UX Review

DEMO

2019
[Patricia Saco Atanes](#)
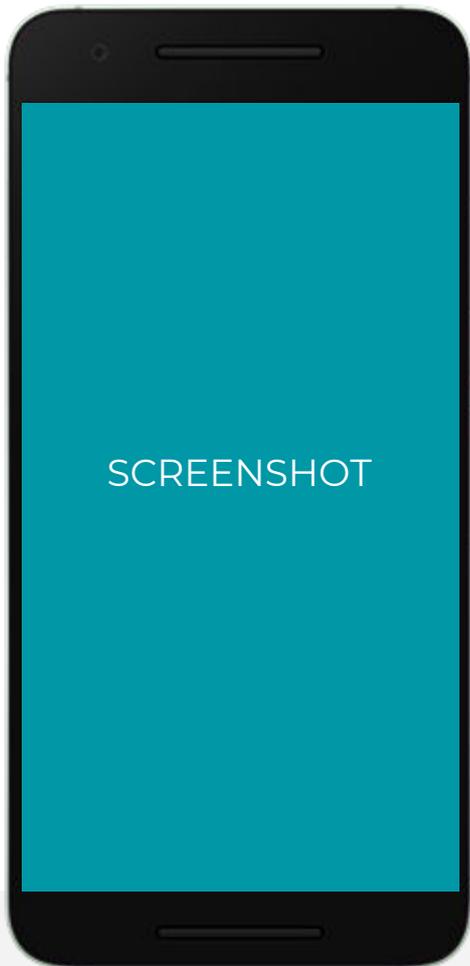
Summary

UX

In general the interface is good enough to use it, but UX and UI design must be improved to be valuable.

Two things might be prioritized:

- The card and subcards appearance.

- The information around "Rounds" concept. That's really confusing.

- The different type of activites.

Onboarding 1

🙂

Skip	Its location is not comfortable due to <u>clickable hot areas</u>.	
Steps	6 steps is too long. Ideal number is 3, to keep the user attention.	CRITICAL
Arrows	Left arrow is not needed.	
	I feel like using "swipe" but it's not working.	CRITICAL
UI	The color is peaceful and interesting. Must review the composition.	
Copy	I love it. Clear, fun and motivating!	GREAT UX

SCREENSHOT

Onboarding 2

SCREENSHOT
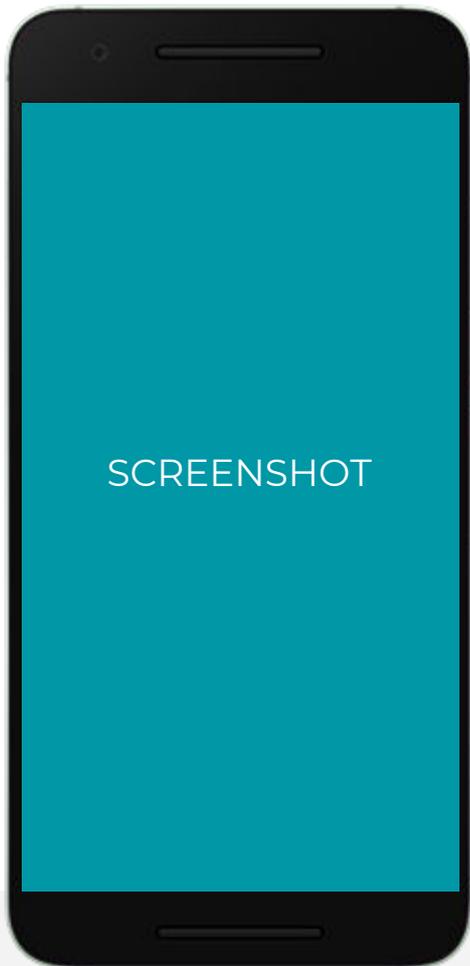
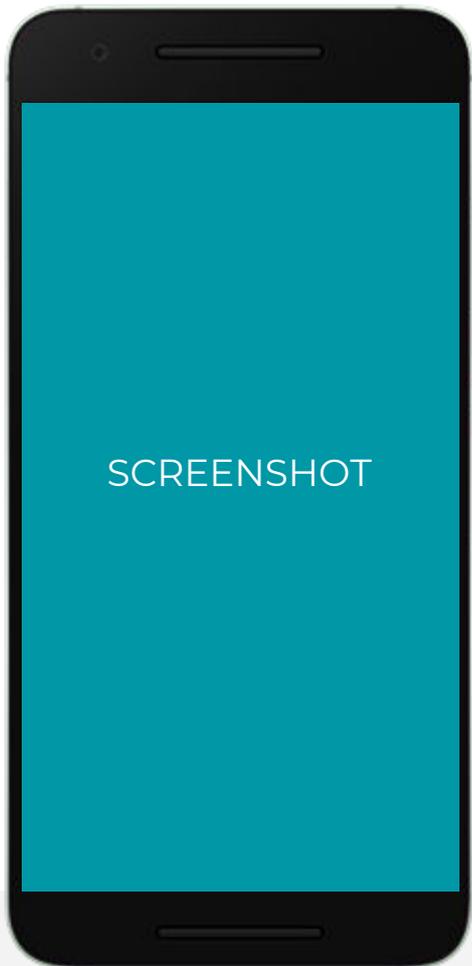|		
Image	The image composition and look&feel is poor. Must be improved.	CRITICAL
Copy	I love it. Clear, fun and motivating!	GREAT UX

