

01.Participants

A mix of participants were recruited, and had a range of background. 10 participants were recruited, one of which did not show up. His information is not included in these tables.

Customer Status	Participants
Current customer	6
Prospective customer	3

Target	Participants
Single	2
Married with kids <8	1
Married with kids 11-18	1
OTT	2
Empty Nester	3

Demographic	Category	Participants
Gender	Male	4
	Female	4
Age	18-34	2
	35-44	3
	45-49	0
	50-60	3
	61-70	1
Employment	Full time	2
	Part time	2
	Retired	2
	Unemployed	2
	Homemaker	1
Education	High School grad	2
	Some college	3
	College grad	2
	Post college	2

02. Methodology

Sessions

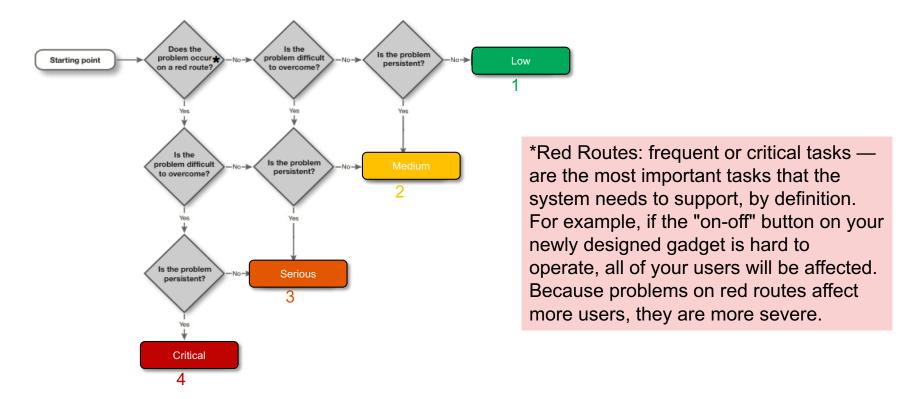
- Focused on the mobile UI.
- Conducted at the UX Research Facility on
- Participants and moderator sat in one room and observers sat in an adjacent room. The rooms are connected electronically via Morae.
- Each session was about 60 minutes long.
- Format was a semi-structured think aloud interview using an interview guide.

Participants

- For the mobile portion of the session: Sat at a table and used an iPhone 6 Plus. The display was mirrored to the
 recording computer so both the moderator and observers could view the screen easily, allowing participants to hold
 the device in a natural way.
- For the TV UI portion of the session: Sat on a couch facing a TV to mimic an in-home TV watching experience as
 closely as possible. Viewing distance was typical of viewing distance for subscriber base.
- Used an unbranded remote with a dPad to interact with the prototype, since the remote has not yet been developed, and the Flirc did not work properly with the remote.
- The prototypes used planned gestures (for the app) and simulated live video. Fonts, transparency and other elements from the visual design were replicated.

Task Success Rates and Ratings

01.Severity Ratings



Source: https://www.userfocus.co.uk/articles/prioritise.html

02. Tasks 1-8 Success Rates

				US					PT		
Task Number	Task	Success	Success with help	Completed but dissatisfied	Fail	N/A	Success	Success with help	Completed but dissatisfied	Fail	N/A
то	Find .	38%	13%		50%		N/A				
T1	Tune to	56%			44%		70%	10%	20%		
T2	What time will ?	100%					80%		20%		
T3	Set up	78%		29%			100%				
T4-PT&US	Tune to (within ().	56%			44%		70%	10%	20%		
T4a-US	Tune to Within not specified.	100%					N/A				
T5	Return to the main page.	100%					100%				
Т6	Difference between channels and channels (1st and 2nd screens)	33%			67%		10%		10%	80%	
T6.e	Add to to .	56%			44%		63%		25%	13%	
T7	Open info for .	89%			11%		80%	10%	10%		
T8	View episode 2 of season 3.	89%			11%		90%		10%		

