**Usability testing report**

**Initial idea of the product**

B2B & B2C E-commerce Promoting and Selling Products Integration

**Usability testing feedback**

1. *User 1 (****age****: 20,* ***status****: employed – full-time,* ***AR experience****: moderate)*
* The furniture screens should come somewhere before/between template screens for a better flow of the application
* The furniture cannot be moved around, which might in normal cases be an issue, but because of the time constraints, this is understandable
* There are many screens showing the step-by-step process, this was a bit unclear at first but it was good for a realistic visualisation after the user understood it
* The adjusting of the templates is a bit confusing and their number is relatively limited, but again, due to the limited time, this cannot be modified
* The concept is, all in all, innovative and quite complex, and after going through the whole prototype, it made sense to the user
1. *User 2 (****age****: 23,* ***status****: aster degree student,* ***AR experience****: none)*
* The app is overall very interesting, since the user has not experienced any similar tools before
* It was quite hard to catch the point of the template function at first, but after the test, the user felt that it was nice and convenient to have that feature
* The room size adjustment is smart
* It would be better if the user could actually see how the furniture would fit the room after he decided which one he would like to choose
* The share screen feature worked fine

**Conclusion**

* The usability test went quite smoothly under our instructions how to experience the app
* The users had brought to us valuable responses in order to improve our application’s funtions and requirements
* Based on the received feedback, we decided to rearrange and modify the template and furniture screens in order to improve the app’s logic and to link the two features in an improved way, that would allow the user to see how the chosen furniture fits inside the template
* We realised, while reviewing the scenario, that a cart button would be necessary, so that the user can check the selected furniture via this feature and pay for it after the final decision is made
* General small adjustments based on the testing (modifications to the layout of the prototype, screen order etc.)