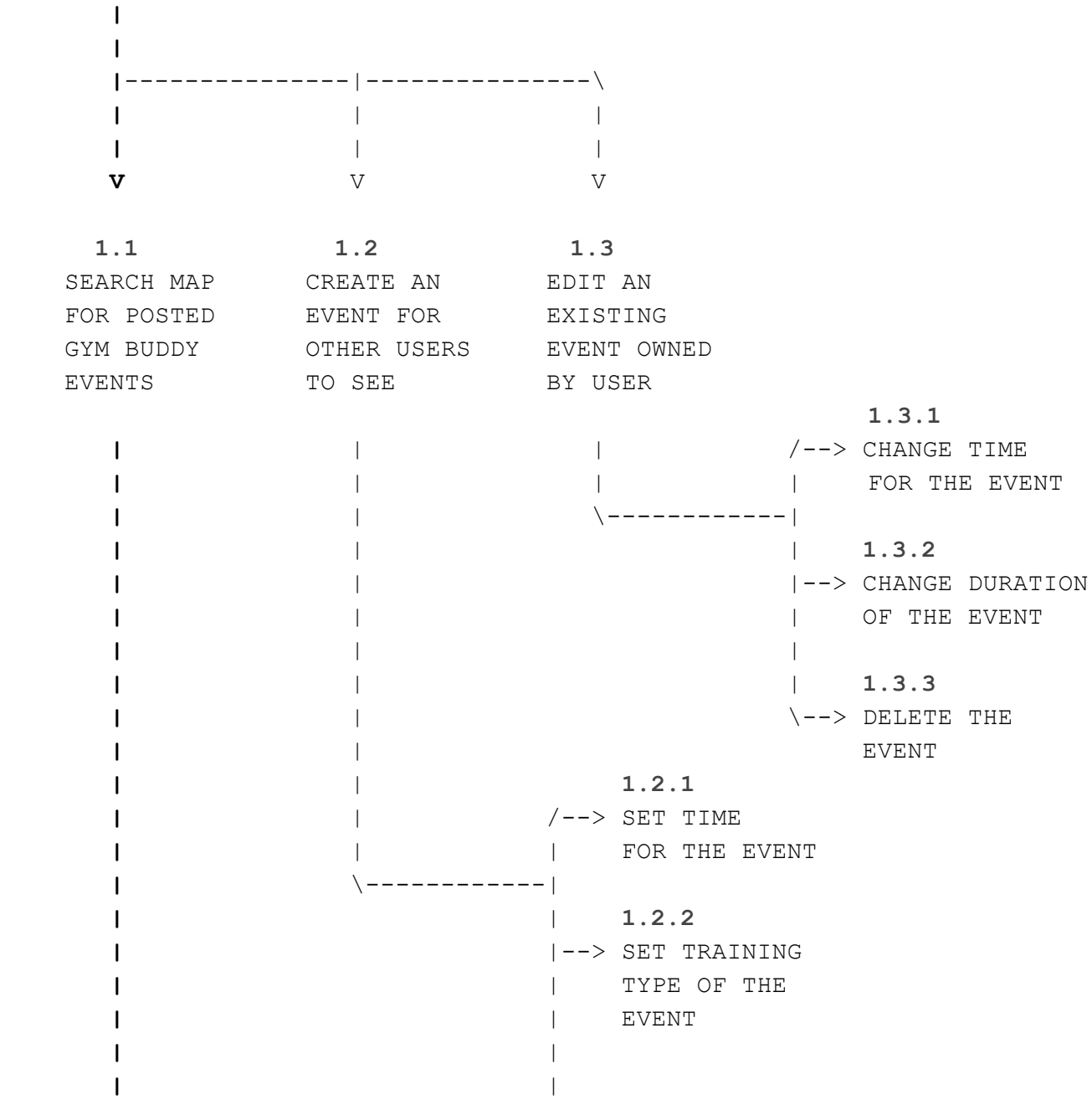
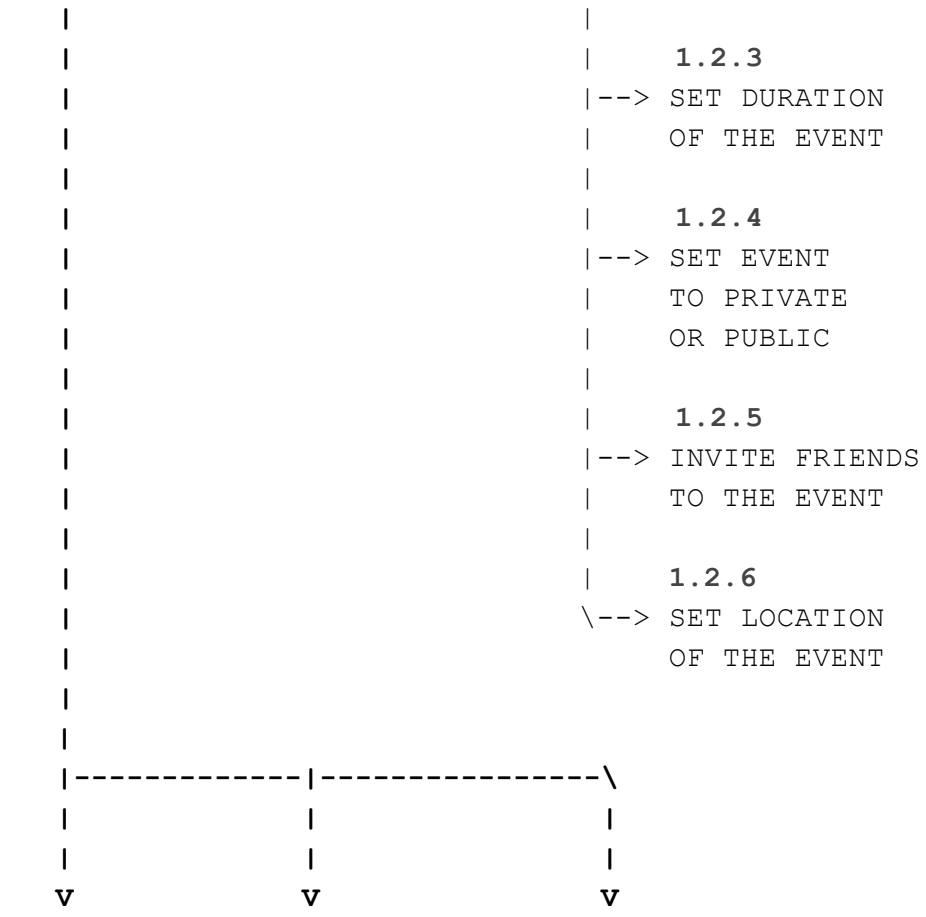
Manuel Velarde Da Silva.....[velarde4]
CSC318 The Design of Interactive Computational Media
Problem Solvers

