

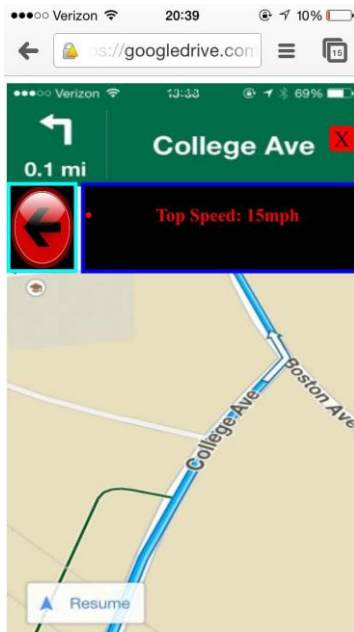
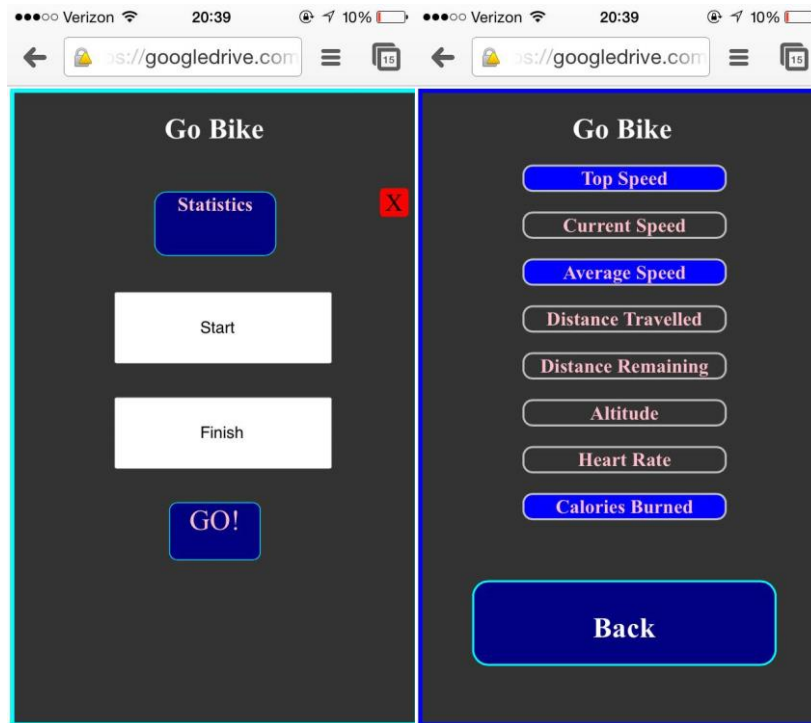
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HW 7

Prototype Screenshots:



Discussion of changes: In this iteration of our design, most of our changes were aesthetic. Buttons were made more uniform by applying a better colorscheme. Our overall colorscheme also changed, opting for a more realistic set of grays and blues instead of our original garish prototype coloring. We hoped that color could be used to suggest navigation routes and correlation between elements. We also added buttons on our “map” page to add navigation options, and changed the cancel button to look more distinct (an ‘X’ as opposed to nothing). This new design may rely too heavily on participants’ ability to associate color with functionality, however. Moreover, the color associations will be non-existent for persons who have difficulty distinguishing shades of blue.

User demographics:

Subject ID	Major	Age	Gender	Previous Experience with Mobile Apps
1	Computer Science	21	F	Adept
2	Computer Science	21	M	Adept
3	Computer Science	20	M	Adept

Post-questionnaire:

1. What did you like most about the app?
2. What did you like least about the app?
3. Which step was most confusing to perform?
4. Which step was most intuitive to perform?
5. Overall rating of the app (1 – 5) where 5 is the best and 1 is the worst

Observations, conclusion, discussion:

This time around, users felt that the navigation of the application was more intuitive, although some buttons were not made clear enough. Our average rating was a 3/5, with the least-liked element being the new navigation buttons on the map menu. This is an improvement over the last prototype, which was completely lacking these navigation elements. In future iterations, it would be a good idea to make the function of these buttons more apparent. Participants were also confused by the language in the task list, so re-writing the tasks to have terminology consistent with the application may have made the tasks more understandable.

Extra Creativity: We used color theory to determine our new colorscheme. The goal was to use colors that would be high-contrast, as well as easy on the eyes. Complimentary colors allowed users to more quickly locate elements, as well as guess where buttons led based on the button/menus border coloring.