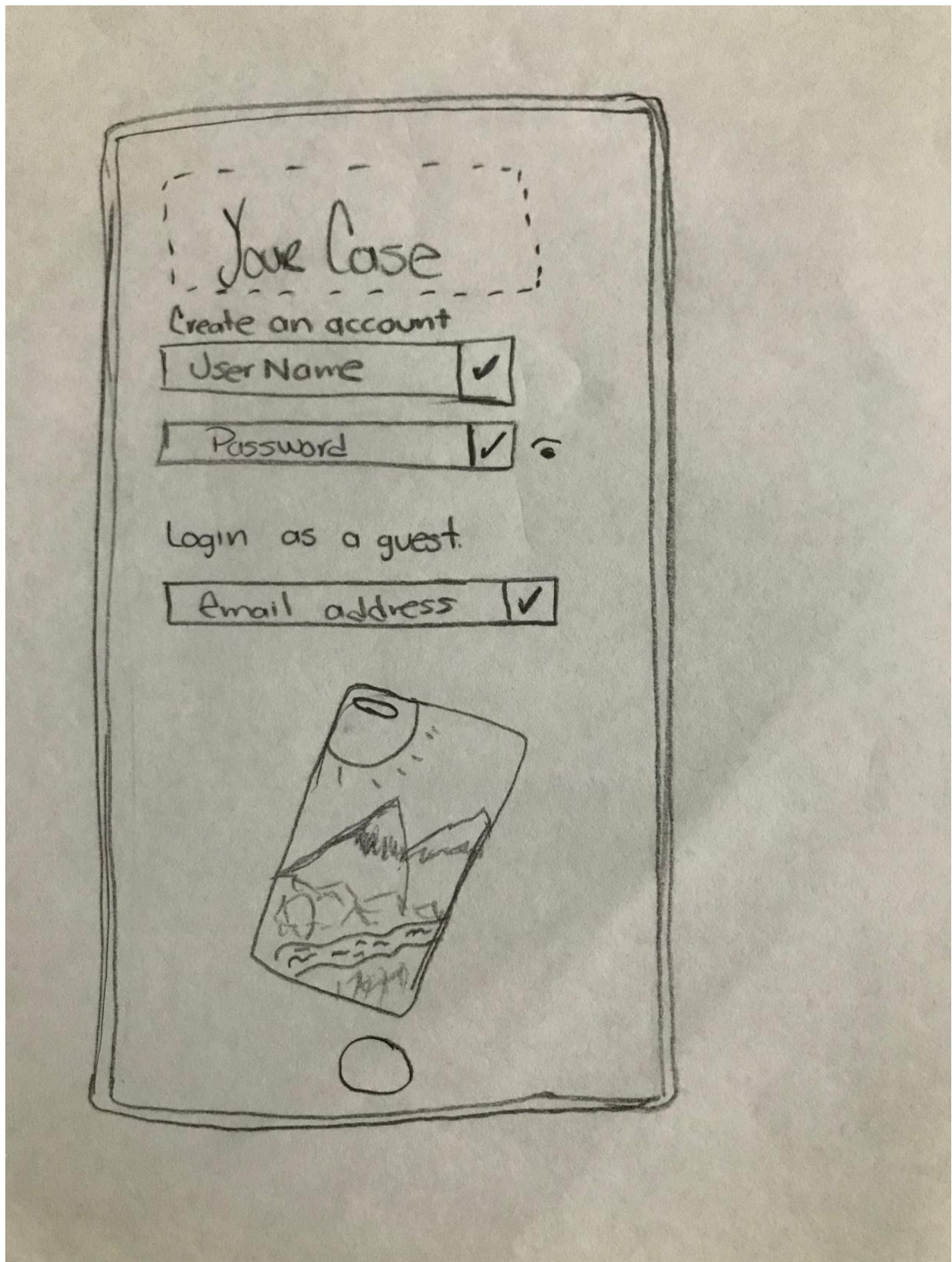
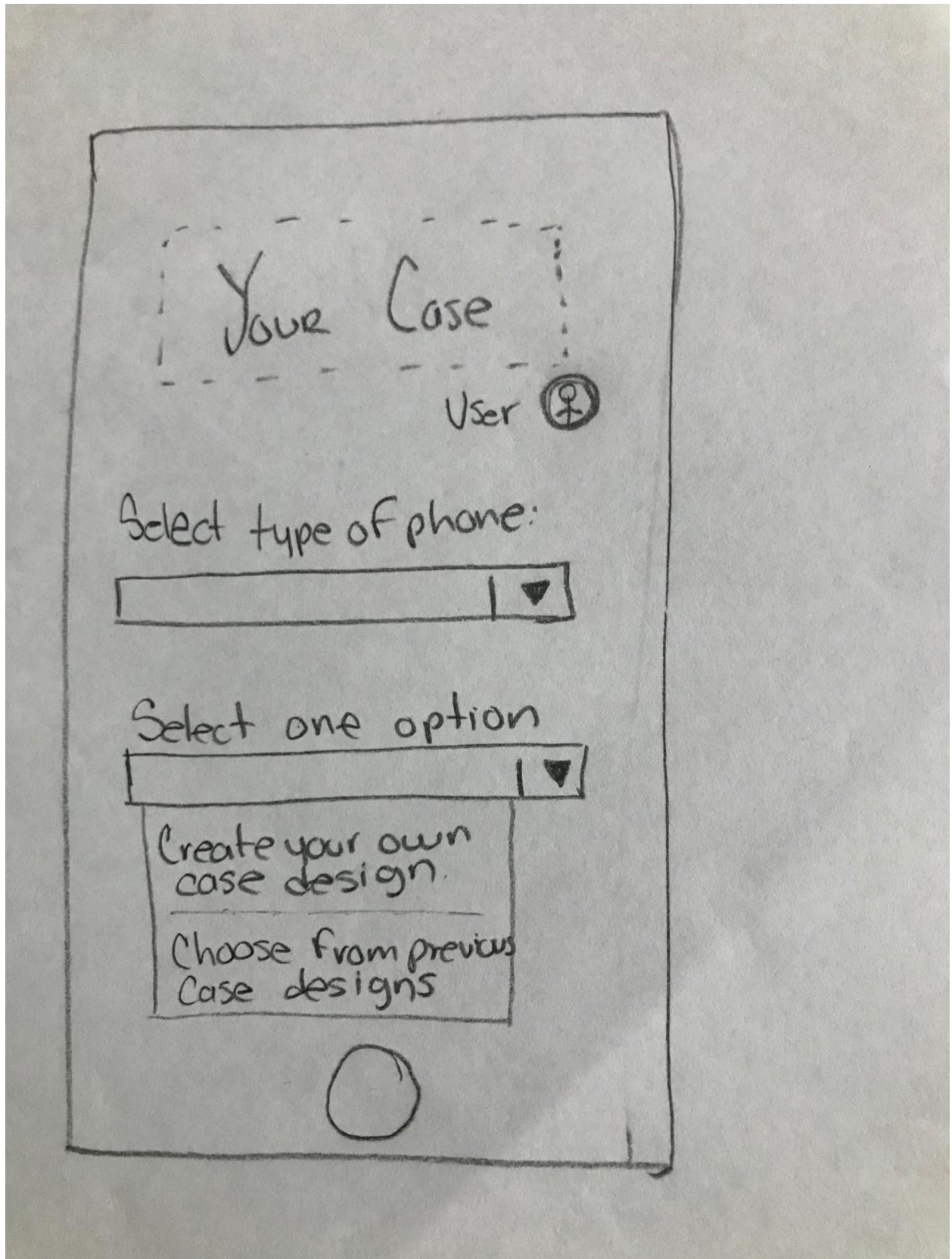
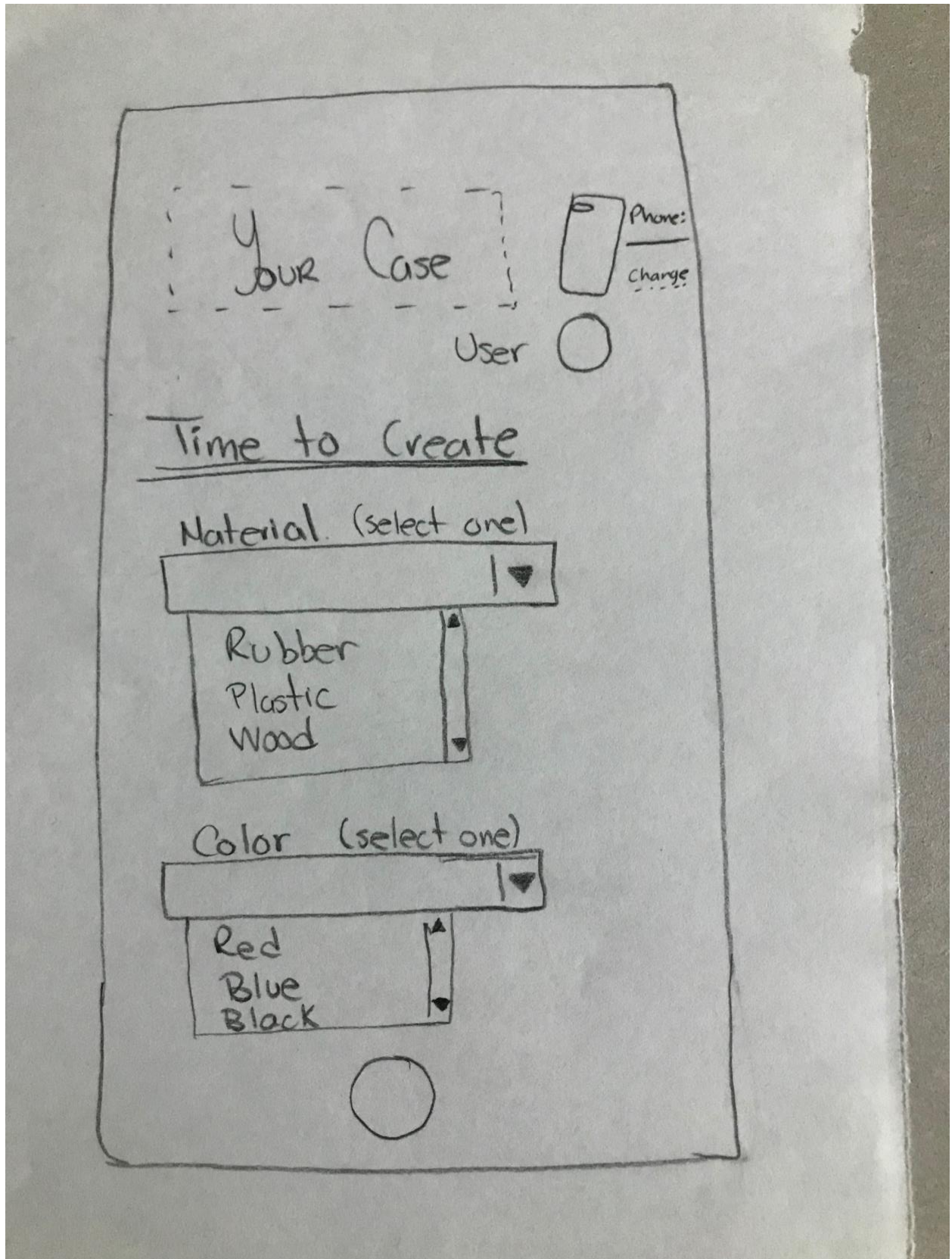


