BookFlix

IHC - Final Project
Group 2

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Marketplace   Trade   Donate   About

BookFlix revitalizing
books with new purpose

Join our community to donate and trade books. Share the love of reading, reduce
waste, and help others. Whether it's your favorite novel or a college textbook.

Donate Now   Start Trading →

Scroll for the weekly news
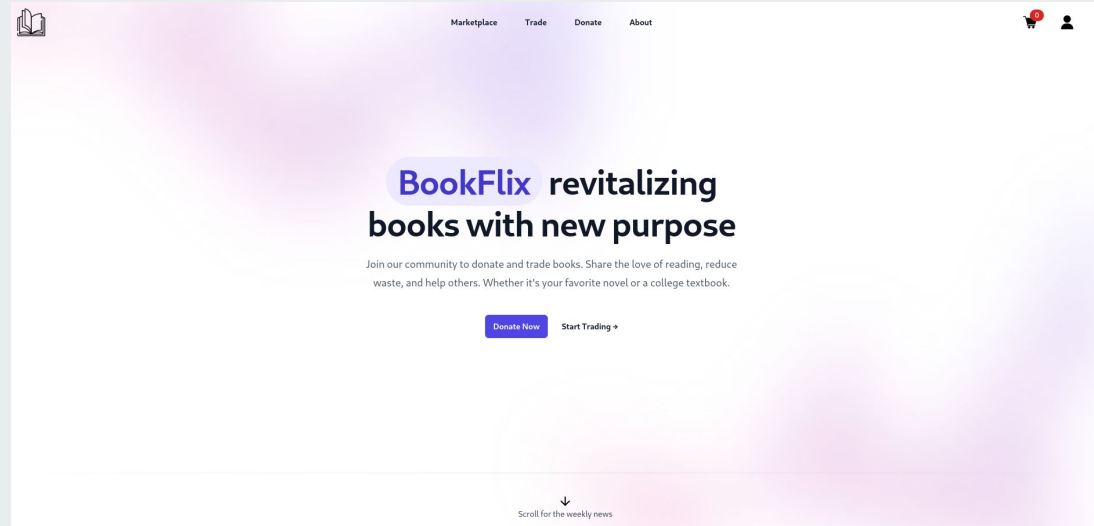
Introduction

- **Accessibility Challenge:** This refers to the difficulty in accessing affordable and available literature, which a new platform aims to solve by enabling book exchanges, donations, and purchases.

- **Democratization of Literature:** This initiative makes books more accessible and promotes literacy by allowing people to share literature through a community-driven platform.

- **Environmental Sustainability:** This aspect focuses on reducing the environmental impact of book production by promoting the reuse and exchange of books to minimize waste.

Project Objectives

- **Increased Access:** This initiative helps individuals acquire books at reduced costs or for free through exchanges and donations, making literature more accessible to those with limited financial means.

- **Environmental Impact:** By encouraging book reuse and exchange, the platform reduces book waste and lessens the environmental impact associated with book production.

- **Literacy and Growth:** The initiative aims to enhance literacy rates and reading habits, contributing to personal and educational development among users.

Persona

Persona: Eduarda Peixoto

- **Age:** 22

- **Job:** Languages and Business Relations Student

- **Background:** Passionate about reading and enjoys various genres, from thrillers to fiction. Despite her love for books, Eduarda often finds it challenging to afford all the titles she wishes to read, especially on a student budget

- **Goals:**

  - Access to a wide range of books to support her studies and personal interests

  - A cost-effective way to expand her book collection without breaking the bank
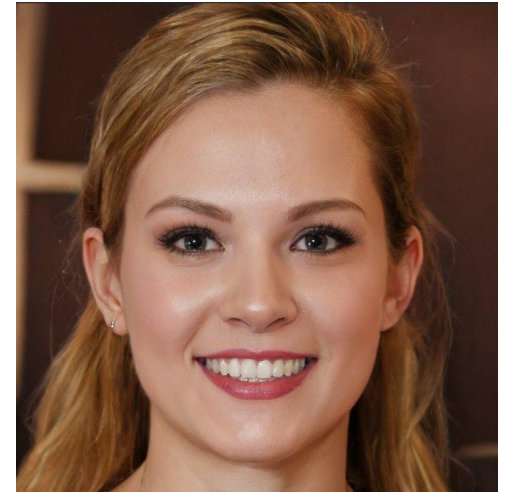
Requirement Analysis

1. **Marketplace for Buying Books**
   a. The app should feature a marketplace where users can buy books, with options to filter by price, condition, and seller ratings.

