

FEUP – Informatics and Computer Engineering

HCI Winter Semester 2022 – 2023

Uni Event Life

Phase 2 Report – First Prototype and Heuristic Evaluation

T14 – Group 4

- Bernardo Campos – 202006056
- Diogo Almeida – 202006059
- Rafael Morgado – 201506449

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Project Description

Our project has the objective of conglomerating all student core groups and events that belong to the university setting, all within the same platform.

Event organizers and student core members can conveniently create, manage and promote their events and groups. Users can see all the available groups and events, easily get information about them and if interested, they have a quick way to sign-up.

Functionalities

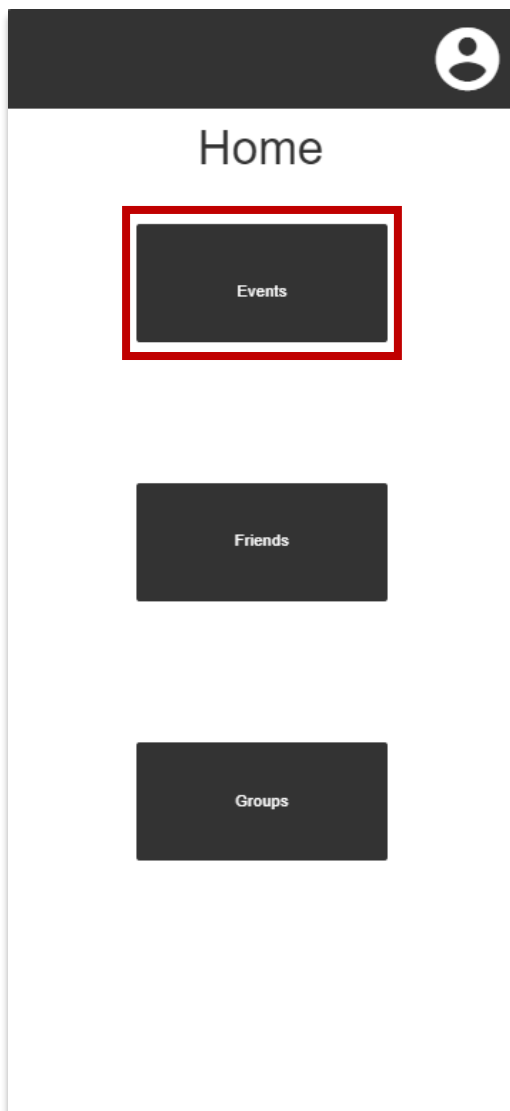
- Browsing and signing-up for events.
- Organizing and managing events.
- Sending and receiving friend requests.
- Creating and joining groups with friends.

Tasks

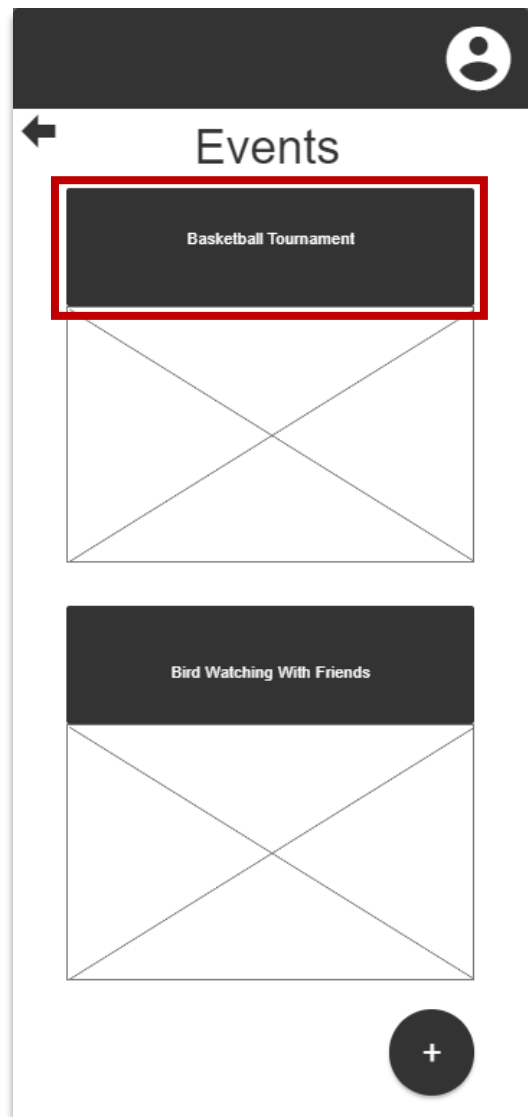
- Register yourself in the Basketball Tournament Event
- Accept your friend Diogo's request and create a group with Diogo and Rafael called "Open Source Enthusiasts".
- Create an event called "Chess Tournament", that will be held at the 10th of November, starting at 15:00, in FEUP I101.