The concept is really interesting and it seems one of the big values of the product...

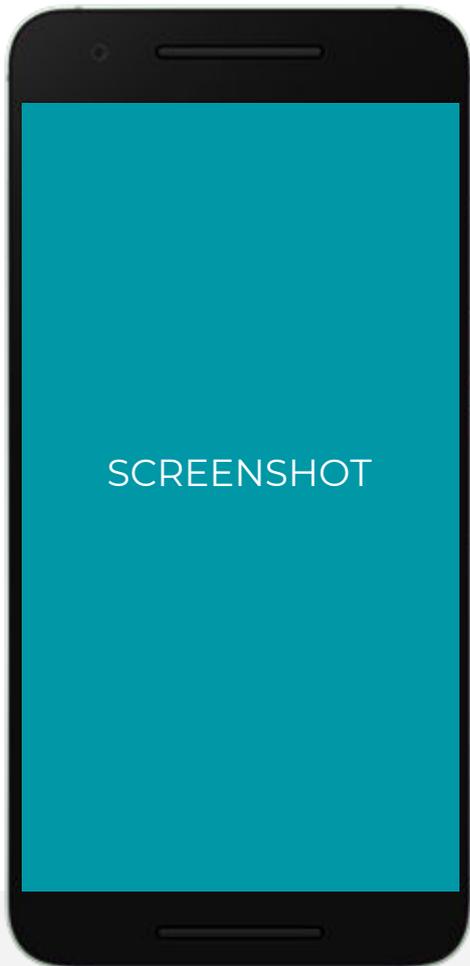*Why don't you ask the user to fill in this information at this moment?*

Onboarding 6

☹

Image	**Too deep information.**
Copy	Text is too long, complex and deep.

The user doesn't need so much information at this point.

If the usability is good, you only need to transfer the concept. The user will know where to click. :)

SCREENSHOT

Home

SCREENSHOT

Look&F — Everything is fresh and clean due to the tobar gradient colors, and the white and light grey backgrounds.

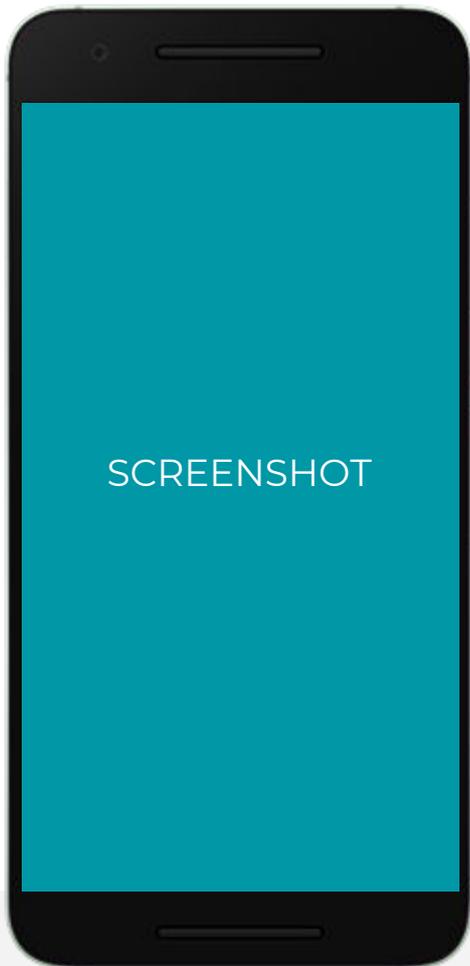UI — The information needs to be more balanced and reorganized. **CRITICAL**

Welcome message and search box are too important. As a user I expect to find a list of courses or tasks at first.