2. **Exchange and Donation System**
   a. Users should be able to list books for exchange or donation and add books to a wish list.
   b. The system should facilitate communication between users , through an integrated messaging system, to arrange book exchanges securely.

3. **Book Listings and Search**
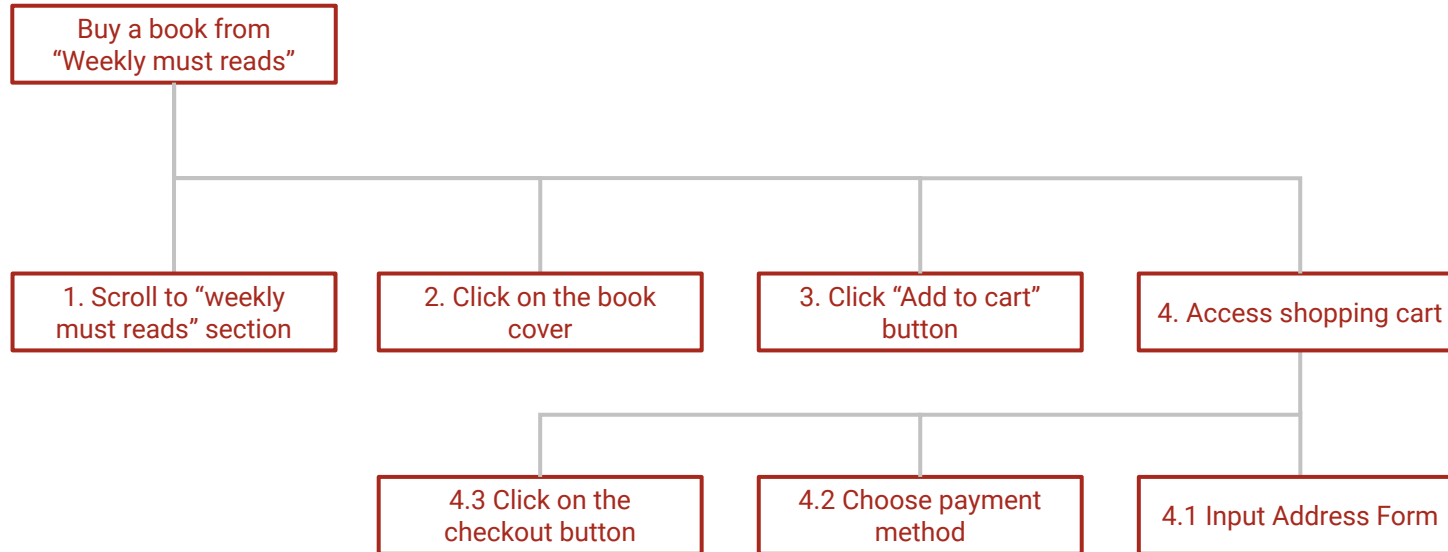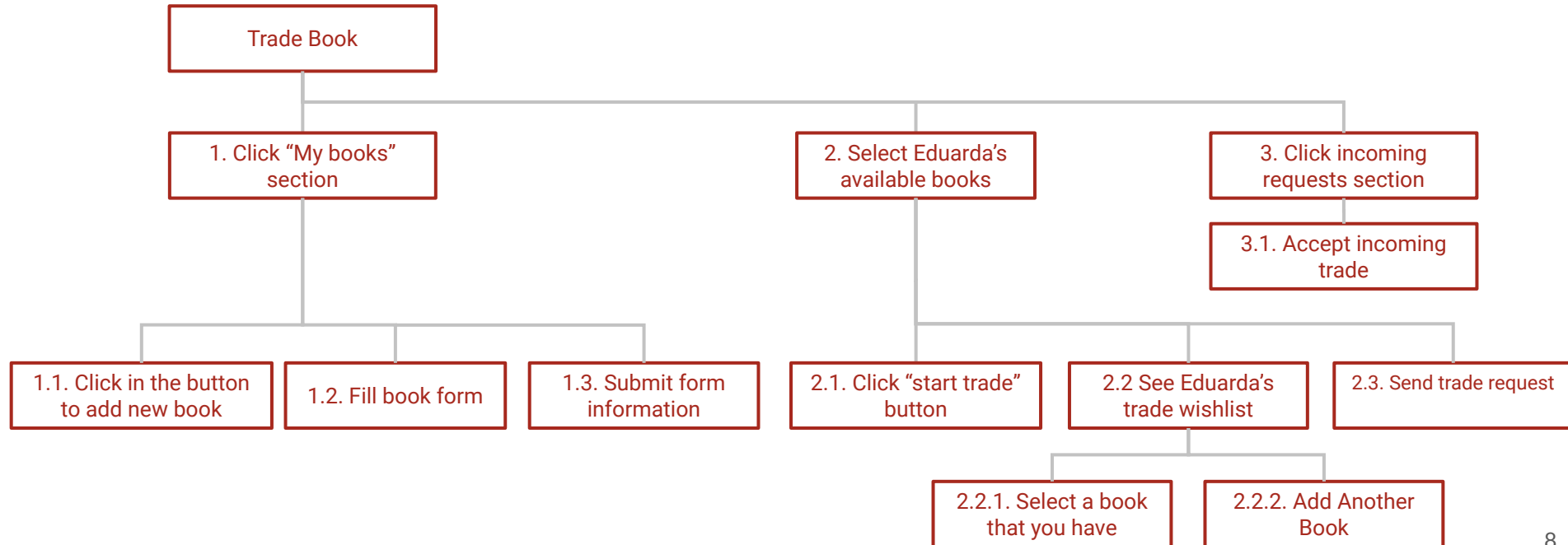   a. The application should allow users to browse and search for available books based on various criteria

