

**Improving User Experience in the Recording & Presentation Practice Room**  
**UX Project Proposal**  
**Team Maple**

### Summary

The Recording & Presentation Practice Room at the Salmon Library (UAH) gives students the tools they need to practice and record presentations. However, some users may run into issues such as setting things up, connecting their devices, and finding their own way around. These problems can lead to confusion and students may rely solely on staff to help them.

Team Maple's project will look at how students use the room by conducting surveys and usability tests on important tasks like reserving the room, connecting their devices, and recording a presentation. Team Maple will determine how well they do by looking at how long it takes them to finish tasks, how many mistakes they make, and areas where they get confused.

The final report will provide results of the research through graphs and charts, as well as useful suggestions like clearer instructions, better labels, and a simpler setup process.

The overall goal of the project is to make the Presentation Practice Room easier to use and more efficient. This will make the experience better for users and cut down on the need for staff help.

## 1.0 Introduction

The Recording & Presentation Practice Room in the Salmon Library at the University of Alabama in Huntsville (UAH) offers students a place to work on and improve their presentations. The room is there to help with things like practicing speeches, recording presentations, and using projectors.

The room has useful tools, but users may have trouble figuring out how to use them, connect their devices, or to make the most of the presentation room's features. Confusion during setup or use can make people waste time or solely depend on staff for help.

### **There are multiple reasons why making the Recording & Presentation Practice Room easier to use is important:**

- Students typically use the room to prepare for school and work presentations.
- By using the room efficiently, the staff won't have to help as often, allowing them to handle other tasks.
- A setup process that is easy to understand and follow makes users more confident and productive.

Team Maple's project will focus on how students use the Recording & Presentation Practice Room and its technology. The goal is to find problems related to usability in the room and suggest ways to make it easier to use, and more effectively.

## 2.0 Proposed Content:

The final UX from Team Maple will show what the research found and suggest ways to make the Recording & Presentation Practice Room easier to use.

The final report will contain the following:

### 2.1 Analyzing the User Experience

- How students use the room and its equipment
- Usability problems that may occur during setup and use
- Places where users are confused.

### 2.2 Results of Task-Based Testing

In the Recording & Presentation Practice Room, participants will do tasks, such as:

- Making a reservation for the room or getting into the Recording & Presentation Practice Room
- Getting the presentation set up.
- Connecting a laptop or other device to the screen
- Using tools for presentations, like slides and screen sharing
- Making a video of a presentation
- How to observe and retrieve saved recordings.

**Performance metrics will include:**

- How long it takes to finish a task
- How many mistakes were made
- Times when users ask for help
- Things that make users confused

**2.3 Survey Results**

Participants will fill out a survey and give feedback on:

- How difficult it was to find the room and its features
- Overall clarity of instructions and setup process
- Suggestions for making things in the presentation room better

**2.4 Visualizations**

The report will use pictures and other forms of visual supplements like:

- Flowcharts that will contain information on setting up and using the room
- Diagrams that show where problems in the presentations room are located
- Potential changes that can be made to the layout or set of instructions

**2.5 Design Suggestions**

The report will provide suggestions based on the results, such as:

- Instructions that are easier to understand for using presentation room equipment
- Better labeling for controls and connections
- Made it easier to set up presentations
- Improvements to how easy it is to record and play back
- Better help for people who are using it for the first time

### 3.0 Schedule and Workflow

The project will follow a timeline that is aligned with course deadlines.

<b>Phase</b>	<b>Task</b>	<b>Timeline</b>
Proposal Approval	Submit and revise the proposal	Week 1
Participant Recruitment	Recruit students for survey	Week 1–2
Data Collection	Conduct usability testing and surveys	Week 2
Data Analysis	Analyze user performance and feedback	Week 3
UX Visualization	Creating the diagrams	Week 3
Final Report Development	Write findings and recommendations	Week 4
Progress Report	Submit progress report	March 23
Final Visual Deliverable	Submit the UX visual aid	April 5

### 4.0 Budget

This project requires little to no financial cost and will use existing resources.

#### 4.1 Financial Cost

No costs required.

#### 4.2 Total Resources Required

- Access to the Presentation Practice Room
- Volunteer student participants
- Room equipment (display system, recording tools, etc.)
- Survey tools (Google Forms or similar)
- Observation or screen recording tools

#### 4.3 Estimated Time Commitment

<b><u>Task</u></b>	<b><u>Hours</u></b>
Recruitment	2 hours
User Testing	4 hours
Data Analysis	4 hours
Report Writing	6 hours
Visual Design	3 hours

**Total Estimated Time:** ~19 hours

### **Team Maple Experience**

Team Maple has the academic background and technical skills necessary to conduct this UX study.

Qualifications include:

- Experience working with digital tools and presentation software
- Experience in using proper research methods and technical writing skills
- Experience analyzing user behavior and identifying usability issues
- Ability to produce clear technical reports and visual documentation

Team Maple will communicate with Anna Kate Tippett, the library client, to ensure the study aligns with the operational goals of the Recording & Presentation Practice Room.

## References

Barnum, C. (2020). *Usability Testing Essentials: Ready, Set...Test!* Morgan Kaufmann.

Krug, S. (2014). *Don't Make Me Think: A Common Sense Approach to Web Usability*. New Riders.

Norman, D. (2013). *The Design of Everyday Things*. Basic Books.