane
  - Clicking on Playlist will first focus it. Once focused click will make it editable
  - Playlist are ordered alphabetically
  - Drag and drop songs onto the playlist to added them to the list

- **Interface 2**
  - Preview pane at top
  - Under the preview pane are the playlists, similar to tabs of a browser
  - Playlists have a [x] next to them to delete them, like a browser
  - [+] icon listed next to last playlist to add one
  - Clicking on Playlist will first focus it. Once focused click will make it editable
  - Under playlists is a table describing the songs
  - Drag and drop songs onto the playlist to added them to the list

- **The two tasks that were used in the study:**
  - Creation/Deletion/Changing of playlists
    - Please create a playlist. Once you have a playlist please change it's name. Finally delete that playlist.
    - Adding songs to playlist, changing views between playlist.
      - I've created two playlists for you. Please add any number of songs to either of them. Once done please view playlist one. Now view playlist 2.
  - **Beginning script**
    - Hi ___. I so glad you could help us with our project. We are creating software for creating music video playlist. We are going to show you two different interfaces and ask you some questions about it, and have you do some simple tasks. Please think aloud, and tell us what doesn't make sense, or if things are frustration, for it will help us to find our mistakes better.

- **Questionnaire form**
  - Had two questionnaires, one after each interface.
  - Was the drag and drop ability of the songs discoverable(1-5)
  - Did you know where to place the songs?
  - Was it easy to reorder playlists(1-5)
  - Was it easy to reorder songs(1-5)
  - How manageable was it to delete a playlist(1-5)
  - How manageable was it to create a playlist(1-5)
  - Which interface did you like better and why?(only on second questionnaire)

- **Metrics**
  - Number of errors
    - too see how usable our interface was. Where things intuitive, and inviting
  - Number of errors over time
    - too see how learnable our interface was. Could the user learn how to use it quickly, even if they made eairly mistakes, because if they only made mistakes at begainning migth still be a good design
  - Time, rough estimate
• could users act quickly enough so they weren't frustrated
  ◦ Happiness
    • To see it users liked the interface and didn't get frustrated by the design.
• Data
  ◦ User 1 (interface 1, task 1)
    • errors
      • 1
      • errors over time
        • none
      • time
        • decent pause figuring out how to edit the playlist
    • Happiness
      • didn't seem to frustrated with anything
    • Other
      • Quick to find create and delete buttons, but modify was harder
  ◦ User 1 (interface 1, task 2)
    • errors
      • 5
      • errors over time
        • struggled with the drop hit for the songs. Took a while to learn the some had to the over the drop area not just the proxy
      • time
        • quick, once stopped making the drop mistakes, figured out how to select multiple songs quickly
    • Happiness
      • Drop misses really frustrated him, didn't notice the gold hightlight until much later
    • Other
      • hard time with drop targets
  ◦ User 1 (interface 2, task 1)
    • errors
      • 0
      • errors over time
        • none
      • time
        • really fast, because buttons and editing next to one another.
    • Happiness
      • didn't seem to frustrated with anything
    • Other
      • No problems
  ◦ User 1 (interface 2, task 2)
    • errors
      • 1
      • errors over time
        • none
      • time
        • quick
    • Happiness
      • no problems
    • Other
      • didn't have many errors with this task, because already did task in interface 1.
  ◦ User 2 (interface 2, task 1)
    • errors
• 0
  • errors over time
  • none
  • time
    • really fast, because buttons and editing next to one another.
  • Happiness
    • didn't seem to frustrated with anything
  • Other
    • No problems
• User 2 (interface 2, task 2)
  • errors
    • 7
  • errors over time
    • not much
  • time
    • very slow,
  • Happiness
    • frustrated at start, but got better
  • Other
    • Had a really hard time finding the drop targets. Didn't realize you could drop songs into the tab playlists, but very little drop misses once discovered.
• User 2 (interface 1, task 1)
  • errors
    • 0
  • errors over time
    • none
  • time
    • slower, but easy to do
  • Happiness
    • didn't seem to frustrated with anything
  • Other
    • No problems
• User 2 (interface 1, task 2)
  • errors
    • 5
  • errors over time
    • some,
  • time
    • decent
  • Happiness
    • didn't seem to frustrated with anything
  • Other
    • Drop targets were tough, because of the proxy extending ahead of the mouse
• User 3 (interface 1, task 1)
  • errors
    • 0
  • errors over time
    • none
  • time
    • fast
  • Happiness
    • didn't seem to frustrated with anything
  • Other
    • Quick to find create and delete buttons, modify was a guess but they did it quickly
User 3 (interface 1, task 2)
- errors
  - 5
- errors over time
  - struggled with the drop hit for the songs. Took a while to learn the some had to the over the drop area not just the proxy
- time
  - quick, once stopped making the drop mistakes, figured out how to select multiple songs quickly
- Happiness
  - Drop misses really frustrated him, and wanted more keyboard control
- Other
  - hard time with drop targets, wanted more keyboard control

User 3 (interface 2, task 1)
- errors
  - 0
- errors over time
  - none
- time
  - really fast, because buttons and editing next to one another.
- Happiness
  - didn't seem to frustrated with anything
- Other
  - No problems

User 3 (interface 2, task 2)
- errors
  - 1
- errors over time
  - some
- time
  - slow at start, but faster once found drop targets
- Happiness
  - frustrated at start
- Other
  - struggled to find drop targets first, but because of first interace realized to drop on the playlists

Interpretation and Recommendation
- Drop targets were tough, for the users. Need to change the proxy to make it smaller and near the mouse. Left sides targets were easy to discover, but hard to aim because of proxy. Make sure create and delete are close to playlist icon because easy for user to manager. Upper tab unterface displays a wrong metephore with browser which made it difficult to use at first. User felt more confortable with the left side interface for many of the actions.