Tasks Elicitation

1. Make a trade with Eduarda that has your book of interest and add "outwitting the devil" book for that trade.

2. Accept or decline a trade that's been sent to you.

3. Select the first book from the "weekly must reads" and then buy it.

4. Add to your books available for trade, a book named "the catcher in the rye", written by J.D.Salinger. The Catcher in the Rye is the story of Holden Caulfield, a teenage boy who has been expelled from his prep school and is wandering through New York City over a few days, struggling to come to terms with the complexities of growing up and the seeming phoniness of the adult world. Gender: Novel.
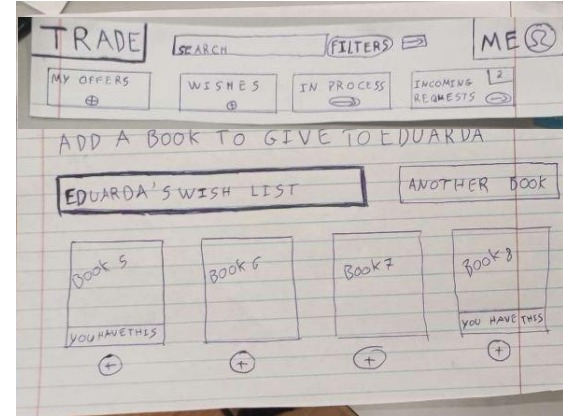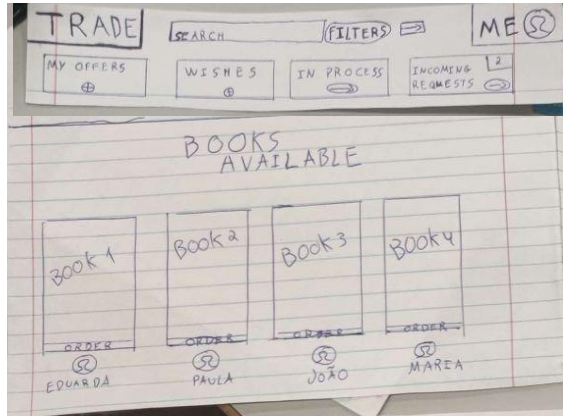
Hierarchical task analysis

```
                    ┌─────────────────────┐
                    │   Buy a book from   │
                    │  "Weekly must reads" │
                    └─────────────────────┘
```

| 1. Scroll to "weekly must reads" section | 2. Click on the book cover | 3. Click "Add to cart" button | 4. Access shopping cart |

| 4.3 Click on the checkout button | 4.2 Choose payment method | 4.1 Input Address Form |