Prototype's Wireflow

Task 1: Register yourself in the Basketball Tournament Event (p. 1)



1. Starting in the Main Menu, the first step is to click the "Events" button.

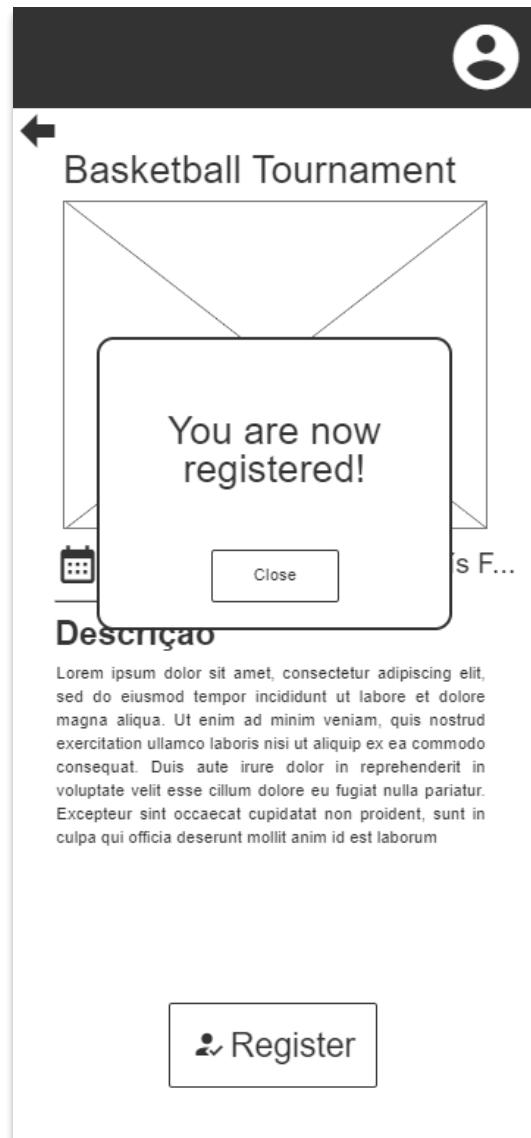


2. That will lead you to the Events page. Here, select the event you are interest in, in this case, the Basketball Tournament.

Task 1: Register yourself in the Basketball Tournament Event (p. 2)

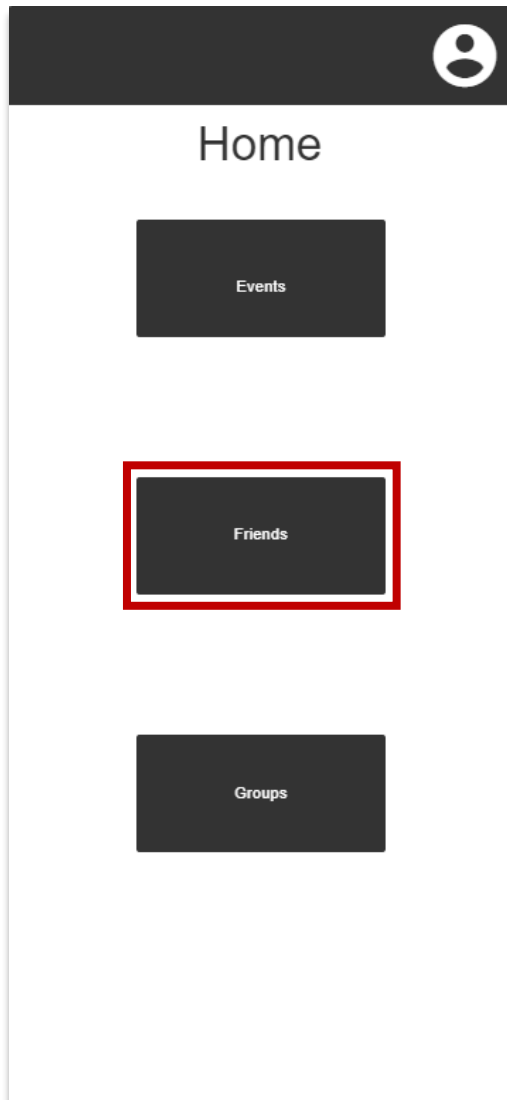


3. Now you are in the *Basketball Tournament* event page. Here you can see information on the date, time and place of the event, also an image and short description. To sign-up to the event, click the “Register” button.

