**Evaluation goals:**

When demonstrating the Second clock, the following specific goals and criteria were highlighted:

* Making the secondary clock user friendly/easy to use.
* Not only easy to use but easy to learn.
* Able to figure out any issues by oneself when using the product.
* Creating a clear scenario to provide an understanding of the product.
* Showcase the purpose and the importance of the device.

**Methodology:**

In this experiment, a total of five individuals were selected to participate in the testing of a new product, specifically a clock. The participants were given a series of tasks to perform in order to provide feedback and obtain a better understanding of the product as a whole.

First, the participants were asked to watch a showcasing of the product, which involved the two creators discussing the product and demonstrating how to use it. This was done to provide a comprehensive overview of the product's features and capabilities.

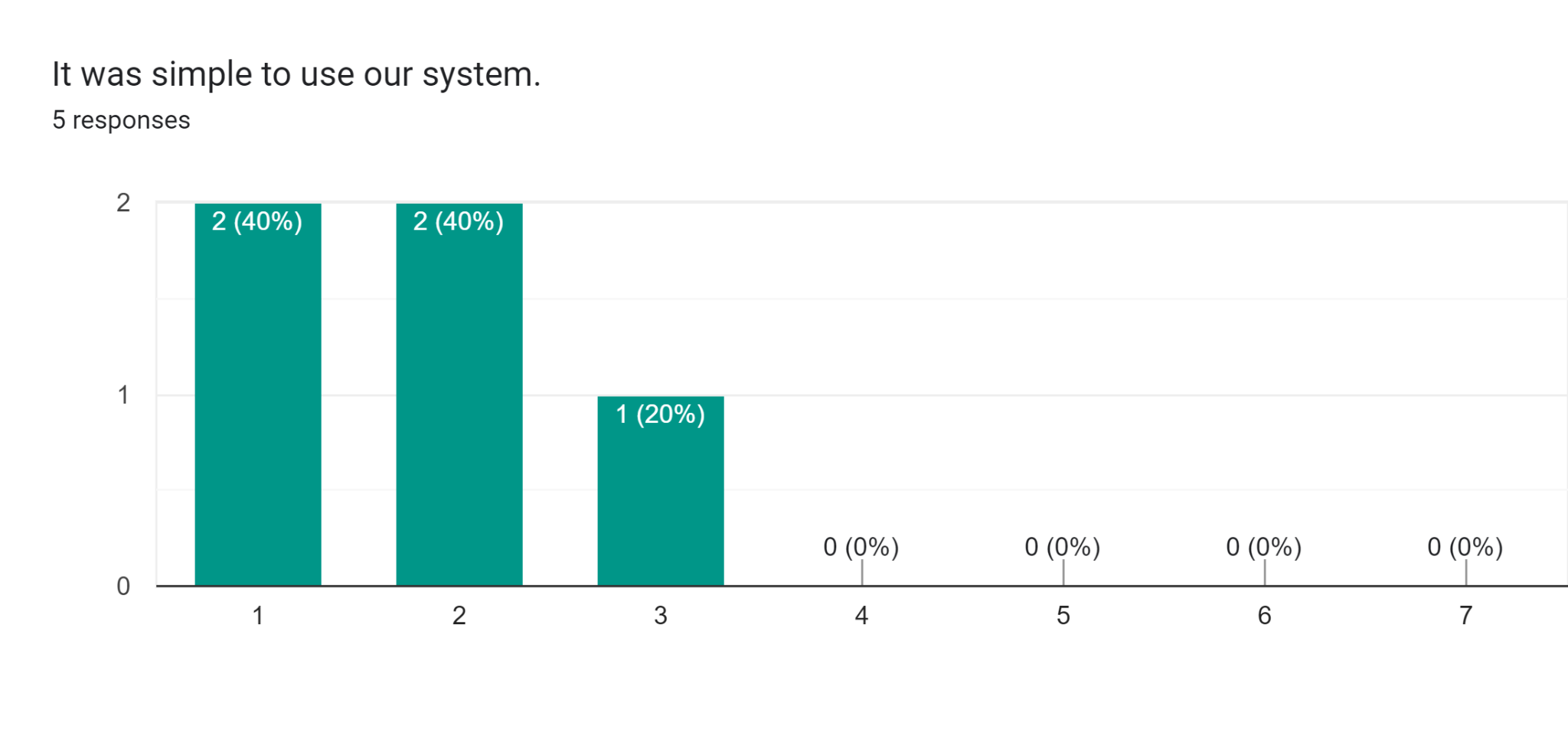
After the showcasing was completed, each participant was given the opportunity to use the clock one by one. This was done to ensure that there was no confusion and that each participant had ample time to explore the product and its functionalities.