Also the bottom footer takes too much attention.

Copy — Welcome personal text is always a good idea. **GREAT UX**

Home: Scrolling down...

SCREENSHOT

CTA   The "Go!" button is clear and motivating.   `GREAT UX`

Time   This information is confusing because: `CRITICAL`
- It could be spent or expected.
- It's in minutes instead of hours. (even if it's not so exact, it's better to say 2,5 hours)

Alert   Red exclamation brings a negative feeling, The users might feel worried, but they won't know why.   `CRITICAL`

Progress The progress circle is clear and fancy.
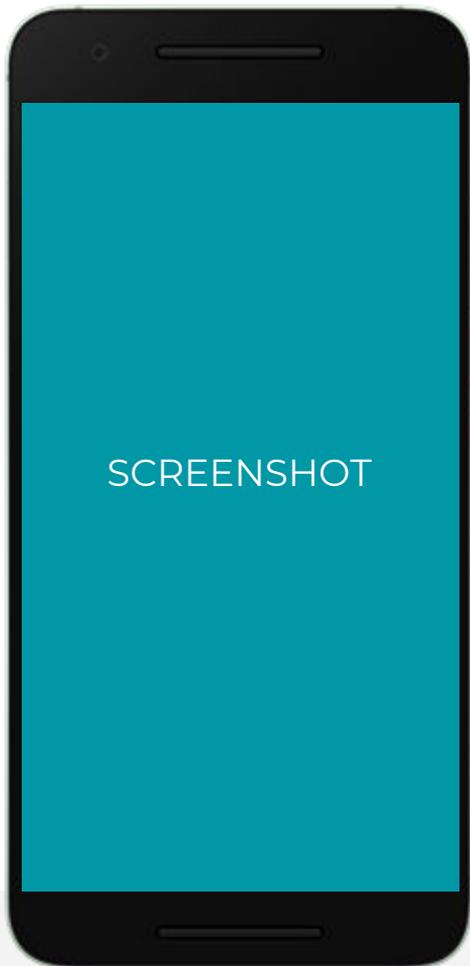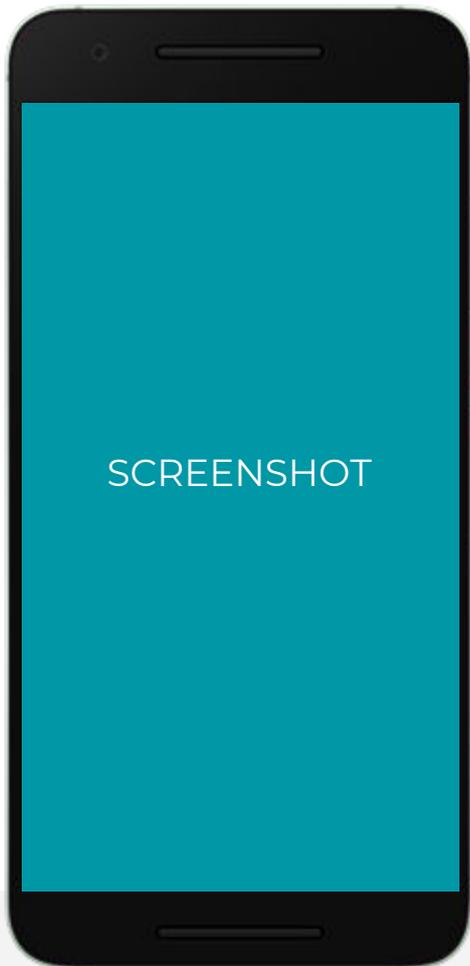
Test: Answer

Feedback

The icon, its color and the copy in both cases, correct and wrong, is good enough.

It also shows the correct answer, which is key.

The answer and the button appears with an animation. That brings a nice UX.

SCREENSHOT

GREAT UX

Result

SCREENSHOT

Overview
You get the main information about completion and correct vs incorrect answers. Good enough.

I would expect some positive or negative feedback, and any kind of flashy animation: "Hurray! You did it better than the average!" or... "Are you kidding? Go and set a lower goal o go and study a bit please..." (just an example of the concept)

Also it would be great to have any data visualization, comparing my score to other scores and making me understand if I passed of failed.

I hope all the information was useful!

Thank you!

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