

HANDONG NFC APP'S HOME SCREEN INTERFACE PROBLEM EXPLICATION AND IMPROVEMENT

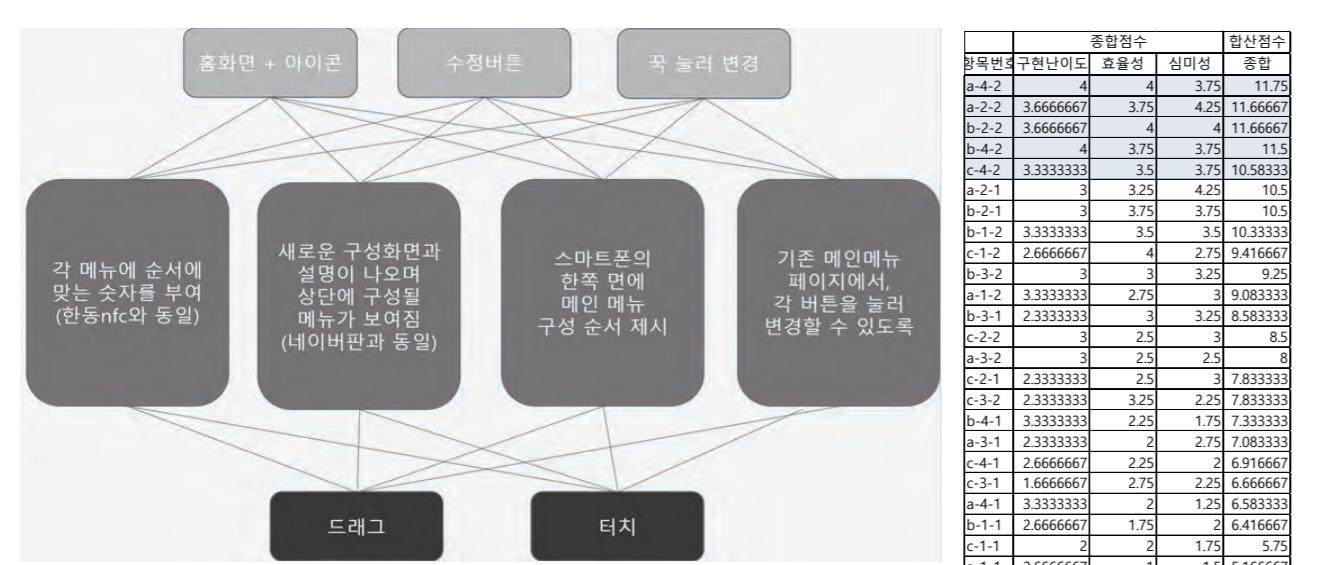
TEAM 4 21300366 서준 21500737 최예빈 21600259 박성경 21800714 차맑은샘

