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Comp 171 – hw 4

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Paper Prototype Testing

1. In this latest revision of the 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). These changes as well as the live demo provided 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>
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 will be displayed as well as their destination. The app itself presents these statistics will 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 noticed these important trends in usability:

1. The longest part of using the app was when the name of a place had to be typed

2. The biggest hiccups were having the stats button and create route button on the same screen, as opposed to removing the need for modes
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