75-100% success rate 50-74% success rate 0-49% success rate

03. Tasks 9-20 Success Rates

		US				PT					
Task Number	Task	Success	Success with help	Completed but dissatisfied	Fail	N/A	Success	Success with help	Completed but dissatisfied	Fail	N/A
Т9	Record to watch later.	22%		22%	56 %		90%		10%		
T10	Rent a movie of your liking.	33%	11%	33%	22 %		50%		30%	20%	
T11	Switch to a different	78%			22 %		30%		30%	40%	
T12	Watch something from the	11%		22%	67 %		50%		30%	20%	
T13	Access the	33%	17%		50 %		70%		20%	10%	
T14-PT	Get more info from this show	N/A					60%		30%	10%	
T17-US	TV UI: Determine whether .	56%			44 %		N/A				
T19-US	TV UI: Find all	44%	22%		33 %		N/A				
T20-US	TV UI: Navigate to	100%					N/A				

04. Experience and Usefulness Ratings

New Experience, compared to Current Experience, is:

Much worse Worse Same Better Better

1 2 3 4 5

Those who use app, or equivalent cable provider app (US n=3; PT=10):

	US	PT
Entire App Experience	5	4.4
Home	4.3	4.0
Mt Page	4.2	4.6
Part On Demand	4.7	4.3
Paux	4	4.2

New Experience is: Not at all Useful Useful 4 5

Those who **do not** use _____ app, or equivalent cable provider app (US n=6):

	US	PT
Entire App Experience	3.8	N/A
	2.8	N/A
His Page	3.7	N/A
het in bened.	3.1	N/A
Paum	4.6	N/A

Combined* (US n=9):

	US	PT
Entire App Experience	4.2	N/A
None	3.3	N/A
Info Page	3.8	N/A
Paid On Demand	3.6	N/A
Paul	4.4	N/A

[&]quot;Both those use app, or equivalent cable provider app, and those who do not.

UX Issues by Severity Level

01.Positive Aspects

Area of User Interface	Finding
	All participants were able to easily find the on
	7 of the 8 participants who were able to access the
Maria California	8 of the 9 participants easily accessed .
	7 of the 9 participants were able to switch .
	All participants were easily able to navigate to

02.Critical level issues

Area of User Interface	Problem
	The 4 participants who were not able to did not , and 2 of them tried clicking the icon.
	Only 2 participants guessed that they would use without any issues. 5 participants failed this task and 2 succeeded but were dissatisfied. One of the 2 participants who guessed that said that they thought it was misleading.
TV UI:	The 4 participants who could not determine whether I either looked for or (3 participants) or saw in the section and still did not think of that as an indication that (1 participant).

03.Serious level issues

Area of User Interface	Problem
	The 4 participants who were not able to access , did not know to
	All participants were able to complete this task to but 2 commented that the use of was not clear.
	Only 3 participants were able to determine the difference between the first and second screens. Noticing the and determining the difference in meaning between the more and less seemed to be the issues.

04. Medium level issues

Area of User Interface	Problem
Quick	4 participants could not figure out how to add , and of the 5 who were able to do so, 2 did not see the instructions telling them how to do so; they guessed how to add them.
icon	It was not obvious that the icon was for .
icon	It was not obvious that the icon was for .
icon	It was not obvious that the icon was for the , but the reaction to this icon was better than the reactions to the icons.
TV UI:	The 5 participants who either failed or needed help with finding all the either didn't (4 participants) and/or didn't see " (2 participants).

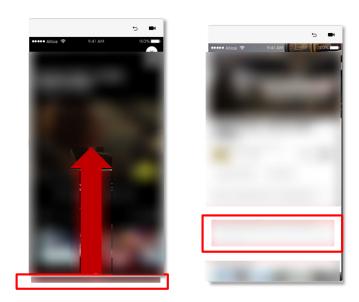
05.Low level issues

Area of User Interface	Problem	
	4 participants were not able to get to	(they did not tap on "
	"), however they were able to through other routes.	



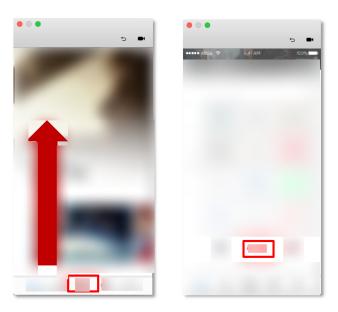
01.Find one sentence description for

- Finding: The 4 participants who were not able to access the 1 sentence summary, did not know to swipe up.
- Severity Rating: 3 Serious
- Recommendation: Increase prominence of at the bottom of the screen and/or provide hints of more content at the bottom of the screen.