Hierarchical task analysis

Trade Book

1. Click "My books" section

2. Select Eduarda's available books

3. Click incoming requests section

3.1. Accept incoming trade

1.1. Click in the button to add new book

1.2. Fill book form

1.3. Submit form information

2.1. Click "start trade" button

2.2 See Eduarda's trade wishlist

2.3. Send trade request

2.2.1. Select a book that you have
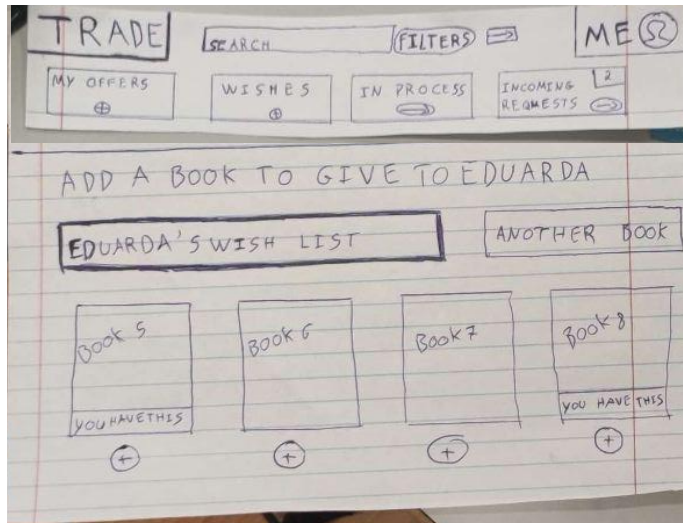
2.2.2. Add Another Book
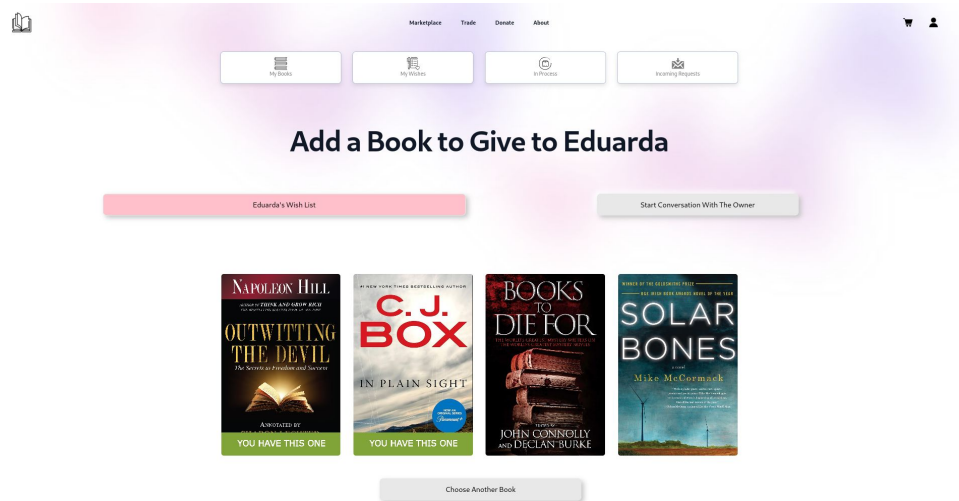
Paper Prototype (Trading)
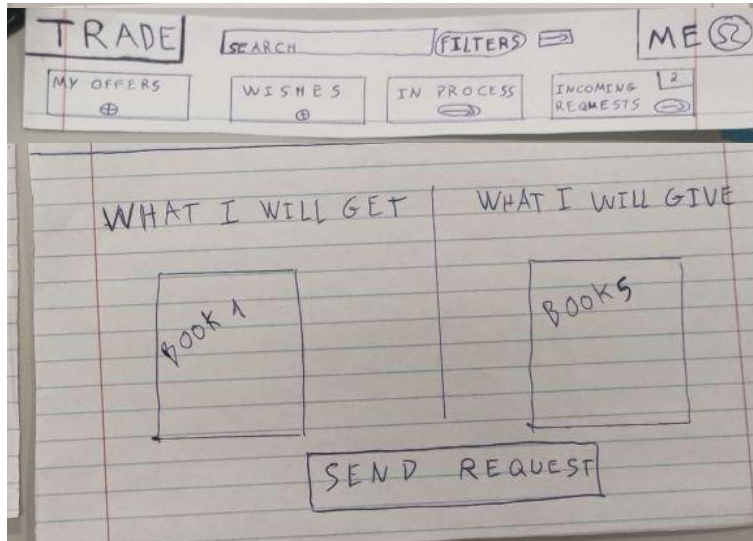
Paper Prototype (Trading)
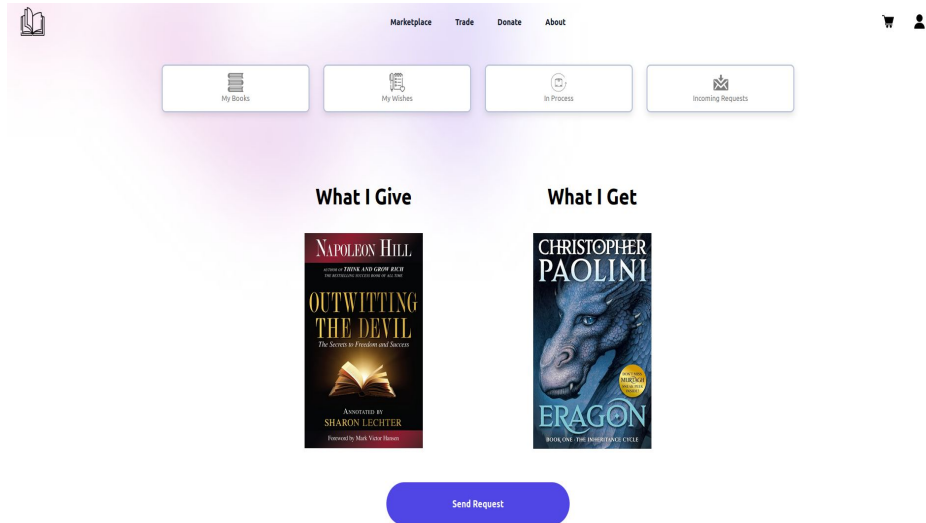
Paper Prototype