SUMMARY



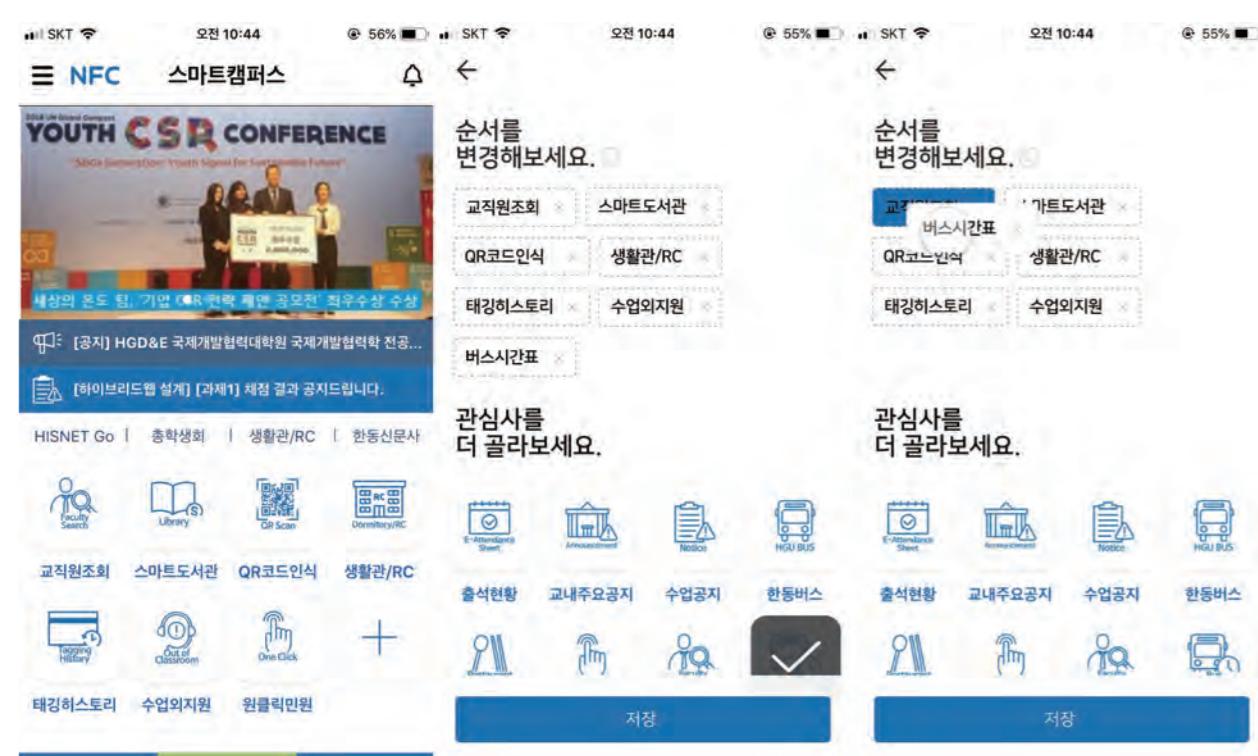
Handong NFC App has various users such as students, professors, and staff. However, most users of this application left their home screens on default without knowing the fact that they could be altered and rearranged. We have decided to improve the overall interface of the NFC application by adding the feature to edit and rearrange for those users that are not familiar with its functions and those who do not know how to function them.

PROTOTYPE



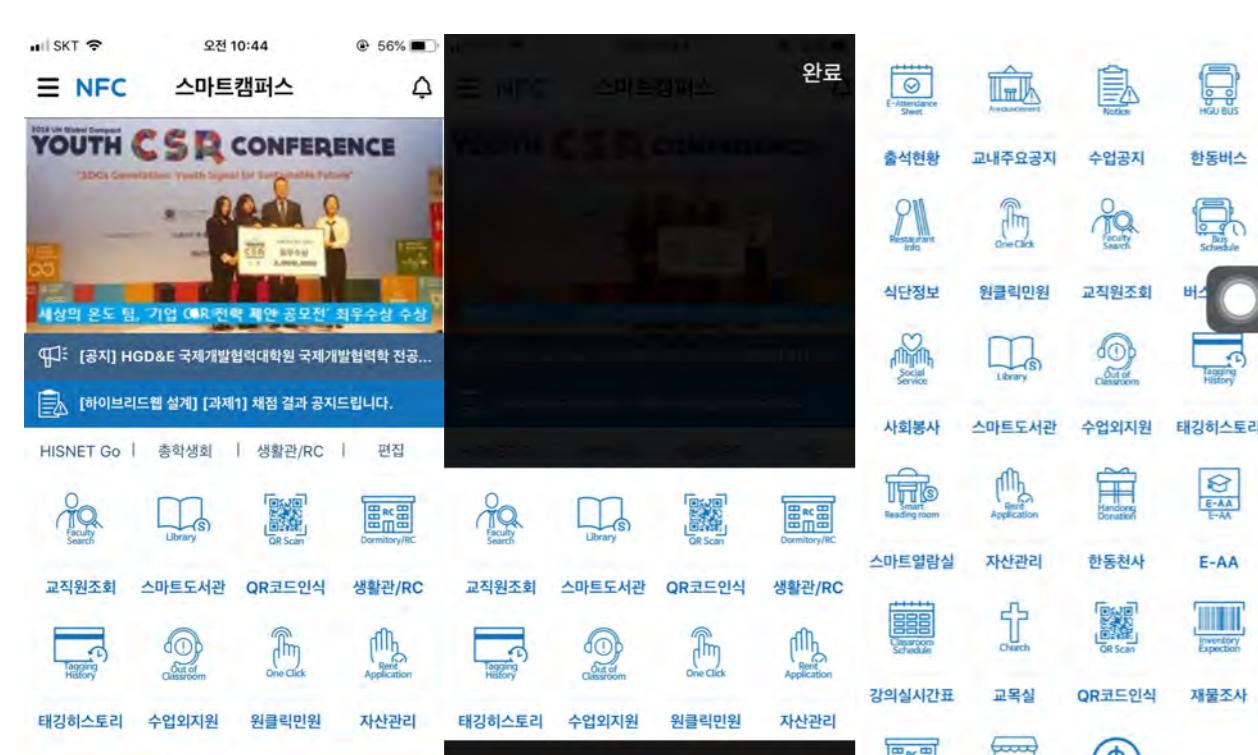
We design 2 types of prototype based on our preference survey : level of implementation, efficiency, design.