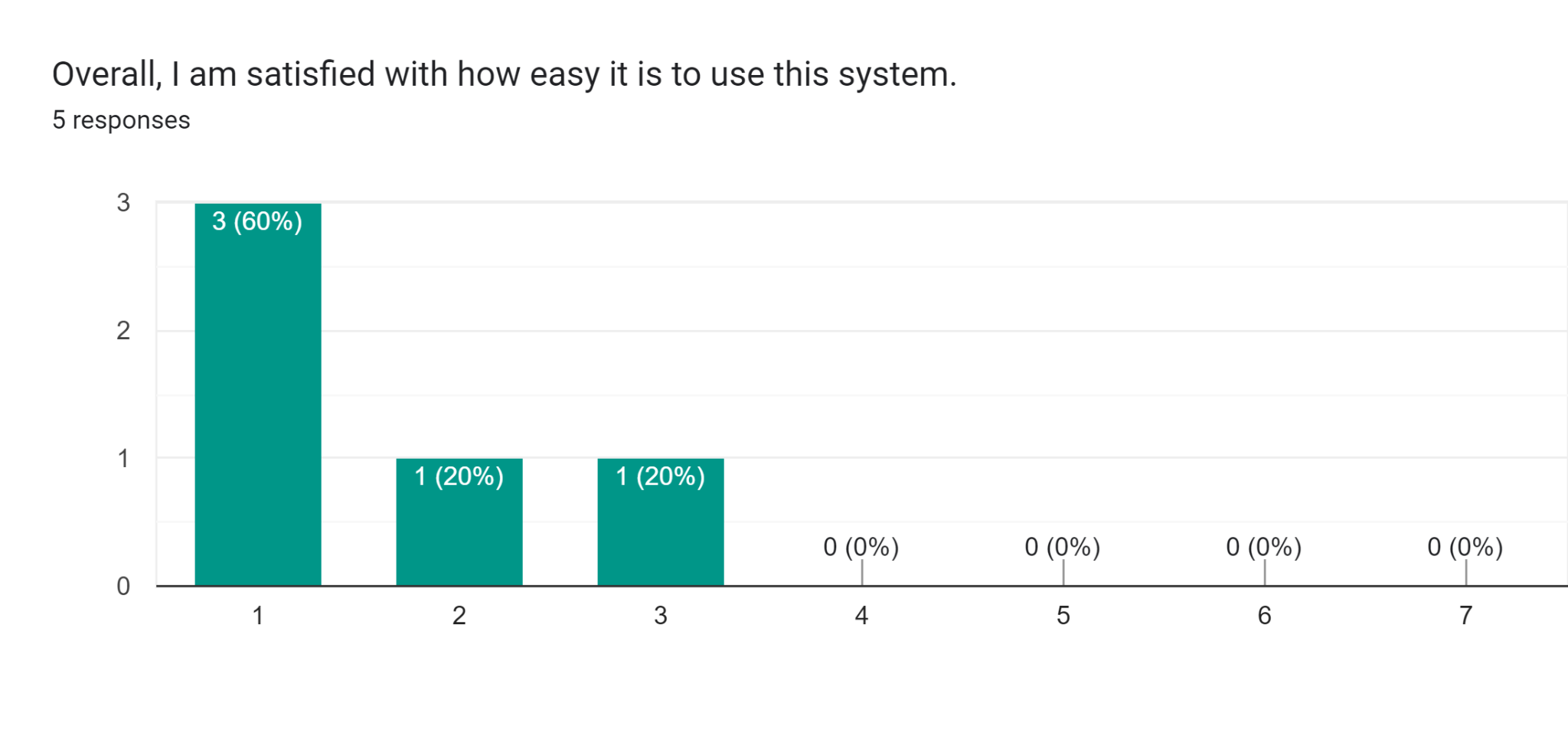
During the testing phase, each individual was tasked with reviewing the code and providing feedback on their experience using the clock. This was done to ensure that the product was intuitive and user-friendly, while also allowing for the identification and resolution of any issues or bugs.