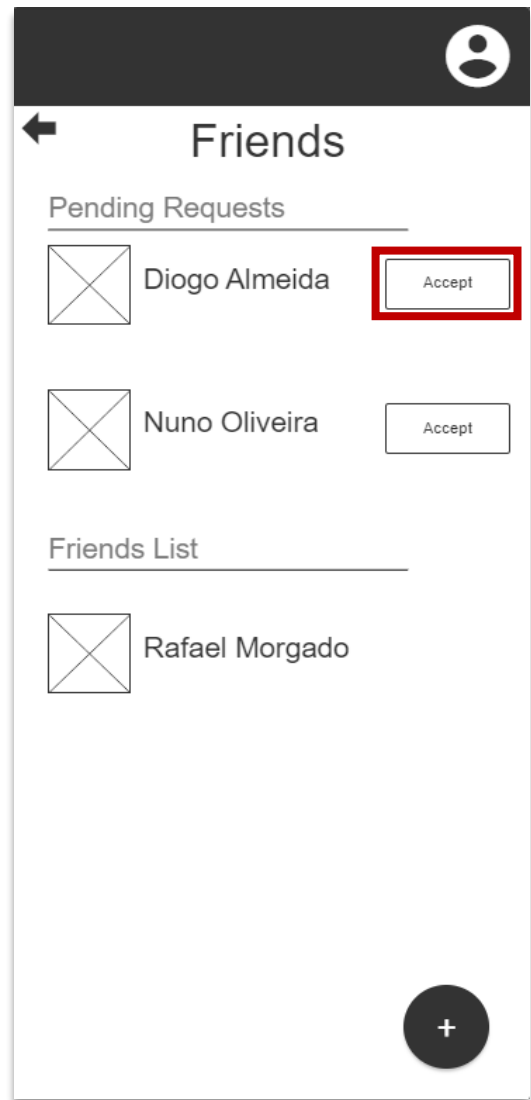


4. You are now registered! A pop-up message will appear confirming you successfully registered for the event. The task is complete, you can close the pop-up and continue using the app.

Task 2: Accept your friend Diogo's request and create a group with Diogo and Rafael called "Open Source Enthusiasts" (p. 1)

