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171 – hw 4

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After visiting office hours we learned that our original a4 submission had major mistakes. In order to account for the bad video angle, we re-performed the demonstration for Tomoki. We would also like to account for the missing parts of our report; this version has additional passages. Thank you for considering our resubmission.

Paper Prototype Testing

1. In this latest revision of the Go Bike biking navigation app (Jake's original project), some changes were made to the UI to avoid the ambiguity present in previous designs (inconsistent buttons, inconsistent layout, and redundant screens). With these changes, the live demo was further able to provide us with a more streamlined UI and a better understanding of what needed to change in our design.
2. See the videos recorded online at: https://vimeo.com/89107399
    a. We have demonstrated the app for Tomoki, but if you would like to see it feel free to contact us!
    b. In the demonstration, the user was instructed to select three statistics: Top Speed, Distance Travelled, and Calories Burned. After selecting these statistics, the user was told to now create a bike route from Davis Square to Harvard. On the route screen, the statistics selected were to be displayed close to the top of the screen on a ticker.

3. The prototype for assignment 4 is an app designed to aid bikers in navigation. Their smart device is placed on their bike and, by selecting a route and various statistics, he/she can see real-time data as they travel to their destination. The user is in charge of explicitly choosing which statistics to display as well as their start location and destination. The app presents these statistics while simultaneously displaying the navigation path in real time. Various screens are presented to the user to guide them along this process of preparing a route and then traveling that route.

   After the user testing, we learned that the layouts of our design were very simple and, although a little difficult to navigate, were easy to understand. We noticed these important trends in usability which could benefit from improvement:

   1. The longest part of using the app was when the name of a place had to be typed
   2. A major flaw was having the stats button and create route button on the same screen, creating unnecessary modes. Adding statistics into the same path as the routes reduces backtracking.
   3. The user tended to click the names of stats when trying to select them, not the checkboxes themselves
   4. The user wanted to “add a stats button on the travel screen” to change stats mid-route

   If we could have redone the paper prototype, we would merge the statistics and create route menus into one track to ensure the user visited both. The app would also benefit from more options on the “following route” page.