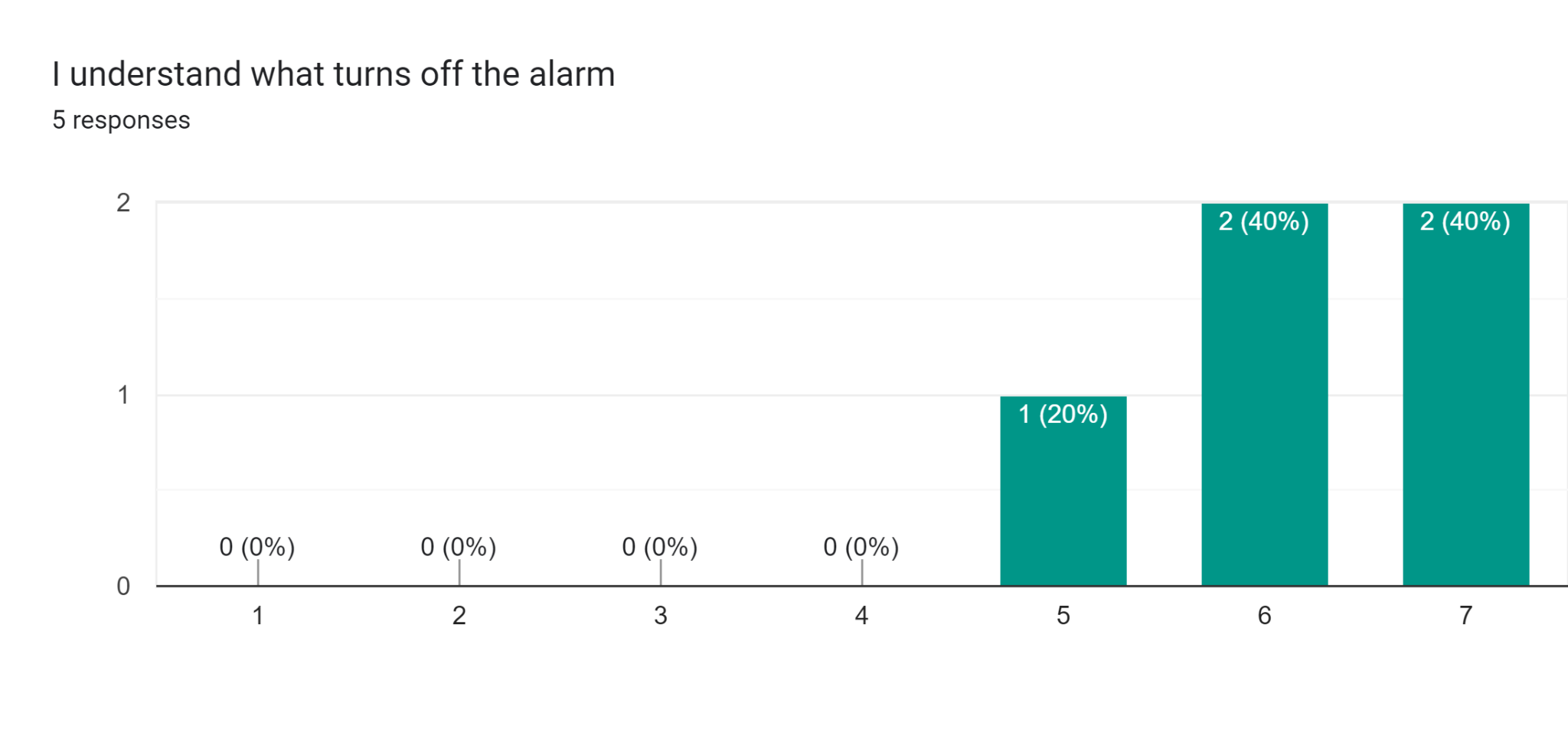
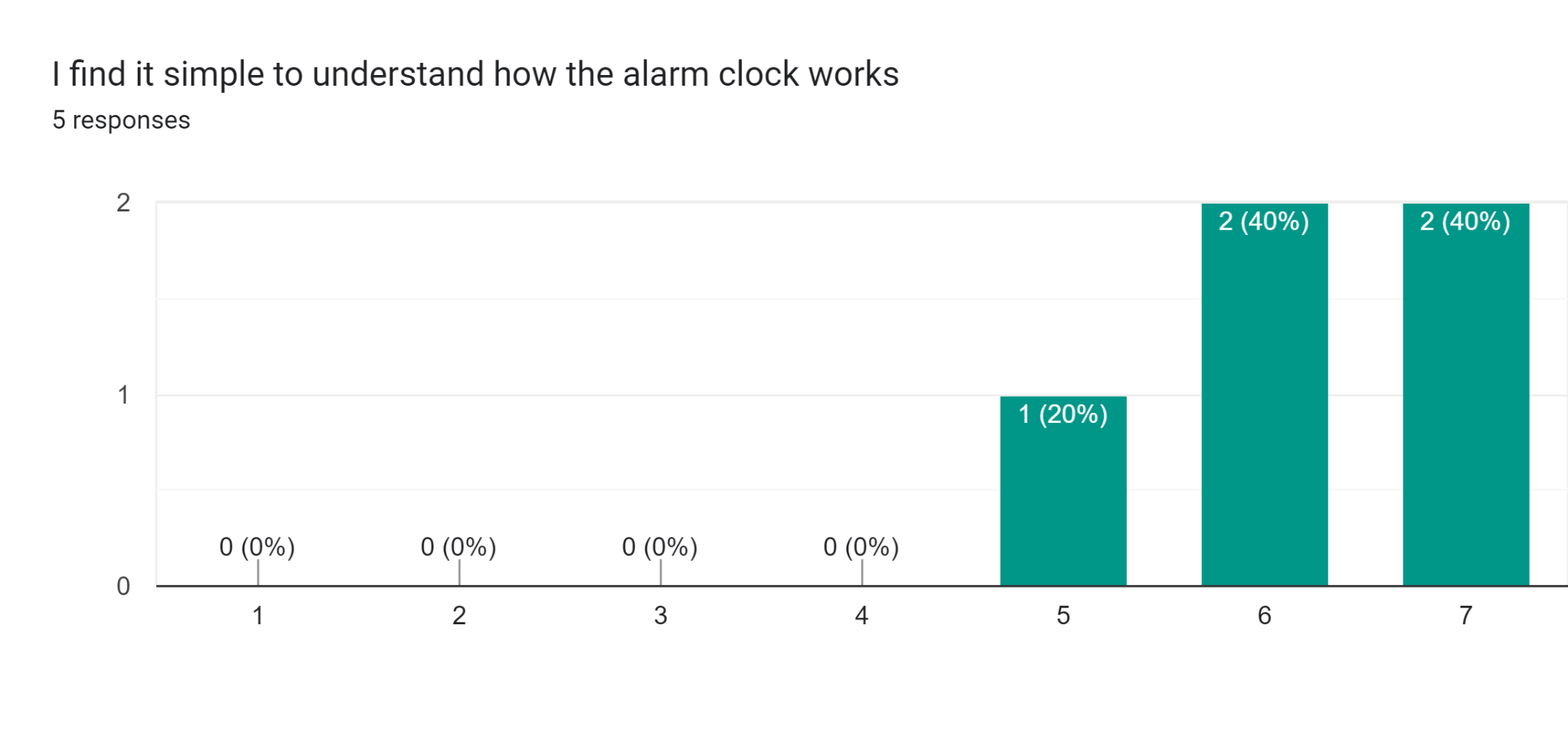
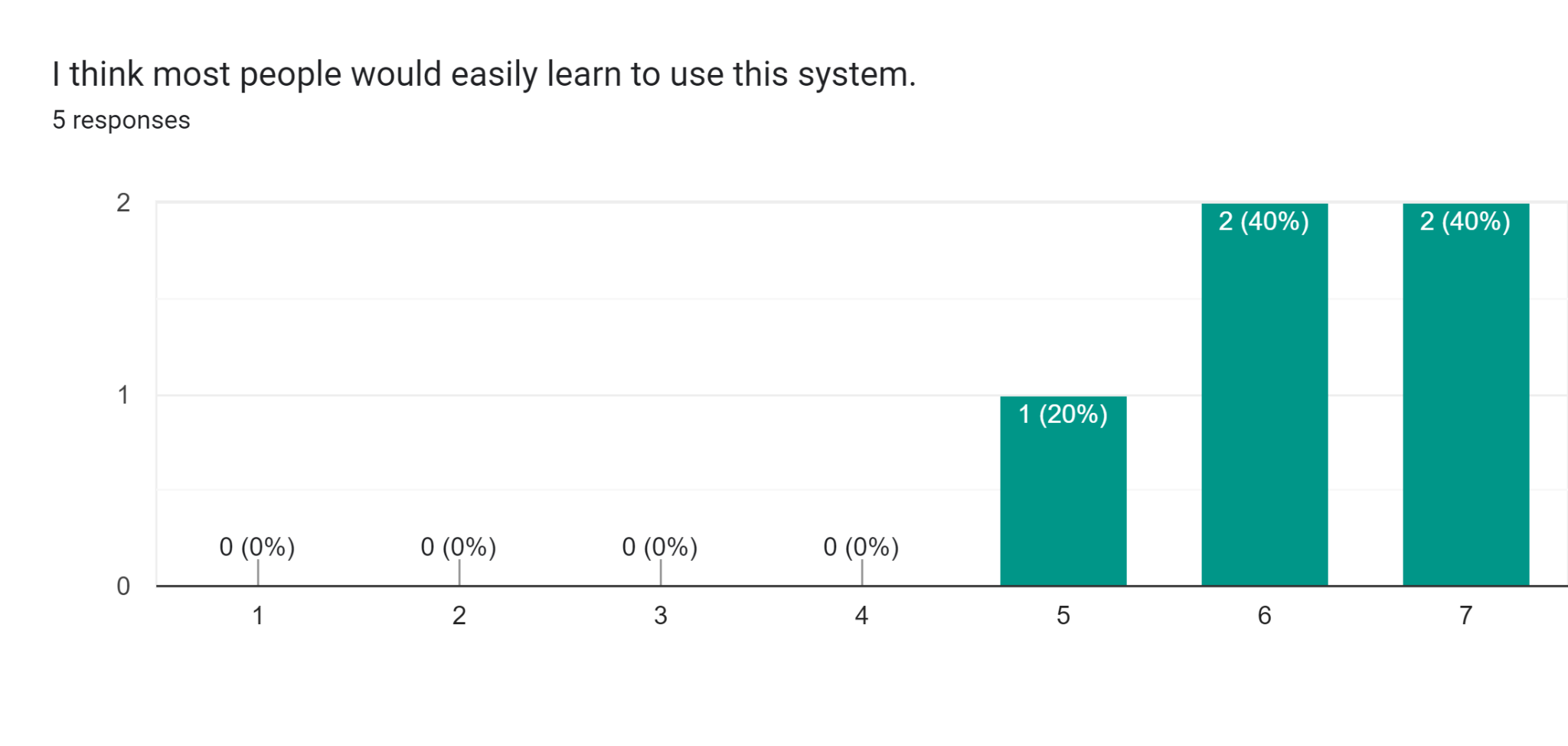
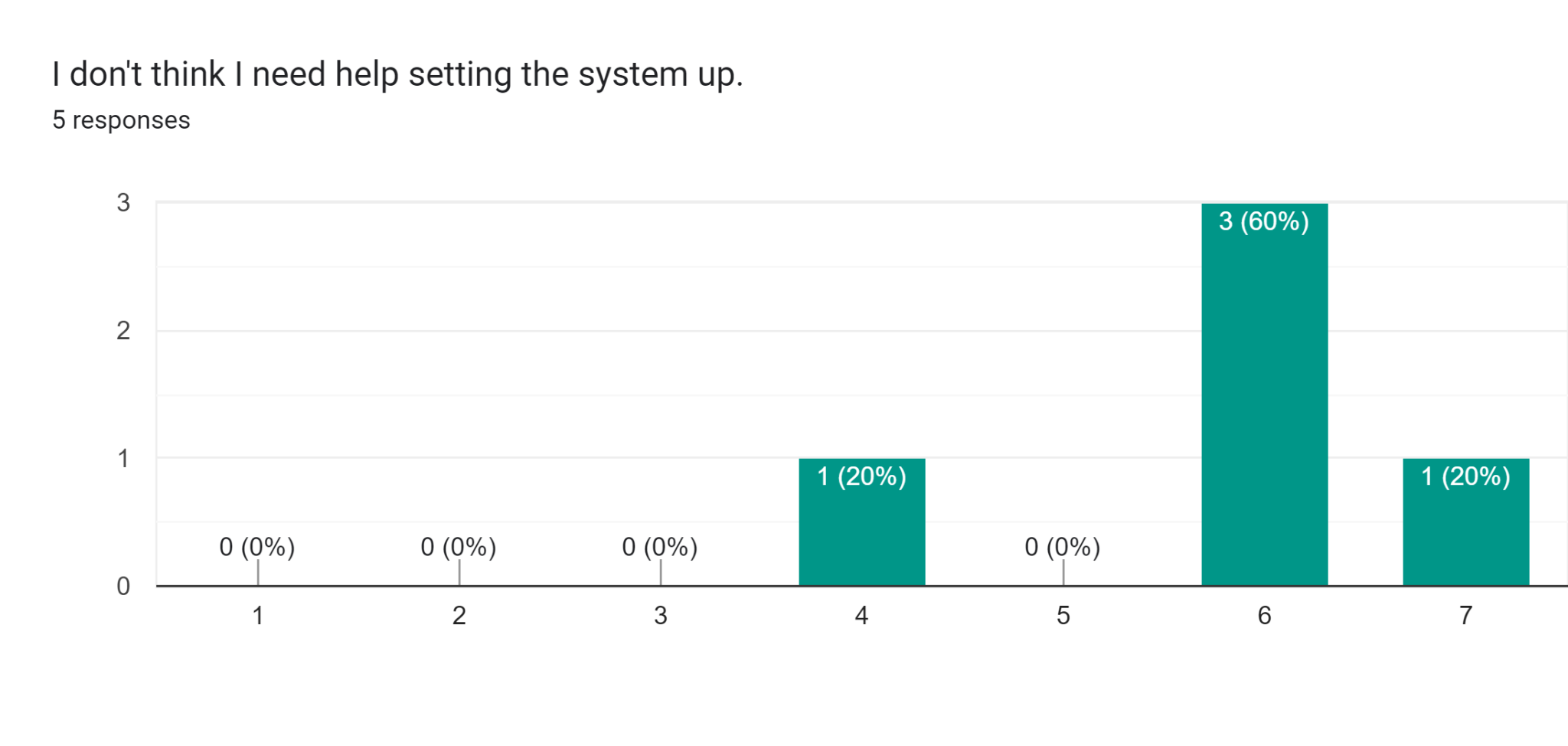
