

Majuli River Island and Kamalabari temple

Virtual tour – Cognitive Walkthrough

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COGNITIVE WALKTHROUGH

<https://youtu.be/rrd1WniWrm0>

It is a usability inspection Method for expert evaluation of the prototype. A small team walks through a typical task in the mindset of a novice user and produces a success or failure story at each step along the correct path. The purpose of the cognitive walkthrough is to focus on the user's ability to learn and understand the software system either as a new user or an infrequent user.

This document contains the cognitive walkthrough for our Virtual Tour application. We have selected some representative tasks and described steps to perform these tasks.

Requirements:

1. A medium to high fidelity and vertical prototype
2. 3 member team:

The evaluators will mimic exploratory learning behavior to evaluate the prototype.

Human exploratory learning: Rather than reading manuals or attending courses, users often prefer to learn new systems by "trial-and-error"

1. Start with a rough idea of the task to be accomplished
2. Explore interface and select the most appropriate action
3. Monitor interface reactions
4. Determine what action to take next

After the evaluators have given their responses, we would evaluate the successful steps, failure steps and any suggestions for improving any steps that failed and summarize the major results.

INTRODUCTION

Welcome to the virtual tour application. Where you can explore Majuli Island from the comfort of your own home. With just a few clicks, you can visit the world's largest river island, Majuli island and immerse yourself in a new culture. The application provides the user with a fully interactive and immersive experience, so you can feel like you're really here. Whether you are looking to plan your next vacation, or simply curious about Majuli Island, the virtual tour application is the perfect way to satisfy your wanderlust.

Cognitive Walkthrough preparations

- 1) **User population or the target audience:** Any person, primarily college student, with sufficient cognitive, physical and technological capabilities to use a laptop.
- 2) **Representative Use Cases:**
 - a) **Explore Flora and Fauna**
 - b) **Visit Puja and Aarti**
 - c) **View transportation mode, food options and hotel stay options**
- 3) **Prototype:** Please find the prototype video demonstration link attached along with this document in the assignment submission.

Link to Video demonstration of Prototype:

Link to the prototype:

You can access the prototype through the above link. Press the present button at the top right corner to start execution of the prototype.

A video demonstration of the same has also been submitted.

Representative task and Action Sequences

Task 1

You have logged in into your account and you wish to explore the flora and fauna and ecosystem of the Majuli river island.

Interface-level tasks

1. Press the login screen to access the tour. Make sure that Email and Password are correctly filled.
2. Continuously navigate to the flora and fauna ecological region.
3. Locate the play menu to interact with the fisherman.
4. Check the settings options to control the interaction

Questions

1. **Are you able to login easily?**

Expert1: Yes, I was able to login easily, it is very clear and simple on how to login.

Expert2: Yes, the login page was quite simple and user friendly.

Expert3: NO, I faced a problem while logging in. I do not have an Email Id and I was not able to login using my phone number.

2. Was it easy to navigate to the destination?

Expert1: Eventually I navigated, but it could be simpler if the path was known better in the map.

Expert2: No, I got confused on which direction to pick.

Expert3: Yes, it was easy to navigate and direction buttons were clearly understandable.

3. Was it easy to locate the play menu to interact with the fisherman?

Expert1: Yes, it was easily visible to me, so I located the play menu quickly.

Expert2: Yes it was easy and quite large in size.

Expert3: Yes, I was able to control the playback which made it easier to interact. But the experience did not feel very interactive.

4. Were you able to control the interaction as and when required?

Expert1: Yes, I could see the control setting option, through which it was easy to control.

Expert2: Yes the pause button was at the bottom and worked fine.

Expert3: Yes, I was able to control the interaction.

Task 2

From the main gate of Kamalabari Temple, you wish to view the Puja and Aarti just starting at Kamalabari temple.

Interface-level tasks

1. Locate and select the map icon.
2. Select and teleport to the Kamalabari location from the displayed map.
3. Navigate continuously to the Puja and Aarti place to view it.
4. Check for control options to pause and play the Puja and Aarti.