02. Tune to (from)

- Finding: The 4 participants who were not able to tune to did not swipe up, and 2 of them tried clicking the icon.
- Severity Rating: 4 Critical
- Recommendation: Increase prominence of pull-up arrow at the bottom of the screen and/or provide hints of more content at the bottom of the screen.



03.Set up a

- Finding: All participants were able to complete this task to b, but 2 commented that the use of ' was not clear.
- Severity Rating: 3 Serious
- Recommendation: Reconsider use of the term "

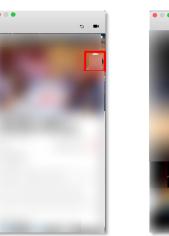


"I don't know what is.
I don't know if it will give me or automatically .."



04. Tune to (within).

- Finding: 4 participants were not able to get to within (they did not tap on ""), however they were able to through other routes. Given that participants found 2 other ways to access should be listed in the section), this is a low priority issue.
- Severity Rating: 1 Low
 Recommendation: TBD







05. Determine difference between screens

Finding: Only 3 participants were able to determine the difference between the first and second screens.
 Noticing the and determining the difference in meaning between the and seemed to be the issues.

Severity Rating: 3 – Serious

Recommendation: TBD





06.Add section to

- Finding: 4 participants could not figure out how to add to their
- Severity Rating: 2 Medium Recommendation: TBD





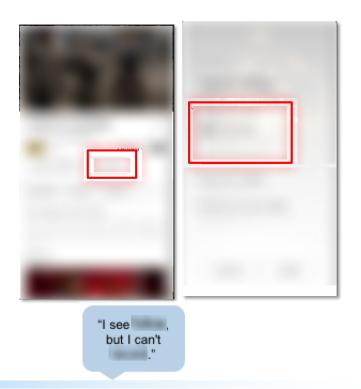
07.Record

to watch later

- Finding: Only 2 participants guessed that they would use

 without any issues. 5 participants failed
 this task and 2 succeeded but were dissatisfied. One of the
 2 participants who guessed that
 said
 that they thought it was misleading.
- Severity Rating: 4 Critical
- Recommendation: Reconsider use of the word for
 I." If should be used before any action has taken place.

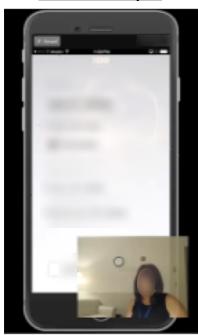
"I don't know whether would allow me to that. It doesn't seem to be it." "I think is more , rather \."



08.Record

to watch later (continued)

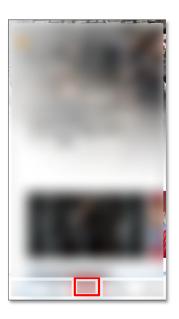
Video clips*



^{*} Proprietary, so not viewable

09.Rent a movie

- Finding: It was not obvious that the icon was for 8 participants tapped on one or more icons at the bottom of the screen before either tapping on the or failing at the task.
- Severity Rating: 2 Medium
- Recommendation: Redesign icon to make the function of the icon clearer.





10. Watch something from

- Finding: It was not obvious that the . 4 participants first was for thought it would be 4 thought it might be one of the other icons -Severity Rating: 2 - Medium
- Recommendation: Redesign the to make the function of the icon clearer.

"What does that mean? It looks like a button or . I wouldn't have thought that."

> "I thought because of the it was , like a button."

"Ha! To me it looks like a button and some sort of , maybe . Absolutely nothing to do

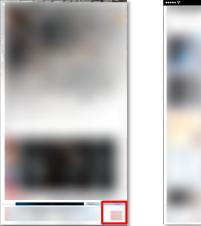


11. Access the

- Finding: It was not obvious that the for the hours, but the reaction to this icon was better than the reactions to the licons. 3 participants were not asked to perform this task because they had previously come across this section while performing other tasks.
- Severity Rating: 2 Medium
- Recommendation: Redesign the icon to make the function of the icon clearer.

"Usually that's the button."

"Originally I thought it was a "



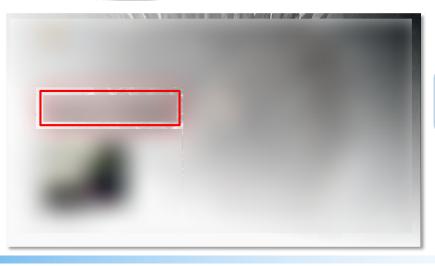


"I've seen the before. I know it's not it's fine. I don't remember what it was for, but I know I've pressed before."