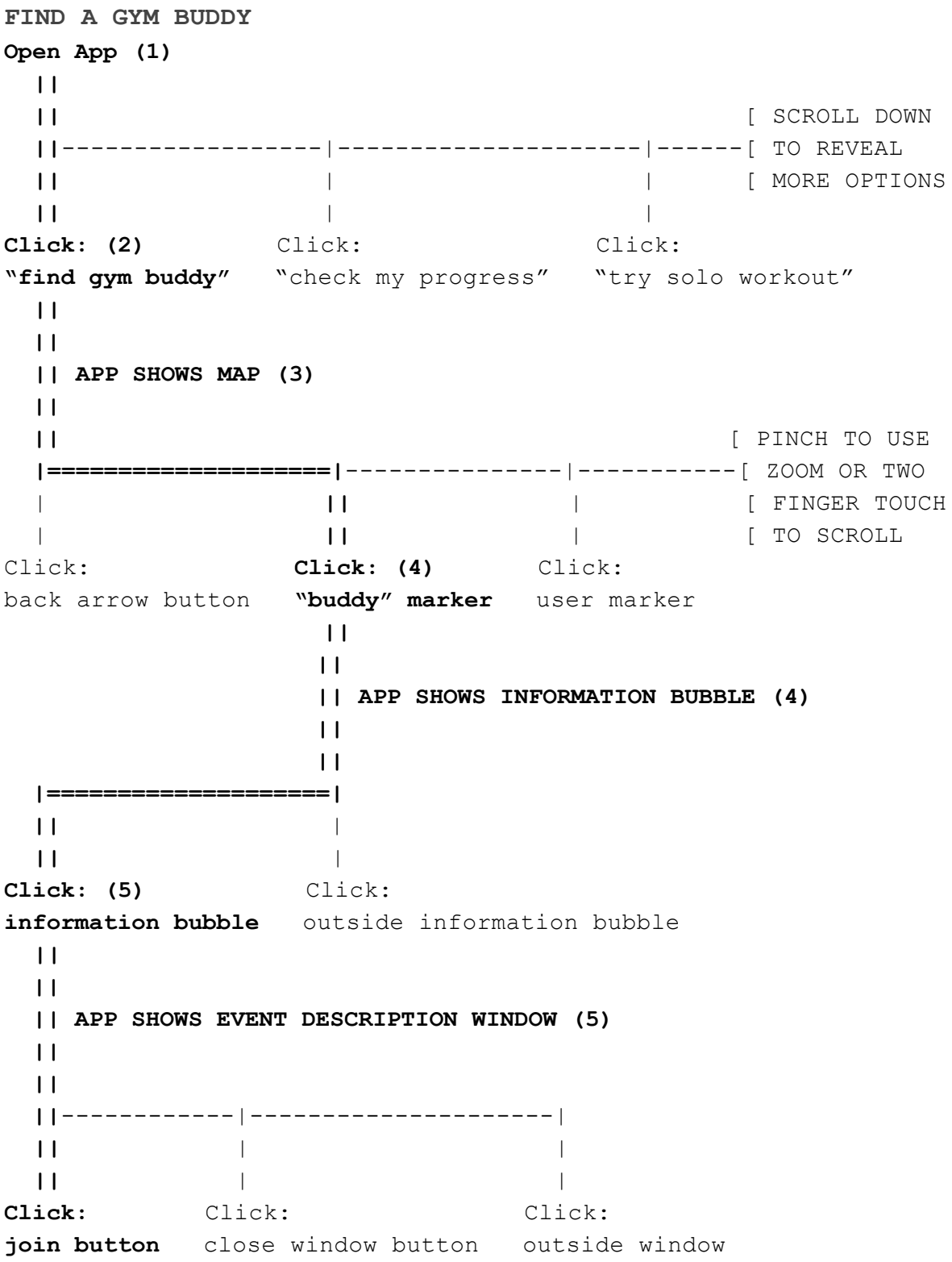
1. HIERARCHICAL TASK ANALYSIS

FIND AVAILABLE GYM BUDDIES CLOSEBY



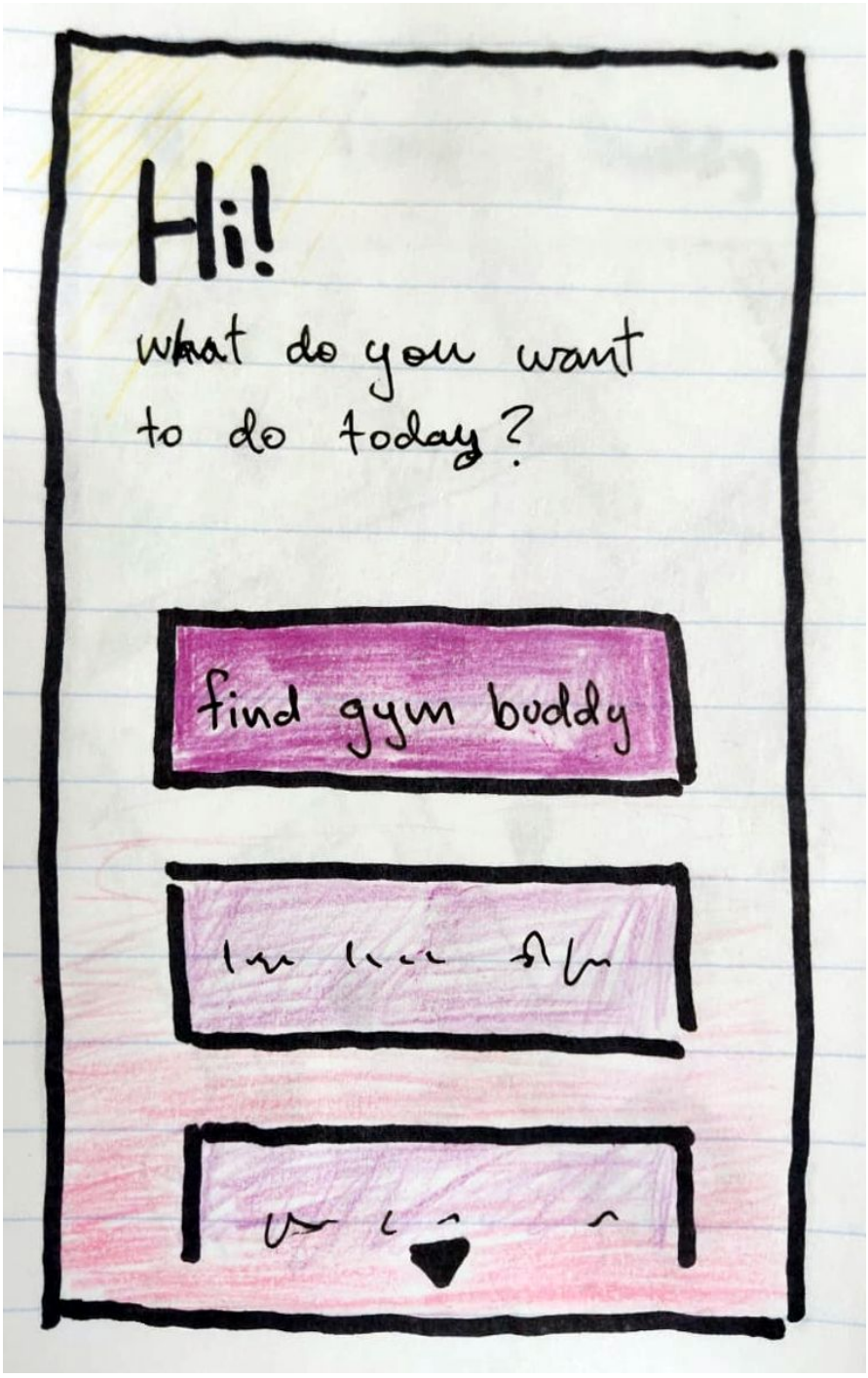

1.2.3
--> SET DURATION
OF THE EVENT
1.2.4
--> SET EVENT
TO PRIVATE
OR PUBLIC
1.2.5
--> INVITE FRIENDS
TO THE EVENT
1.2.6
--> SET LOCATION
OF THE EVENT
1.1.1
SEE EVENTS
POSTED BY
OTHER USERS
1.1.2
ASK TO JOIN
ANOTHER USER'S
PRIVATE EVENT
1.1.3
SIGNAL YOU
ARE JOINING
ANOTHER USER'S
PUBLIC EVENT