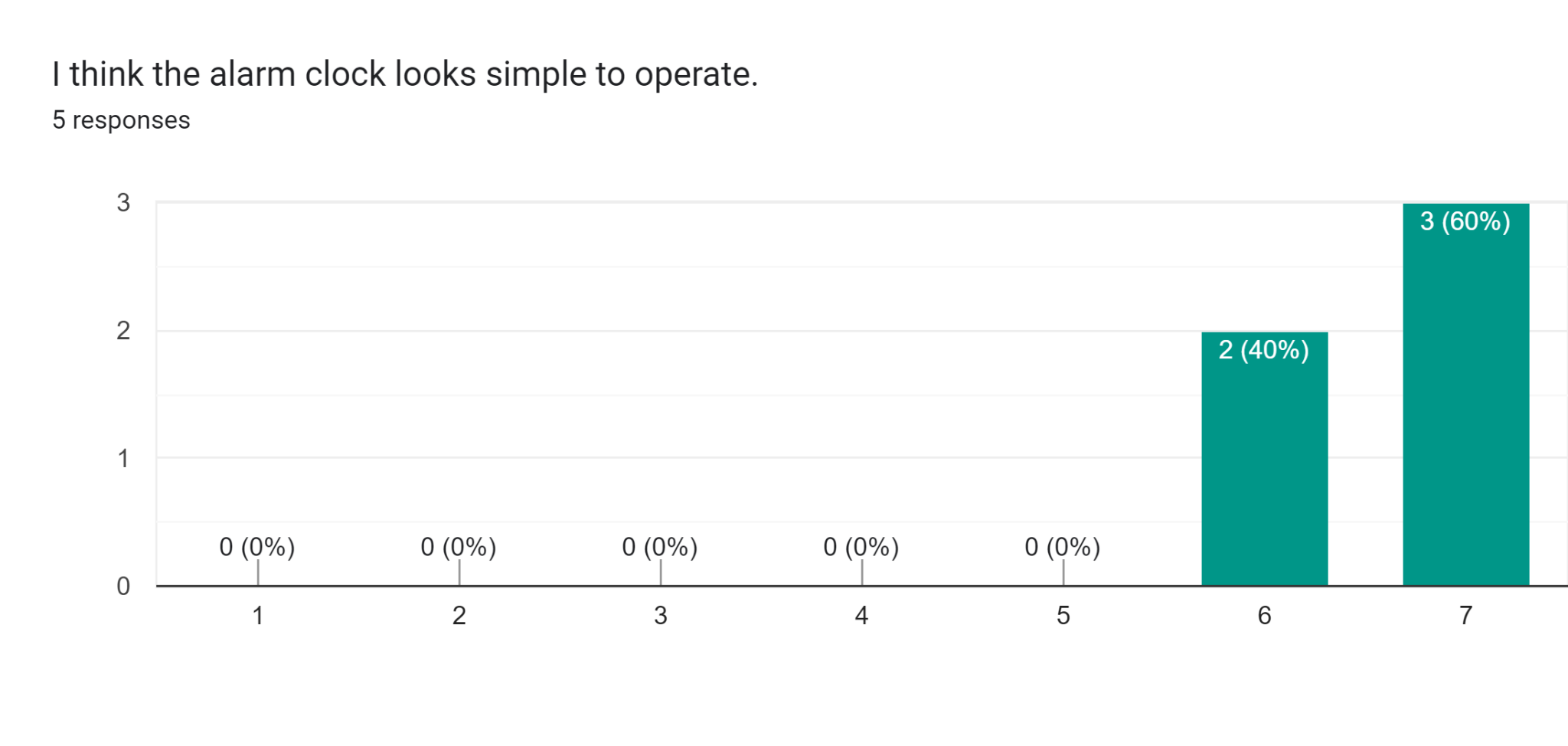
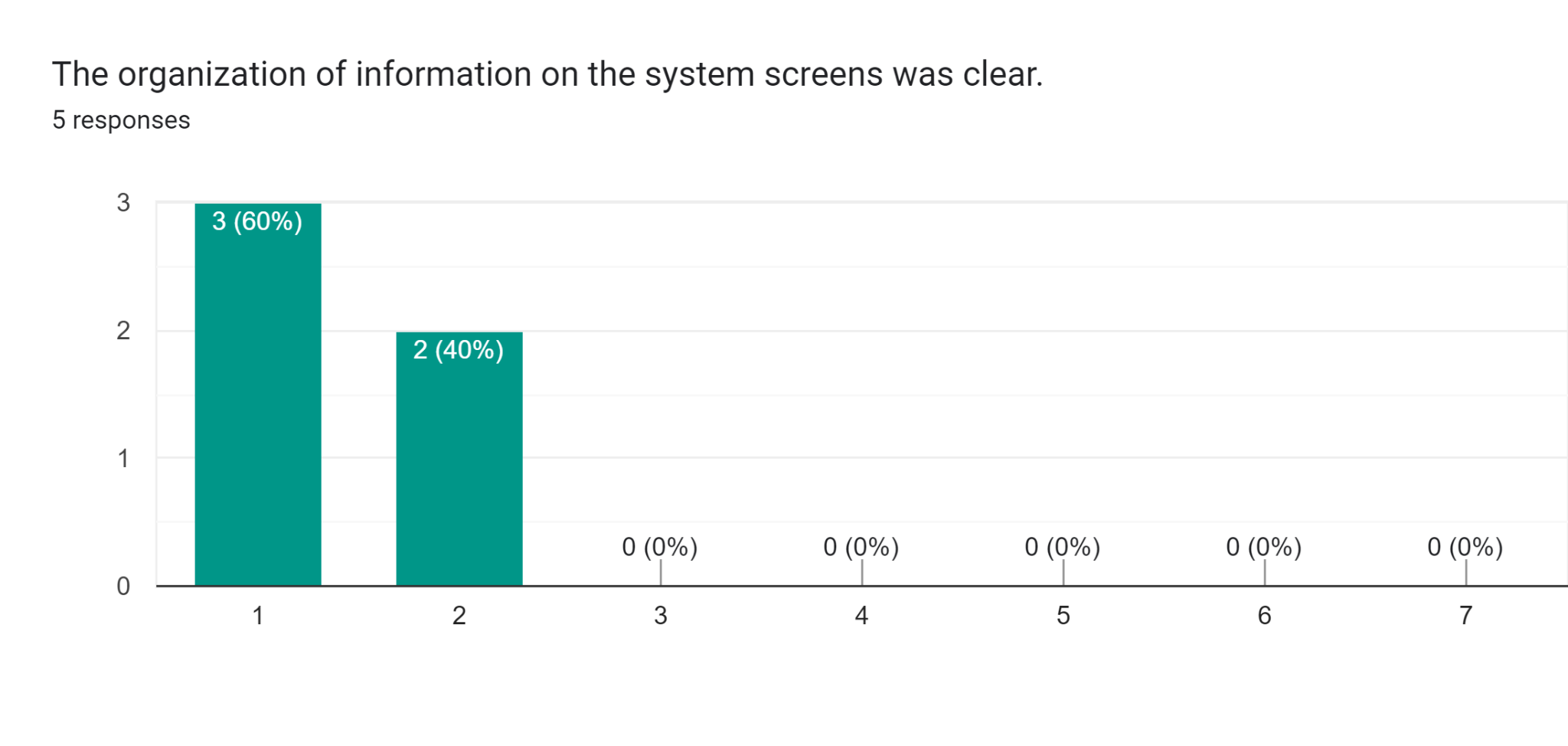
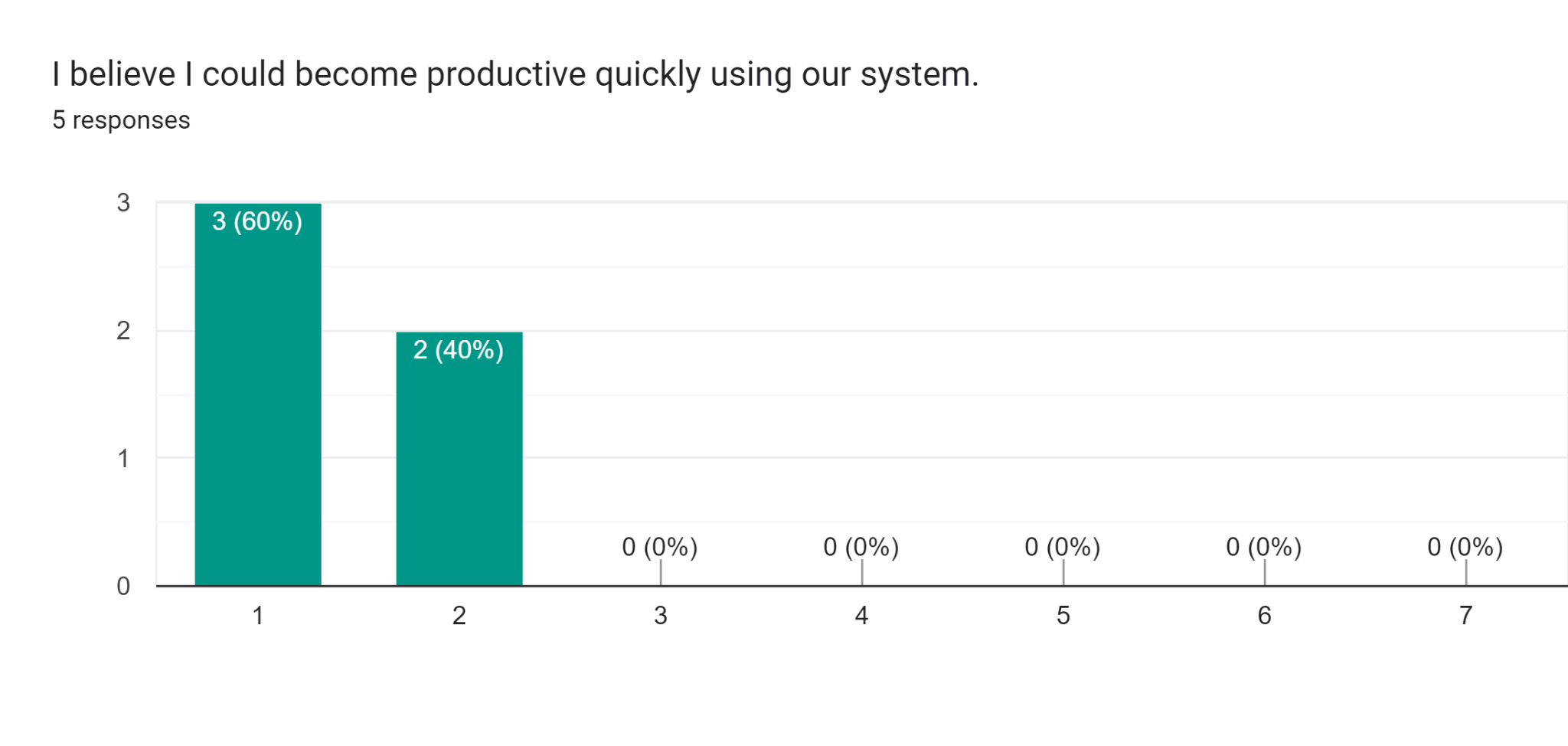
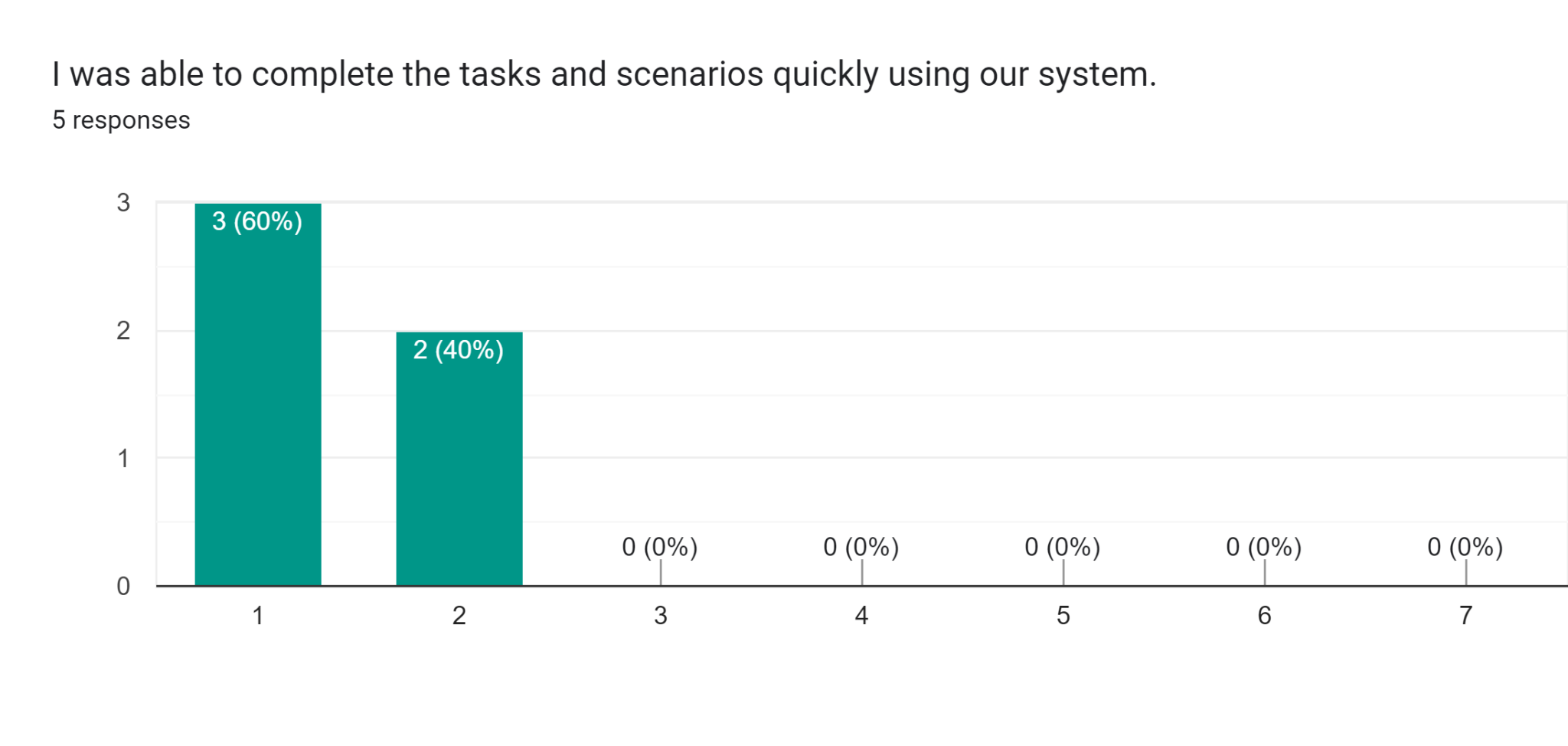
Once the testing phase was completed, each individual was tasked with completing a 10-question survey. This survey was designed to assess the participant's satisfaction with the product, and included questions such as how easy it was to use the system, the simplicity of operating the alarm clock, and whether or not they believed they could become productive quickly using the system. The survey also evaluated the clarity of the information presented on the system screens, as well as whether participants believed they would require assistance setting up the system.