Prototype 1.



Switch to edit mode with ‘+’ icon, add favorite icons through touch, and change order through drag. (Reference : Naver pann)

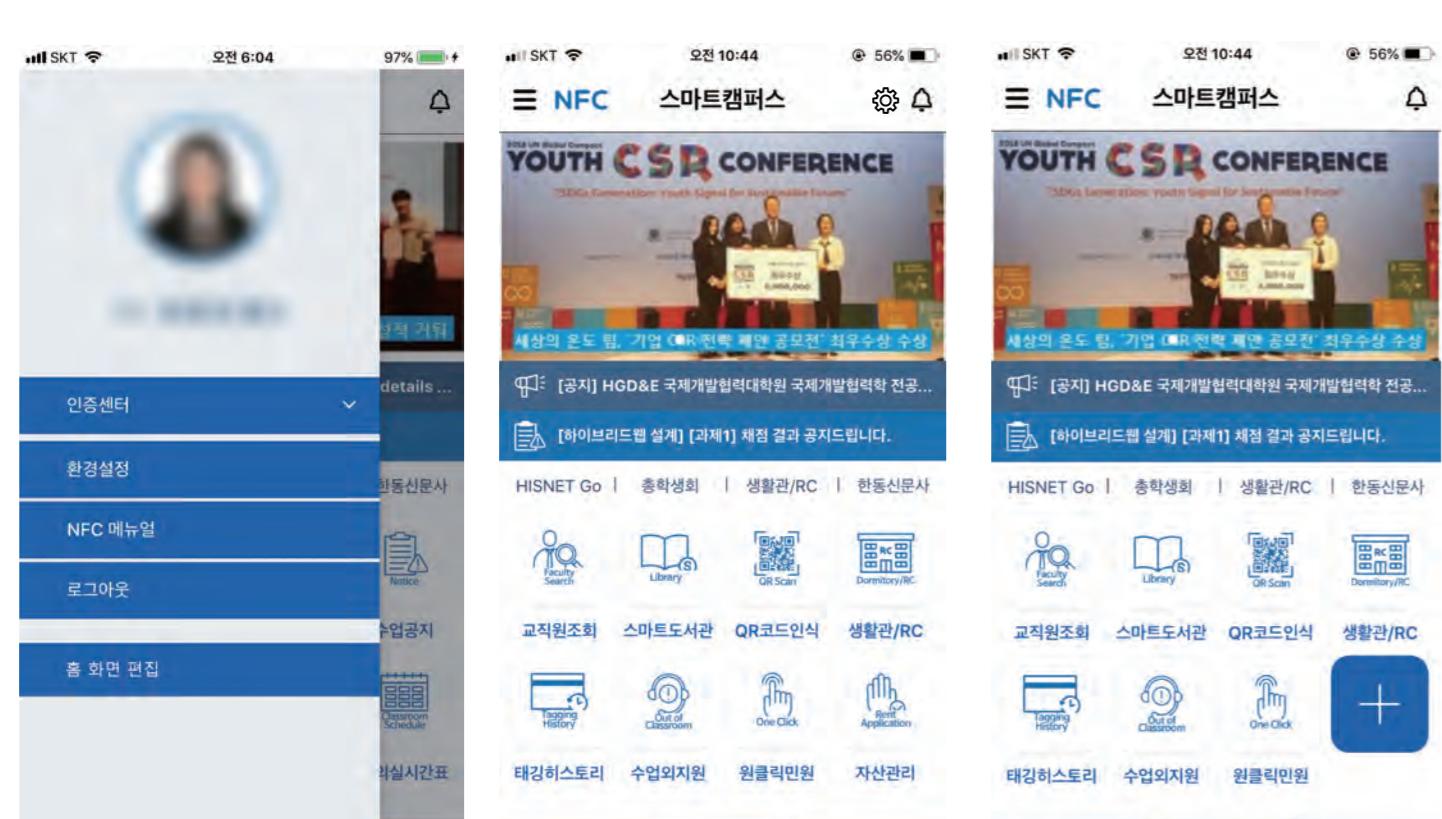
Prototype 2.