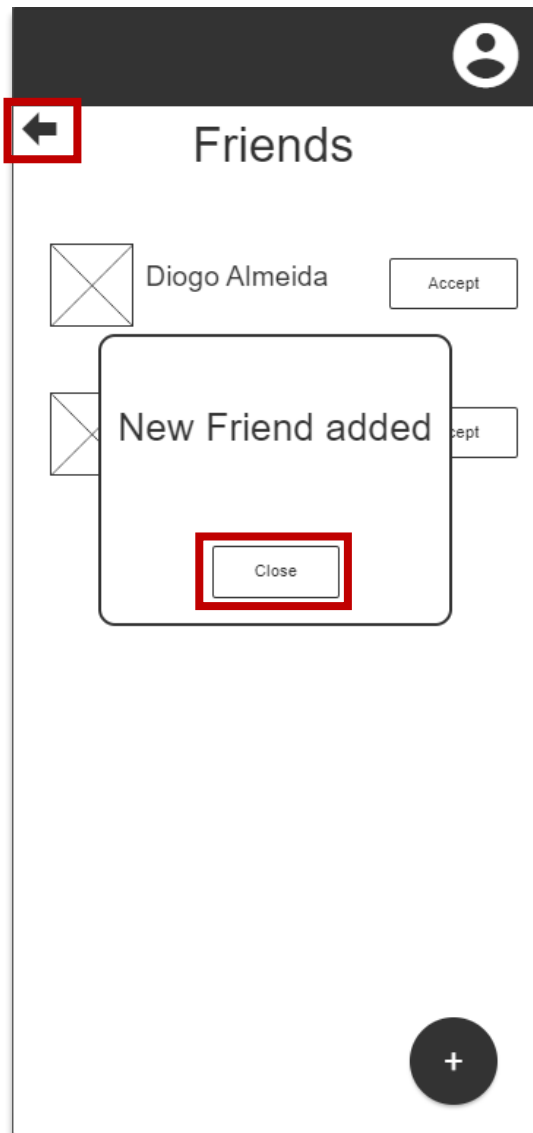


1. Starting in the Main Menu, the first step is to click the "Friends" button.

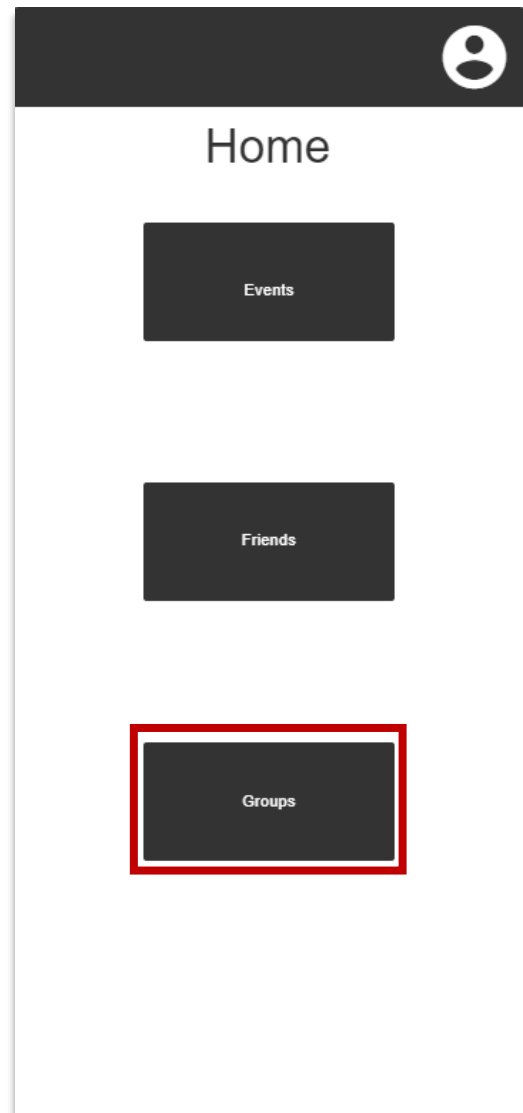


2. Now that you are on the Friends page, you can see pending friend requests alongside with your friend list. Click the accept button to accept your friend Diogo's request.

Task 2: Accept your friend Diogo's request and create a group with Diogo and Rafael called "Open Source Enthusiasts" (p. 2)

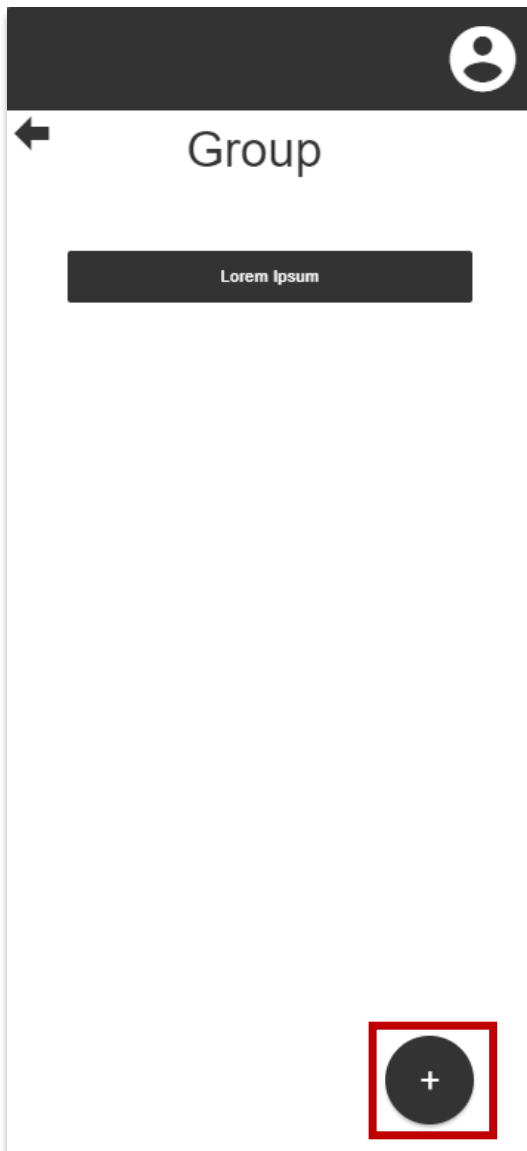


3. A pop-up message will appear that you successfully accepted the request. Close the pop-up and use the back arrow button to return to the Main Menu.



4. Now that you are back in the Main Menu, click the "Groups" button.

Task 2: Accept your friend Diogo's request and create a group with Diogo and Rafael called "Open Source Enthusiasts" (p. 3)