2. PAPER PROTOTYPE

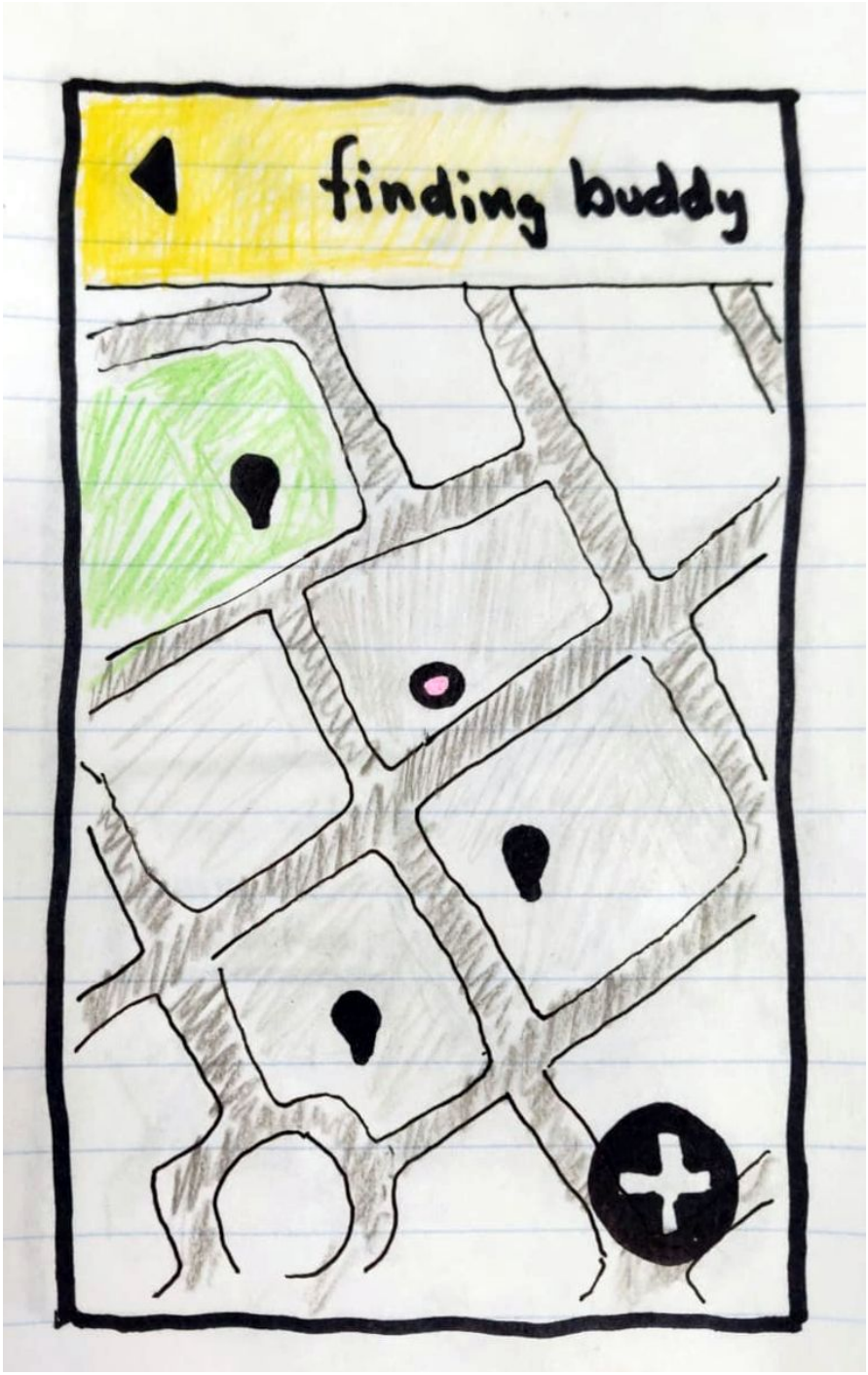


(1) When opening the app:

(2) When clicking "find gym buddy":

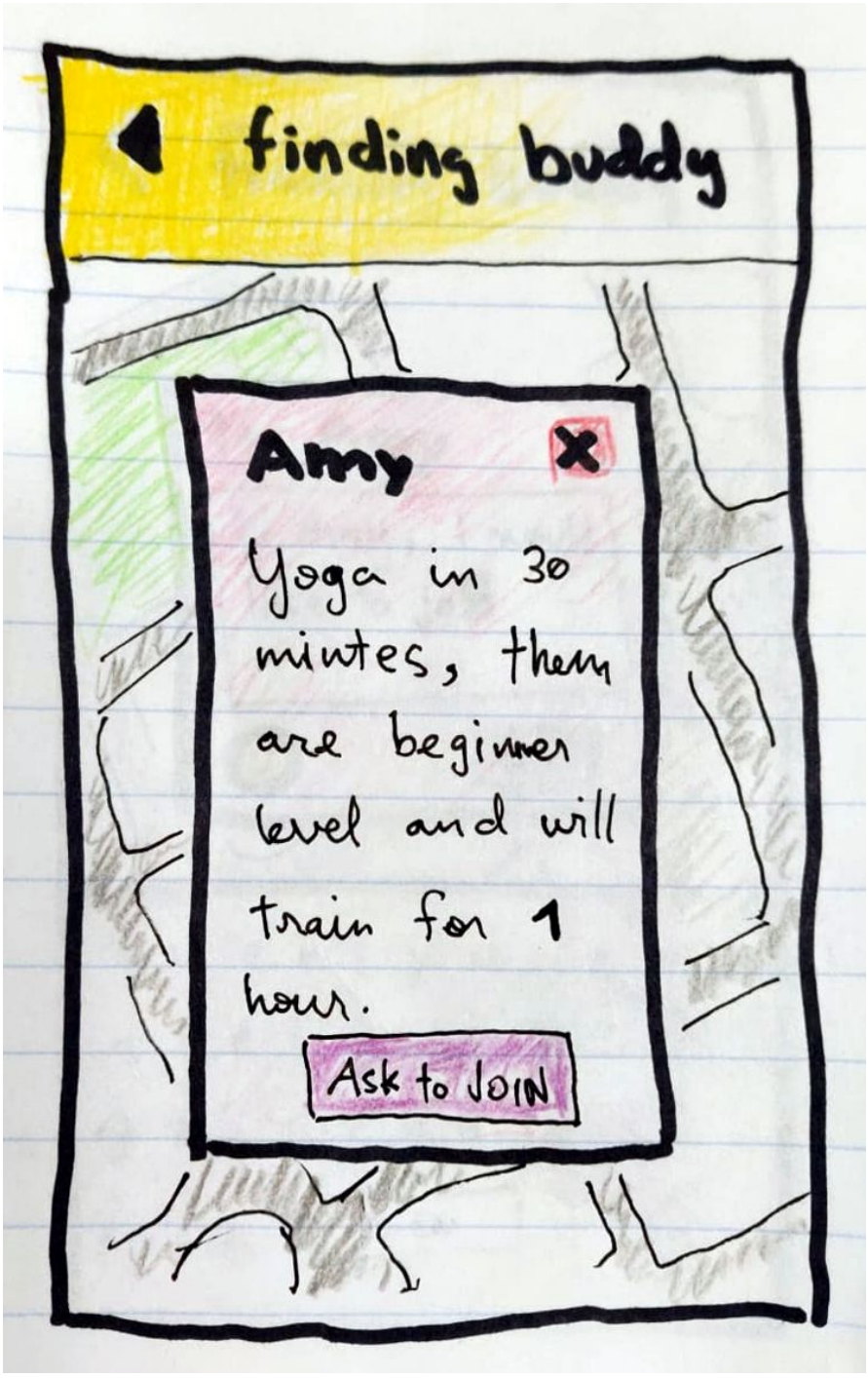


(3) Map showing the events nearby:

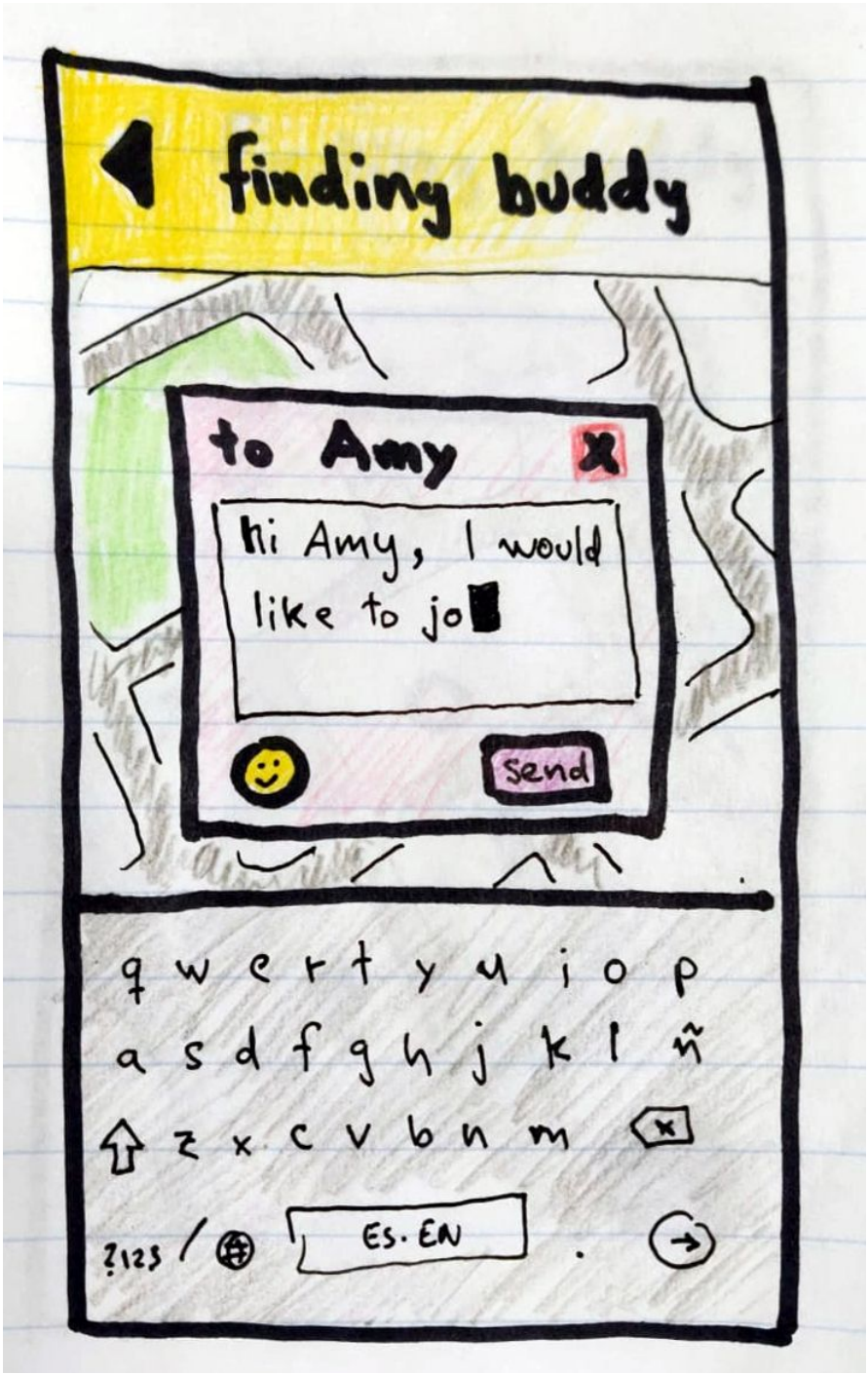


(4) When clicking on a "buddy" marker:

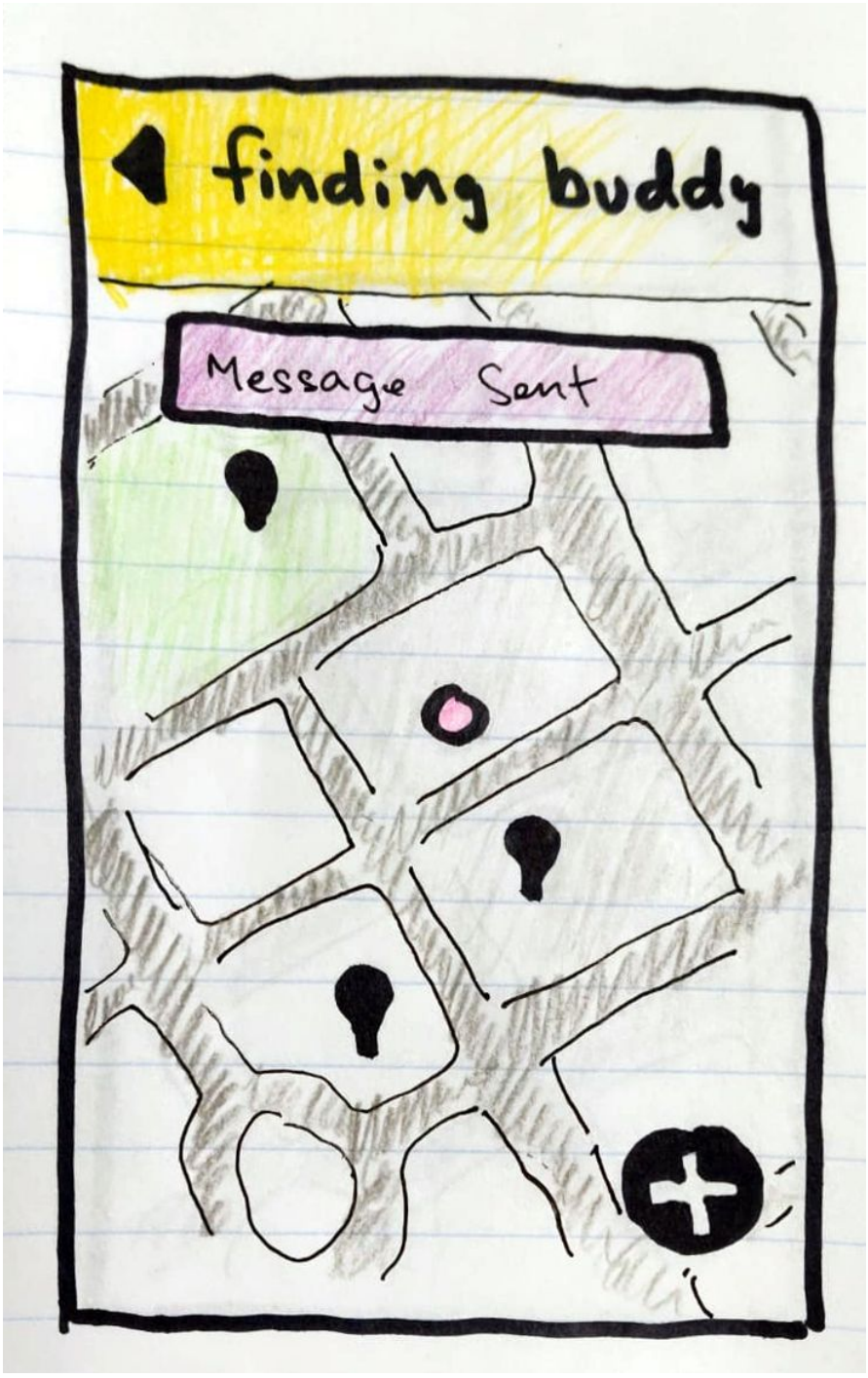
(5) When clicking on the information bubble of a private event:



(6) When clicking "join" button for private event:



(7) When clicking send button:



(8) When clicking another "buddy" marker:

(9) When clicking the information bubble of a public event:

(10) When receiving a message:

3. USABILITY TEST SCRIPTS, SCENARIOS, AND TASKS

SCENARIO:

You just finished a lecture and have 2 hours to waste before the next one. It's Thursday and this week you have not visited the gym despite telling yourself you would exercise at twice a week. A couple of days ago you got a new app that promised to help you find exercise partners to keep you motivated while reaching your fitness goals. You signed up but never opened it again. Now is your chance to see what this new app has to offer...

TASK:

USE THE APP TO:

Find someone to train with on the two hours you have free.

4. MINOR EXTRA TESTS

- How does the user interacts with the notification bubble?
- Where would the user go to create a new event?
- How would the user navigate the map?
- What does the user expect from clicking the user marker?