Switch to edit mode with ‘편집’ button, add favorite icons one by one through touch, and change order through touch. (Reference : the old version of NFC app)

IMPROVED PROTOTYPE

A. Improved ways to switch to edit mode



1. Add in the menu option.
2. Add setting icon to top
3. Increase ‘+’ Icon discoverability

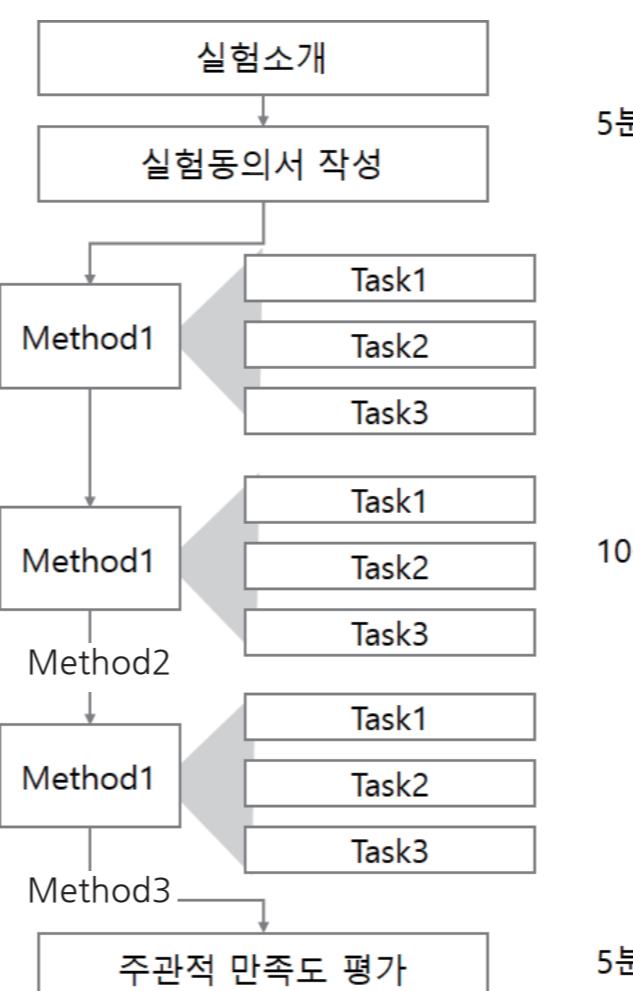
B. The favorite icon's rearrangement method in editing mode

Based on the experimental results, it will be similar to method 2.

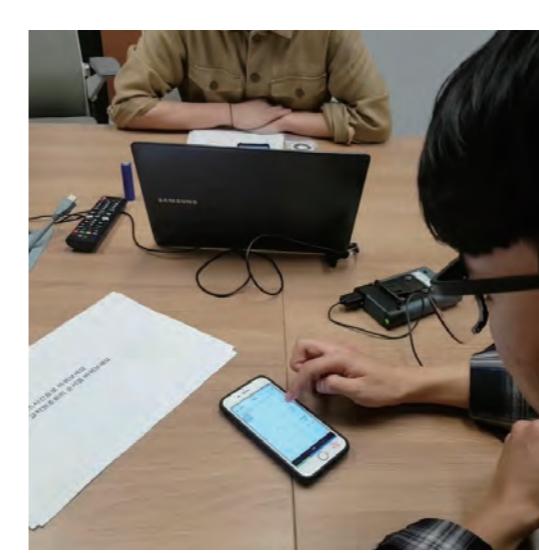
Reasons

- Some users pressed the menu button to find edit mode.
- Task success rate
- Average time required for task 3
- Time required for total task
- 2 users that rated method 3 as the best

USER TEST



- 5 participants
- Record screen and user video
- Record user voice during interview
- Method 1 : original Handong NFC app
- Method 2 : Prototype 1
- Method 3 : Prototype 2
- Task 1 : To get to edit mode
- Task 2 : To add B after deleting A
- Task 3 : To change the order of B and C



