HealFood

B01 - Team 2
SENG 310: Human Computer Interaction
Milestone #4

Jiawen Jiang
Mauricio de Paula
Chao Jin
Xiangwen Zheng
Simeng Wang
Tony Tang

Part I

Update Use Cases:

Use Case #1: Trevor is a fitness addict who wants to improve his health

1. Trevor downloads and opens the HealFood app.
2. He signs in with his Facebook account.
3. On the main screen, Trevor taps on the "Cook" button.
4. He scrolls through the page that shows him meals options
5. He compared the calories of showing recipes and taps on Boston salad since it fits his daily goal of calorie control.
6. He checks ingredients of Boston salad to see if he has all of them.
7. He decides to make it, so he then scrolls down the page to the process.

Use Case #2: Jane is a student who lives alone and hates cooking

1. Jane downloads and opens HealFood app on her iPhone.
2. She signs in with her Google account by clicking on the “G” icon on the signing page.
3. She clicks on the “delivery” icon on the home page.
4. She skipped all the recommendations on the top and chose the restaurant with highest rating, which is the “Healthy Food BAR”.
5. Then She sees the location on the top of the screen and list of food below that.
6. She customizes the best-selling food which is the “Good Wrap”.
7. Then she adds all the ingredients she wants to click on “Add”.
8. Then she clicks on check out.
9. Then she types her address, personal information, payment method.
10. Then she clicks on “Confirm” to pay.
11. Then she sees the “complete” screen showing on her phone, so she knows she successfully ordered the food.

Changes to Use Cases:

Didn’t add much to use cases, based on the new prototype we created on invision, we changed the unspecified pages in use cases to what we have on invision, and detailed the process for users Trevor and Jane when they are using the app.

Updated Prototype:

Invision Project: https://invis.io/CYGG0CTPE8N

Changes to Prototype:

The main problems we found in our original prototype are

1) the user cannot get feedback if they get stuck on some pages
2) no feedback after they confirm the order
3) it is too redundant to find information of calories. As for these problems, we edit the following parts:

- Adding a loading page
- Adding a “order complete” page to give feedback
- Changing the showing of calories:
    - User can see general calories of restaurants (before they click on one)
    - User can see basic calories of the dishes (before customized)
- Revising typos etc.

Part II

1. What question(s) will you try to answer through your user study?
Through our user study we will attempt to answer these questions:

- Is the user experience satisfying?
- Is the user interface design pleasant?
- Does the use of the prototype feel natural?
- Is the prototype straight forward or did the user need help in order to perform their task?

2. Which users will you recruit to try out the prototype? (refer to your personas for guidance!) How many? How will you recruit them?

We will be focused on recruiting two types of users in order to test our prototype. One of them will be a University of Victoria student who lives alone and has a limited amount of time in their day to spend on cooking. This student should be interested in eating healthy and keeping track of how many calories they eat per meal. The other type of user we will be recruiting will be someone who is really into working out and fitness in general. This second user will be someone who is busy at work all day and wants to follow easy recipes to cook healthy meals when he gets home after work to further his fitness goals. We will recruit the first user at the UVic campus and the second user at the gym.

3. Which tasks will you ask your user to perform? Why those tasks? (refer to your use cases!)

We will be asking the users to perform different tasks depending on their needs. The first task is meant for the UVic student user. They will be asked to order a meal for delivery, taking calories, taste and personal preference into consideration. This task is based on Use Case #2. The second task is meant for the user that is busy all day at work. They will be asked to find a recipe that they would like to make, taking nutrition information, ingredients and personal preference into consideration. This is task is based on Use Case #1. These tasks were chosen as they cover the two main uses of our mobile application and will help us evaluate our current application prototype.

4. Where will you perform the study? Why this setting?

This study can be performed anywhere that is quiet. First the users for our study will be recruited at UVic and at the gym. When we set up a date to perform the study, the user is able to meet us anywhere quiet that pleases them as our application is mobile based and can be used anywhere. The reason why we have chosen a quiet setting is because we would like to encourage the user to think out loud and be able to take notes on their actions and thoughts.

5. When will you conduct your study? (Note: To incorporate user feedback in your final prototypes and to describe this feedback in your final report, the evaluation should be completed before March 24 but probably this should be done earlier).

Our study will be conducted on March 19th for the first kind of user and March 20th for the second kind of user in order to have everything ready by March 24th.

6. What kinds of data will you collect (e.g., survey, interview, observations, logging data)? How will you collect this data? How will you analyze this data?

At the beginning stages of our project, during Milestone 2, we sent out generic surveys, performed interviews and made observations on the data acquired from those. At this stage, we would like to approach the data collection aspect of the project differently. We will ask the user to perform tasks based on our use cases and make observations on their performance.

Quantitative data will be collected on:

- Time to complete the given task
- Number of errors for the given task
- Number of times the user was stuck and needed help for the given task

We will then create charts, graphs and statistic inferences on the collected data. This will give us a baseline on the tasks and tell us if the application is meeting expectations. Qualitative data will also be collected. We will instruct the user to think out loud and we will take qualitative notes on the user's thoughts and observations for the given task. At the end of the user's task, we will ask questions such as:

- How enjoyable was your experience?
- Was the interface visually appealing?
- Did performing the task feel intuitive? Why/Why not?
- Did anything irritate or confuse you?

We will put all the quantitative and qualitative data together and analyze it in order to get a further understanding of the user's experience with our prototype.

7. How/when/with whom will you pilot your study design?

- How: Let them sit in front of the screen and walk through all the interfaces and pages(high-fidelity). After they complete the whole process, we need they are talking about their feelings, problems they find, and some advice they might have.
- When: Mar.11- Mar.20th
- With whom: We have two types (used to cook/ used to eat in restaurant or take-out) of user as our pilot, and 2-4 people for each type.

8. What roles will your team members play in the evaluation? (Note: every team member should observe at least one — preferably more — users using the prototype.)

Every team member will play an important part in the evaluation of our prototype. Because we will be focusing on two main users, we will split our team into 2 groups of 3 members each. There will be two roles for each team.

Team 1:

- Guide: Simeng Wang
- Observer #1: Jiawen Jiang
- Observer #2: Tony Tang

Team 2:

- Guide: Mauricio de Paula
- Observer #1: Chao Jin
- Observer #2: Xiangwen Zheng

The Guide of each team will set up the prototype and explain the task to the user that they will be attempting to accomplish. This team member will make visual observations of the user and help the user in case they get stuck. Observer #1 will be in charge of taking quantitative data on the user. Observer #2 will be in charge of taking qualitative written notes on the users and their observations.