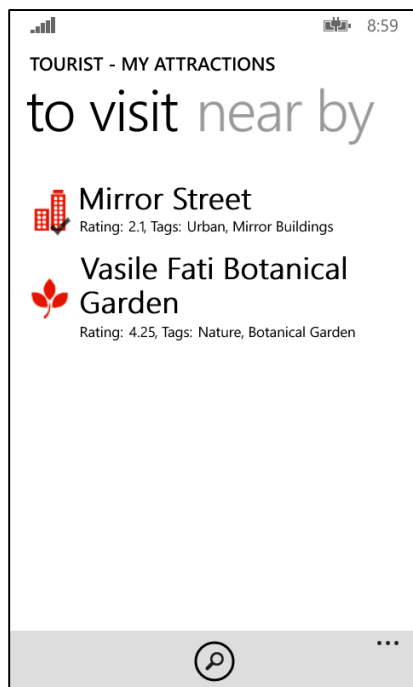# Tourist App - Prototype

Description

The developed prototype binds all core features into a preview on how the application will interact with the user. The goal of the prototype is to receive feedback that will mold the final user interface for the application. The features that can be previewed with the prototype include viewing a personal list of attractions, searching for other attractions and adding them to the "to visit" list, eventually posting new attractions. Any attraction can be viewed in detail, be rated and commented (if visited) and last but not least viewed on map. To sum it up the following list contains all features that can be previewed using the prototype.

- View attraction details
- View attraction comments
- Comment and rate visited attractions
- View pictures of attractions
- View attraction on a map
- Search for attractions (with search options)
- Add new attractions
- Add existing attractions to the "to visit" list

Views and details

This picture illustrates the greeting screen. When the application is started the user is presented with the attractions that he/she wants to visit were previously pinned).

Each attraction has an associated icon for its type. The urban attractions icon can be seen at the 1st item in the list. The second item is a natural attraction having the associated icon a leaf. Both icons are colored based on the selected accent color in the phone theme settings.

There may be attractions that have been visited, if that is the case on the bottom right of each attraction icon a check mark will appear indicating that the attraction has been previously visited.

Next to the attraction icon is the attraction title (e.g.: "Mirror Street") and directly beneath is the attraction rating (for this preview it is randomly generated each time the application starts) and the list of tags.

On the bottom of the screen (application bar) there is the search button that navigates the user to the search view.

This picture shows the detailed view of an attraction. Once a user taps on one of the attractions he is taken to a view similar to the one on the left. At the begging of the description is the same information presented in the same fashion as in the attraction list. Beneath it is the full textual description of the attraction.

On the application bar there are three primary options and a secondary one (which can be viewed only by extending the application bar). The first is the rate button which will expend to 5 options allowing the user to rate the attraction.
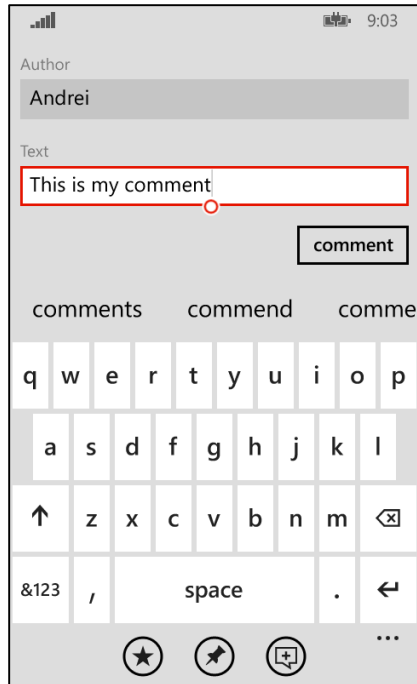
Next is the "to visit" button, this pins the attraction to the "to visit" list if it's not already added. Afterwards is the add comment button which expands on top of the screen and asks the user for his name and comment.