실험 안내

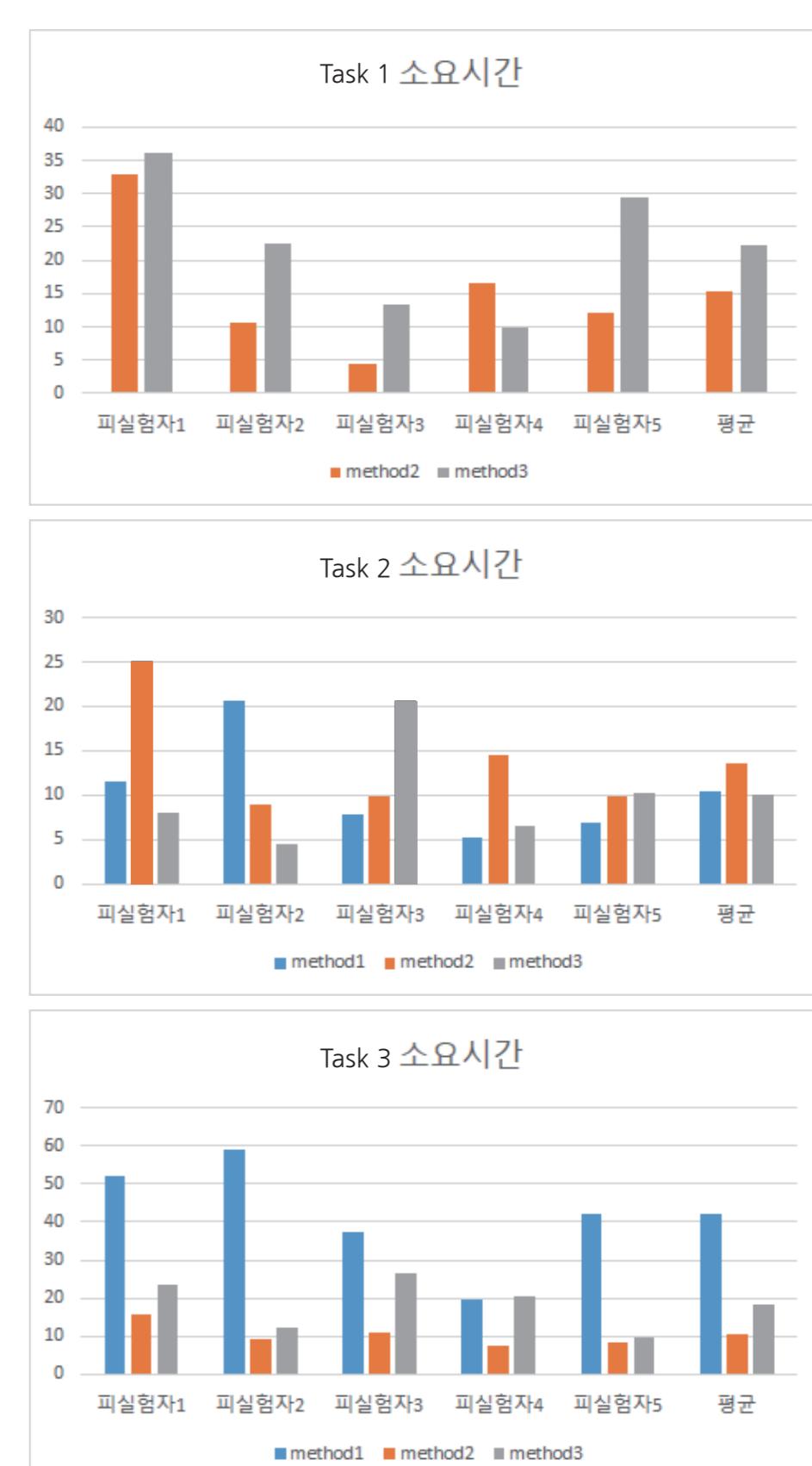
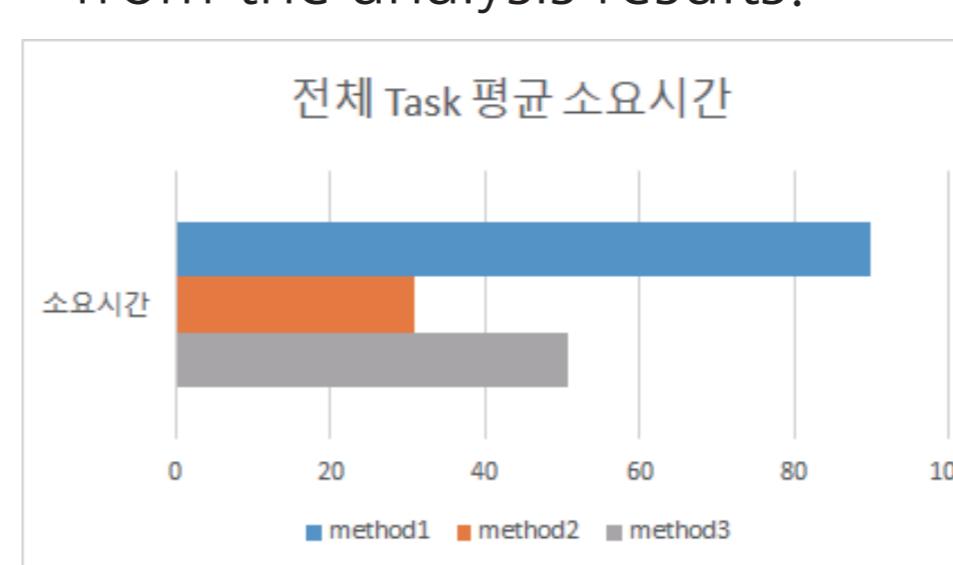
1. 실험의 목적
이 실험은 인간공학 수업에서 진행되는 단기간 프로젝트로 사용자가 학교 대학교원 애플리케이션인 HandongNFC를 활용해 학교 내 서비스를 이용하는 방법을 조사하고자 한다. HandongNFC 애플리케이션은 사용자의 사용 패턴을 분석해 인터페이스를 인식해やすく하거나 사용자에게 적합하고 편리한 폰팅입지를 제공하는 기능이다.
2. 수험자는 대상이
HandongNFC 사용할 때 품질 향상을 수행하는 방법을 알아두고 수험자는 곧바로 사용자의 시선을 eye-tracking device를 통해 수집합니다. 그 내용은 사용자가 어떤 행동을 하면서 폰팅을 시전한 것입니다. 사용자의 행동을 녹화합니다.
3. 2번과 같이 생각하신 이유는 무엇인가요?
4. 실험에 대해 하시고 싶으신 말이 있으시면 자유롭게 이야기해주세요.

한동대학교 ICT융합대학부 인간공학 1학년 수업 실험
문제: 최재현 Tel: 010-3275-0225
E-mail: jinohjim@knu.ac.kr

TEST DATA

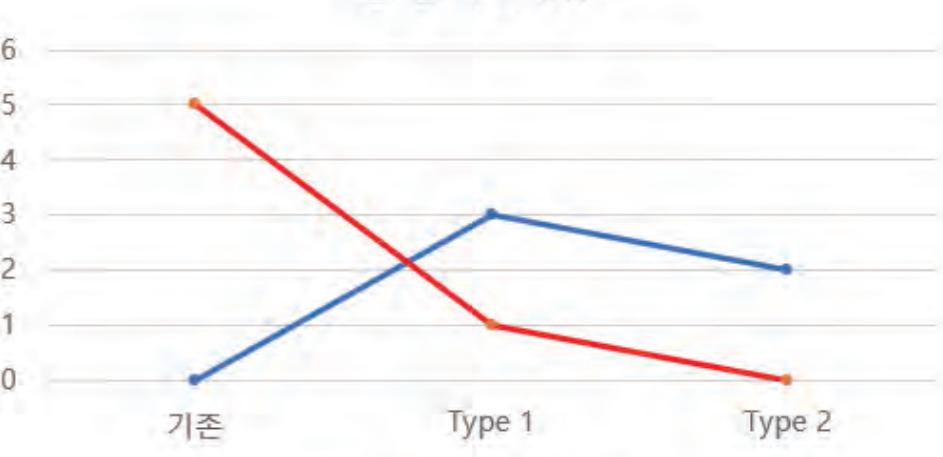
Quantitative data

- The video was measured in a sec of the second decimal place.
- There were 2 participants who failed to perform task1 in method1, so it was excluded from the analysis results.



Qualitative data

- Participants' candid attitude and thoughts about the prototype from interview
- 2 users that rated method 3 as the best
→ consider variations in final prototype



DISCUSSION AND CONCLUSION

The insights of usability and HCD

- Designer and the user are different
- Reducing human error is important (People blame themselves)

Limits to our experiment

- Prototypes that weren't perfect for all variables
- Unavailable eye-tracking device

Future RnD

- Produce a better prototype based on the first results and conduct the second Usability Test.

- Further research on different applications (such as Naver, etc.)

Expectation effectiveness

- Guidelines for Customizing the Favorite Menu in Smart Campus Apps