5. In the Groups page you can see groups you already are a part of. Click the "+" button to create a new group.

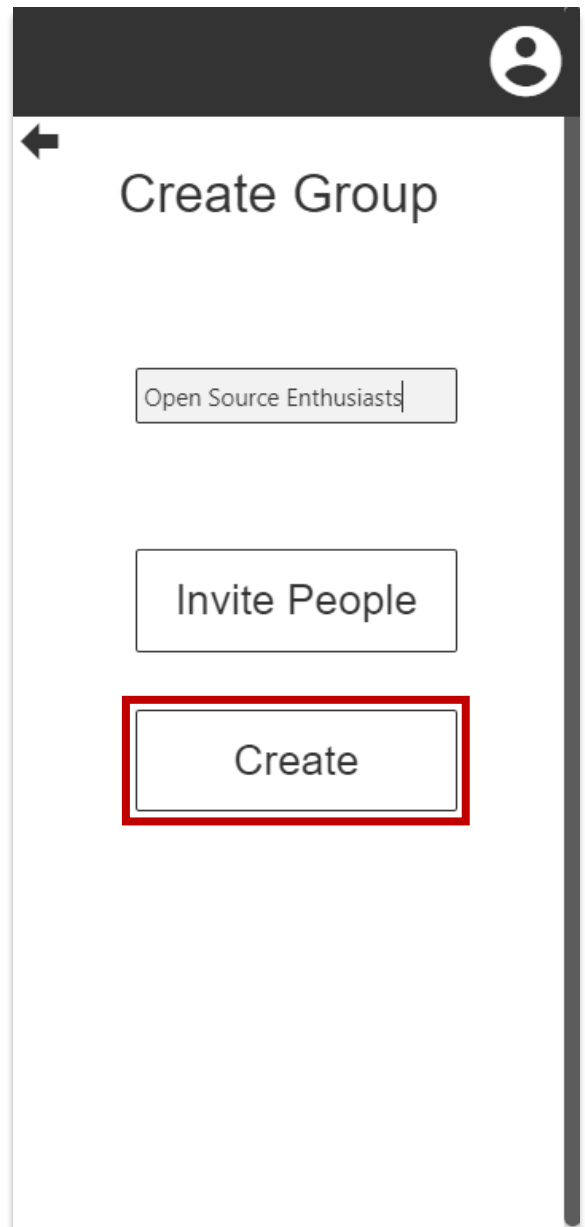


6. Now that you are in the group creation section, insert the name of your group, "Open Source Enthusiasts", and click the "Invite People" button to invite your friends.

Task 2: Accept your friend Diogo's request and create a group with Diogo and Rafael called "Open Source Enthusiasts" (p. 4)

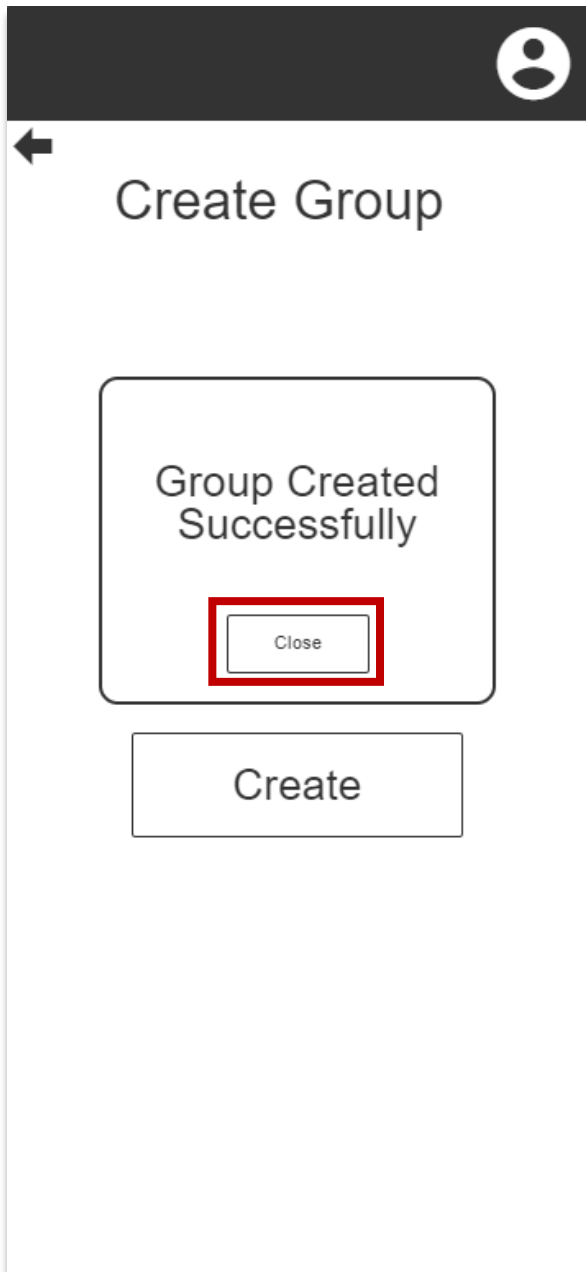


7. Tick the boxes in front of the friends you wish to invite, and once you selected them click the "Invite" button.



8. You are redirected back to the group creation section, now that you have inserted the group name and invited your friends, click "Create".

Task 2: Accept your friend Diogo's request and create a group with Diogo and Rafael called "Open Source Enthusiasts" (p. 5)

