

Team Crit

QuickNotes: simple to-do scheduling.

Presenters:

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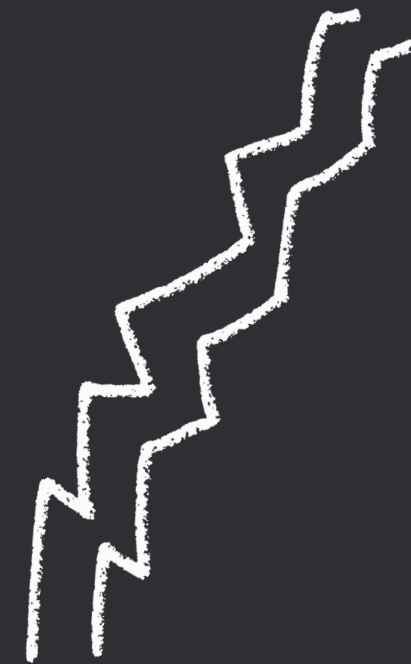
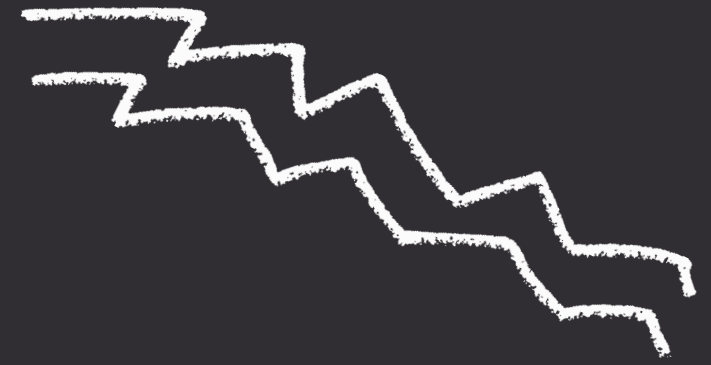
Introduction

QuickNotes is a fast, minimal to-do list app designed for easy daily task management. It emphasizes simplicity, speed, and clarity perfect for users who want no distractions, just productivity.



Agenda



- What problem are you addressing?
- What does your solution look like?
- what did you learn from users?
- what did you do and what were the results?
- Conclusions
- Q&A





What problem are you addressing?

QuickNotes solves task management complexity for busy students and professionals who need fast, distraction-free organization without overwhelming features that slow down productivity workflows.







What does your solution look like?



A lightweight, mobile app with offline functionality, clean interface, quick task creation, editing, and icon-based navigation using familiar terminology and consistent visual elements.





Figma: WireFrame

Prototype



what did you learn from users?

The app was highly usable and Testers would actively use it. Testers commented on how easy it was to use, finding task creation intuitive, navigation seamless, and the minimalistic design appealing. Users appreciated the distraction-free approach to productivity and would recommend it to others.



Heuristic Evaluation



| Area of Evaluation | | 5 | 4 | 3 | 2 | 1 |
|---|--|---|---|---|---|---|
| - A. Visibility of System Status | - The system design provides appropriate feedback like message prompts in response to user actions. | | | | | |
| | - The message prompts are clear, <u>visible</u> and understandable. | | | | | |
| - B. Match between the system and the real world | - Used words, phrases and concepts according to users' language rather than <u>system oriented</u> words and computer jargons. | | | | | |
| | | | | | | |
| - C. User control and freedom | - The system design provides ways of allowing users to easily "get in" and "get out" if they find themselves in unfamiliar parts of the system. | | | | | |
| | | | | | | |
| - D. Consistency and Standards | - The colors, text, labels, buttons and other elements in the design are uniform from start to finish. | | | | | |
| | - Text and icons are not too small or too big. | | | | | |
| | - Menus and other features of the system are arranged and positioned in a consistent way. (For ex. If your website has navigation buttons on the top under the page title on one page, the users will automatically look there for the same features on other pages. | | | | | |
| - A. Error Prevention | - The system design provides an automatic detection of errors and <u>preventing them to occur</u> in the first place. | | | | | |
| | - Idiot proofing mechanisms are applied | | | | | |
| - F. Help users recognize, diagnose and recover from errors | - Error messages and the terms used are recognizable, familiar and understandable for the users. | | | | | |
| | | | | | | |
| - G. Recognition rather than recall | - Objects, icons, actions and options are visible for the user. | | | | | |
| | - Objects are labeled well with text and icons that can immediately be spotted by the user and matched with what they want to do. | | | | | |
| - H. Flexibility and efficiency of use | - The system design provides easy to navigate menus. | | | | | |
| | - the <u>system does not make wasteful time of</u> system resources. | | | | | |
| - I. Aesthetic and minimalist design | -Graphics and animations used are not difficult to look at and <u>does not clutter (mess)</u> up the screen. | | | | | |
| | - Information provided is relevant and needed for the system design. | | | | | |
| - J. Help and Documentation | -the system design provides information that can be easily searched and provides help in a set of concrete steps that can easily be followed. | | | | | |
| | | | | | | |

Survey

Average Mean: 4.49






| Question | Mean | Interpretation | Classification |
|--|------|---|----------------|
| How easy is it to add a new task in QuickNotes? | 4.55 | Users find task creation highly intuitive and straightforward with minimal learning curve | Excellent |
| How satisfied are you with the notification and reminder system? | 4.38 | Strong satisfaction with reminder functionality, though some optimization opportunities exist | Good |
| How intuitive is the navigation between different app sections? | 4.45 | Navigation system successfully guides users through app sections with clear pathways | Excellent |
| How likely are you to recommend QuickNotes to friends or colleagues? | 4.60 | Exceptionally high recommendation likelihood indicates strong user advocacy and satisfaction | Excellent |
| How would you rate the overall visual design and appearance? | 4.48 | Visual aesthetics receive strong approval, confirming effective design choices | Excellent |



What did you do and what were the results?



Combined heuristic analysis using Nielsen's usability principles and user surveys . Results showed exceptional satisfaction with an average mean score of 4.49 out of 5.0 across core features, strong usability compliance, but identified inadequate error handling systems as the primary weakness.





Conclusions – If you had more time, what would you do next?

Implement comprehensive error handling with clear language feedback, expand user testing with larger and more diverse participant groups, add enhanced customization features for notifications and task personalization, and conduct longer evaluation periods to capture long-term usage patterns and identify additional improvement opportunities.





Thank You