Final Implementation

Paper Prototype (Trading)

Paper Prototype

Final Implementation

Low fidelity prototype - User evaluation

Results

- Lack of button to go back in the middle of trade process

- Difficulties in returning to the main page after the trade has been made

- Users were able to perform most of the requested tasks without difficulty

Used tools

For the development of the website, we chose to use HTML, CSS, and JavaScript, thus maintaining a foundation that is already well known to the developers. To assist with the styling of the website, we used the Tailwind CSS library.
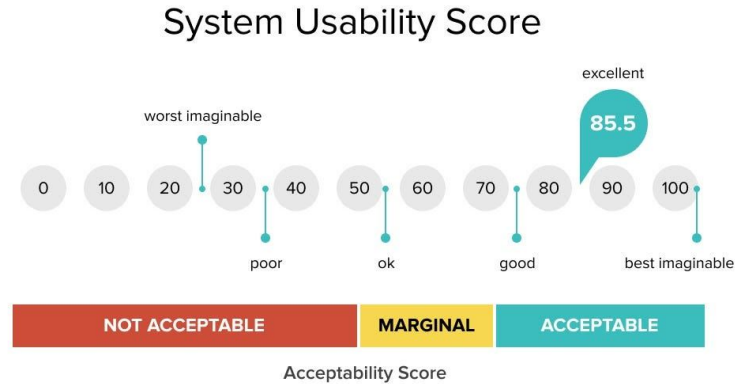
Usability tests - Functional Prototype

	Make a Trade	Accept or decline a trade	Buy a book from "weekly must reads" section	Add a book available for trade
User 1	Difficulty-5 Time Spent- 46s	Difficulty-5 Time Spent- 18s	Difficulty-1 Time Spent- 1 min 49s	Difficulty-4 Time Spent- 34s
User 2	Difficulty-3 Time Spent- 1min 36s	Difficulty-5 Time Spent- 9s	Difficulty-2 Time Spent- 1 min 2s	Difficulty-5 Time Spent- 42s
User 3	Difficulty-3 Time Spent- 1 min 12s	Difficulty-5 Time Spent- 16s	Difficulty-1 Time Spent- ∞	Difficulty-5 Time Spent- 1min 33s
User 4	Difficulty-5 Time Spent- 22s	Difficulty-5 Time Spent- 6s	Difficulty-1 Time Spent- ∞	Difficulty-5 Time Spent- 20s