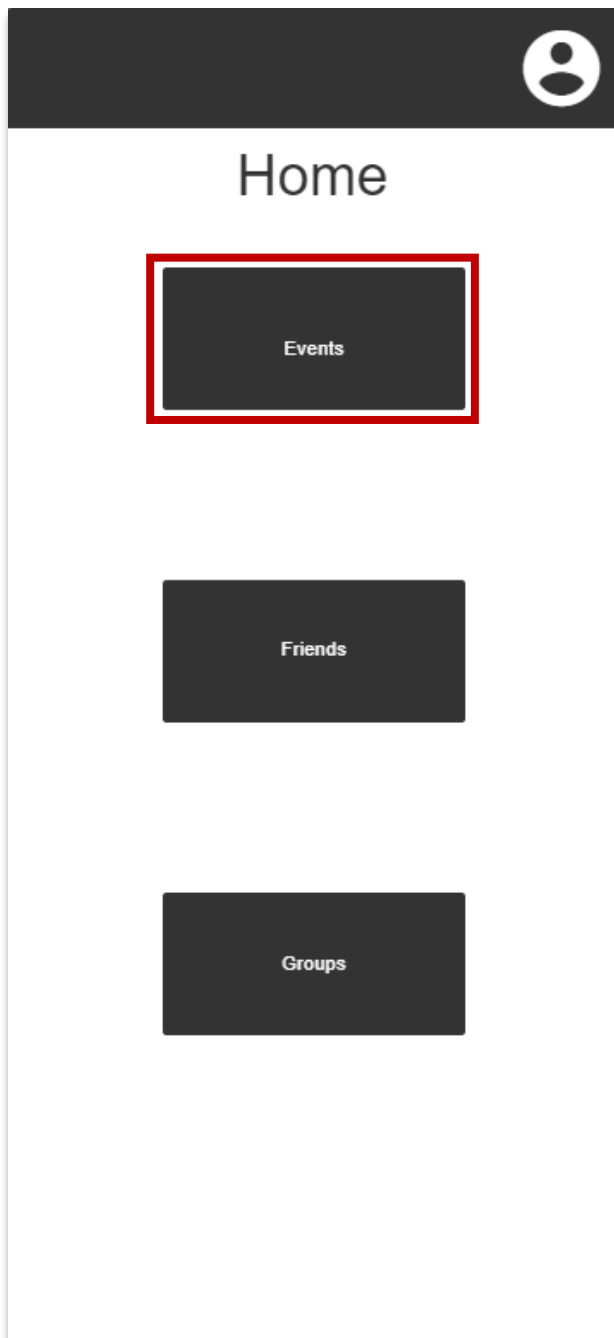


9. A pop-up message appears confirming you successfully created your group. Close the pop-up message.

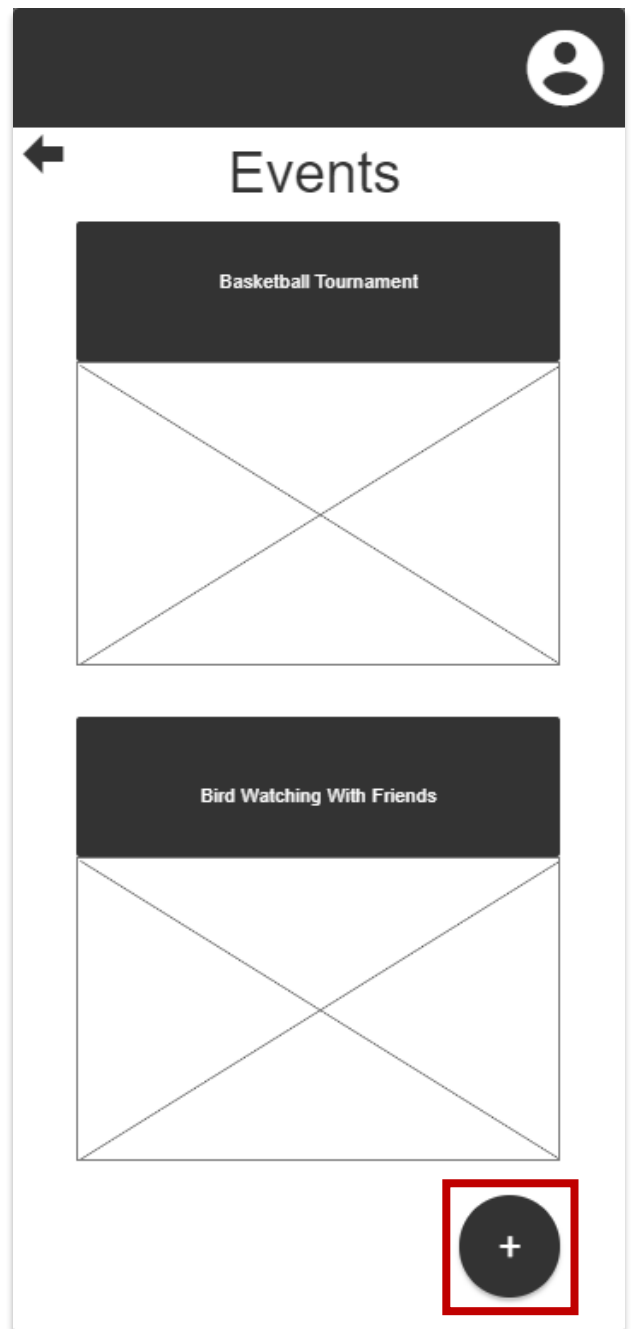


10. As you can see, the group you created appears you in Groups page now. The task is now complete.

Task 3: Create an event called “Chess Tournament”, that will be held at the 10th of November, starting at 15:00, in FEUP I101 (p. 1)



1. Starting from the Main Menu, click the “Events” button.



2. Now that you are in the Events page, click the “+” button to create a new event.

Task 3: Create an event called “Chess Tournament”, that will be held at the 10th of November, starting at 15:00, in FEUP I101 (p. 2)

The screenshot shows a mobile app interface for creating an event. At the top is a dark header with a user profile icon. Below it is a back arrow and the title 'Create Event'. The form consists of several input fields: a text field for the event name (containing 'Chess Tournament'), a date picker (showing '10/11/2022'), a time picker (showing '15:00'), a text field for the location (containing 'FEUP I101'), a text area for the description (containing 'Description'), and a button labeled 'Picture'. At the bottom is a large 'Create' button, which is highlighted with a red rectangular border. Red arrows point to each of these input fields from the right side.