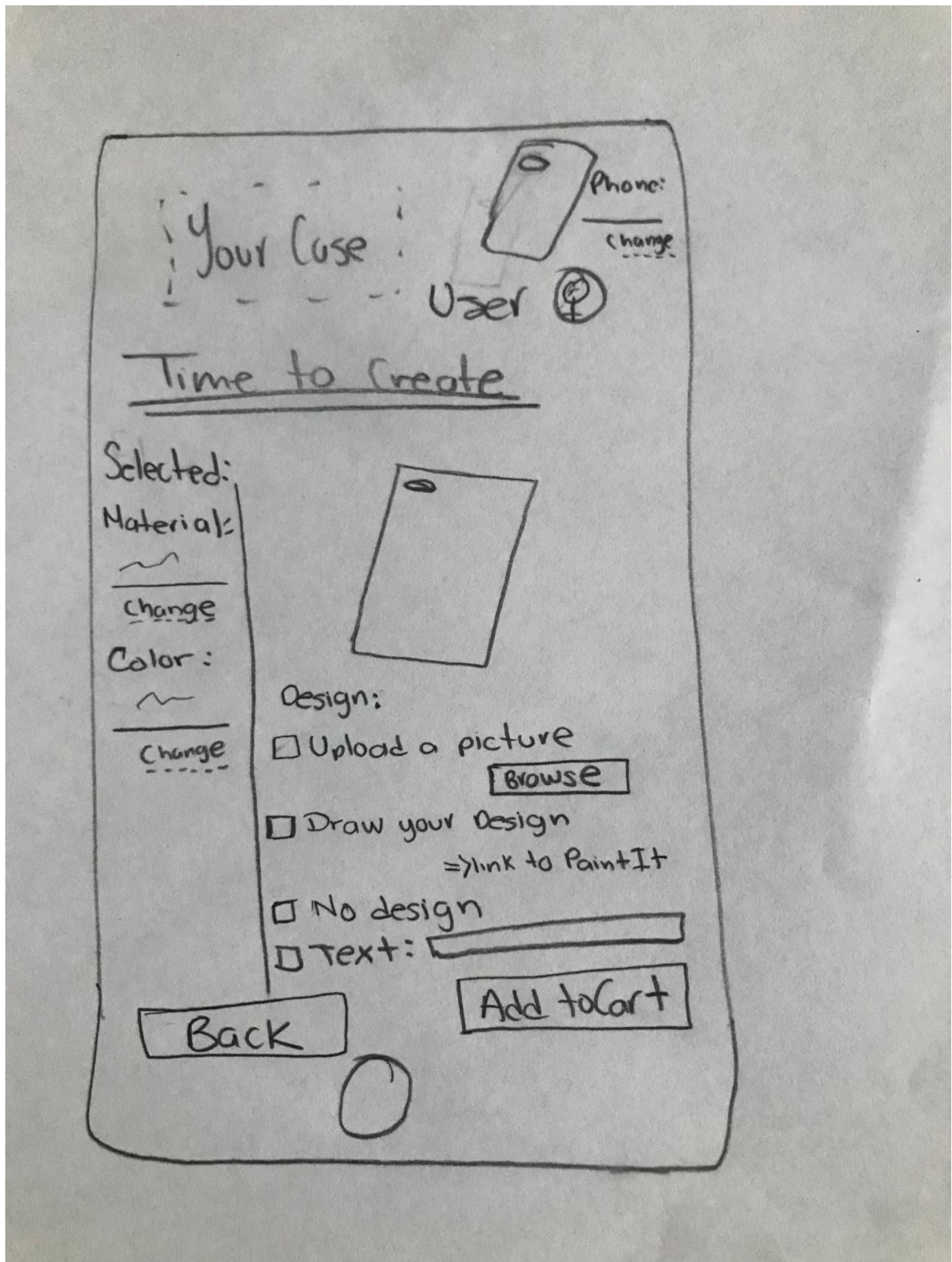
List of task:

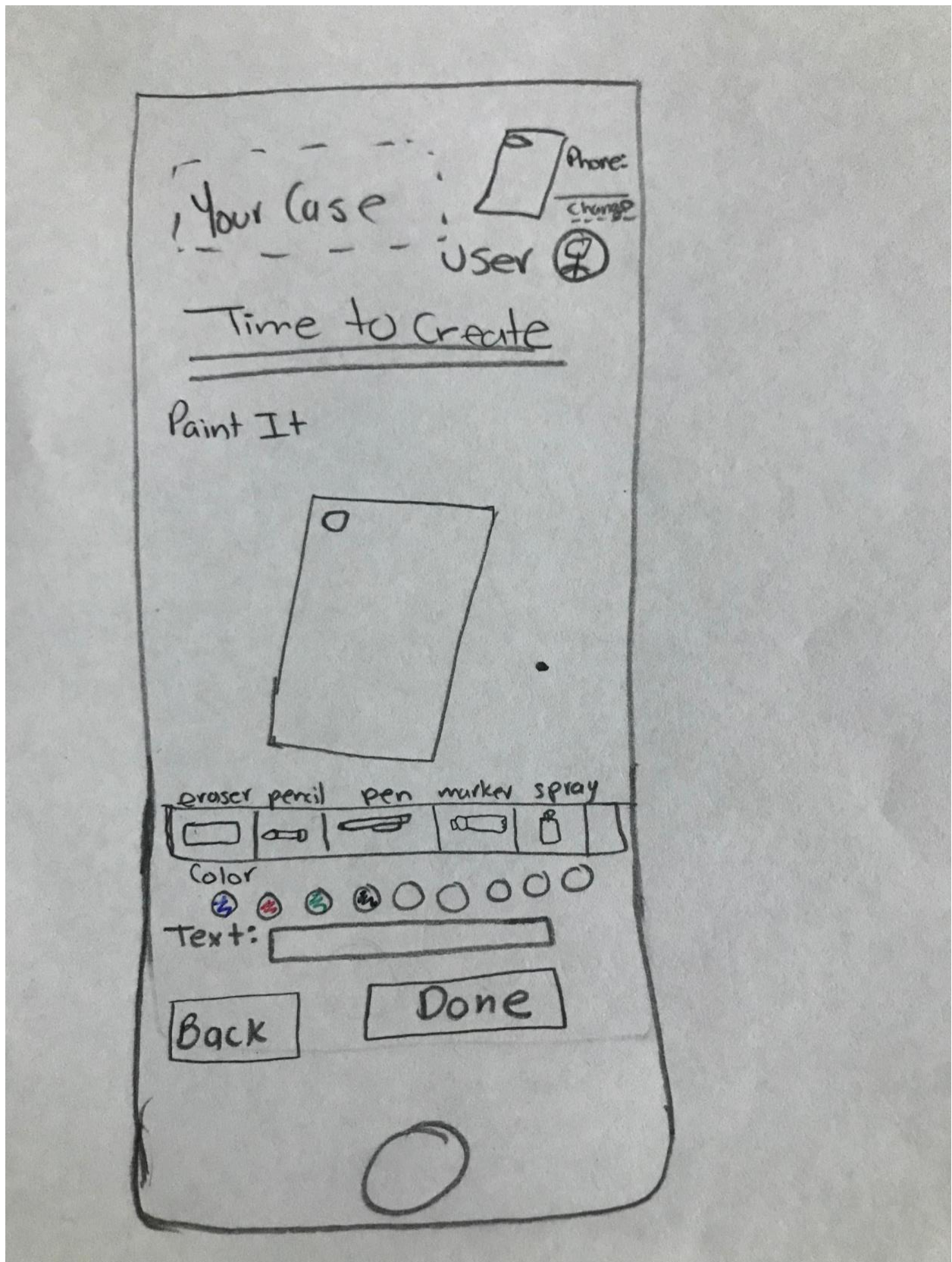
- Create your own design
- Select an existing design
- Reset your design