Difficulty: 1 - very difficult   5 - very easy

SUS scores Results

	SUS Score
User 1	75
User 2	92,5
User 3	87,5
User 4	90
Average	86,25

Grade Obtained : A

System Usability Score

worst imaginable

excellent

85.5

| 0 | 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 100 |

poor   ok   good   best imaginable

| NOT ACCEPTABLE | MARGINAL | ACCEPTABLE |

Acceptability Score

Changes to functional prototype

- Order books in the trade section by the ones that the user has

- Add price to the book details

- Cart counter specifying the number of products

- Show which book i'm donating or receiving when receiving a trade request

- Define a predefined set of books gender to facilitate user input

- Enable user chat communication after starting a trade

Website Demo

This demonstration presents all 4 tasks that were assigned to each user.
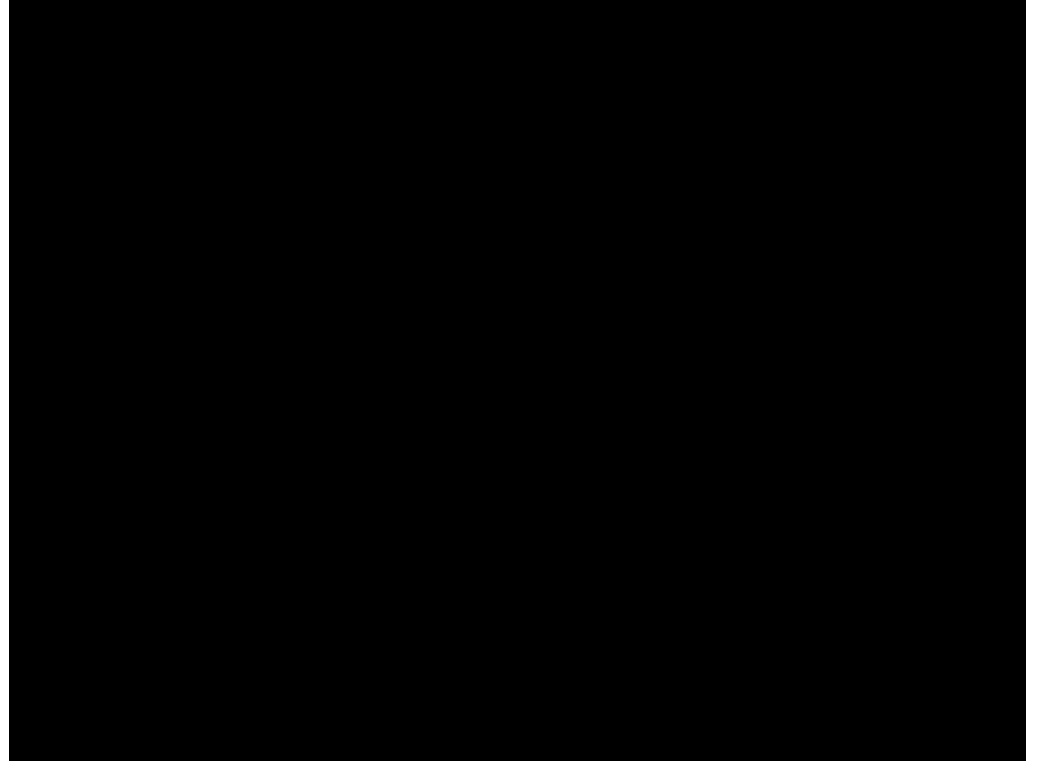
Heuristic Evaluation

- Flexibility and Efficiency of Use

- User Control and Freedom

- Help and Documentation

- Recognition rather than recall

- Visibility of System Status

	Gabriel	Bernardo	Paulo	Median
Lack of a search bar.	3	3	3	3
Lack of next and back buttons in checkout process.	2	2	2	2
Buy or trade option for books in marketplace.	-	2	_	2
No customer support.	2	2	2	2
Website doesn't work on devices with smaller screens.	2	4	_	3
"Weekly must reads" section not easily detected.	2	1	3	2
Forms input not validated.	3	_	3	3

Future Work

- Add filter functionality
- Integrated messaging system to enable user communication
- Implement user profile
- Give feedback on incoming trade requests
- Validate form user input
- Remove unnecessary jumps to main page
- Support for a larger range of devices
- Fully implement donation option
- Authentication and Login System

Thanks!

Any questions ?