12.TV UI: Determine whether

- Finding: The 4 participants who could not determine whether section (3 participants) or saw in the section and still did not think of that as an indication that it (1 participant).
- Severity Rating: 4 Critical
- Recommendation: Reconsider use of the words "for

" ;, it says ...
That's not doing it. Maybe it's in ...
? Over here what I'm seeing is ..., it just makes me think that the show's going to be on."

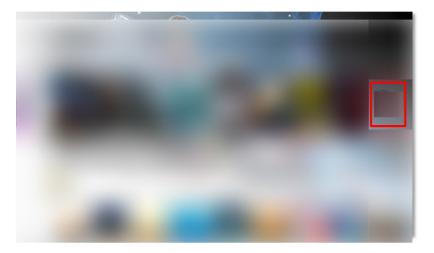


"Well I found it so I could watch it. I don't remember how I got there."

13.TV UI: Find all

- Finding: The 5 participants who either failed or needed help with either didn't scroll up to (4 participants) and/or didn't see (2 participants).
- Severity Rating: 2 Medium
- Recommendation: Make scrolling up to _____ more obvious and increase prominence and/or stroke of ______





14. Best and worst aspect of interface

- There were no overall best parts of the interface.
- The worst parts of the interface mentioned with any consistency were:
 - Iconography for the different sections at the bottom of the app (mentioned by 3 participants)
 - (mentioned by 3 participants)

"The only thing that was different was the , and that confused me!"

"The buttons at the bottom of the screen, I don't' know what they mean."

"The and having a separate button to
. Other than that, everything is already is
in a really good state."

"Where the is actually a , that was confusing."

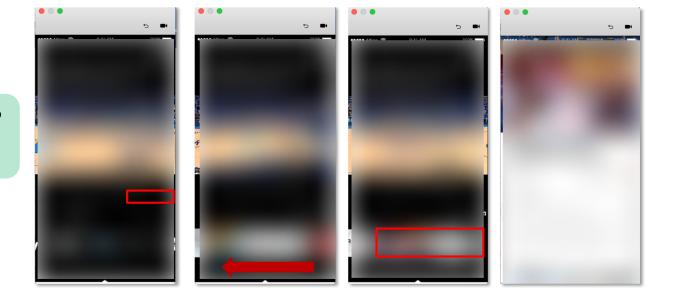
Positive UX Aspects

01.Find the time of the tonight on

Finding: All participants were able to easily find the time of the

on tonight on

"That was very easy to do.... I never used the app before and I was able to figure it out!"



02.Open info for

• Finding: 7 of the 8 participants who were able to access the than the page on the page. (rather page). 1 participant thought they were already on the page.

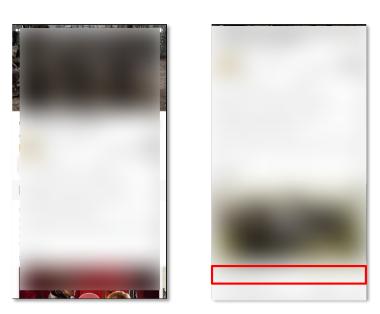


03.View

 Finding: 8 of the 9 participants easily accessed difficultly had difficulty seeing the light gray

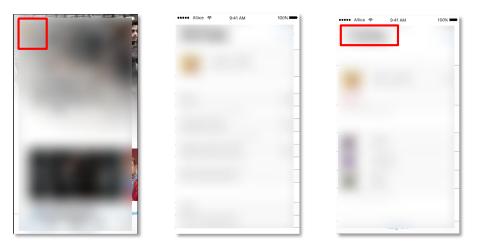
against the white background.

. The 1 participant who had



04.Switch

- Findings: 7 of the 9 participants were able to switch Some participants first tried to tap the next to the word rather than the word itself, to get back to the the page, but presumably this would work in the final version. One participant asked whether, and how that would work. One participant wanted to just and not have
- Note: The next to should be made tap-able to accommodate those who try to tap it instead of



05.TV UI: Navigate to

• Finding: All participants were easily able to navigate to was available in further illustrating the issues with the use of the word

"This is a nice
layout. This section
is nice, easy,
simple....And the
background would
be ? It's very
inviting."