3. In the event creation section input the information about your event: the name, date, time, location, a short description and a picture (from top to bottom). Once you are finished you can click the “Create” button.

This screenshot shows the same 'Create Event' form as the previous one, but with a success message overlay. The overlay is a rounded rectangle with the text 'Event Created Successfully' and a 'Close' button. The input fields for the event name, date, time, location, and description are still visible behind the overlay. The 'Picture' button and the 'Create' button are also visible at the bottom.

4. A pop-up message appears confirming you have successfully created the event. Close it to continue.

Task 3: Create an event called “Chess Tournament”, that will be held at the 10th of November, starting at 15:00, in FEUP I101 (p. 3)



5. You are redirected to the page of the event you just created. The task is complete.

Heuristic Evaluation Results

Since the two groups that evaluated our project did not identify any common error, this section will be divided into two sections, one for each group of evaluators.

Group 3 Evaluation

The evaluators from group 3 identified the following errors in our prototype:

- There is not any interaction possible within the groups (Match between system and real world, severity 2).
- There is no personal profile section (User control and freedom, severity 3).
- Not possible to send friend requests, only accept ones sent by other users (Consistency and standards/Error prevention, severity 3).
- No filtering of events (Flexibility and efficiency of use, severity 2).
- (Some) choices of button designs are no intuitive to the user (Aesthetic and minimalist design, severity 1).

We found that most of these errors, while valid and severe, were result of use of the prototype outside the scope of the main objective: completing the tasks.

However, as already pointed out, they are valid and severe.

Before the presentation of the prototype the following changes were made: a (somewhat limited) personal profile section was added, the option to send friend requests was added, and the designs for some buttons were changed to ones we believe to be more intuitive. Therefore 3 of the 5 errors were already corrected.

Group 5 Evaluation

The evaluators from group 5 identified the following errors in our prototype:

- The “Create” section in the Main Menu is not intuitive for the creation of groups and events (Recognition rather than recall/Flexibility and efficiency of use, severity 2).
- The event creator cannot edit event details after its creation (Help users recognized, diagnose, and recover from errors, severity 4).
- It is possible to create an event to a past date (Error prevention, severity 2)
- Creating an event should allow for the insertion of more concise data (e.g. a short description) Match between system and the real world, severity 3).
- The information regarding an event is poorly organized in the event’s page (Aesthetic and minimalist design, severity 1).
- When a user signs-in for an event, he should be prompted to enter some additional information (Consistency and standards, severity 2)
- Adding members to a group should not require the member’s full name as input (Error prevention/Flexibility and efficiency of use, severity 2)

Creating an event to a past date, even though a valid error, is something we believe is fair to attribute as a limitation of the prototype's platform, since correcting this bug would require for some type of programming to verify the current date and time, and only allow the creation of events from that point forward.

The last error the evaluators pointed out, referring to the need of inserting the full name of a user in order to invite him to group is, we assume, the result of misinterpretation of the platform (which we might consider a problem as well). However, the process to add a user to a group does not require the input of any name. It is done by selecting users from the Friends List using a checkbox.

Before the presentation of the prototype the following changes were made: the "Create" section from the Main Menu was removed and replaced by a more intuitive option in the Event and Group pages; the event creation section was fixed to allow the insertion of more concise data, and so was the event pages, so the information on the event would be presented in a more readable and intuitive form.

Corrections to perform in Phase 3

As mentioned before, some of the errors pointed out by our colleagues were already fixed.

We plan to perform the following corrections for phase 3, as suggested by our colleagues and teacher:

- Allow for interaction in groups (group chat, add/kick members).
- Allow for creators to edit details on their events and groups after their creation.
- Filtering and sorting of events (according to date, category, organizer, etc.).
- After inviting friends to a group, we can actually see that we have friends invited.
- After registering for an event, the button should change to display the some sort of "signed up" status.

Conclusions

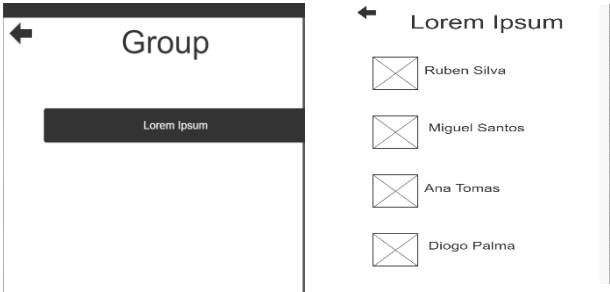

We conclude that, as we predicted, not always the design choices that seem intuitive for us, as "developers" are actually intuitive for the first time user. However we still believe that with corrections suggested we will be available to build an intuitive and efficient prototype that satisfies the purpose of our project: building a platform that will have and university related events and groups in one place.

Annexes

Heuristic Evaluation Report

Group evaluated: XX - ProjectName

Evaluated by group: YY

Problem #	Issue (include screenshot)	Heuristic(s)	Severity (1-4)
1	Grupos sem qualquer tipo de interação. 	2	3
2	Página de perfil não existe. 	3	3
3	Não é possível convidar amigos, apenas aceitar pedidos de amizade.	4,5	3

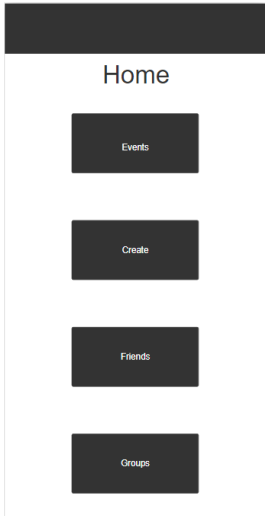
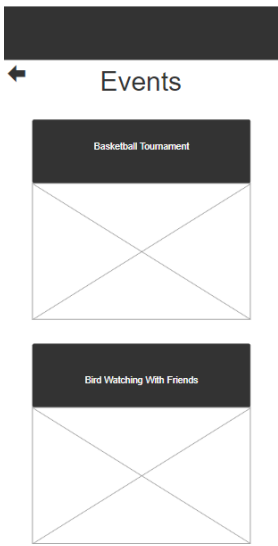
	<div><div></div><div>← Friends</div><div><div><div></div></div>Diogo Almeida<div>Accept</div></div><div><div><div></div></div>Rafael Morgado<div>Accept</div></div></div>		
4	<div>Filtrar eventos, dado que os eventos aparecem todos misturados.</div> <div><div>← Events</div><div><div>Basketball Tournament</div><div></div></div><div><div>Bird Watching With Friends</div><div></div></div></div>	7	2
5	<div>Os botões não são intuitivos (botão em si em vez de checkbox).</div> <div><div>convinis semper sem. nam nec turpis eget risus pulvinar accumsan a vitae felis. Aenean euismod gravida vehicula.</div><div><div><div>✓</div></div>Register</div></div>	8	1


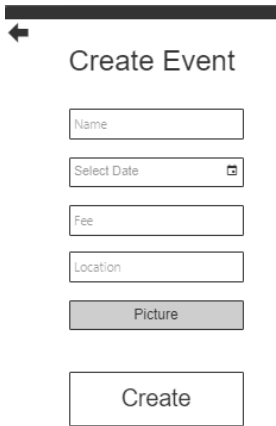
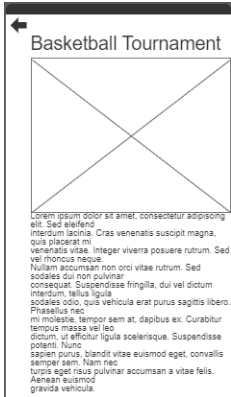
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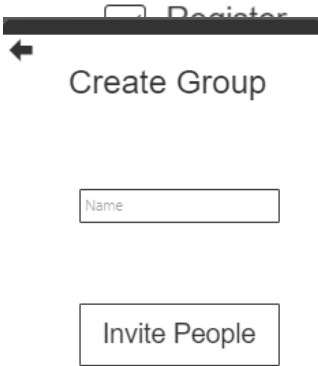
Heuristic Evaluation Report

Group evaluated: 04 - Uni Event Life

Evaluated by group: 05

Problem #	Issue (include screenshot)	Heuristic(s)	Severity (1-4)
1	<p>A secção “Criar” não é intuitiva e por isso quando pretende criar um evento ou grupo, o utilizador pode seleccionar a opção errada.</p> 	6, 7	2
2	<p>O autor de um evento fica sem acesso a editar o conteúdo do mesmo após a sua criação, podendo estar a partilhar informação errada.</p> 	9	4

3	<p>Ao criar um evento, o utilizador pode seleccionar uma data no passado, o que faz com que a publicação deste deixe de fazer sentido.</p> 	5	2
4	<p>Ao criar um evento deveria ser possível introduzir mais dados sobre o mesmo, como uma breve descrição, tal como se encontra nos exemplos já criados.</p> 	2	3
5	<p>Na página de cada evento, a informação deveria encontrar-se mais dividida (por pontos por exemplo), de acordo com a os tópicos inseridos na criação</p> 	8	1
6	<p>Ao realizar o registo num evento, deveria ser necessária a introdução de mais informação acerca da utilizador em questão, através de um</p>	4	2

7	<p>questionário, por exemplo.</p> <p>Para adicionar membros a um grupo, não deveria ser necessário introduzir o seu nome completo para de seguida seleccionar os utilizadores.</p>		5, 7	2
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