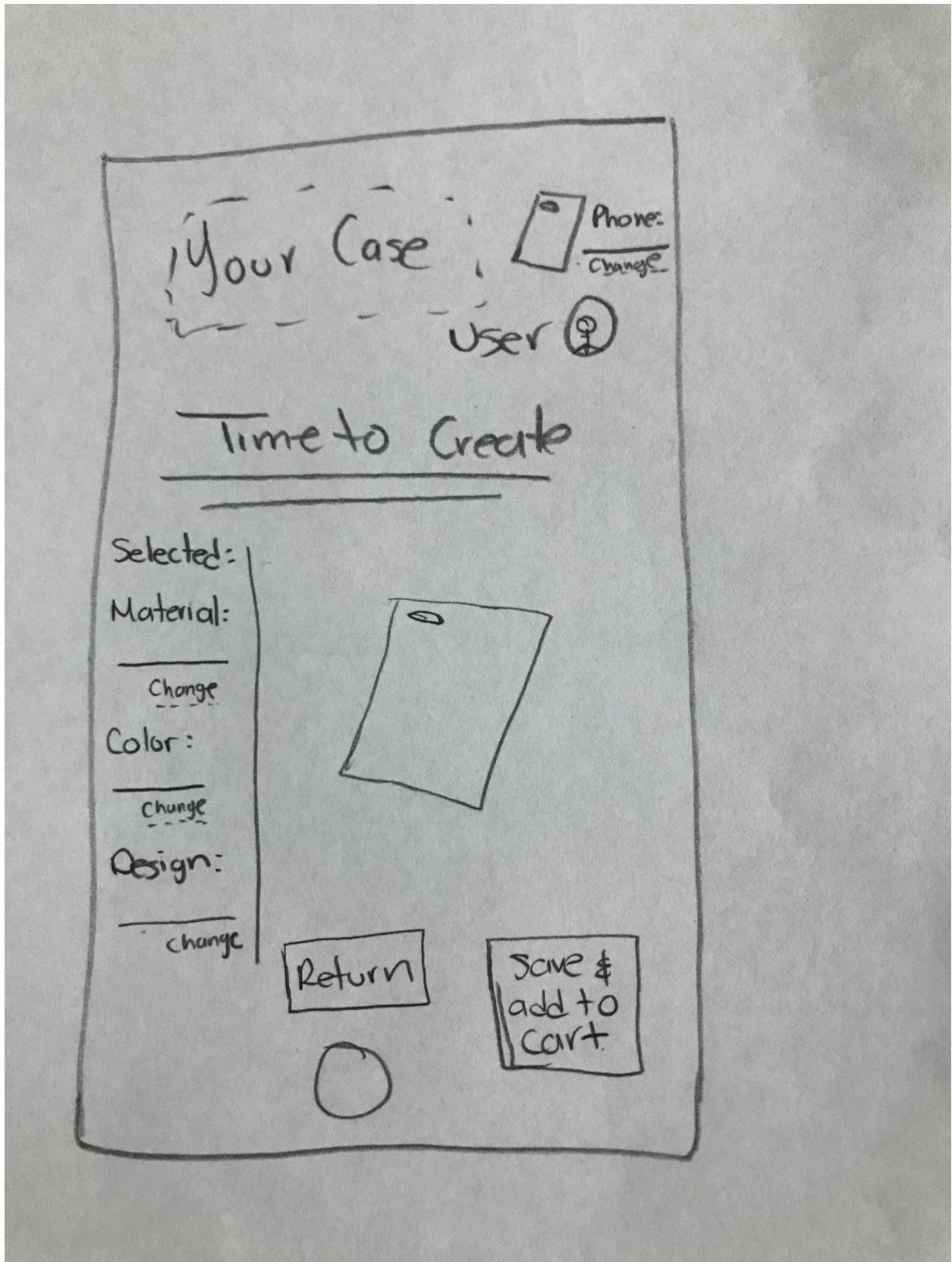












Your Case  Phone: _____
change

User 

Design < Car +

 Your Own Design:

Shipping to:

Name: _____

Address: _____

Payment Method:

☐ Credit/Debit card Info:

Card: _____ Exp: _____ CV: _____

☐ PayPal


Email: _____ Password: _____

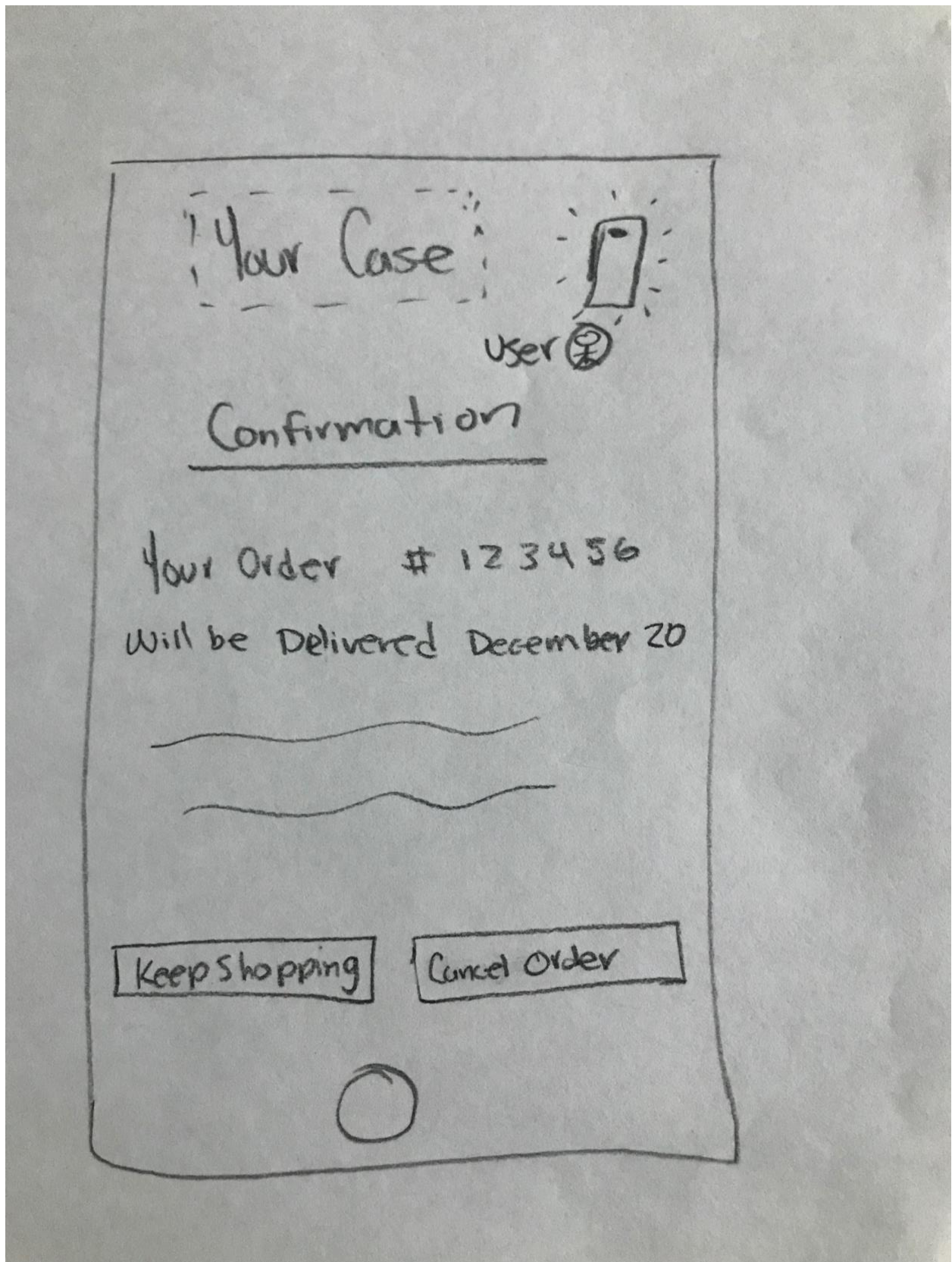
Delivery Method:

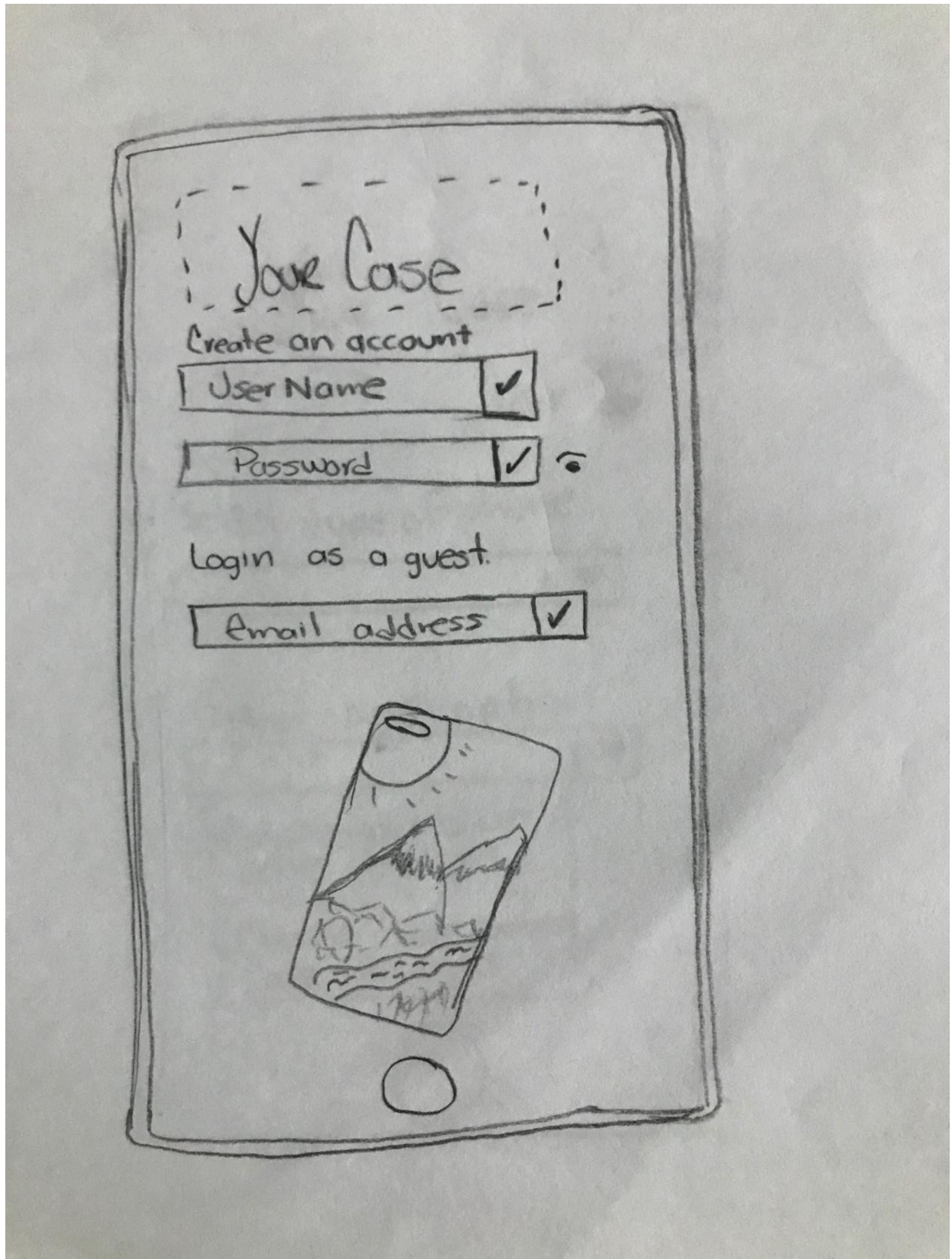
☐ Free - Standard

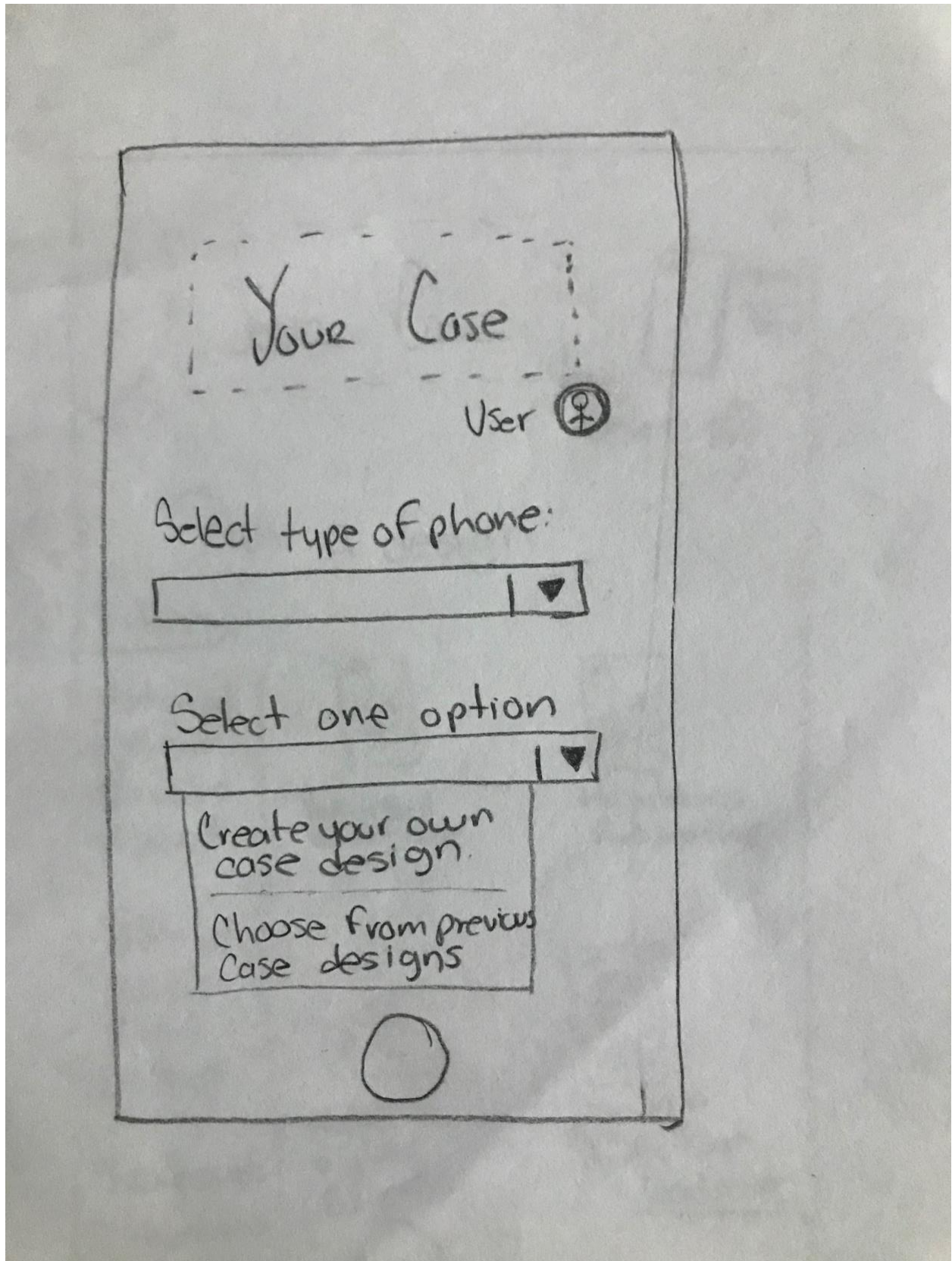
☐ \$10.50 - 2 day

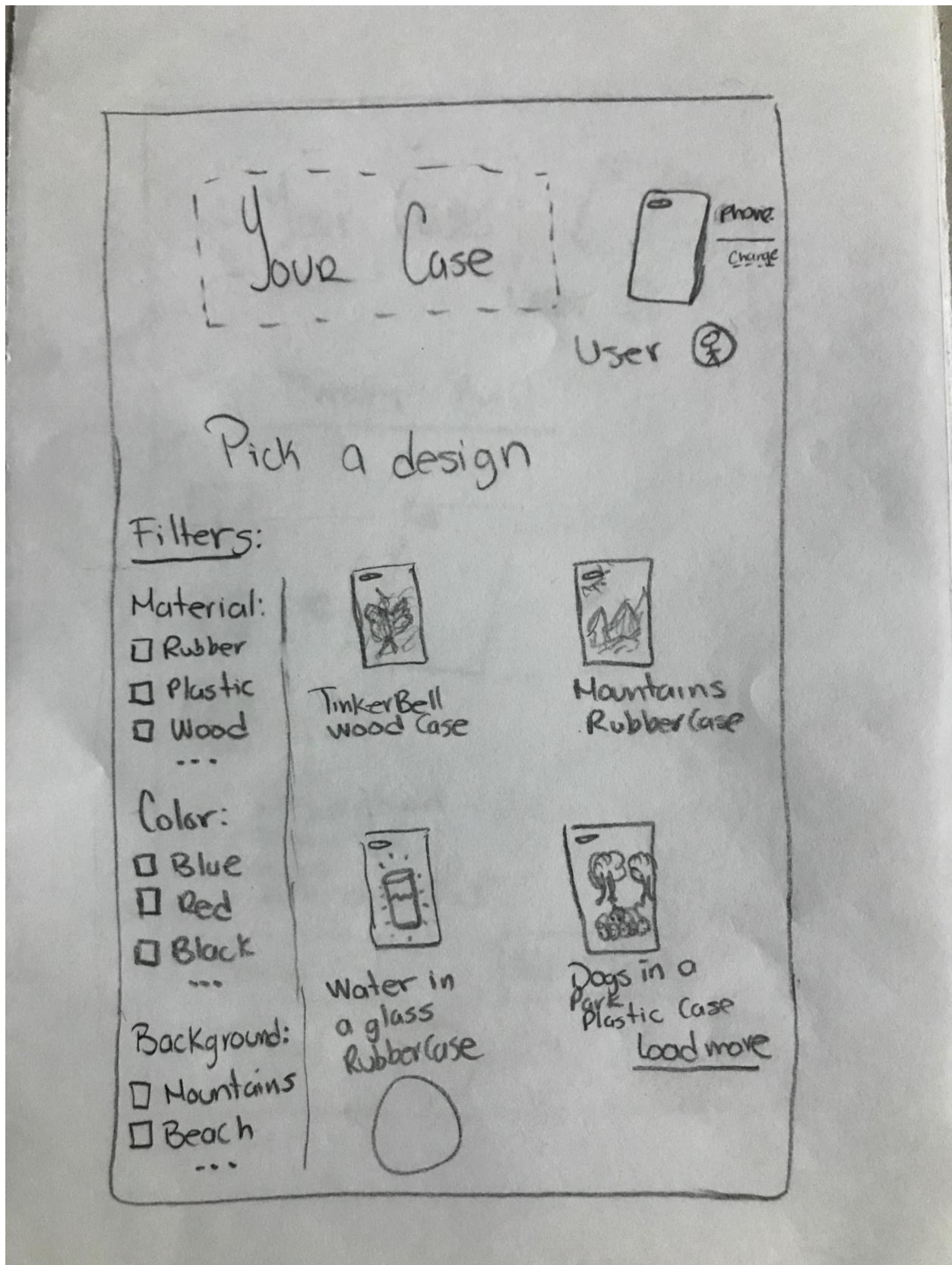
☐ \$20.00 - Overnight

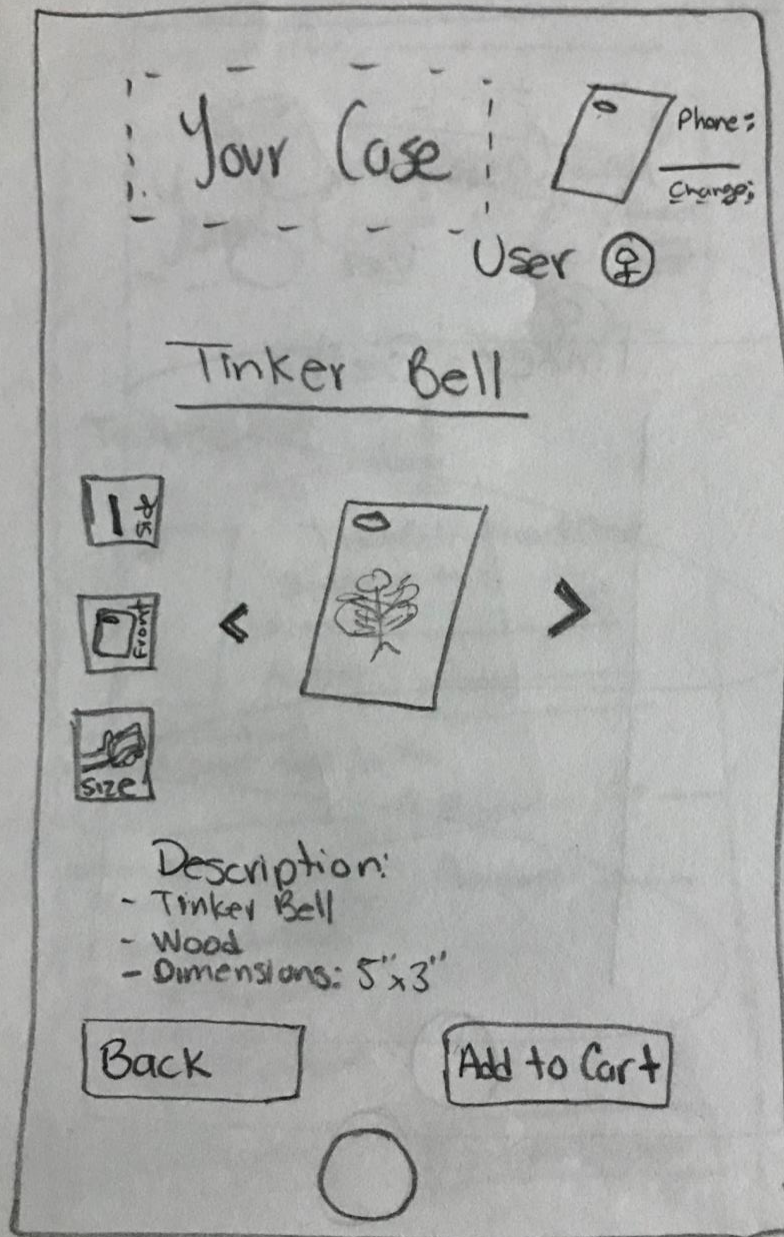


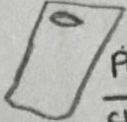







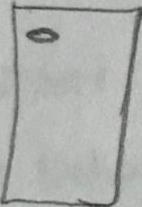




Your Case  Phone: change

User 


TinkerBell < Cart

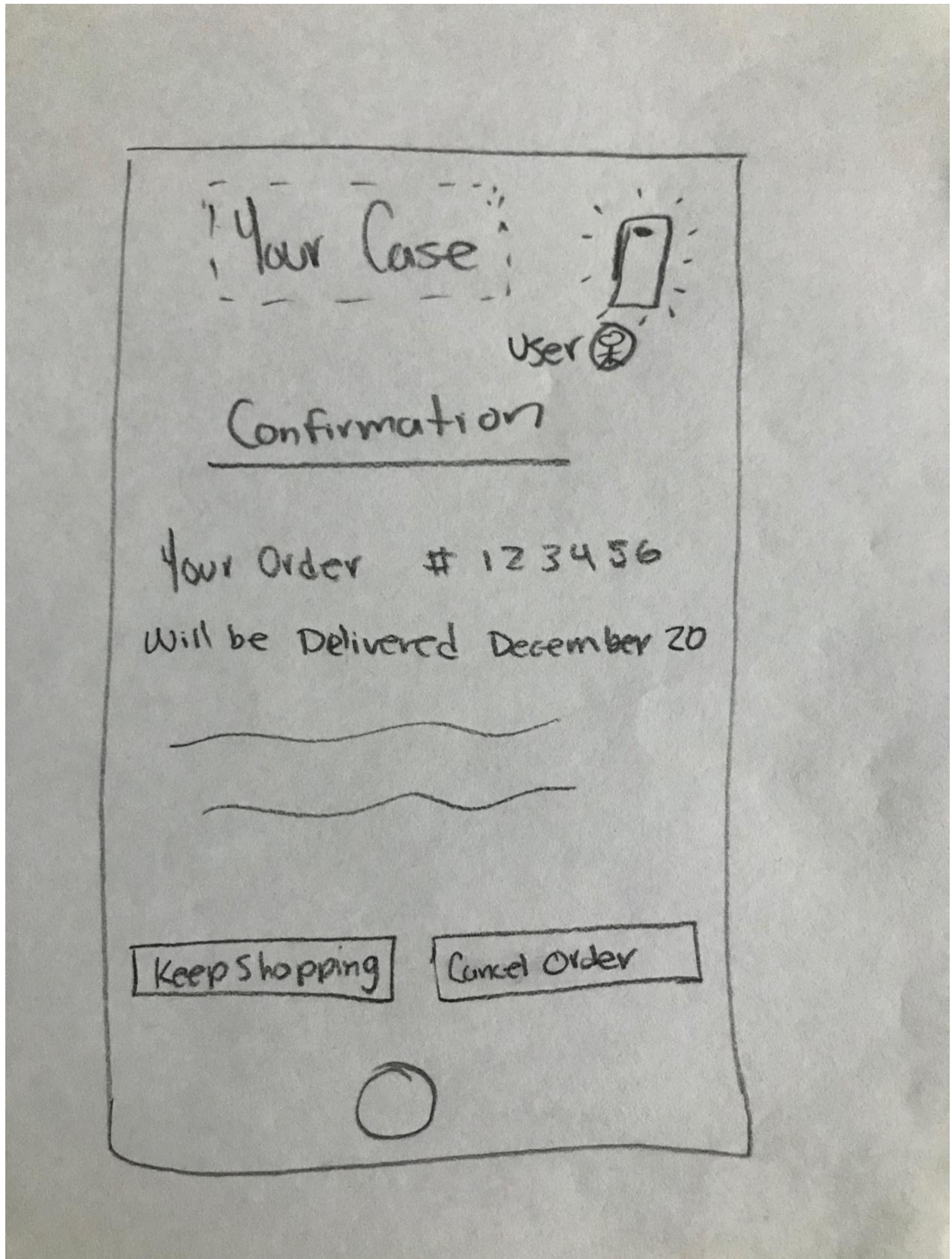
 TinkerBell Wood Case
Shipping to:
Name: _____
Address: _____

Payment Method:
☐ Credit/Debit Card Info:
Card: _____ Exp: _____ CV: _____

☐ PayPal:
Email: _____ Password: _____

Delivery Method:
☐ Free-Standard
☐ \$10.50-2 day
☐ \$20.00-Overnight





① Select exist design

- Created Account
- Existing design
-

Comments
- Specify what
can/can't depend-
ing on type of
account

- "Back" - no sense
may be "Change
Design"

- "Add to Cart"
better to
do "select"

- Name of App
more clear.

- No password
on Pay-Pal

* No Price

- Liked "Keep
Shopping"

- Say "Email
confirmation
Sent."

② Make Own design

- login as Guest
- Create Own Design

* "Time to Create"
Not good subtitle
because of "time"
maybe they ~~they~~
think I am going
to tell them how
long it'll take

* Liked layout

* Include state-
ment about no
"refresh when
guest" because
it won't save.

③ Reset

- Created account
- Create Own Design

* "Star over"
button

Last Step – Completing number 4. from the assignment.

- your study tasks
 - I had my user use the app to complete 3 different tasks. 1. was to use the app to create an original design in the app to get a cell cover. 2. was to select an existing design in the app to get a call cover. 3. was to start either own design or existing design, and re-start in the middle of the process.
- usability issues in their own prototype
 - I should have some lines that explain what it means or what are the benefits/disadvantages of having an account or login as a guest.
 - I named a button “BACK” when it should be called “Change Design” or something that indicates that the button is to take them to the previous page because BACK does not make sense to everybody, it could be back to signing in or back to picking a phone.
 - the button “ADD TO CART” when the user is creating the design or picking a design should be called “Select” and not add to cart right away because the user might want to see what other options there are before going to where they have to pay.
 - The name of the App is not very clear because it can come up in a search about design so maybe including something about being about a phone case would be better.
 - During the payment information, Pay-Pal should not have a “password” field because for Pay-Pal you only need the email and then login in Pay-Pal to not compromise your password.
 - I forgot to put the price of the items everywhere!! There no way the user knows how much they’re paying not even when they get to the cart.
 - The label “Time to Create” is not a good label because it makes the user thing I am talking about how long it is going to take them to create the design.
 - When the user is under “Login as a Guest”, when they get to the part where they start designing, I should have a sentence that says that since they’re guests, to NOT hit refresh or return because they’ll lose whatever they have created.
 - I do not have an “Start Over” button that takes you to the beginning of the process.
 - I did not have a sentence saying “An email confirming your order has been sent to you email address”
- nice features from your partner's prototype and why they were useful

- I did not have a partner since we were not able to finish it during recitation, I just have a student going through my prototype. Therefore, they did not have a prototype I could critique. BUT the good comments I got about my prototype where:
 1. “Keep shopping” button is really useful at any moment.
 2. Likes how everything is organized and aligned and very clear for people to understand what they’re selecting.
 3. Liked how there was a “selected” area for user to remember what they have selected.
 4. Liked how I have the model of the phone at the top of the page and the option to change it at any point.
- changes that you would make to your current prototype (10 minutes).
 - I would implement all the wrong things I had in my prototype starting from changing the title of the app, adding the price to the cases, adding a “start over” button, changing the “time to create” to “Let’s create” or something that says they’re creating, change the name of the button “back” and put “previous page”, take off the password on pay-pal, and add a sentence that prevents the guest user to refresh the page so they won’t lose their design.