The secondary option is a button for viewing pictures of the attraction (if there are any, if not the button is disabled).
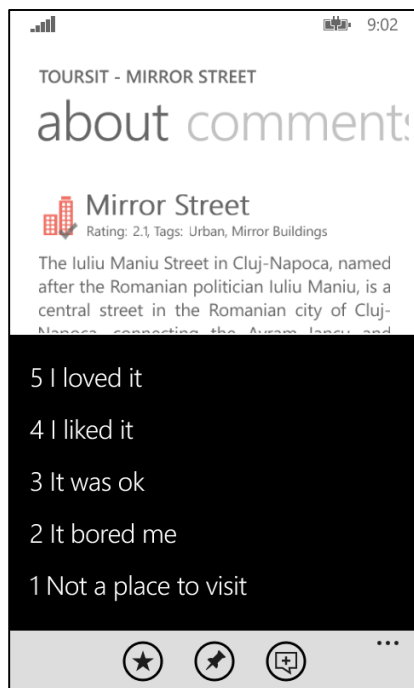
The following images show the expanded application bar, the view for typing comments and the rating opions.
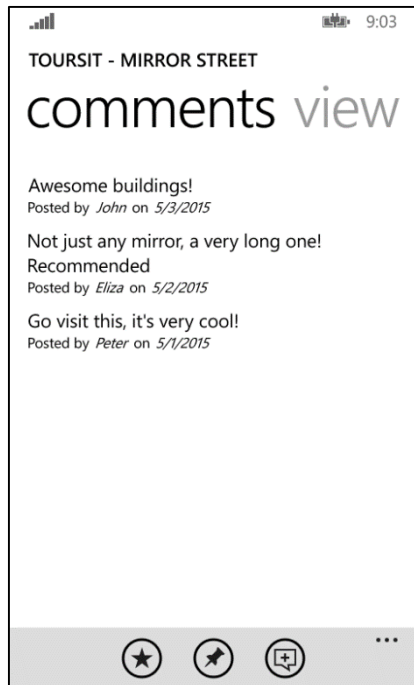

This image shows the expanded application bar where all options on this page are visible.
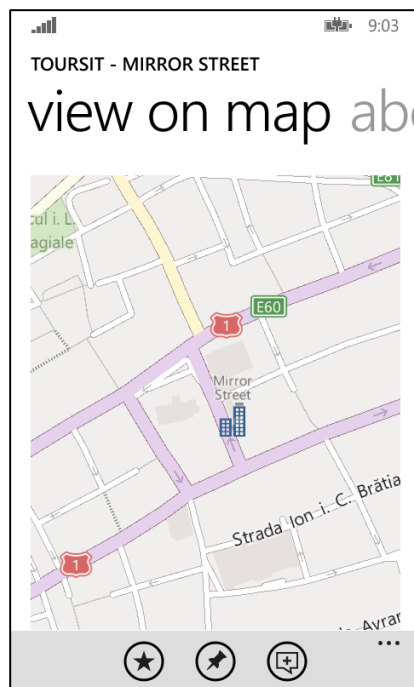
In this image the comment dialog is displayed, the user has to type in his name (the one that will be visible in the comments view) and the comment he/she wants to make. The comment button will not become available until both inputs have been filled.

This image shows the possible ratings for each attraction. Note that only visited attractions can be commented or rated!

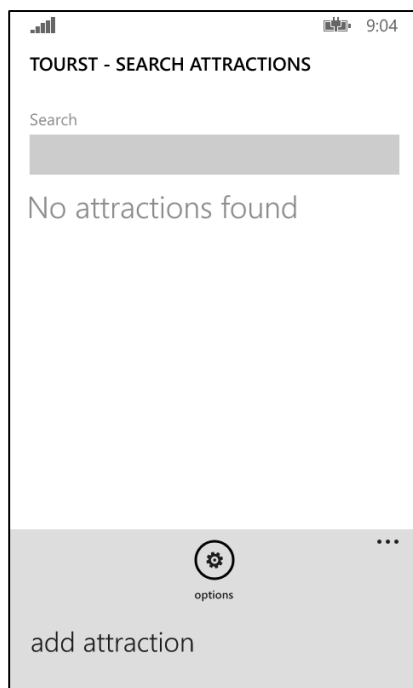On the left is the comments view, after sliding to right from the attraction details (about tab) the user can view comments posed by others having the latest as first and the oldest as last.

This image illustrates the map view. When the user slides to this tab, the attraction type icon is placed in the center of the map having the title of the attraction above it. This helps navigation when looking for attractions.

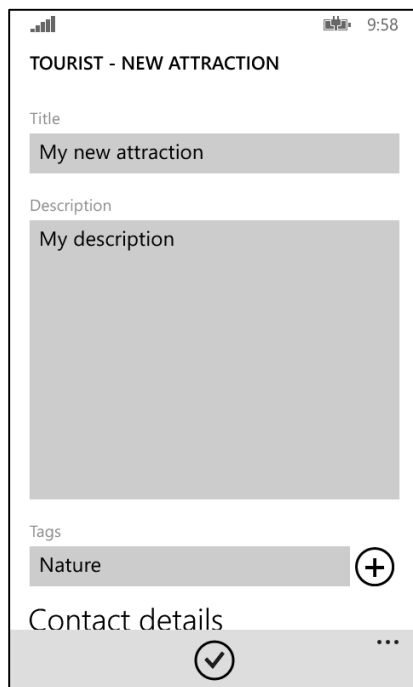This image illustrates the picture view for an attraction, each attraction that has pictures associated with it has a picture album that the user can browse. When tapping on one of the images the picture is enlarged to fit the height or width of the phone keeping the aspect ration.