Questions

1. Was the map icon easily visible?

Expert1: Yes, the map icon is placed conveniently and accurately to be visible for the user.

Expert2: Yes the map was in place and visible.

Expert3: Yes, the map icon was clearly displayed.

2. Was it easy to find the destination location on the map?

Expert1: It was a little difficult to find the destination on map, as I had to go through the complete map for the destination.

Expert2: Yes the marker for the temple was red in color so I found the temple quickly.

Expert3: No, it was a little confusing to understand the map.

3. Was it convenient to teleport to the required destination?

Expert1: Yes, the teleportation was very smooth.

Expert2: Yes, quite smooth and interactive.

Expert3: Yes, the teleportation was interactive.

4. Were you able to navigate smoothly to pooja and aarti place after teleportation?

Expert1: Yes, I could navigate easily as the path was straight leading to the puja and aarti area.

Expert2: Yes the navigation was straight and simple.

Expert3: Yes, it was a smooth transition during the teleportation.

5. Were you able to pause and play as and when required puja and Aarti?

Expert1: Yes, I was able to play and pause easily as the control option was visible clearly.

Expert2: Yes, pausing the video was not at all difficult.

Expert3: Yes, the play and pause control option was clearly visible and functioned well.

Task 3

When the tour begins, you want to know the transportation modes, food options and hotel stay options available in Majuli island.

Interface-level tasks

1. Locate and select the transportation icon.

2. Locate and select the hotel stay option.
3. Navigate continuously to the local food shop.
4. Locate and select the food menu option.

Questions

1. **Were you able to easily locate the transportation icon?**

Expert1: Yes, the color of the icon is pretty bright, so I identified it quickly.

Expert2: Yes, easily identified as a bright color used.

Expert3: No, I found it difficult to locate the icon, since there were options on the screen too and that created confusion.

2. **Were you able to easily locate the hotel stay option?**

Expert1: Yes, the option is visible clearly.

Expert2: Yes I could locate the hotel stay option. Quite visible.

Expert3: Yes, hotel stay was easily locatable. But the hotel options were not displayed from the price point of view which makes it difficult to select.

3. **Was navigation smooth to the local food shop?**

Expert1: I got confused a little, took the wrong turn but then eventually took the right turn.

Expert2: Yes, smooth navigation.

Expert3: Yes, navigation was smooth.

4. **Was it easy to find the food menu option?**

Expert1: Yes, the food menu option is big in size, easy to locate.

Expert2: Yes, the food menu option was clearly visible and easy to find.

Expert3: No, it was confusing to find the food menu option.

Usability Issues And Feedback Analysis

The feedback received by the experts was very useful. A lot of usability issues were discovered and shall be rectified in the final product. A summary of these issues follows.

For the task of exploring the flora and fauna and ecosystem of the Majuli river island, the user was able to login into their account easily, but the user with no email id found it difficult to login. Navigating to the destination was easy and clear directions were given to reach the destination. The map should be more well defined for the user to differentiate between the locations. Interaction with the fisherman was smooth and the

user was able to locate the play menu option. Control settings were visible to control the interaction. Control settings should have more well-defined options for the user to feel the involvement in interaction. For the task of viewing the Puja and Aarti at the Kamalabari temple, the user could easily locate the map icon. The map should have more well defined markers for every location and different colors should be used to display different locations. By selecting the marker, the user was able to smoothly teleport to the selected location. After teleporting to kamalabari temple, the user navigates to enter the temple area where puja takes place and user controls the video playback. The control option gave users an interactive experience. For knowing the transportation modes, food options and hotel stay, the user was easily able to locate the transportation icon, since the color of the icon was very bright. The transportation icon should be well separated from other icons so that the user is not confused. The hotel stay option was easily visible and places were also suggested to plan the stay. An option should be added to display the hotels in order of preference based on criterias like price, ambience. The user can look for local shops for food and other items. Food menu option was displayed to select from.