Through this methodology, the experiment was able to provide valuable insights into the product's usability and user-friendliness. The feedback obtained from the participants allowed for the identification of any areas that required improvement, while also highlighting the product's strengths and features that were well-received by the participants.

* Overall, I am satisfied with how easy it is to use this system.
* It was simple to use our system.
* I was able to complete the tasks and scenarios quickly using our system.
* I believe I could become productive quickly using our system.
* The organization of information on the system screens was clear.
* I think the alarm clock looks simple to operate.
* I don't think I need help setting the system up.
* I think most people would easily learn to use this system.
* I find it simple to understand how the alarm clock works
* I understand what turns off the alarm.

Once the results were analyzed it was clear that for the most part the experiment was very easy to follow, learn, and overall provided the necessary information to showcase the importance. Here are all the graphs:





Even though the overall test of the experiment has been fairly successful so far there were a few criticisms or constructive feedback which consist of:

* How could you avoid someone from going over to the device and turning it off to then go back to bed.
* If the device is too out of reach how is someone going to be able to turn it off.
* What if someone sleeps with their lights on?
* What if someone's room isn’t dark enough to trigger the timer for the alarm?
* Can you adjust the sound of the alarm?
* Can there be a secondary trigger if the light detections isn't working.
* Changing the sound of the alarm would be pretty nice.

**Effectiveness:**

Our goal is to ensure that in the most critical of situations our product does not let the user fail, but instead it helps them succeed. There are certainly many important scenarios where our product can improve the lives of our users. The following examples help highlight this:

* Needing to wake up for an early flight.
* Waking up for an important interview that’s early in the morning.
* Resetting the body’s circadian rhythms by waking up at the same time every day.
* Waking up for a final exam that starts at 8AM.
* Waking up from a power nap in order to make it to your next class, rather than sleeping through it.

What all of these situations have in common is that the user wants to sleep and recharge themselves, but there is an important event that they need to wake up for, something that is clearly more important than sleep, and rightly so. All of these example scenarios, which are common in many people's lives, have a great risk associated with them.

Situations where this product may have no effect are those where the user can reliably wake up on their own at a certain time. For example, if the goal is to wake up consistently at 8AM, but the user is already waking up at that time or earlier then this product would not be useful. It may even become a slight irritant if they attempt to use it and then have to deal with an alarm going off an hour after they’ve already woken up.

However, the most important aspect to our product and the biggest point of potential failure stems from the users. The product relies on them to plug it into an outlet that is out of reach. That way it cannot be unplugged and turned off, nor can the user shine a light into the alarm to disable it. This is fair criticism, and if time was permitting then we the development team would attempt to address it by exploring the problem further.

**Results:**

In conclusion, the results of our experiment show that a majority of the participants responded positively to our questions. The first part of the survey, graphs 1 through 5, were ranked with 1 being strongly agree and 7 being strongly disagreeing. On average, participants responded between 1 and 2. In comparison to the second part of our survey, graphs 6 through 10, they were ranked with 1 being strongly disagree and 7 being strongly agreeing. On average, participants responded between 6 and 7.

When comparing the two sections, they show a similar trend of positive responses, from both before and after the participants used the product. Although there are outliers within the trend we have established, this is to be expected considering our focus group only had five participants.

Overall, the results show a positive reaction. This appears to support our hypothesis that this is a product which can fulfill an unrealized need in the daily lives of almost everyone, and can be extremely beneficial. Moving forward, the analysis of our experiment appears to show that further development into the concept of our product should be encouraged, as well as expanded upon in order to address the feedback received.