On the left is the search view with the expanded application bar. From here the user can select search options or to add a new attraction.

After types his search phrase, the application starts to search based on his search options for attractions that meet the criteria. Once the search is finished all results are displayed in the list below the search input.

The user also has the option to add new attractions. The left image is illustrating the add new attraction view where only a part of the required input is visible. In order to post a new attraction the title, description and at least one tag must be filled. The contract fields are optional.

Once the attraction is added it can be searched, viewed in detail and pinned to the "to visit" list just like any other attraction.

Initial Evaluation Plan

Any product that is wanted to be successful needs to be evaluated in different ways to illustrate different aspects and highlight which parts require further development. To accomplish this the initial evaluation plan considers three methods where two of them involve users while the third is more of a task analysis.

Heuristic Evaluation

The user is given a prototype which is an actual application on a phone to use. The user is asked to perform different tasks without giving many details about the location of the specific feature, if the design is intuitive then any feature should be easy to find. When the user is required to provide input, the prototype will be tested for error prevention. By presenting a possible release candidate (in terms of user interface) to the user he/she can help organize and confirm if the application fills a minimum set of requirements that makes the application useful.

Survey

After playing with the prototype, the user is asked to take a survey to review all features. The questionnaire sample is found at the end of the document. The goes is to determine user satisfaction, how pleased was he/she with the interface? How easy was it to carry out a task? When enough users have been surveyed (at least 5) the results analysed in order to determine which part of the prototype was least pleasing and needs some work.

Goals, Operators, Methods and Selection Rules (GOMS)

This evaluation does not involve users, each feature is a goal that can be achieved through multiple methods, each method is formed out of operators which are the most basic action a user can make (e.g.: tapping a button, typing some text). The selection rules are used to filter methods that achieve a goal.

The purpose of the GOMS analysis is to estimate how long it will take for a user to do a task, if the result does not pay for the time invested in following one method or another could mean user dissatisfaction. By decomposing each task (or goal) into methods that are later decomposed into operators can help minimize the time required to fulfil a set of tasks (the most common ones for instance, if a task takes like 10 minutes but is rarely done then it is ok however if it is a task that is done daily it could get frustrating really fast).

Survey

In the following section please rate every affirmation with values between 1 and 5, where 1 means strongly disagree and 5 means strongly agree.

Search functionality

Affirmation	Rating
1. The search functionality is useful.	
2. The search functionality is accurate.	
3. The search behaves in the way I expected it to work.	
4. The search returned only intended results.	
5. It is easy to get the desired attraction from a search.	

User comments in regards to the search functionality:

Map functionality

Affirmation	Rating
1. The map is useful.	
2. The map is accurate.	
3. The map behaves in the way that I expected it to work.	
4. The map is easy to navigate.	

User comments in regards to the map functionality:

Attraction details

Affirmation	Rating
1. There are enough details presented.	
2. The attraction details are curated.	
3. The attraction details are easy to read.	
4. The pictures match the actual location.	

User comments in regards to the attraction details functionality:

My Attractions List

Affirmation	Rating
1. I like that I can manage a personal list of attractions.	
2. I approve of other users adding their own pictures for the attraction that I have added.	
3. I don't mind other user being able to see 'my attractions'.	
4. I like that the application shows me nearby attractions.	

User comments in regards to the 'My Attractions List' functionality:

Rating visited attractions.

Affirmation	Rating
1. Rating attractions is useful.	
2. The rating system is a good way for the community to curate attractions.	
3. I believe that a rating from 1 to 5 works fine.	
4. I'm ok with knowing that I have to visit the attraction before rating it.	

User comments in regards to the rating system:

Attraction comments

Affirmation	Rating
1. I like that I can add and see comments for each attraction.	
2. I believe this is a good way to filter bad attractions from good ones.	
3. I like interacting with other people in the comments section.	
4. I agree that the comment section should be moderated at least slightly.	

User comments in regards to the attraction comments functionality: