



5427 Usability Engineering

Assignment 2, Team 3, T16D

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Introduction

Part 1



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Our Team

Prescribed tasks

1

The user can log the number of serves of vegetables they ate in a whole day.

1.1 The user can log the number of serves of vegetables they ate in a whole day.

2

The user can correct accidental logging actions.

2.1 Suppose that, on reflection, you realize that you have over-estimated the vegetables you ate for dinner. So, for today, you now think you actually ate only 2 serves. Correct the logged record for today.

3

The logger is linked to the e-textbook information about serving sizes

3.1 Suppose you now remember about two cups of lettuce you ate at lunch, but cannot recall how many serves that would make. Find out how many serves 2 cups of lettuce is. Then log this.

4

Track the e-textbook progress

4.1 Please tell me which learning topics you have read and which you still need to read in vegetable page

Additional Task

5

Login and check user information

5.1 Suppose you are 24-year-old, 80KG male new user of this APP. You want to use your name James and email and email account james@gmail.com to register a new account and check your information after login.

6

Checking nutrition intake statistics

6.1 Suppose you have logged 1 month's vegetable intake. Now you want to know the statistics in October.

7

Extra knowledge learning

7.1 Suppose you want to know the method of cooking lettuce, what you want to do?
7.2 Suppose you want to get more information from video, show me what you want to do.

8

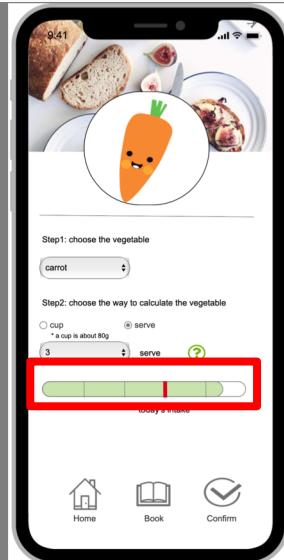
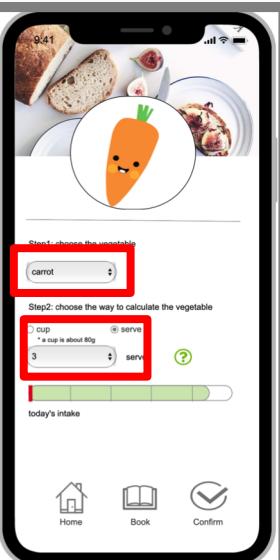
APP Feedback

8.1 Suppose you want to see the different layout about the shelf and check your reading process, show me what are you going to do.
8.2 Suppose you want to give 4 marks for our app, show me what are you going to do?

Overview of the intended user experience

1 The user can log the number of serves of vegetables they ate in a whole day.

1.1 The user can log the number of serves of vegetables they ate in a whole day.



screenshot 1

screenshot 2

screenshot 3

Operation Description

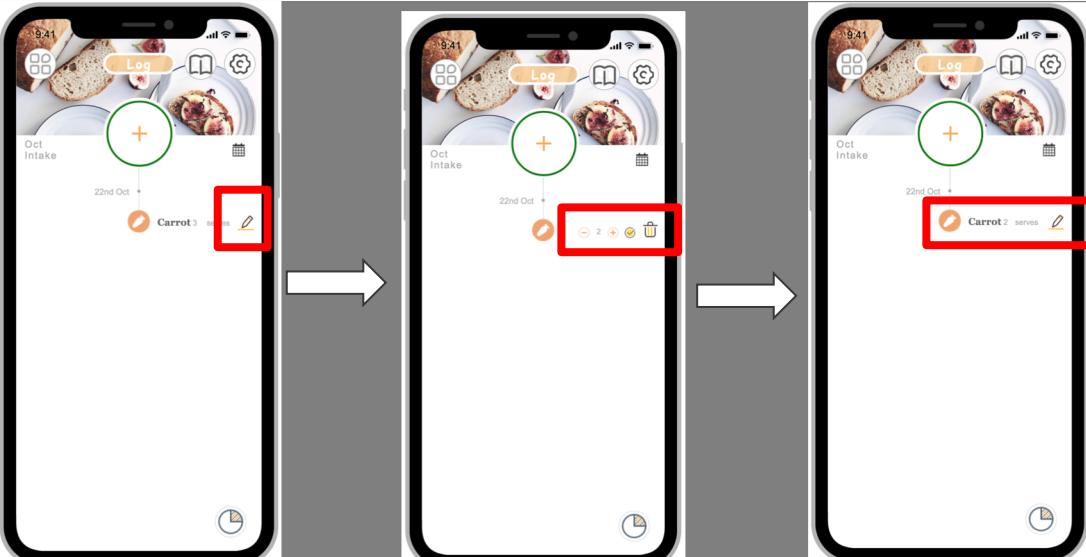
- 1: Click “+” icon, jump to a new page.
- 2: Choose “carrot”, “3 serves”.
- 3: Click the “Confirm” button.
- 4: Add carrot successfully, and the logger change and click the “Home” button jump to the main page.

Overview of the intended user experience

2 The user can correct accidental logging actions.

2.1 Suppose that, on reflection, you realize that you have over-estimated the vegetables you ate for dinner. So, for today, you now think you actually ate only 2 serves. Correct the logged record for today.

Screenshot for User experience



screenshot 1

screenshot 2

screenshot 3

Operation Description

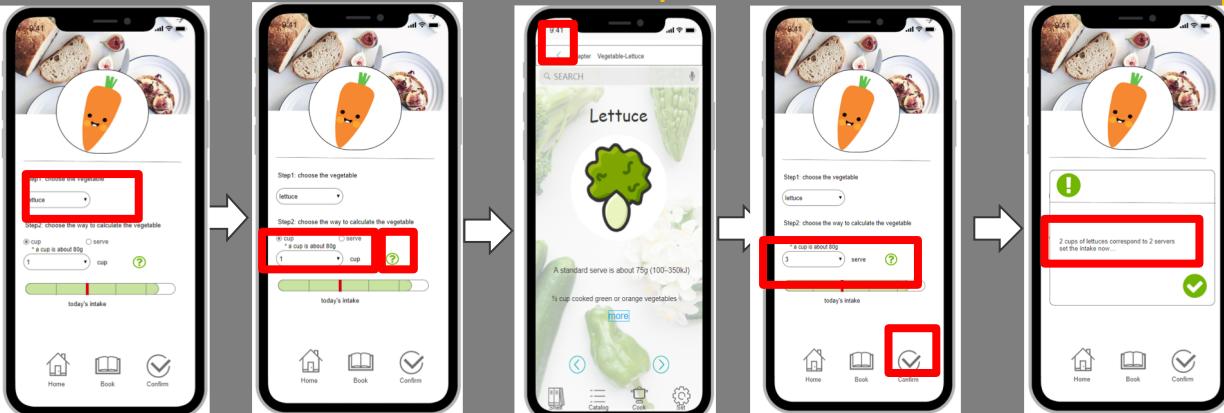
- 1: Click “pencil” icon, and then show the correct function.
- 2: Click “minus” icon, the number of serves become 2.
- 3: Click “Confirm” icon.
- 4: Correct successfully.

Overview of the intended user experience

3 The logger is linked to the e-textbook information about serving sizes

3.1 Suppose you now remember about two cups of lettuce you ate at lunch, but cannot recall how many serves that would make. Find out how many serves 2 cups of lettuce is. Then log this.

Screenshot for User experience



screenshot 1

screenshot 2

screenshot 3

screenshot 4

screenshot 5

Operation Description

- 1: Open the page “add” and select vegetable “lettuce” as screenshot 1
- 2: select 2 cup in the number list and click the question mark for get the information about serves.
- 3: reach to the E-textbook page and know the information about the serve of lettuce as screenshot 3, and then click the button back to return to the previous page.
- 4: select the choice “serve” and input a wrong number “3”.
- 5: After user submit the data, the App will correct the wrong data for user.

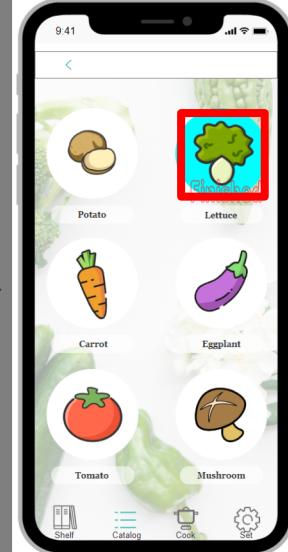
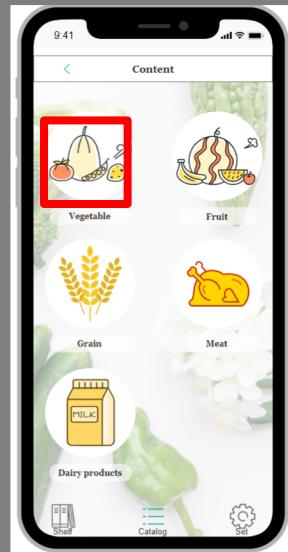
4 Track the e-textbook progress

Overview of the intended user experience

4.1 Please tell me which learning topics you have read and which you still need to read in vegetable page



Screenshot for User experience



screenshot 1

screenshot 2

screenshot 3

Operation Description

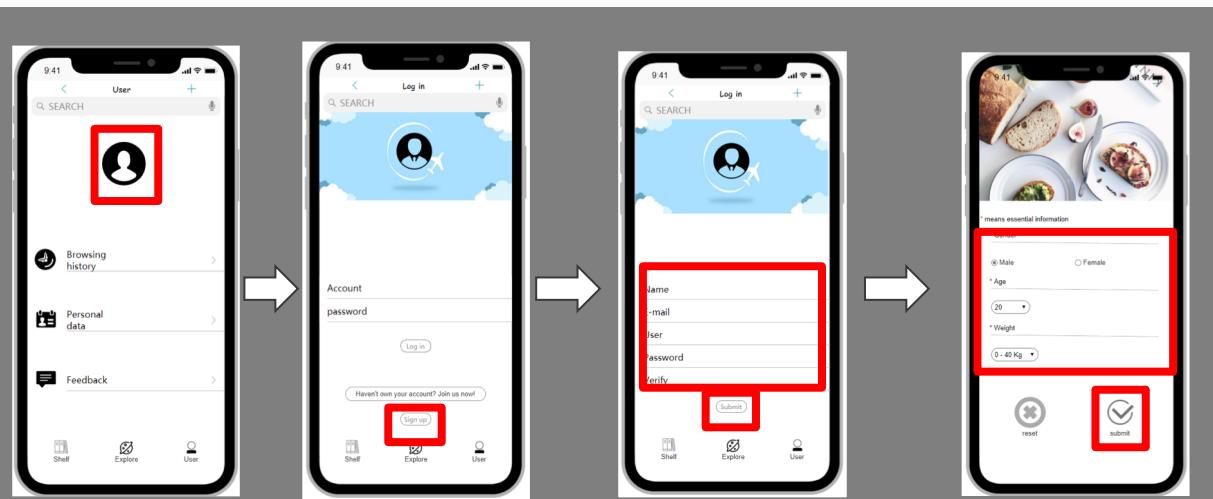
- 1: Open current E-textbook needed by user.
- 2: Click button “Catalog” as screenshot 1.
- 3: Click icon “Vegetable” as screenshot 2.
- 4: Finished label on screenshot shows that the content of lettuce has been read.

Overview of the intended user experience

5 Login and check user information

5.1 Suppose you are 24-year-old, 80KG male new user of this APP. You want to use your name James and email and email account james@gmail.com to register a new account and check your information after login.

Screenshot for User experience



screenshot 1

screenshot 2

screenshot 3

screenshot 4

Operation Description

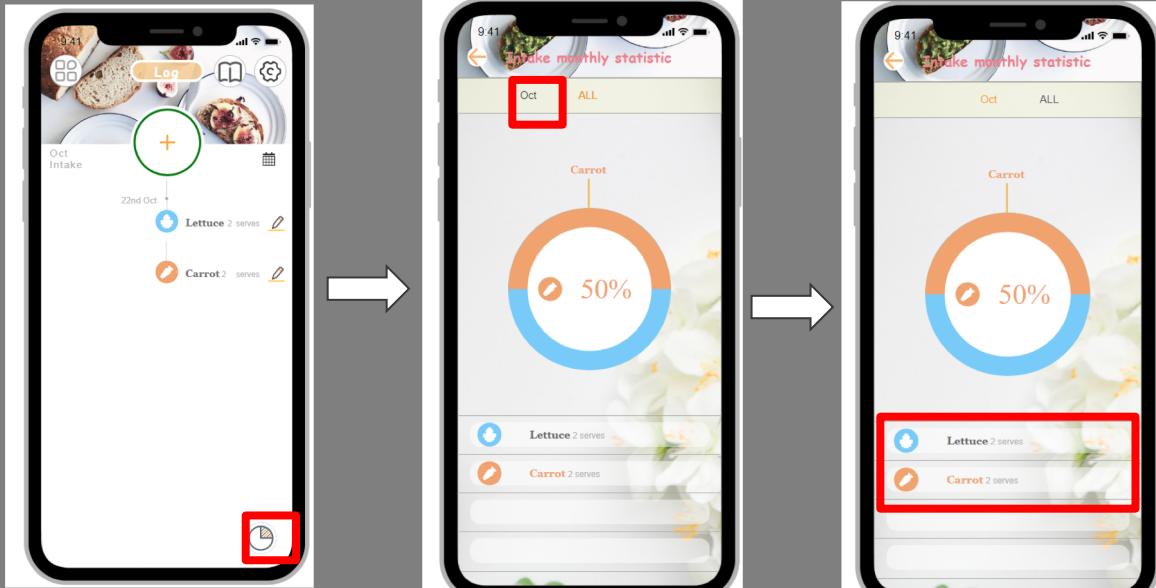
- 1: Open current User. Click photo as screenshot 1.
- 2: Click button "Sign up" as screenshot 2.
- 3: In put personal account infomation and click "Submit" as screenshot 3.
- 4:Select "Gender" "Age" "Weight" and click "Submit" as screenshot 4.

Overview of the intended user experience

6 Checking nutrition intake statistics

6.1 Suppose you have logged 1 month's vegetable intake. Now you want to know the statistics in October.

Screenshot for User experience



screenshot 1

screenshot 2

screenshot 3

Operation Description

- 1: After adding record in the veg log app, user can click the icon “clock” at the right-bottom corner as screenshot 1.
- 2: After reaching the page “statistics”, user can get the information about the whole serve of what they have eaten before as screenshot 2.
- 3: user can get the information about the serve eaten in Oct after clicking the button “Oct” as screenshot 3.

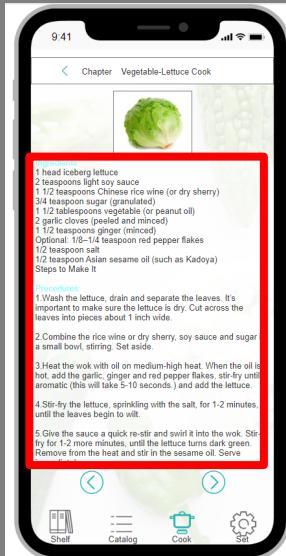
Overview of the intended user experience

7 Extra knowledge learning

7.1 Suppose you want to know the method of cooking lettuce, what you want to do?



screenshot 1



screenshot 2

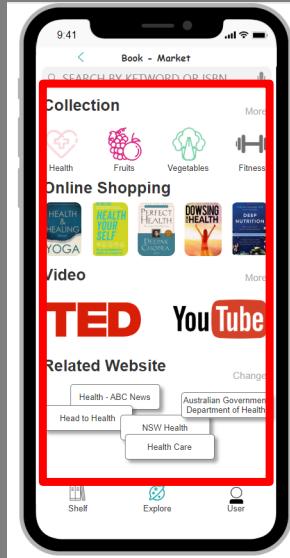
Operation Description

- 1: Open current E-textbook needed by user.
- 2: Click button “Cook” as screenshot 1.
- 3: user can directly get the method of cooking after click the button as screenshot 2

7 Extra knowledge learning

Overview of the intended user experience

7.2 Suppose you want to get more information from video, show me what you want to do



screenshot 1

screenshot 2

Operation Description

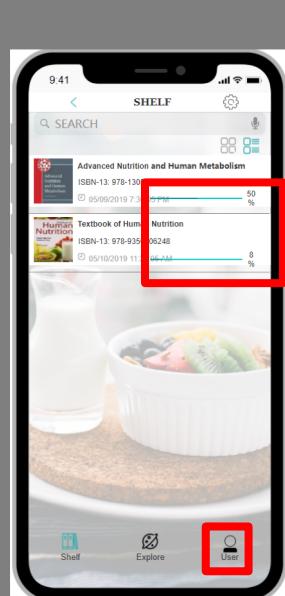
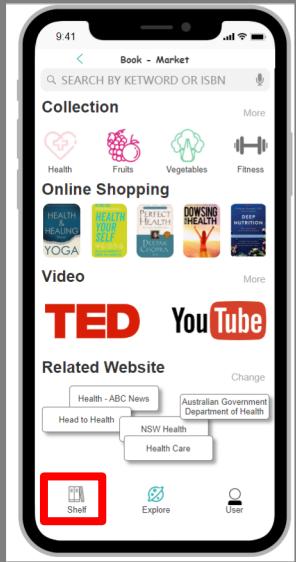
- 1: Open page “bookshelf”.
- 2: Click button “explore” as screenshot 1.
- 3: user can reach a new page which can be used to get more information like video and books as screenshot 2.

Overview of the intended user experience

8.APP Feedback

8.1 Suppose you want to see the different layout about the shelf and check your reading process, show me what are you going to do.

Screenshot for User experience



screenshot 1

screenshot 2

screenshot3

Operation Description

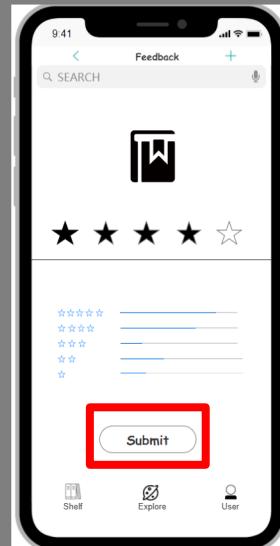
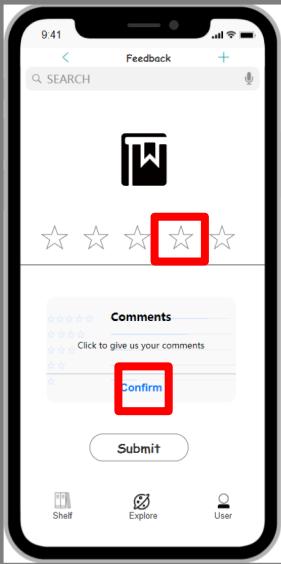
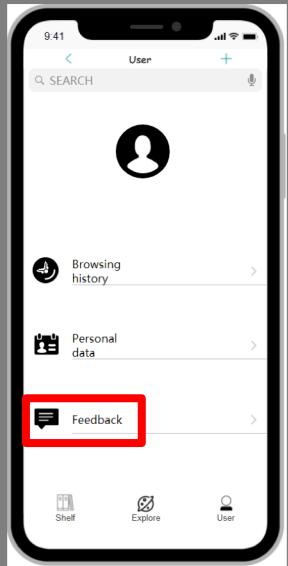
- 1: Click “Shelf” as screenshot 1
- 2: Click top right button as screenshot 2.
- 3: Reading process can be seen.
Click “User” as screenshot 3

8.APP Feedback

Overview of the intended user experience

8.2 Suppose you want to give 4 marks for our app, show me what are you going to do?

Screenshot for User experience



screenshot 1

screenshot 2

screenshot3

Operation Description

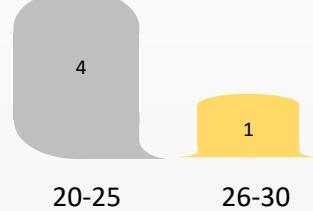
- 1: Open page “User”. Click “Feedback” as screenshot 1.
- 2: Choose 4 star marks. Click “Confirm” as screenshot 2.
- 3: Click “Submit” as screenshot3

Demographics and Background of Participants

Demographic Data Collected	P1	P2	P3	P4	P5
Age?	20-25	20-25	20-25	20-25	26-30
Is English your first language?	N	N	Y	N	N
Do you pay attention to your eating habits in daily life?	Y	Y	N	Y	N
Do you think recording the number of food you ate is easy?	N	N	N	N	N
Have you used an e-textbook before?	Y	Y	Y	Y	Y
Do you prefer simple or complex interfaces	Simple	Simple	Simple	Simple	Simple
Do you think health software is suitable to be connected with reading software	No	Yes	Not sure	Not sure	Yes
Do you believe the application can be helpful to improve your healthy level?	No	Yes	No	Not sure	Yes

Visual Representation of Demographics

Age



100%

They all have used an e-textbook before

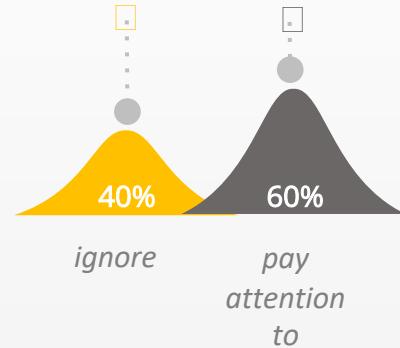
0%

No one record daily diet

100%

They all prefer to use simple interface

Value for eating habits in daily life



English as a first language?



Suitable?



Helpful?



Rationale for the Demographic Information

Demographic Data Collected	Rationale
Age	Different age groups have different needs for health. For example, young people pay less attention to health than middle-aged people.
Native language	Whether user is an english native speaker will directly affect the user's experience with the application, such as functional understanding.
Eating habits in daily life	As one of the main functions of the application, it is necessary to understand whether the user maintains a high degree of attention to the eating habits in daily life.
Recording habits for meal	As one of the main features of the app, developers need to know whether the user will record daily dietary intake.
E-textbook using experience	Whether have user had experience with e-books will directly affect the user experience.
Interface interaction	The simplicity of interface interaction is also an important factor affecting user experience.
Combination between health software and reading function	Developer need to know whether the combination of healthy apps and reading function will make users feel awkward during using.
Application trust	The trust on whether the application would be helpful to improve healthy level is an important factor to influence user's satisfaction

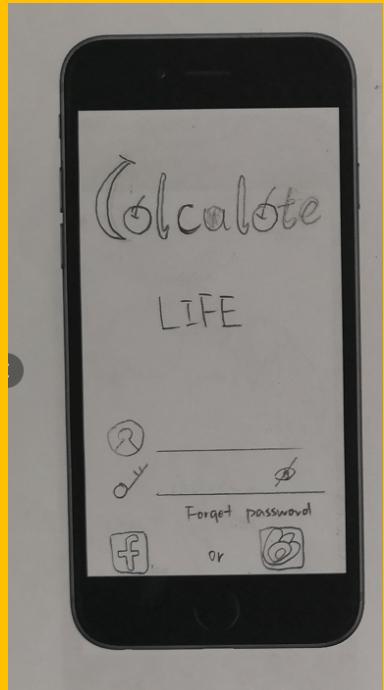
The Interface Design

Process and History

Part 2

Early Prototypes for vegetable login

Prototypes screenshot



Reasons for including in report

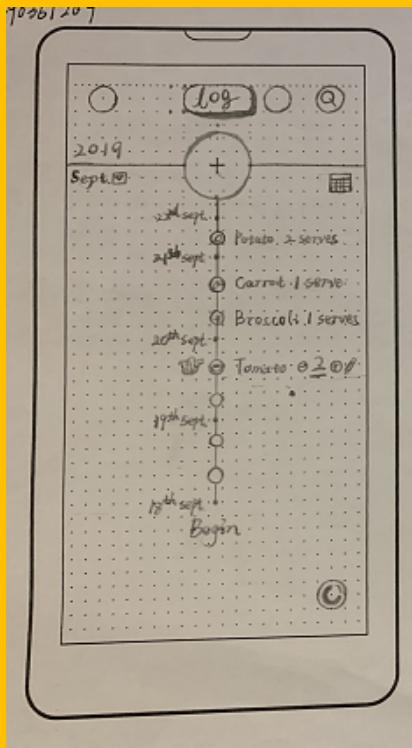
1: This page is the login page of the, and it is significant for users to store their personal information

Ideas from this screen

1. Login page is useful and it provides a design of the first page. Also, this simple style is friendly to users.

Early Prototypes for vegetable login

Prototypes screenshot



Reasons for including in report

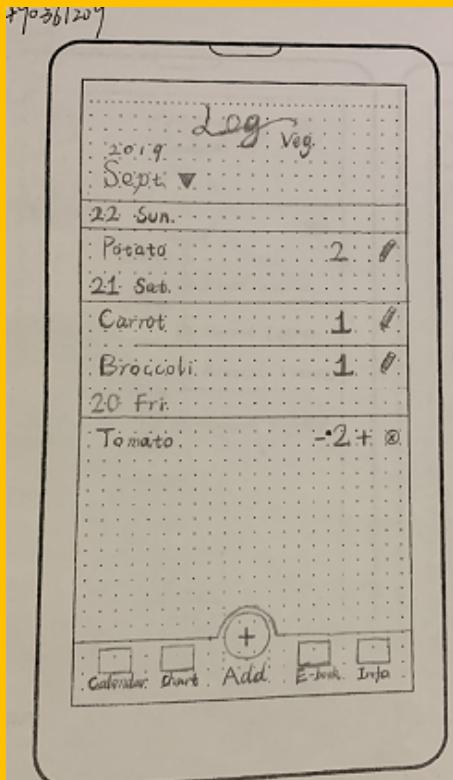
1: This interface is the main page of the application and it has many functions that are able to lead users to log vegetables, read e-books, check their individual information, check their history logging information.

Ideas from this screen

1. Provide a function that allows users to check whether they have enough vegetable intake today in this page.

Early Prototypes for vegetable login

Prototypes screenshot



Reasons for including in report

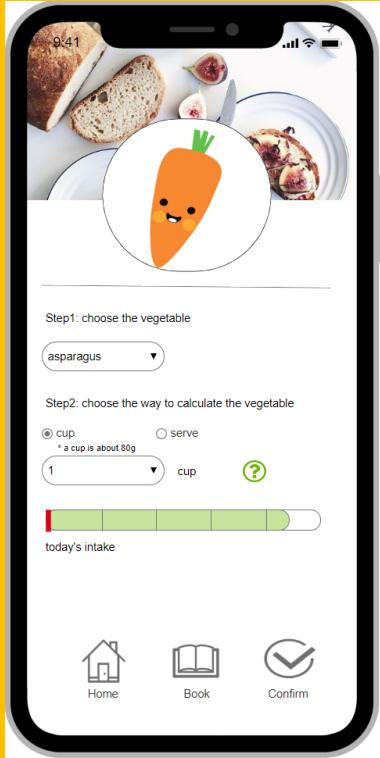
- 1: This interface is decided for the abstract task
2. User can correct their record after they input the wrong data.

Ideas from this screen

1. It provides an idea that user can correct the data in the same page. Also, the label “Edit”, which looks like a pen, can be understood by users easily.

Early Prototypes for vegetable login

Prototypes screenshot



Reasons for including in report

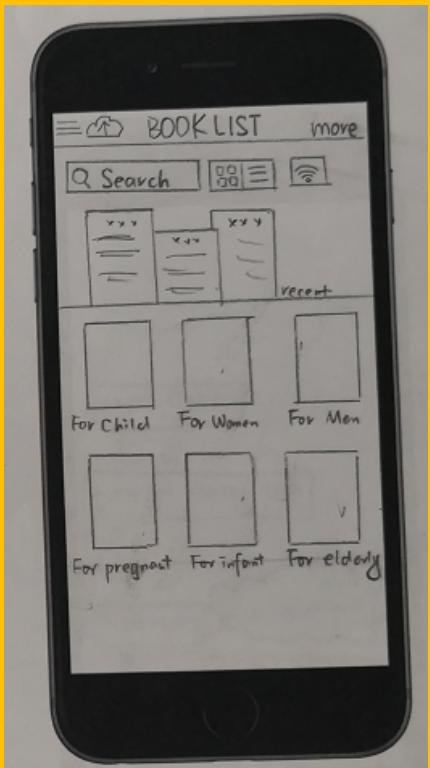
- 1: The interface used to log daily vegetable intake
2. Our persona is the user who wants to maintain vegetable intake. Given that, give the user yesterday's vegetable intake as comparison
3. provide two ways to log the vegetable intake serves.

Ideas from this screen

1. Provide a flexible way to log the daily vegetable intake
2. provide ways to link to e-textbook
3. design for people who want to maintain his daily vegetable intake

Early Prototypes for E-textbook

Prototypes screenshot



Reasons for including in report

1: This bookshelf can be used as the main page of the E-textbook because a depth learner may need more books to get information about their diet.

Ideas from this screen

1: This page can provide a idea that user can use different layouts to show various information, like the progress of reading, and this requirement is essential to the abstract task 4.

Early Prototypes for E-textbook

Prototypes screenshot



Reasons for including in report

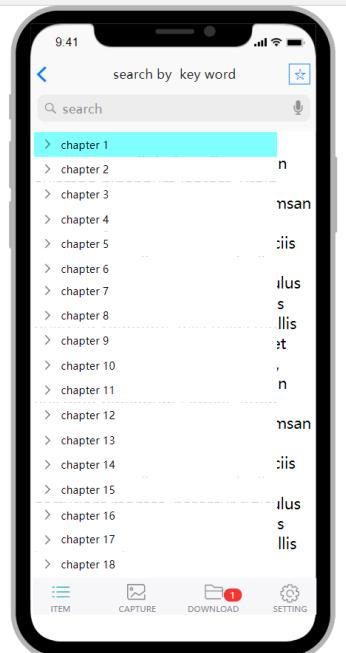
- 1:A page should need to be included to provide information for the user.
- 2:the E-textbook needs to include catalogue to help users find the key information they wanted.

Ideas from this screen

- 1: The function should be enriched to provide further information to the user(for abstract task 3).
- 2: change the layout and color of the buttons to be appropriate
- 3:Highlight the button which has been clicked

Early Prototypes for E-textbook

Prototypes screenshot



Reasons for including in report

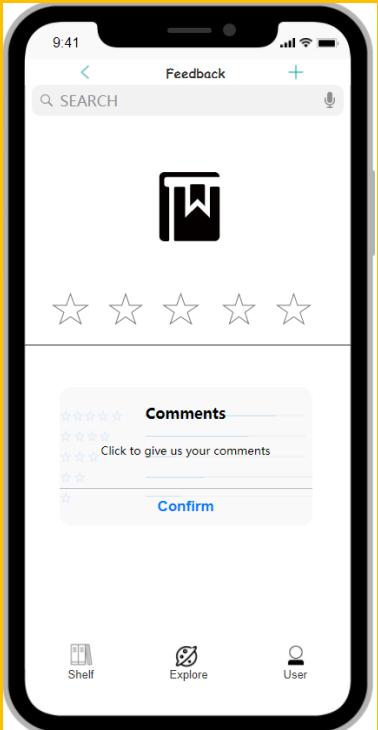
- 1: The catalogue function is necessary for the E-textbook , which can directly open the page you want to read
- 2:The layout and the style of buttons are reasonable.

Ideas from this screen

- 1: Keep the layout of the button to provide function
- 2: the interface of catalogue is complex and it is difficult to find the information in a short time

Early Prototypes for Feedback

Prototypes screenshot



Reasons for including in report

- 1:Feedback is an important part to measure whether the application is suitable for users.
- 2.Star marks can show user's comments directly and give inspiration to developers to improve the function.

Ideas from this screen

1. The results of comments should be seen briefly. User only need to click the blank star to choose the satisfaction level.
2. When user submits star marks for application, the results of other feedback can be seen directly. Other users' feedback would be calculated and show the average star marks in different level.

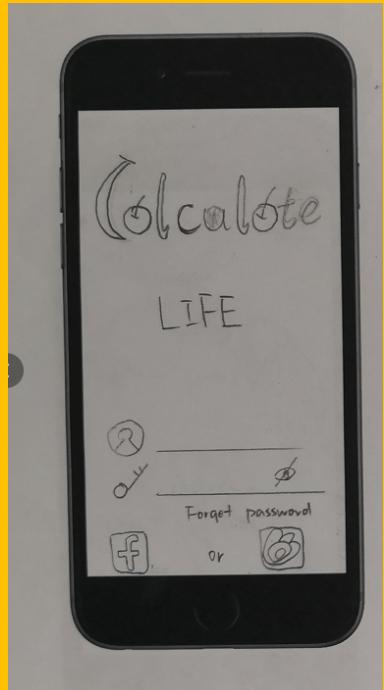
Process on Selecting prototypes

During the process on selecting prototypes, There are five steps as following statements:

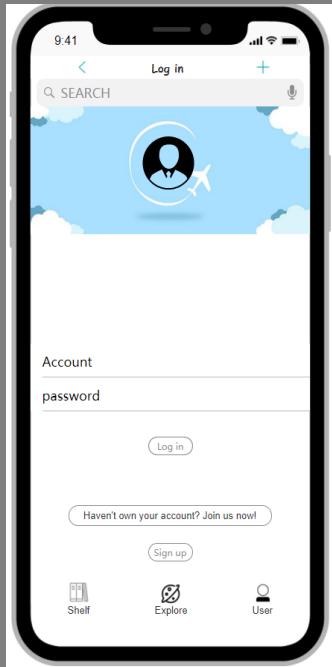
- 1: Choose the best design of prototype, including layout, style, and icons etc.
- 2: Find out the interfaces which is reasonable and meet the requirements of the tasks.
- 3: Select the functions which is necessary in the tasks.
- 4: After the test and evaluation of first version, update the interface to be simple and clear.
- 5: Delete some icons and functions which make users feel confused.

Rationale for the design of both the first and second interface for vegetable login

First Prototypes



Second Propotype

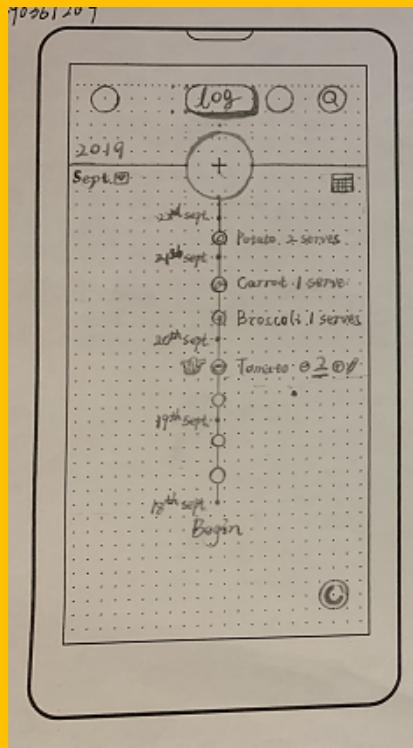


Reasons

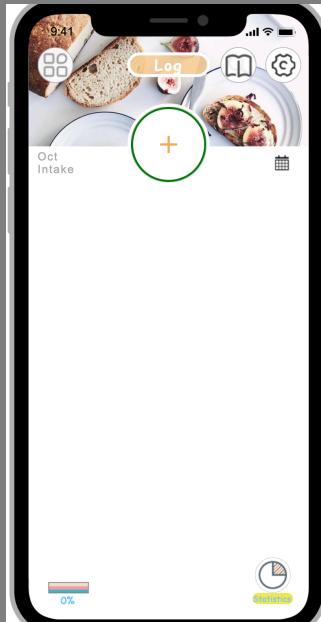
- 1: To achieve the goal for user store the data , so the function log in have to be made and user can login their account in anytime.(For maintenance)
- 2: The simple style of the application is beneficial for users to get the key content.

Rationale for the design of both the first and second interface for vegetable login

First Prototypes



Second Propotype

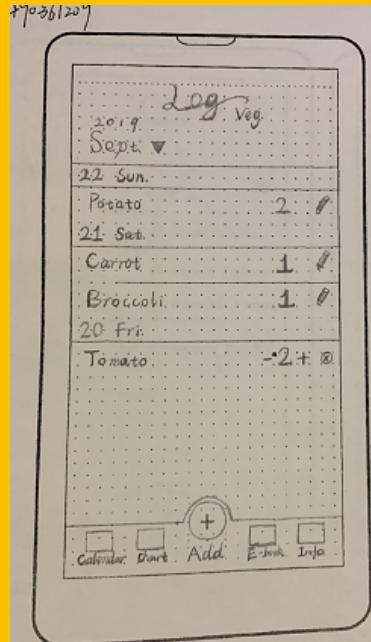


Reasons

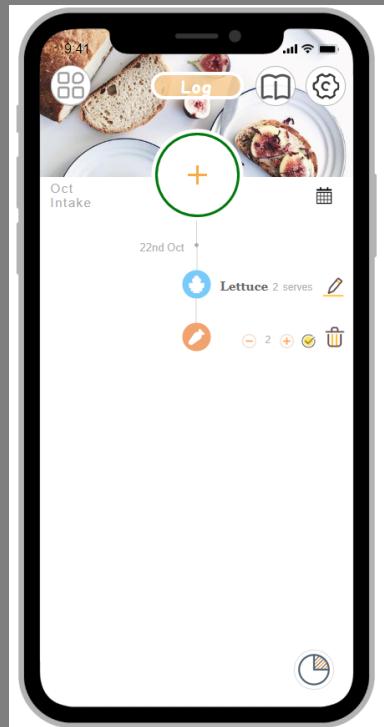
- 1: For abstract task 6, we add one label to show the meaning of the right bottom button.
- 2: For abstract task 1, Add one indicative bar to show the one day's process of vegetable intake for users.
- 3: This page provides a function to help user maintenance their eating habit record the data after eating at any time.

Rationale for the design of both the first and second interface for vegetable login

First Prototypes



Second Propotype

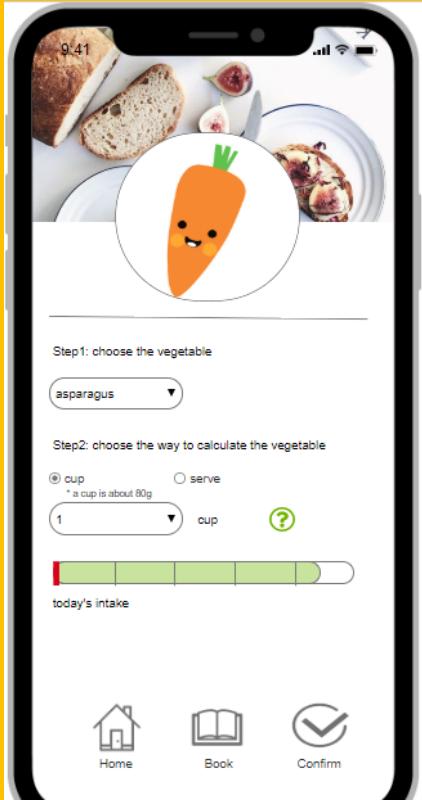


Reasons

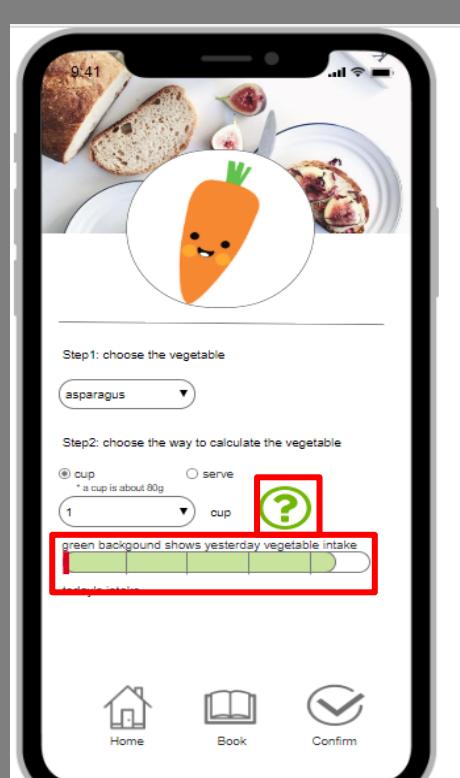
- 1: Because the function “edit” is not complex, it has been set at the same of the first page and it is easy for users to understand the operation of the application.
- 2: To achieve the goal of abstract task 2, user can not only editing but also delete the incorrect data .
- 3: After users change the data, the page will update instantly which is beneficial for them to monitor their diet data.

Rationale for the design of both the first and second interface for vegetable login

First Prototypes



Second Propotype



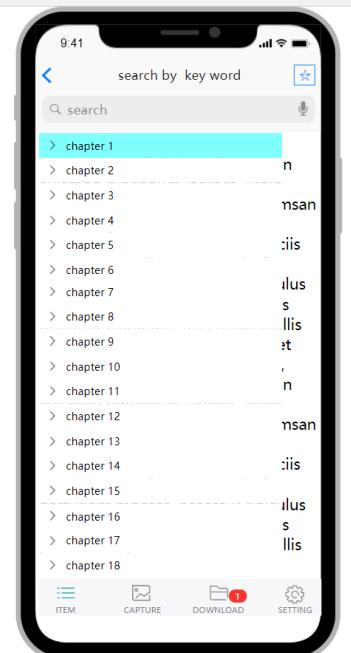
Reasons

1: This page is used in abstract task 1 and 3. When we do the cognitive walkthrough, one experts think the "?" button is not clear for the user. Because it is one of the core function to help user find the corresponding serve information, we made the modification based on experts suggestion

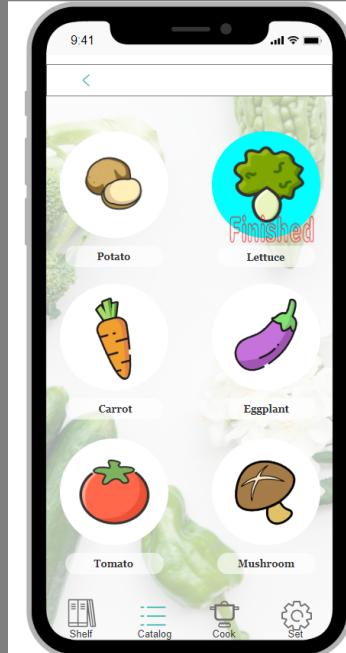
2. the green background made user feel confusion without specification.

Rationale for the design of both the first and second interface for E-Textbook

First Prototypes



Second Propotype

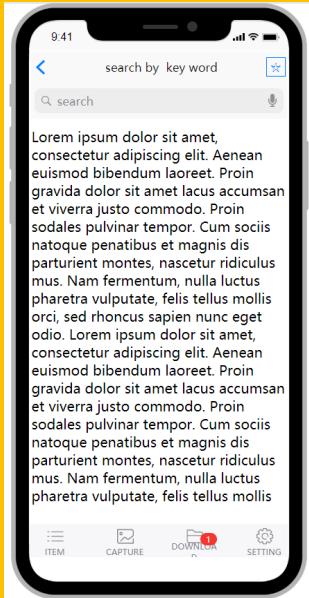


Reasons

- 1: To achieve the goal tracking the process of the E-textbook in abstract task 4, the second prototypes has been update and add more information for providing the process of reading with a label finished.
- 2: For depth learner, the App can provide image and more about different vegetable for user to help them easily get key information and know the look of the vegetable.These images are useful for user to enrich their knowledge in vegetable.

Rationale for the design of both the first and second interface for E-Textbook

First Prototypes



Second Propotype

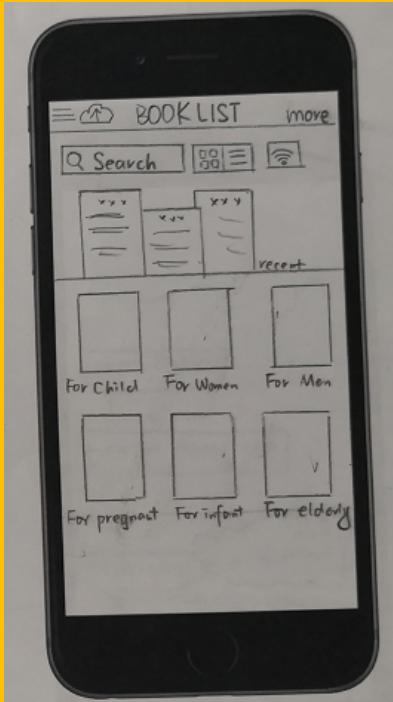


Reasons

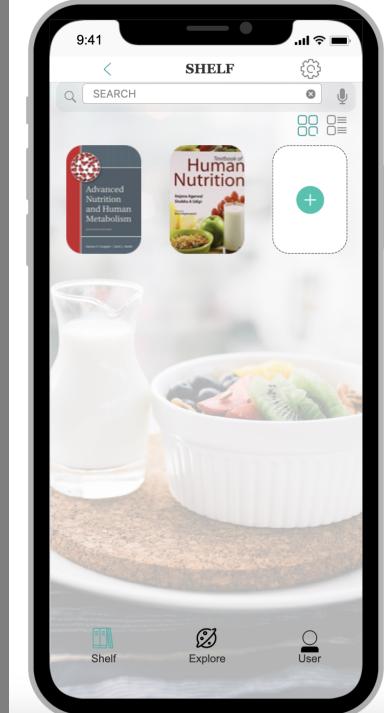
- 1: The first prototypes only provide text to tell user the information, which is hard to read. Therefore, the second prototype provides not only picture but also key information for users to check the serve of vegetables, which is beneficial to get useful information.
- 2: Provide a button “more” and cook for depth learners who want to know further information and the method of cook for a vegetable.

Rationale for the design of both the first and second interface for E-Textbook

First Prototypes



Second Propotype

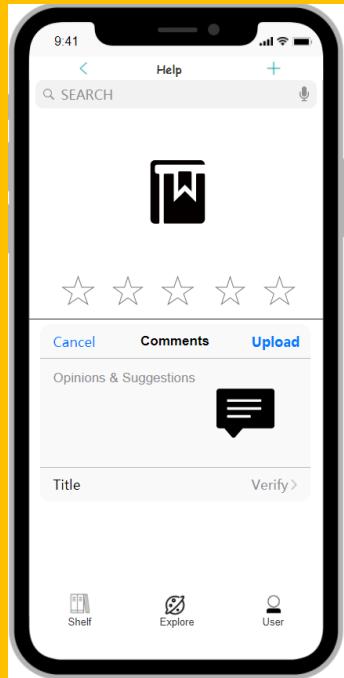


Reasons

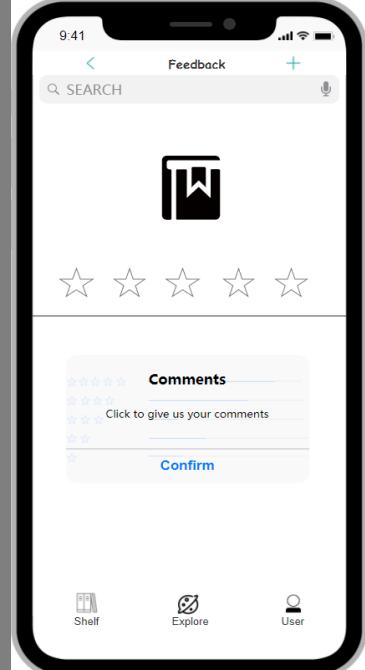
- 1: The reason for changing the design is that the interface of the first prototype is too complex.
- 2: the function "explore" has been added because the depth learner can have a chance to get information not only text but also video and audio. The button "explore" can provide different ways for users to reach a page like a searching engine.

Rationale for the design of both the first and second interface for vegetable login

First Prototypes



Second Propotype



Reasons

1. In order to achieve concise interaction, we remove the comments blank and change into the comments submit button.

2. When user submits star marks for application, the results of other user's satisfaction level can be seen directly.

Summary of rationale in terms of abstract tasks both first and second interface

	Reasons
Task 1.1	The “First_page” page with a icon “add” can be used to save the serve recording. It targets to help user maintenance their diet.
Task 2.1	The “after_adding_carrot” page with the icon “edit” which looks like a pen can correct the log mistakes.
Task 3.1	The page “vegetable” with a icon “question mark” can lead user to get the information about serve.
Task 4.1	The page “item_fruit” with a label “Finished” can tell user which part has been read and help them to track their process of reading.
Task 5.1	The page “login_in” with the button “sign up” provide the function register for user to save their person details.
Task 6.1	The page “statistics” can provide information about the sum of serve with a percentage circle.
Task 7.1	The page “cook” can provide the method about cooking the current information for user.
Task 7.2	The page “explore” can provide service for users to get further information including video, books, etc.
Task 8.1	The page “shelf_layout_2” provide different layout for users and users can get their process of reading basing on the progress bar.
Task 8.2	the page “feedback” can be used to makes comment for our application.

Summary of rationale in terms of persona both first and second interface

Maintaince

Learning in depth

1:page “first_page” can operate record including add, delete, edit.

2:page “statistics” can provide the record for the sum of serve, which can help users to monitor the data.

3:the page “layout_2” can provide progress with the percentage to users.

4:the page “user_information” can be used to edit the information when it changes.

5:the page “item_vegetable” tells the user whether the content is read.

1:the question mark in page “vegetable” can link to the page “E_book_content” which can provide further information to users.

2:the page “cook” can provide the method of cooking when user wants to cook the current food.

3:the page “Further_information” can link to the Wikipedia to provide further detail about the food.

Think Alouds



Part 3

Performance Data For All Users

Task	P1	P2	P3	P4	P5
1.1					
2.1					
3.1					
4.1					
5.1					
6.1					
7.1					
7.2					
8.1					
8.2					

- Succeeded
- Succeeded only with help
- Failed

SEQ For All Users

Task	P1	P2	P3	P4	P5
1.1	4	6	2	2	4
2.1	3	3	3	1	2
3.1	4	6	2	3	2
4.1	4	7	7	4	1
5.1	2	1	1	6	1
6.1	2	6	3	4	6
7.1	3	1	4	2	2
7.2	4	1	3	2	4
8.1	3	1	1	4	1
8.2	3	1	3	2	2
Median	3	2	3	2.5	2

SEQ:

Overall this task is
 very easy ----- a very difficult
 1 2 3 4 5 6 7

User choice:

The median score for all users:

2.5

UMUX-Lite For All Users

1. This system's capabilities meet my requirements.



2. This system is easy to use.



	P1	P2	P3	P4	P5
1	5	4	5	3	4
2	4	4	4	3	3
Score	87.5	75	87.5	60	62.5

Simple Open Question

1. What was the best thing about this interface?
2. If you could change one thing in this interface what would it be?
3. Any other comments?

P1

1. the best part is the App provide an easy way to link the e-textbook and daily vegetable intake function
2. when log vegetable, add time
3. make the button explanation more clear and easy for the user to understand

P2

1 the best thing in the application is the index page because it is well designed and it can show the timeline of the recording.
2 provide the total serve eaten by the user in the recording page.
3 change the style of the login page to be the same as the style of the index page.

P3

1. I think the best one is the “Statistics” page.
2. Some pages of e-textbook make me confused like the catalogue isn’t like a normal book catalogue. The “explore” is also hard to find for the first time.
3. Try to use the more clear button.

P4

1. I think the best thing was the correct part that allows people to correct their wrong log information and only need to click the “pencil” icon.
2. After adding one log, it could jump to the main page automatically.
3. Make some icon and button easier to be understood.

P5

1. I think the best thing was the feedback part that allows the user to give their feedback and give marks on this application.
2. Provide the time recording function in the recording page.
3. Make some leading or explanation button to help better for the user to understand the function

Qualitative Observations Over All Users

	Summary of observations, errors and comments
Task 1.1	P1: The green background in process bar is confusing, need additional note in this page. P2: the comfrimming pop-ups and message box is necessary but need to go the the index page after submit the data P4:The logger change should be easily noticed; It is supposed to jump to new page after logging vegetables. P3 and P5 think the page is OK.
Task 2.1	P2 and P5: Sometimes feel confused of the icon and think all the icons have function P1, P3 and P4:The user said this function can be understand well and easy to be used
Task 3.1	P2: Want to get a calculator to get the current serve rather than calculator by himself P4: The user felt confused and suggested that the "?"icon should have some tips to let users know its function. P1, P3 and P5 think the page is easy to follow.
Task 4.1	P1 think the task is fine but others think this task make them confused. P2: Sometimes feel confused of the icon and think all the icons have function, also feel confused for the task P3: The user doesn't think our design is easy to understand (After showing how to do this task)The label page is not look so delicate P4:It's too complex in this part. P5: Some confused functions make the user misunderstanding this task
Task 5.1	P1, P2 and P5 didn't find any error. P3: The input information is different from the display. P4:The user felt the design of interface maybe make users confused.
Task 6.1	P1 and P3 think the page is delicate.P2: Do not show the sum of serve data P4:The user said this icon is hard to be regarded as "check statistic" function, it should have some tip to tell the users its function, but the user thought the statistic page looks good. P5: misunderstanding the first login page

Qualitative Observations Over All Users

	Summary of observations, errors and comments
Task 7.1	P1, P2 and P5 said the page is easy to follow. P3: The user said the “cooking” button’s position is a little bit strange. P4: The user said it is easy to find the function if there is label to tell the function of icon.
Task 7.2	P3 and P4 think the upload button confusing P1, P2 and P5 think the page is fine.
Task 8.1	P1 and P5: User miss click the explore button but he find it is wrong and go back to shelf. P2 and P3: User think it is very simple P4: The user said don’t know what the different layout mean and how to check reading process in this page.
Task 8.2	P1: The first dialog box is not necessary. User do not need to confirm before he rate the APP. P2 think the page is good. P3: The design is cool but hard to find it. The Comment area can’t click P4: The user said the “>” icon and word “feedback” should be set to link to feedback page, otherwise the users would feel confused. P5: There is no comment area after submit feedback

Summary of Interface Strengths and Problems From All Data

Strengths

Generally speaking, all the prescribed task (Abstract 1 - 4) functions are realized and most of them can be well used by users.

Some pages and function are cool, such as Task2.1 and Task5.1, nobody has problems about these two pages.

The link is logical and people are easy to follow and use.

Weaknesses

We didn't do all the functions of all the buttons in the interface, so sometimes the user will click the static button that has no function.

In the pursuit of beauty and novelty, some interfaces neglect the need to be familiar to the user, such as task4.1. The page is pretty good but some of its interfaces are not like a book catalogue so it made users confused. same problem with statistical page and feedback page.

Additionally, in the bookshelf page, some button is not clear to the user which leads many miss click. For this point, we may need to choose some iron people are familiar or add some tips for each button.

How Think-Alouds Were Used To Create The Qualitative Observation Table

We collected the data of 5 participants and recorded their behaviours when they do think-aloud tasks. We also provide some bits of help if they can't continue the tasks. After each task is done, they also need to consider the SEQ score. We recorded any comments like satisfied or confusing. When they finished all the task, they need to review their actions and give "UMUX-Lite" score. Then, we will ask them 3 simple questions and recorded their answer to improving our interface version2.

After collecting the data, we discussed all participants' performances and try to mind the similarities and differences between different users. At last, Jialu summarized all the result in the qualitative observation table.

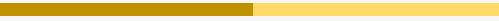
How Think-Alouds Were Interpreted to determine the strengths and weakness

Based on the performance date and the qualitative observation table from all users, we can see that users have a similar problem when they do some task. For example, for Task 6.1, there are 2 users didn't pass the task and 1 user need some help to pass it. Another one is Task 4.1, 2 users face some problem when they do the task so we can consider it as our weakness.

We also use the data from SEQ and know the satisfaction of each task.

All of the research we did will provide strong evidence for our version 2.

Cognitive walkthrough



Part 4.1 highlight of cognitive walkthrough study

CW problem illustration

	Question 1	Question 2	Question 3	Question 4
Task1	0	1	1	0
Task2	0	0	1	0
Task3	0	0	0	0
Task4	0	3	1	0
Task5	0	0	0	1
Task6	0	1	0	0
Task7	0	0	0	0
Task8	0	0	3	0
Task9	0	0	1	0
Task10	0	1	1	0

Total numbers problems found for all experts

Mentioned most problems

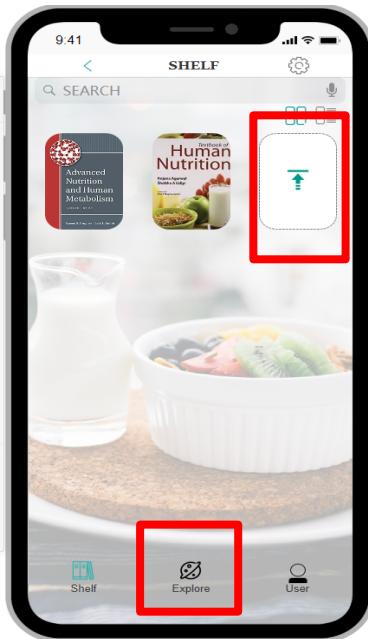
1. Task 4 Question 2



Problem description	Improvement (solution)
3 experts mentioned the “content” button is not clear for user when they try to know what’s their reading process. User may feel confused why they need to go to “content” interface.	(1) Change the picture or explanation of the “content” button (2) Add new button to directly lead user to reading process function.

Mentioned most problems

1. Task 4 Question 2



Problem description	Improvement (solution)
<p>3 experts mentioned:</p> <p>(1) misunderstand the label of upload and mis click the upload button as explore button because other e-textbook application usually set the upload button as bookstore button.</p> <p>2 the explore button is difficult to find and hard to understand the meaning of the label.</p>	<p>(1) Re-design the “explore” button. Make it more easily for understand using “upload” button to explore the other videos or books resource.</p>

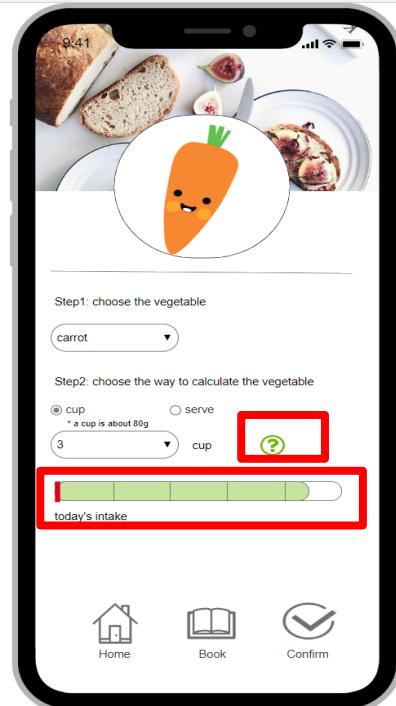
Most critical problems

1. Task 1 Question 2



Problem description	Improvement (solution)
<p>The icon in the red square does not express its function that checking the information about serve. This button is too small, the user also didn't notice it.</p> <p>We believe it is critical because it is a main function in our app. It provide user way to find out the corresponding serve.</p>	<p>(1) Make the icon bigger (2) Add one label to express its function</p>

Existing problem summary – task1



- Task 1:

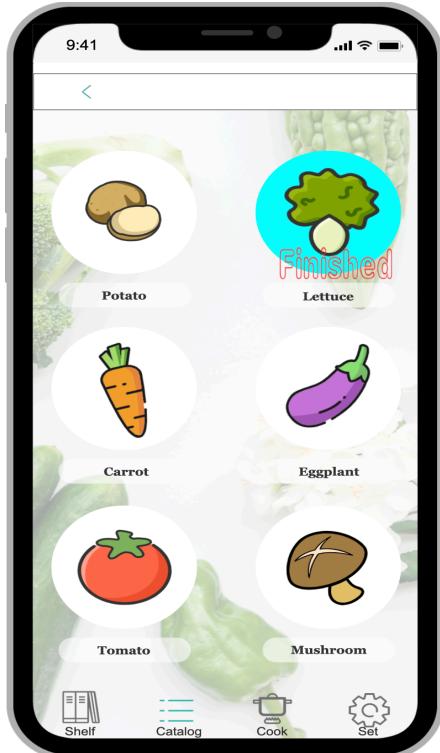
1. Question 2:

The icon in the red square does not express its function that checking the information about serve. This button is too small, the user also didn't notice it.

2. Question 3:

the green background meaning is not clear to user. User may think it is the vegetable intake. Actually, it present the yesterday's vegetable intake.

Existing problem summary – task2



- Task 2:
 1. Question 3:

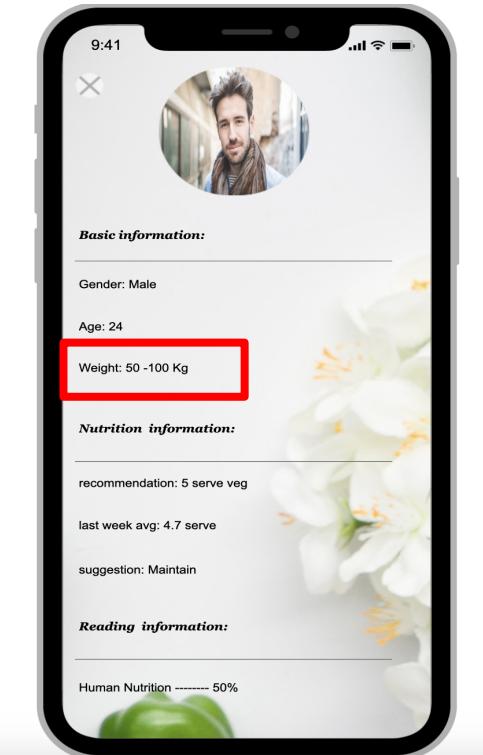
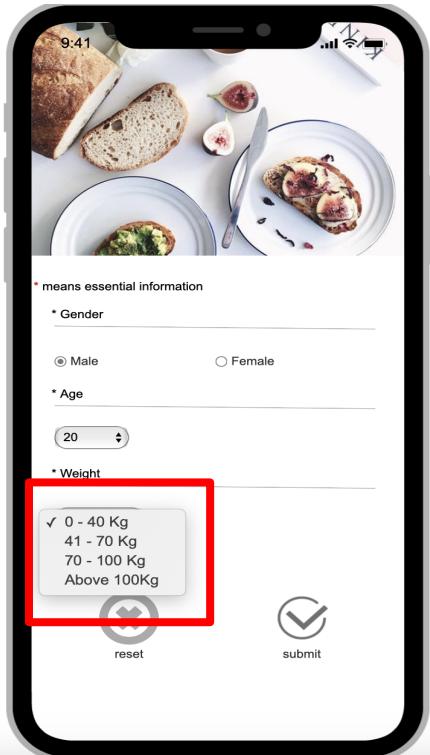
The user needs to jump multiple pages to this page to see the reading progress.

Existing problem summary – task4



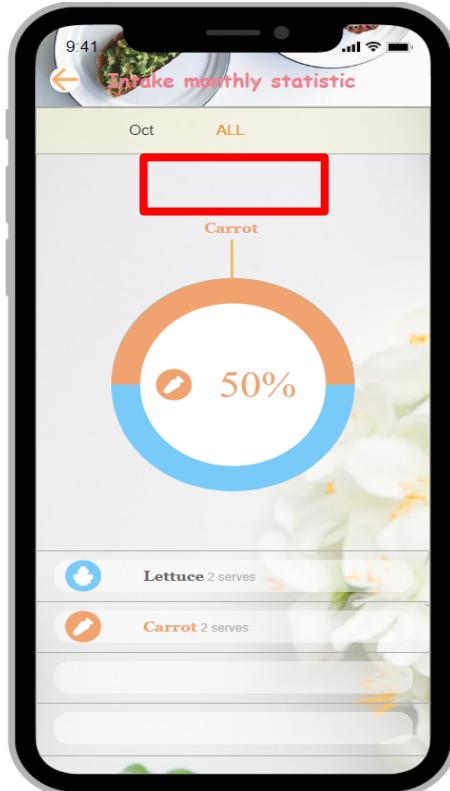
- Task 4:
 1. **Question 2(mentioned most):**
“content” button is not clear for user when they try to know what’s their reading process. User may feel confused why they need to go to “content” interface.
 2. Question 3:
the e-textbook interface if not like traditional e-textbook. It may let user feel confused.

Existing problem summary – task5



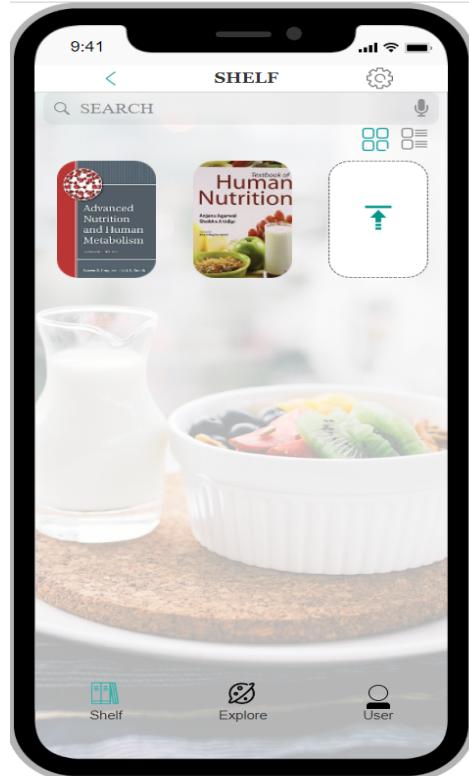
- Task 5:
 1. Question 4
Different pages give different information
- Question 3:

Existing problem summary – task6



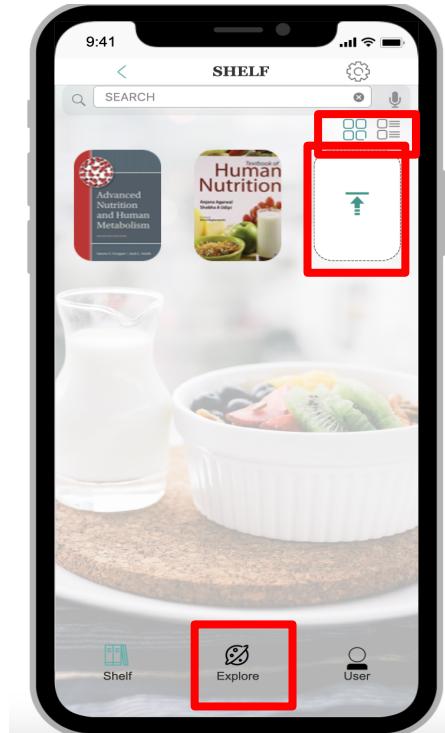
- Task 6:
 1. Question 2
Do not provide the number of the sum of serve.

Existing problem summary – task9



- Task 9:
 1. Question 2
Do not provide the number of the sum of serve.

Existing problem summary – task10



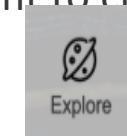
- Task 10:

1. Question 2

The icon in the red square does not express its function that checking the information about serve. This button is too small, the user also didn't notice it.

2. Question 3

People confused with this button and when they do the task, “getting more information” they always want to click think button instead of



Most frequent problem type

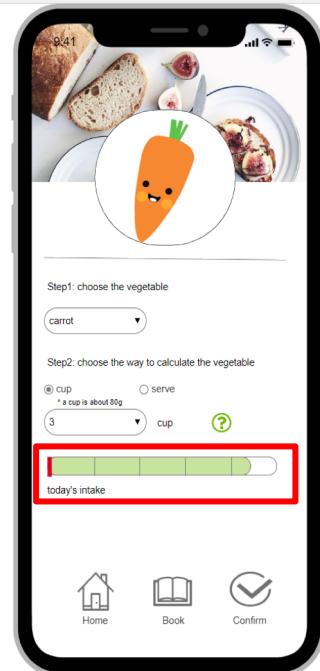
1. the correct action is not clear for user (question 2)
 - In our APP, some button is not clear enough for user to find when they want to do some specific operation, such as adding user information, and adding vegetable by using cups.
2. User cannot understand the instruction
 - Some text/vocabulary is not accurate and understandable for user. It may mislead the user. Need to carefully assess these words. For example, “explore” is not usually used in other App when the designer want to lead user to check more resource.

Cognitive walkthrough

Part 4.2 additional details of cognitive walkthrough

User: Corey	Q1	Q2	Q3	Q4
T1	Yes	Yes	No	Yes
T2	Yes	Yes	Yes	Yes
T3	Yes	Yes	Yes	Yes
T4	Yes	No	No	Yes
T5	Yes	Yes	Yes	Yes
T6	Yes	Yes	Yes	Yes
T7	Yes	Yes	Yes	Yes
T8	Yes	Yes	No	Yes
T9	Yes	Yes	No	Yes
T10	Yes	Yes	Yes	Yes

Problem illustration –T1Q3



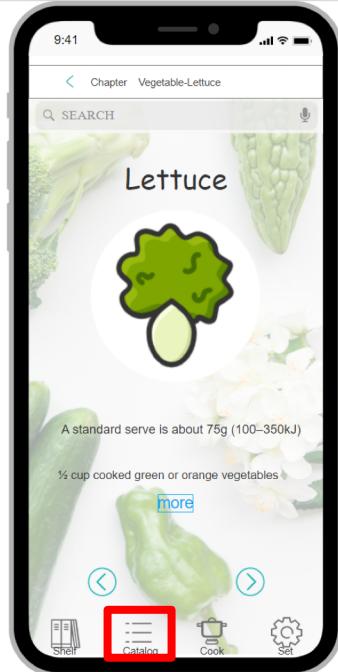
Problem:

the green background meaning is not clear to user. User may think it is the vegetable intake. Actually, it present the yesterday's vegetable intake.

Improvement:

adding description to tell user the meaning of the green background

Problem illustration –T4Q2



Problem:

The catalog menu is not clear enough for initial user. It also do not have clear tips to let user find the reading process through book catalog.

Improvement:

1. Put the catalog button on the top of the interface to let user notice it at once.
2. add another button to show the reading process directly

Problem illustration –T4Q3



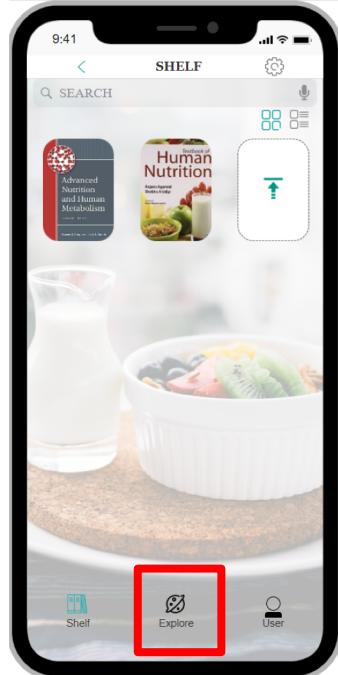
Problem:

the e-textbook interface is not like traditional e-textbook. It may let user feel confused.

Improvement:

redesign the e-textbook display setting. Make the e-textbook more professional and formal.

Problem illustration –T8Q3



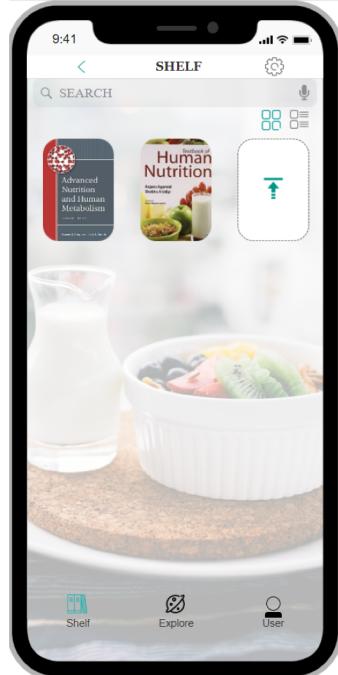
Problem:

the explore menu is confusing. User cannot understand the true meaning of the button, and link the true function with the button name.

Improvement:

rename the button.

Problem illustration –T9Q3



Problem:

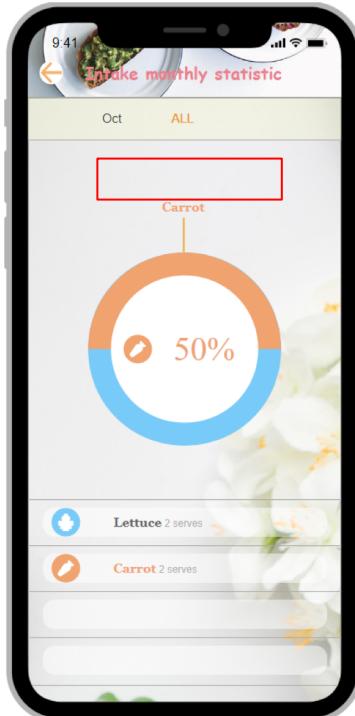
User cannot understand the button meaning. Besides, the button is not clear when user want to change the layout. There's no clear clue for user to click this button.

Improvement:

make the button bigger, add text to explain the function.

User: Sam	Q1	Q2	Q3	Q4
T1	yes	yes	yes	yes
T2	yes	Yes	yes	yes
T3	yes	yes	yes	yes
T4	yes	yes	yes	yes
T5	yes	yes	yes	yes
T6	yes	No	yes	yes
T7	yes	yes	yes	yes
T8	yes	yes	No	yes
T9	yes	yes	yes	yes
T10	yes	yes	yes	yes

Problem illustration –T6Q2



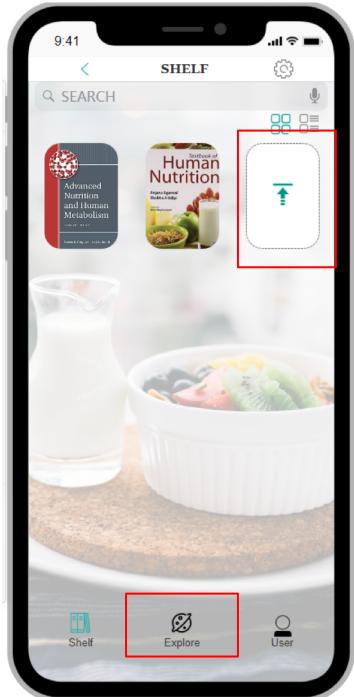
Problem:

Do not provide the number of the sum of serve.

Improvement:

Add the number of the sum of serve.

Problem illustration –T8Q3



Problem:

- 1 misunderstand the label of upload and misclick the upload button as explore button.because other e-textbook application usually set the upload button as bookstore button.
- 2 the explore button is difficult to find and hard to understand the meaning of the label.

Improvement:

- 1 delete the upload button and set it as a sub function of Setting.

User: Jialu	Q1	Q2	Q3	Q4
T1	Yes	Yes	Yes	Yes
T2	Yes	Yes	Yes	Yes
T3	Yes	Yes	Yes	Yes
T4	Yes	No	Yes	Yes
T5	Yes	Yes	Yes	No
T6	Yes	Yes	Yes	Yes
T7	Yes	Yes	Yes	Yes
T8	Yes	Yes	Yes	Yes
T9	Yes	Yes	Yes	Yes
T10	Yes	Yes	No	Yes

Problem illustration –T5Q4

A smartphone screen displaying a meal consisting of bread and figs on a plate. Below the image is a form with the following fields:

- * means essential information
- * Gender: Male (radio button selected)
- * Age: 20
- * Weight: A dropdown menu shows "0 - 40 Kg" with a checkmark.
- checkboxes for weight ranges: 0 - 40 Kg, 41 - 70 Kg, 70 - 100 Kg, Above 100Kg
- reset button
- submit button

A red arrow points from the "Weight" field down to the list of weight ranges.

A smartphone screen showing a profile picture of a man. Below it is a card with the following sections:

- Basic information:**
 - Gender: Male
 - Age: 24
 - Weight: 50 -100 Kg (highlighted with a red arrow)
- Nutrition information:**
 - recommendation: 5 serve veg
 - last week avg: 4.7 serve
 - suggestion: Maintain
- Reading information:**
 - Human Nutrition ----- 50%

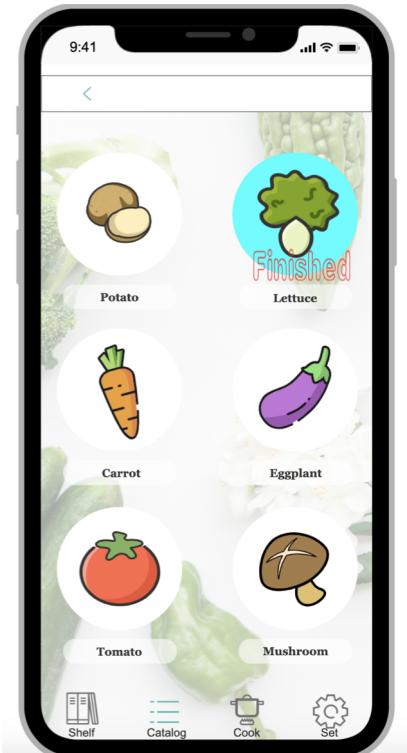
Problem:

Different pages give different information

Improvement:

1. Check details before formal release

Problem illustration –T4Q2



Problem:

The main purpose of this page is tracking the reading process, but this page isn't like a chapter and user feel confused why here said "finished"

Other problem is the label is a little bit ugly

Improvement:

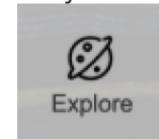
1. Check the link before formal release
2. Redesign the chapter page to make user easy to understand

Problem illustration –T10Q3



Problem:

People confused with this button and when they do the task, “getting more information”, they always want to click think button ad of



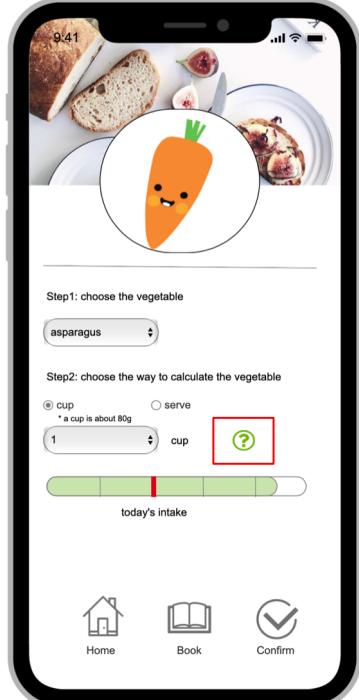
Improvement:

1. Change  to a more clear button and also

make it link to “explore” page

User: Jeff	Q1	Q2	Q3	Q4
T1	Yes	No	Yes	Yes
T2	Yes	Yes	No	Yes
T3	Yes	Yes	Yes	Yes
T4	Yes	Yes	Yes	Yes
T5	Yes	Yes	Yes	Yes
T6	Yes	Yes	Yes	Yes
T7	Yes	Yes	Yes	Yes
T8	Yes	Yes	Yes	Yes
T9	Yes	Yes	Yes	Yes
T10	Yes	No	Yes	Yes

Problem illustration –T1Q2



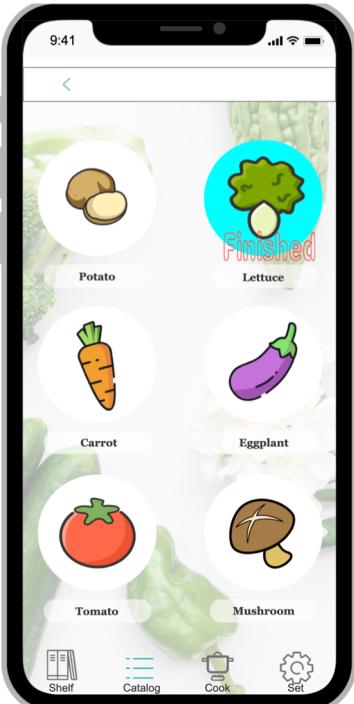
Problem:

The icon in the red square does not express its function that checking the information about serve. This button is too small, the user also didn't notice it.

Improvement:

1. Change a bigger icon.
2. Add one label to express its function.

Problem illustration –T2Q3



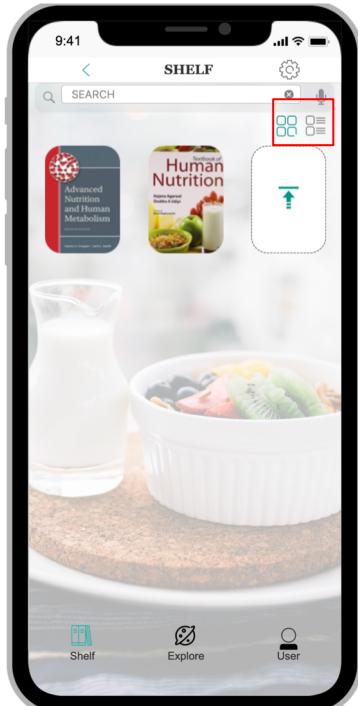
Problem:

The user needs to jump multiple pages to this page to see the reading progress.

Improvement:

1. Set a button that can jump to this page directly.

Problem illustration –T10Q2



Problem:

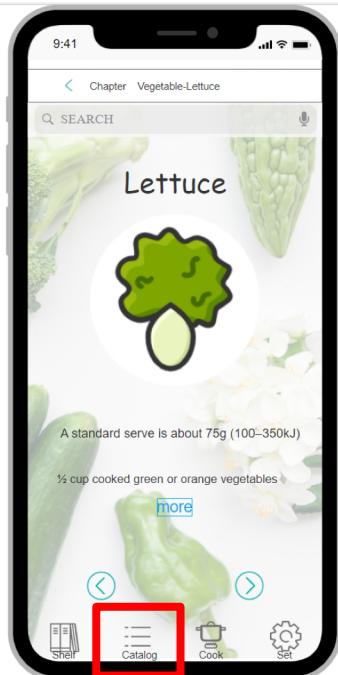
The user could not find the button that can change the layout in this page.

Improvement:

1. Add a label to explain the function of the button.

User: Charles	Q1	Q2	Q3	Q4
T1	Yes	Yes	Yes	Yes
T2	Yes	Yes	Yes	Yes
T3	Yes	Yes	Yes	Yes
T4	Yes	No	Yes	Yes
T5	Yes	Yes	Yes	Yes
T6	Yes	Yes	Yes	Yes
T7	Yes	Yes	Yes	Yes
T8	Yes	Yes	No	Yes
T9	Yes	Yes	Yes	Yes
T10	Yes	Yes	Yes	Yes

Problem illustration –T4Q2



Problem:

User may feel confused about the catalogue menu because there are no leading tips to let the user find the way to go to read former bookshelf and the reading process is limited by this button.

Improvement:

1. Highlight this catalogue button to lead user figure it out immediately.
2. Adding a direct button to show the reading process.

Problem illustration –T8Q3



Problem:

The explore button is confusing. User can not understand the function of this button, and easy to click the upload button to find some exploration

Improvement:

Rename the upload button and change it into a button of setting

Reflection and critique



Part 5

Critique: The Prototype Interface

- One of the most important issues in the design of the prototype interface and prototype that everyone should unify the prototype and the button. We spent a lot of time to adjust the button to be consistent.
- According to the result of think-aloud, for E-textbook interface, the upload label should be changed and put into the sub-function of setting, because it is easy for the user to regard it as an exploring information function.
- According to the result of Cognitive walkthrough, some button is not clear enough for the user to find when they want to do some specific operation, such as adding user information and adding vegetable by using cups.
- According to the result of Think-aloud, there was some trouble when doing that task, and combined with the result of Cognitive walkthrough, some text/vocabularies are not accurate and understandable for users. It may mislead the user. Need to carefully assess these words.

Critique: The Processes

Strengths

- The process of design is well designed because each member has different tasks. After the tasks finished, each part can be combined into a whole application. All tasks are finished well. This method is of high efficiency.
- All group members come up with their ideas actively and help each other correct their mistakes.
- Because actively engaged in the assignment, we come up with six additional tasks.

Weaknesses

- Because the division of labour, every group member makes pages with different tasks and the page style is not unified at the beginning, the style of each page is not uniform after the final summary.
- Some pages are designed not very easy to be used, and some icons and buttons are not easy to be noticed, such as the log page, the "?" button is easy to be ignored, so we spent a lot of time to adjust this page, including change the background colour and zoom this icon up. If we can identify the colour and icons at the beginning, we can save more time and make our work more efficient.
- We have not considered at first that everyone has a different understanding of the same concrete task. For prescribed task 4, one group considered use different colour of the background can be expressed whether this book was read or not, but others just felt confused about this change. So we spent lots of time to deal with this problem before we submit the task.

Critique: The Think-Aloud



- We found five participants. According to Jakob Nielsen's theory, five participants can already cover up to 80% of the population. Our target group is contained by students who are familiar with the use of e-books and are eager to learn more knowledge of nutrition and a healthier life. Because students use the textbook more often than other persona and they spend the most time on study. It means most of them are deep learners. Most of our participants are college students, who meet the needs of our professional requirements. Also, the gender distribution in our sample is nearly balanced, and the users are mainly from different countries, so our sample is valid.
- Even though some parts, our SEQ is a little high, such as some buttons, can make users confused, but overall, the result shows that our project is easy to use and reasonable for our target users. In summary, I think our TA is effective, and the prototype covers the needs of the target population of our project.

Critique: The Cognitive Walkthrough



- In our task, our persona feature is (1) maintain current vegetable intake. (2) keep learning in-depth with a lot of detail. Based on our persona elements, we try to build the mental model of our users, then finding the problem from their perspective. The mental model of our customer should be:
 - 1) Expert user of E-textbook.
 - 2) Can understand the terminology in nutrition.
 - 3) Familiar smartphone operation.
- Given these features, we build our prototypes. When we do the cognitive walkthrough. We found some designs are different from other common APP which can confuse. For example, the "explore" button in e-textbook is not a common way to let users read other books or videos. When we do the cognitive walkthrough, we found it is challenging to evaluate users' mental model. Because we are the designers of the prototype, our original impressions of prototypes are strong, and it prevents us to think like a user. In the evaluating process, we have to keep referring to the mental model and assess the vocabulary carefully in terms of the mental model. For example, in the vegetable login page, at first, we assume users understand the green background means the yesterday vegetable intake. However, when we look at the prototype in the user's perspective, it makes them feel confused.

Strengths and Problems: The Evaluation Methods



Strengths

- Umux-lite questionnaires and simple open questions help us better understand the user's understanding of our interface.
- Think-aloud is a bit cheap and convenient method, does not require special equipment, just sit next to the user and listen to him and take notes. It is very intuitive, we can directly record the user's feelings, and easy to observe his behaviour. And we found 5 participants who meet our requirement, this method gives us the confidence to find the drawbacks of our interface, and actually, we get some valuable correct suggestion from the think-aloud, for example, we need to make some buttons and icons more clear for users.
- Cognitive Walkthrough could be implemented very fast and easily, and this method avoids recruiting users, which can save a lot of time for our group.

Weaknesses

- We cannot get the specific information we need to correct, such as which page has problems only depending on the score of Umux-lite.
- We need to spend much time to recruit participants to do Think-aloud test.
- For Cognitive Walkthrough, it needs a high requirement for our group members, we should get restrict training to get a scientific result since the different person has a different understanding for the same thing. And finally, we get fewer findings through Cognitive Walkthrough than what we get from Think-aloud.

Appendix

User Observations

User 1 -- From SiCong

The first participant is a man who is 23-year-old. He has a health eating habit so he meet our persona which is the user who want to maintain their vegetable eating intake. The user is familiar about operating mobile phone, so he has sufficient background to understand the common function in our APP.

During the think-Aloud, the user can complete the tasks altough some tasks he spends some time and made some mistake. When he made mistake in APP, he can correct the mistake and come back to normal process.

User 2 -- From Shanzheng

The second participant is an girl from China, and she is a student in the University of Sydney. She usually use electronic device to take notes and study. Therefore, she is familiar with the using of electronic devices including laptop, tablet, etc. She want to reduce her weight and get an application to monitor her situation. Therefore, she can meet our requirement as our project user. Moreover, she is want to know about the knowledge of “serve” to calculate how much she eat in a meal.

During the process of using our application, she can get further information which she wants to get. And she like the style and the icon layout. She points out that this application is extremely useful for her to deal with her healthy problem.

User 3 -- From Jialu

The third participant is a 23-year-old Australia girl. She is a student but she rarely reads textbooks on her phone. When she needs to do some reading homework, she always chooses reading on the laptop. She is passionate about mobile apps and fitness. She has a regular lift circle and eating habits but she still wants to be more healthy. About the food energy, she is familiar with “calorie” calculate and she tried to record her food intake but it isn’t exactly correct in some situation so she gives up this method.

According to her APP using experience, the contracted style is her strong preference. She is willing to use if there is an APP which can give her some guideline about food.

User 4 -- From Sheng

The fourth participant is a 23-year-old international student from USYD. He uses his mobile phone every day for reading material, using various apps, which means he is familiar with using electronic devices. He pays much attention to his diet health. So he can meet our requirement as our project user. He is eager to know more knowledge about the healthy diet.

According to her APP using experience, he pointed out the pros and cons of the interface. And this app allow him to know more about the vegetable knowledge.

User 5 -- From Zijie

The fifth participant is a 27 years old Chinese young man. He is still an english learning student and he rarely reads textbooks on his phone. Comparing with reading on smartphone, he prefer to choose reading on computer. However, he pays more attention to fitness APP on mobile phones. Though he already has a regular lifestyle and healthy diet, he still wants to be more healthy. He is familiar with “calorie” to calculate the food energy, but it is hard for him to record his food intake every time because some issues, so he is willing to find out effective APP which can give him specific guideline about food.

Think-aloud

5427 assignment2

P1--from Sicong Wang

Abstract task 1: The user can log the number of serves of vegetables they ate in a whole

1.1 Suppose you always log your vegetable intake in the evening, just before going to bed. Suppose that today you recall
that you ate 3 serves of carrot. Log that.

User ID	T16DG3P1
Task ID	1.1
Overall successful?	Yes
Clock Time 20/10/2019	<p>16:17:00 User try to figure out how to go back to the home page. It takes he some time because the bottom is not clear.</p> <p>16: 17: 14 User at click the go back bottom, and go back to the home page.</p> <p>16: 17: 15 user try to find how to add vegetable. He can easily find it because the bottom is at the centre of the page. User click it</p> <p>16: 17: 17 user read the instruction on the page, he thing the wold is too small. Then he choose the vegetable “carrot”, then click serve, then choose the 3 serves. The process is quite smooth.</p> <p>16: 17: 53 user not understand the progress bar. He don’t understand the green background means. It make user thought there’s existing data.</p> <p>16: 18: 04 user click the submit button, and the tasks is done.</p> <p>16: 18: 07 after the data submit, the red line change the position, then user understand how to read the intake of vegetable. But he still don’t understand why need green background.</p>
Errors	None
Other notes	When TA beginning , the first page is at statistic page. The green background in process bar is confusing, need additional note in this page.

Abstract task 2: The user can correct accidental logging actions.

2.1 Suppose that, on reflection, you realize that you have over-estimated the vegetables you ate for dinner. So, for today, you now think you actually ate only 2 serves. Correct the logged record for today.

User ID	T16DG3P1
Task ID	2.1
Overall successful?	Yes
Clock Time	<p>16:19:00 user check the vegetable login page, he didn't find any way to delete the existing vegetable. so he try to go back to the home page to see if he can modify the vegetable. It takes user a lot of time to find the modification function.</p> <p>16:20: 05 user click the home button to go back to the home page. Then he found the modification function. He click the serve number first, but he found it is not editable. Then he click the “pen” picture, then input the correct server number</p> <p>16: 20: 37 user click confirm and the task is done.</p>
Errors	None
Other notes	When TA beginning , the fist page is at vegetable logging page.

Abstract task 3: The logger is linked to the e-textbook information about serving sizes

3.1 Suppose you now remember about two cups of lettuce you ate at lunch, but cannot recall how many serves that would make. Find out how many serves 2 cups of lettuce is. Then log this.

User ID	T16DG3P1
Task ID	3.1
Overall successful?	Yes
Clock Time	16:25:00 user click the add button to go to the vegetable logging page 16: 25: 03 user choose the lettuce and chose 2 cups of vegetable 16: 25: 16 user want to check the serve information of the lettuce. He click the book button. Then it go to the etextbook page. User click the first book, there's no information. Then he click the second book and found the needed information. 16: 27: 02 user click the go back button and re-enter the serve information 16: 27: 50 user click submit, he found the system is doing the autocorrection and checking. 16:27: 52 task done
Errors	None
Other notes	When TA beginning , the fist page is at home page.

Abstract task 4: Track the e-textbook progress

4.1 Please tell me which learning topics you have read and which you still need to read in vegetable page

User ID	T16DG3P1
Task ID	4.1
Overall successful?	Yes
Clock Time	<p>16:29:00 user click the etextbook bottom to go to the etextbook homepage. Then he clicks Human Nutrition book.</p> <p>16: 29: 07 the user is confused if he read the book successful because there's no obvious tips or signals show it is a page of book.</p> <p>16: 29: 09 user click the home book shelf again since he cannot sure how to check the process</p> <p>16: 29: 11 user click the book again, and he try to click the second bottom.</p> <p>16: 29: 17 user go to the content page, he click the vegetable category</p> <p>16: 29: 30 user find the lettuce background is difference with others, so he guess it means the reading process. There's no note or clear signal to tell user what background color mean.</p> <p>16L 29: 32 Done</p>
Errors	None
Other notes	When TA beginning , the fist page is at vegetable logging page

Abstract task 5: Login and check user information

5.1 Suppose you are 24-year-old, 80KG male new user of this APP. You want to use your name James and email and email account james@gmail.com to register a new account and check your information after login.

User ID	T16DG3P1
Task ID	5.1
Overall successful?	Yes
Clock Time	<p>16:13:00 User try to find the new user register button. user click the “sign up” and successfully go to the register page.</p> <p>16: 13: 03 When trying to input the basic information, some tips are not clear. User cannot understand the difference between Name and user. Given that, he put name and user both as James</p> <p>16: 13: 21 after fill the basic information, user found the “signup” button again. It makes he feel confused. He not sure what it means.</p> <p>16: 13: 30 go to the next page, fill the personal information.</p> <p>16: 13: 35 done</p>
Errors	None
Other notes	When TA beginning , start the APP at first page(user login) page.

Abstract task 6: Checking nutrition intake statistics

6.1 Suppose you have logged 1 month's vegetable intake. Now you want to know the statistics in October.

User ID	T16DG3P1
Task ID	6.1
Overall successful?	No
Clock Time	<p>16:15:00 User first check the button on the top to see if there is any summary button. Based on the button picture, there's no summary function.</p> <p>16:15:11 user find the summary button at the bottom of the screen. User click it</p> <p>16:15:13 user at the statistic page. He want to go to the Oct's page. However, user cannot sure if current page is "Oct" or "all", so he click the "oct" again to make sure the page show Oct's information.</p> <p>16:15:18 user know the corn server number is 1. He is not sure if the "corn" is clickable or not, he try to click, and found the graph show the corn intake percentage.</p> <p>16: 15: 34 Done</p>
Errors	None
Other notes	When TA beginning , the fist page is at user login page.

Abstract task 7: Extra knowledge learning

7.1 Suppose you want to know the method of cooking lettuce, what you want to do?

User ID	T16DG3P1
Task ID	7.1
Overall successful?	Yes
Clock Time	<p>16:31:00 user click the lettuce, he found there's no cooking information in that page</p> <p>16: 31: 06 user click the bookshelf again to see if there's any information.</p> <p>16: 31: 08 user think there's no information about lettuce, then he click the book again</p> <p>16: 31: 10 user guess the cooking function may hidden in the button. So he click the cooking button, then it takes him to the cooking page</p> <p>16: 31: 48 user find the cooking page</p>
Errors	None
Other notes	When TA beginning , the fist page is at content page

Abstract task 7: Extra knowledge learning

7.2 Suppose you want to get more information, like video or buying books, show me what you want to do

User ID	T16DG3P1
Task ID	7.2
Overall successful?	Yes
Clock Time	16:35:00 user click the bookshelf to go back to the homepage 16: 35: 08 user say based on previous experience, the function button is at the button. Given that, he click the second button. 16: 35: 11 user found the needed information
Errors	None
Other notes	When TA beginning , the fist page is at content page.

Abstract task 8: APP Feedback

8.1 Suppose you want to see the different layout about the shelf and check your reading process, show me what are you going to do.

User ID	T16DG3P1
Task ID	8.1
Overall successful?	Yes
Clock Time	<p>16:38:00 User click the shelf button again to go back to the homepage</p> <p>16: 38: 05 user try the explore button, but it is not related to this tasks</p> <p>16: 38: 07 user try the button on the top left, it show the reading process.</p> <p>He suggests it meet the requirement</p> <p>16: 38: 09 Done</p>
Errors	No errors
Other notes	<p>When TA beginning , the fist page is at cooking page.</p> <p>User miss click the explore button but he find it is wrong and go back to shelf.</p>

Abstract task 8: APP Feedback

8.2 Suppose you want to give 4 marks for our app, show me what are you going to do?

User ID	T16DG3P1
Task ID	8.2
Overall successful?	Yes
Clock Time	<p>16:35:00 user click the bookshelf to go back to the homepage</p> <p>16: 35: 01 user click the setting button, but it is not related to this tasks, then he go back to the homepage</p> <p>16: 35: 08 user click the user button, and found the feedback function</p> <p>16: 35: 21 user click the button of feedback but there's nothing happened. He try some times. He found out he need to click the picture of feedback then it will go to the feedback page</p> <p>16: 35: 28 user click the 4 start. And submit.</p> <p>16: 35: 30 Done</p>
Errors	The first dialog box is not necessary. User do not need to confirm before he rate the APP.
Other notes	When TA beginning , the fist page is at cooking page.

5427 assignment2

P2--from Shanzheng Liu

Abstract task 1: The user can log the number of serves of vegetables they ate in a whole

1.1 Suppose you always log your vegetable intake in the evening, just before going to bed. Suppose that today you recall
that you ate 3 serves of carrot. Log that.

User ID	T16DG3P2
Task ID	1.1
Overall successful?	Only with help
Clock Time 20/10/2019	14:33:open the app and see the main page and said what a ugly interface 14:33:click sign up but I told her that she can login in with the account and password I provided 14:35:arrive at the main page and click different button but only found the symbol "+" can be clicked 14:36:arrive to another page and want to select carrot. 14:37:select serve and select the number 3 ,and then click the the tick 14:38:see the pop-ups and the question 14:38:click the tick again when get the messeage box 14:39:said I feel confused why it didn't jump to the index page and let me know the log 14:40:I told her to click the button "home" and she found the log change
Errors	1:when click the button seting but get nothing 2:select the cup and put the data at the first time but didn't sumit.
Other notes	the comfrimming pop-ups and message box is necessary but need to go the the index page after submit the data

Abstract task 2: The user can correct accidental logging actions.

2.1 Suppose that, on reflection, you realize that you have over-estimated the vegetables you ate for dinner. So, for today, you now think you actually ate only 2 serves. Correct the logged record for today.

User ID	T16DG3P2
Task ID	2.1
Overall successful?	Yes
Clock Time	15:09:after click the home button in the task 1, find the log of carrot is three, so click the button of the carrot. 15:10:get nothing, so tried to click the pencil button, and found the logo change. 15:11:click the button “-” and change the data to 2 15:12:click the tick and found the data change.
Errors	No errors
Other notes	Sometimes feel confused of the icon and think all the icons have function

Abstract task 3: The logger is linked to the e-textbook information about serving sizes

3.1 Suppose you now remember about two cups of lettuce you ate at lunch, but cannot recall how many serves that would make. Find out how many serves 2 cups of lettuce is. Then log this.

User ID	T16DG3P2
Task ID	3.1
Overall successful?	Yes
Clock Time	15:51 :click the button “+” 15:52:select the vegetable “lettuce” 15:53:select the default selection “cup” 15:53:click the button “?” 15:54:know that the one standard serve is equal to 1/2 cup of lettuce 15:55:click the button “<” and go back to the log page 15:56:make sure the data is correct and click the button submit. 15:57:Find the message show that 2 serve lettuce is equal to 2 cup of serve
Errors	
Other notes	Want to get a calculator to get the current serve rather than calculator by himself

Abstract task 4: Track the e-textbook progress

4.1 Please tell me which learning topics you have read and which you still need to read in vegetable page

User ID	T16DG3P2
Task ID	4.1
Overall successful?	Yes
Clock Time	17:00:First press the button “home” but cannot found relative function 17:01:after a long time checking, user suddenly find a button on the top-left, and then click it but found it is a information detail page 17:02:user click the button “book” 17:03:user said she feel strange why this application has function like e-book; 17:03:try to click the explore but found a page like a website and felt scared and press the shelf button again. 17:04:click the first book but found nothing 17:05:click the second book and it jump the content which has been read. 17:06:Found the catalogue button and find there is a classify here. 17:06:remember that she have read lettuce so try to press the button vegetable 17:06: find a label “finished” cover the lettuce, suddenly understand that the meaning of the task
Errors	No errors
Other notes	Sometimes feel confused of the icon and think all the icons have function, also feel confused for the task

Abstract task 5: Login and check user information

5.1 Suppose you are 24-year-old, 80KG male new user of this APP. You want to use your name James and email and email account james@gmail.com to register a new account and check your information after login.

User ID	T16DG3P2
Task ID	5.1
Overall successful?	Yes
Clock Time	19:10: go to the index page of the application 19:11:click sign-up 19:12:input the data, including name, email, username, and password 19:12:click the submit; 19:13:Find that jump to the next page 19:13:check the task and make sure the date, including age, sex and weight and click "submit".
Errors	No errors
Other notes	

Abstract task 6: Checking nutrition intake statistics

6.1 Suppose you have logged 1 month's vegetable intake. Now you want to know the statistics in October.

User ID	T16DG3P2
Task ID	6.1
Overall successful?	No
Clock Time	19:20: input account and password and click "login" 19:21:press the text "October eat" but nothing has happened 19:22:try to find another button but find nothing 19:23:I suggest her to click the button with a clock logo 19:24:Find there is a big circle jump out and show 43%, user looks so confused.After she tried to click different vegetables and found the circle span, she know that that is the percentage of the vegetable occupied. 19:25:and than press the October but not new data shows. 19:26:she had to use calculate the sum of the serves by calculator
Errors	
Other notes	Do not show the sum of serve data

Abstract task 7 Extra knowledge learning

7.1 Suppose you want to know the method of cooking lettuce, what you want to do?

User ID	T16DG3P2
Task ID	7.1
Overall successful?	Yes
Clock Time	20:21:user click the button “book” 20:21:user click the second book 20:21: user find the button “cook” and click it 20:22: succeed finish the function
Errors	No errors
Other notes	

Abstract task 7: Extra knowledge learning

7.2 Suppose you want to get more information, like video or buying books, show me what you want to do

User ID	T16DG3P2
Task ID	7.2
Overall successful?	Only-with-help
Clock Time	20:23:user click the button “book” 20:23:user click the upload book button 20:24:user said why can not go to the book store. 20:25:user click the explore 20:26:succeed to get the information
Errors	Click the upload button
Other notes	

Abstract task 8: APP Feedback

8.1 Suppose you want to see the different layout about the shelf and check your reading process, show me what are you going to do.

User ID	T16DG3P2
Task ID	8.1
Overall successful?	Yes
Clock Time	20:28:user click the button “book” 20:29:user click the button “Layout”
Errors	No errors
Other notes	User think it is very simple

Abstract task 8: APP Feedback

8.2 Suppose you want to give 4 marks for our app, show me what are you going to do?

User ID	T16DG3P2
Task ID	8.2
Overall successful?	Yes
Clock Time	20:27:user click the button “book” 20:28:user click the button “user” 20:28:user click the button “feedback” 20:28:user select 4 star 20:28:click submit
Errors	No errors
Other notes	

5427 assignment2

P3--from Jialu He

Abstract task 1: The user can log the number of serves of vegetables they ate in a whole day.

1.1 Suppose you always log your vegetable intake in the evening, just before going to bed. Suppose that today you recall that you ate 3 serves of carrot. Log that.

User ID	T16DG3A2P3
Task ID	1.1
Overall successful?	Yes
Clock Time	21, Oct, 2019 11:20am 11:20am Open the main page 11:20am Find this button  and try to click it 11:20am Wait near 2 seconds, it goes to next page 11:20am Choose the vegetable, calculate method and quantity 11:21am Confirm it 11:21am Click the Green ✓ Finish
Errors	0
Other notes	No

Abstract task 2: The user can correct accidental logging actions.

2.1 suppose that, on reflection, you realize that you have over-estimated the vegetables you ate for dinner. So, for today, you now think you actually ate only 2 serves. Correct the logged record for today.

User ID	T16DG3A2P3
Task ID	2.1
Overall successful?	Yes
Clock Time	<p>21, Oct, 2019 11:22am</p> <p>11:22am Try to back the last page but unsuccessful</p> <p>11:22am Try to click the “HOME” button</p> <p>11:22am See there is a “pencil” button and try to click it</p> <p>11:22am Reduce the number</p> <p>11:22am Click button to confirm</p> <p>The record is changed.</p> <p>Finish</p>
Errors	0
Other notes	NO

Abstract task 3: The logger is linked to the e-textbook information about serving sizes

3.1 Suppose you now remember about two cups of lettuce you ate at lunch, but cannot recall how many serves that would make. Find out how many serves 2 cups of lettuce is. Then log this.

User ID	T16DG3A2P3
Task ID	3.1
Overall successful?	Yes
Clock Time	21, Oct, 2019 11:23am 11:23am Go back to the main page, add a new vegetable named “lettuce” 11:23am Go to the next page and try to click “?” button 11:23am Go to the e-textbook successful 11:24am Read the related information Finish
Errors	0
Other notes	NO

Abstract task 4: Track the e-textbook progress

4.1 Please tell me which learning topics you have read and which you still need to read in vegetable page

User ID	T16DG3A2P3
Task ID	4.1
Overall successful?	No
Clock Time	<p>21, Oct, 2019 11:24am</p> <p>11:24am Try to find how to go to the E-book page</p> <p>11:25am Go to the main page and see a “book” button, click it</p> <p>11:25am Skip to E-book page</p> <p>11:25am Click the first book in the shelf but unsuccessful</p> <p>11:25am Click the second book and go to a new page</p> <p>11:25am Feel confused why it skips the content directly</p> <p>11:26am Click the shelf but it back to shelf, wrong</p> <p>11:26am Click the second book again</p>

Abstract task 4: Track the e-textbook progress

4.1 Please tell me which learning topics you have read and which you still need to read in vegetable page

User ID	T16DG3A2P3
Task ID	4.1
Overall successful?	No
Clock Time	11:26am See the content and feel confused about the page layout, don't understand where the catalog is (After help) 11:28am Don't think our page is kind of catalog. The task is unsuccessful. Finish
Errors	2
Other notes	The user doesn't think our design is easy to understand (After showing how to do this task)The label page is not look so delicate

Abstract task 5: Login and check user information

5.1 Suppose you are 24-year-old, 80KG male new user of this APP. You want to use your name James and email and email account james@gmail.com to register a new account and check your information after login.

User ID	T16DG3A2P3
Task ID	5.1
Overall successful?	Yes
Clock Time	<p>21, Oct, 2019 11:17am</p> <p>11:17am Open the webpage</p> <p>11:17am Choose “Sign Up”</p> <p>11:17am Filled the contact information in it.</p> <p>11:18am Click “Submit”</p> <p>11:18am Filled the persona information</p> <p>11:18am Click “Submit”</p> <p>11:18am Find where can check the persona information</p> <p>11:19am Find it and click </p> <p>Finish</p>
Errors	1
Other notes	<p>Personal information has 1 mistake</p> <p>The input information is different from the display.</p>

Abstract task 6: Checking nutrition intake statistics

6.1 Suppose you have logged 1 month's vegetable intake. Now you want to know the statistics in October.

User ID	T16DG3A2P3
Task ID	6.1
Overall successful?	
Clock Time	<p>21, Oct, 2019 11:24am</p> <p>11:24am Now go back to the main page and find the user already has 2 vegetables in his record.</p> <p>11:24am Seek the statistics button in this page and try to click the calendar in this page, unsuccessful</p> <p>11:25am See there is a pie chart at bottom and try to click it</p> <p>11:25am Go to the next page and click different vegetable name</p> <p>11:26am Change the month and check the information</p> <p>Finish</p>
Errors	0
Other notes	"This page is delicate"

Abstract task 7: Extra knowledge learning

7.1 Suppose you want to know the method of cooking lettuce, what you want to do?

User ID	T16DG3A2P3
Task ID	7.1
Overall successful?	YES
Clock Time	<p>21, Oct, 2019 11:28am</p> <p>11:28am Follow the last step and click “Lettuce” button</p> <p>11:28am Read the detailed information about “Lettuce”</p> <p>11:29am Find “Cook” button at the bottom, click it.</p> <p>11:29am Go to a new page about how to cook lettuce, read it</p> <p>11:31am Finish</p>
Errors	0
Other notes	The user said the “cooking” button’s position is a little bit strange.

Abstract task 7: Extra knowledge learning

7.2 Suppose you want to get more information, like video or buying books, show me what you want to do

User ID	T16DG3A2P3
Task ID	7.2
Overall successful?	Yes
Clock Time	21, Oct, 2019 11:31am 11:31am Go back to shelf 11:32am Try to click the position of the third book  , but it can't click. 11:33am Notice “explore” page and click it Finish
Errors	1
Other notes	The user thinks the first-choice button make her confused

Abstract task 8: APP Feedback

8.1 Suppose you want to see the different layout about the shelf and check your reading process, show me what are you going to do.

User ID	T16DG3A2P3
Task ID	8.1
Overall successful?	Yes
Clock Time	21, Oct, 2019 11:33am 11:33 Go back to shelf 11:34 Easy to find the button  , click it and see the reading process Finish
Errors	0
Other notes	NO

Abstract task 8: APP Feedback

8.2 Suppose you want to give 4 marks for our app, show me what are you going to do?

User ID	T16DG3A2P3
Task ID	8.2
Overall successful?	Only-with-help
Clock Time	<p>21, Oct, 2019 11:35am</p> <p>11:35am Go back to shelf and seek where is the button</p> <p>11:35am Don't sure the requirement of task so go back to see the description of task.</p> <p>(After Help)</p> <p>11:36am Understand the meaning and click the “User” button </p> <p>11:36am Open a new page</p> <p>11:36am Try to click the “comment” area but unsuccessful</p> <p>11:37am Try to click the pattern and it works </p> <p>11:37am Click 4 stars</p> <p>Finish</p>
Errors	1
Other notes	The design is cool but hard to find it. The Comment area can't click

5427 assignment2

P4--from Sheng Chen

Abstract task 1: The user can log the number of serves of vegetables they ate in a whole day

1.1 [Initial state of the logger is that no serves of carrot have been logged]

Suppose you always log your vegetable intake in the evening, just before going to bed. Suppose that today you recall that you ate 3 serves of carrot. Log that.

User ID	T16DG3P4
Task ID	1.1
Overall successful?	Yes
Clock Time	2019.10.20 14:25 Click the back button to the home page 14:25 Click plus icon and enter the add vegetable page 14:26 Choose carrot, serve, 3 and click confirm button, the logger changed to be 3 serves, but still in this page. The user said it should be jump to other pages after confirm and the user did not notice the change of logger.
Errors	
Other notes	The logger change can not be easily noticed. It is supposed to jump to new page after logging vegetables.

Abstract task 2: The user can correct accidental logging actions.

2.1 Suppose that, on reflection, you realize that you have over-estimated the vegetables you ate for dinner. So, for today, you now think you actually ate only 2 serves. Correct the logged record for today.

User ID	T16DG3P4
Task ID	2.1
Overall successful?	Yes
Clock Time	2019.10.20 14:27 Click the home button back to home page 14:27 Click pencil icon and minus number to 2 and click confirm button 14:28 The user said this function can be understand well and easy to be used.
Errors	
Other notes	

Abstract task 3: The logger is linked to the e-textbook information about serving sizes

3.1 Suppose you now remember about two cups of lettuce you ate at lunch, but cannot recall how many serves that would make. Find out how many serves 2 cups of lettuce is. Then log this.

User ID	T16DG3P4
Task ID	3.1
Overall successful?	Only-with-help
Clock Time	2019.10.20 14:28 Click the plus icon enter the add vegetable page 14:28 Choose lettuce, cup, 2 but when the users want to “Find out how many serves 2 cups of lettuce is”, the user had no idea how to do. 14:29 The user click “?”icon and enter the lettuce information page with my help. 14:30 After back to last page, the user add the lettuce successfully, and the logger became 4 serves. 14:31 The user felt confused and suggested that the “?”icon should have some tips to let users know its function.
Errors	
Other notes	

Abstract task 4: Track the e-textbook progress

4.1 Please tell me which learning topics you have read and which you still need to read in vegetable page

User ID	T16DG3P4
Task ID	4.1
Overall successful?	Only-with-help
Clock Time	2019.10.20 14:35 Back to home page and click shelf button and jump to shelf page 14:37 The user confused how to check which section of the book had been read. 14:38 With my help, the user click the second book, then, click catalog button, after that, click vegetable image, finally, find the lettuce image had been read. 14:39 The user considered it spent long time to finish this task.
Errors	
Other notes	It's too complex in this part.

Abstract task 5: Login and check user information

5.1 Suppose you are 24-year-old, 80KG male new user of this APP. You want to use your name James and email and email account james@gmail.com to register a new account and check your information after login.

User ID	T16DG3P4
Task ID	5.1
Overall successful?	Yes
Clock Time	2019.10.20 14:19 Click “sign up”. 14:19 Input user information and click “submit”. 14:20 Choose the information mentioned in concrete task and click button. 14:21 The user felt the design of interface maybe make users confused.
Errors	
Other notes	

Abstract task 6: Checking nutrition intake statistics

6.1 Suppose you have logged 1 month's vegetable intake. Now you want to know the statistics in October.

User ID	T16DG3P4
Task ID	6.1
Overall successful?	Only-with-help
Clock Time	2019.10.20 14:32 Click the icon on the bottom of the page 14:32 The user said this icon is hard to be regarded as “check statistic” function, it should have some tip to tell the users its function, but the user thought the statistic page looks good.
Errors	
Other notes	The icon can be changed to understand easily.

Abstract task 7: Extra knowledge learning

7.1 Suppose you want to know the method of cooking lettuce, what you want to do?

User ID	T16DG3P4
Task ID	7.1
Overall successful?	Yes
Clock Time	2019.10.20 14:40 Back to lettuce page and find the page to check how to cook lettuce, and it is easy to be done after add the label “cook” below the cook button. 14:40 The user said it is easy to find the function if there is label to tell the function of icon.
Errors	
Other notes	

Abstract task 7: Extra knowledge learning

7.2 Suppose you want to get more information, like video or buying books, show me what you want to do

User ID	T16DG3P4
Task ID	7.2
Overall successful?	Yes
Clock Time	2019.10.20 14:42 Back to shelf page and after a while, the user find the explore icon and enter a new page which can help users to learn deeper through some videos. 14:43 The user said this button can be understood.
Errors	
Other notes	

Abstract task 8: APP Feedback

8.1 Suppose you want to see the different layout about the shelf and check your reading process, show me what are you going to do.

User ID	T16DG3P4
Task ID	8.1
Overall successful?	Only-with-help
Clock Time	2019.10.20 14:46 Back to shelf page. 14:46 The user said don't know what the different layout mean and how to check reading process in this page. 14:47 With my help, the user find the icon that can change the layout of the page and the reading process can be checked on new layout page.
Errors	
Other notes	

Abstract task 8: APP Feedback

8.2 Suppose you want to give 4 marks for our app, show me what are you going to do?

User ID	T16DG3P4
Task ID	8.2
Overall successful?	Only-with-help
Clock Time	2019.10.20 14:44 Find the user icon on the right bottom, and jump to user page. 14:44 Click the “>” icon and word “feedback”, but there was no interaction. 14:45 With my help, the user click the left icon to enter the feedback page, and choose 4 marks, success. 14:46 The user said the “>”icon and word “feedback” should be set to link to feedback page, otherwise the users would feel confused.
Errors	
Other notes	

5427 assignment2

P5--from Zijie Zhou

Abstract task 1: The user can log the number of serves of vegetables they ate in a whole

1.1 Suppose you always log your vegetable intake in the evening, just before going to bed. Suppose that today you recall
that you ate 3 serves of carrot. Log that.

User ID	T16DG3P5
Task ID	1.1
Overall successful?	Only with help
Clock Time 20/10/2019	13:20 get into the main page and sign in 13:32 user not understand the progress bar 13:33 find the clock button and try to click it 13:34 passing over 2 seconds, it goes to next page 13:35 choose the vegetable, calculate method and quantity 13:36 confirm it 13:37 click the Green ✓ 13:38 user click the submit button, and the tasks is done. finish
Errors	when click the setting button but nothing happened
Other notes	no error

Abstract task 2: The user can correct accidental logging actions.

2.1 Suppose that, on reflection, you realize that you have over-estimated the vegetables you ate for dinner. So, for today, you now think you actually ate only 2 serves. Correct the logged record for today.

User ID	T16DG3P5
Task ID	2.1
Overall successful?	Yes
Clock Time	13:39 click the home button in the task 1, 13:40 find the log of carrot is three, 13:41 click the button of the carrot. 13:42 nothing happened, then click the pencil button 13:42 found the logo change. 15:43 click the button “-” and change the data to 2 15:43 click the tick and found the data change. finish
Errors	No errors
Other notes	the icon make user feel confused because not all the icons have function

Abstract task 3: The logger is linked to the e-textbook information about serving sizes

3.1 Suppose you now remember about two cups of lettuce you ate at lunch, but cannot recall how many serves that would make. Find out how many serves 2 cups of lettuce is. Then log this.

User ID	T16DG3P5
Task ID	3.1
Overall successful?	Yes
Clock Time	13:45 click the button “+” 13:46 then select the vegetable “lettuce” 13:46 select the default selection “cup” 13:46 click the logo “?” 13:47 user know that the one standard serve is equal to 1/2 cup of lettuce 13:49 click the button “<” and go back to the log page 13:50 check the data is correct and submit. 13:50 the results show that 2 serve lettuce is equal to 2 cup of serve finish
Errors	no errors
Other notes	

Abstract task 4: Track the e-textbook progress

4.1 Please tell me which learning topics you have read and which you still need to read in vegetable page

User ID	T16DG3P5
Task ID	4.1
Overall successful?	Yes
Clock Time	13:51 user click the button “home” but there is no relative function 13:51 user click a button on the top-left, but user found it is a information detail page 13:52 user click the button “book” 13:52 try to click the explore but found a page like a website 13:53 click the first book but found nothing 13:53 click the second book and it jump the content which has been read. 13:54 user found the catalogue button and find there is a classify here. 13:54 user don’t know what to do , so he try to click the vegetable logo. 13:55 use find a label “finished” cover the lettuce finish
Errors	No errors
Other notes	Some confused functions make the user misunderstanding this task

Abstract task 5: Login and check user information

5.1 Suppose you are 24-year-old, 80KG male new user of this APP. You want to use your name James and email and email account james@gmail.com to register a new account and check your information after login.

User ID	T16DG3P5
Task ID	5.1
Overall successful?	Yes
Clock Time	13:57 go to the index page 13:58 click sign-up 13:58 input the data, including name, email, username, and password 13:59 click the submit; 13:59 jump to the next page 13:59 check the task and make sure the date, including age, sex and weight 14:00 click "submit" finish
Errors	No errors
Other notes	

Abstract task 6: Checking nutrition intake statistics

6.1 Suppose you have logged 1 month's vegetable intake. Now you want to know the statistics in October.

User ID	T16DG3P5
Task ID	6.1
Overall successful?	No
Clock Time	14:01 input account and password and click “login” 14:01 user press the text “October eat” while there is nothing happened 14:02 user cannot sure whether current page is “Oct” or “other month”, so he click again and then he find the button is a clock logo 14:04 user already knows the corn server number is 1. 14:05 user is not sure if the “corn” is clickable or not, he try to click, however, he only found the graph show the corn intake percentage. 14:06 he has to sum the serves by using caculator fail to finish this task
Errors	
Other notes	misunderstanding the first login page

Abstract task 7: Extra knowledge learning

7.1 Suppose you want to know the method of cooking lettuce, what you want to do?

User ID	T16DG3P5
Task ID	7.1
Overall successful?	Yes
Clock Time	14:06 user click the button “bookshelf ” to see if there’s any information 14:06 user click the second book 14:07 user find the button “cook” and click it then it takes him to the cooking page finish
Errors	No errors
Other notes	

Abstract task 7: Extra knowledge learning

7.2 Suppose you want to get more information, like video or buying books, show me what you want to do

User ID	T16DG3P5
Task ID	7.2
Overall successful?	Only-with-help
Clock Time	14:08 user click the upload book button 14:08 user is wondering where the book store is. 14:09 user click the explore 14:09 user find the explore icon and think this function can be helpful for deep learning. 14:10 succeed to get the information finish
Errors	Click the upload button
Other notes	

Abstract task 8: APP Feedback

8.1 Suppose you want to see the different layout about the shelf and check your reading process, show me what are you going to do.

User ID	T16DG3P5
Task ID	8.1
Overall successful?	Yes
Clock Time	14:11 user click the button “book” 14:11 back to shelf page. 14:11 user click the button “Layout” finish
Errors	No errors
Other notes	It is easy for user miss click the explore button when click shielf button.

Abstract task 8: APP Feedback

8.2 Suppose you want to give 4 marks for our app, show me what are you going to do?

User ID	T16DG3P5
Task ID	8.2
Overall successful?	Yes
Clock Time	14:12 user click the button “book” 14:12 user click the “user” button, and found the feedback function 14:12 user click the button “feedback” 14:13 user choose 4 star 14:13 click submit finish
Errors	No errors
Other notes	There is no comment area after submit feedback