

Interacção Pessoa-Máquina

2021/2022

Shelves

Stage n: 3



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Intro

First off, we started this project by dividing the group into the four tasks we had ahead. Afterwards, all of us united our sketches and ideas and checked out for any collisions or disagreements we had - in terms of the basic principles of how the user should perceive and/or use the application or the it's functionalities. We did a basic mockup test of a user interaction for the primordial stage of the app.

In this report we will do a walkthrough and describe four high-end tasks:

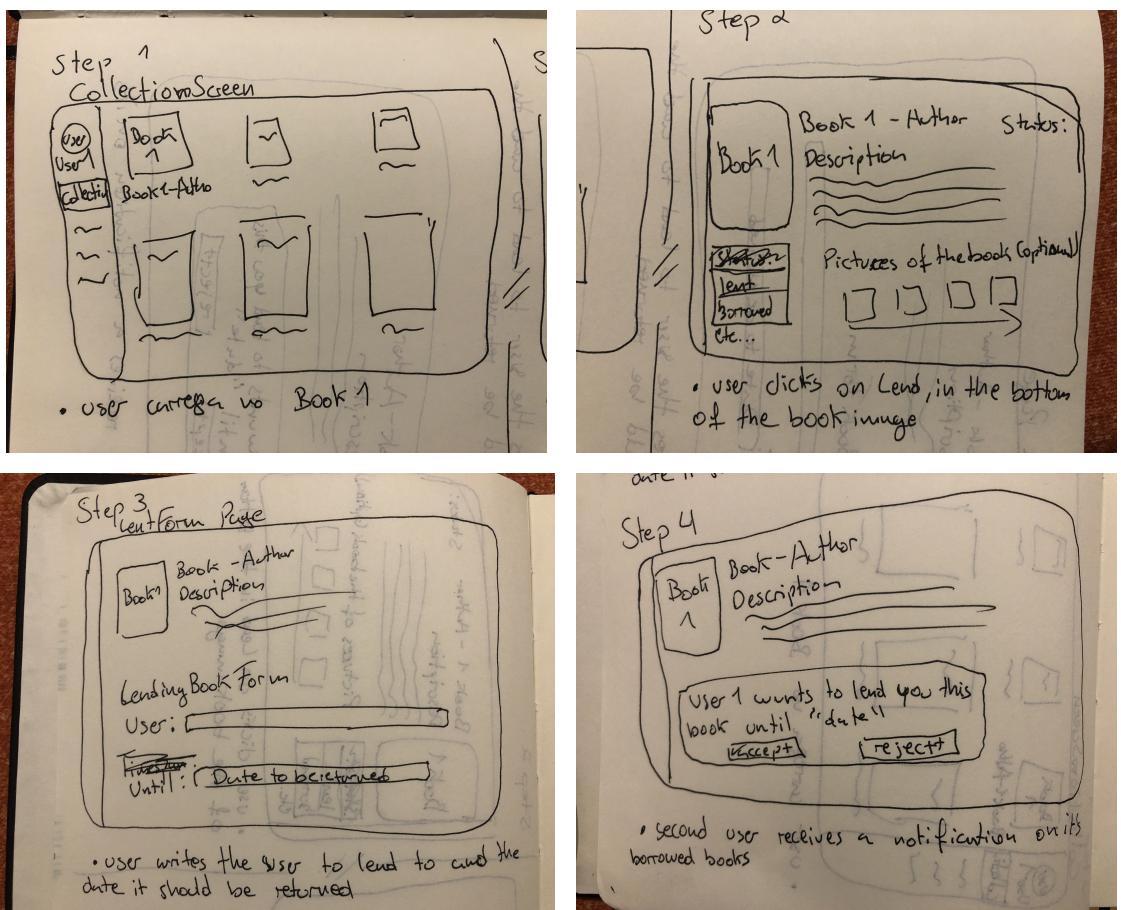
- Lent and Borrow books from another user - these tasks were to separate one, but we soon realized that it made sense to "bond" them together because of their UI similarities
- Trade - trade books with another user
- Create an Event - create any type of book event so other users can join

Sketches and Prototype

In this expository section, there will be shown all of our individual sketches for each task and a few images of the prototype.

Every one of the tasks starts in the User Main Page - a page with the purpose of being a central hub view of all the tasks we preview to run on the app.

- Lent/Borrow



● Trade

Step 1: look for another user who owns the book you want

User Name	Books Owned	Action
username	<input type="checkbox"/> book 1	
user 2	<input type="checkbox"/> ~	
user 3	<input type="checkbox"/> m m	
user 4	<input type="checkbox"/> m m	
user 5	<input type="checkbox"/> m m m	
Others	<input type="checkbox"/> m n	<input type="checkbox"/> Trade

Step 2: select the option to trade

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Trade
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Step 2: select the option to trade

<input type="checkbox"/>	<input type="checkbox"/> Others	<input type="checkbox"/> m m	<input type="checkbox"/> Trade
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Step 3: the other user now can choose to accept or not accept the trade request

<input type="checkbox"/>	<input type="checkbox"/> user 1 wants to trade books with [Trade]
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Step 3: the other user now can choose to accept or not accept the trade request

<input type="checkbox"/>	<input type="checkbox"/> Waiting for user 2 to accept the request. [OK]	<input type="checkbox"/> user 2 m m m m m <input type="checkbox"/> Trade
--------------------------	---	---

Step 3: the other user now can choose to accept or not accept the trade request

<input type="checkbox"/>	<input type="checkbox"/> user 1 wants to trade books with [Accept] [Deny]
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Step 4: if the other user accepts the trade, both users should select the books they want to get from the other

<input type="checkbox"/>	<input type="checkbox"/> Selected by user 2 user 2's books
<input type="checkbox"/> my book	<input checked="" type="checkbox"/> book 1
<input type="checkbox"/> good book	<input type="checkbox"/> ~
<input type="checkbox"/> ~	<input type="checkbox"/> m
<input type="checkbox"/> ~	<input type="checkbox"/> m m
<input type="checkbox"/> ~	<input type="checkbox"/> m m m
<input type="checkbox"/> ~	<input type="checkbox"/> m m m m
<input type="checkbox"/> waiting for user 2 to accept [Accept] [Cancel]	

Step 5: if both users agree with the trade, they contact each other to settle on a place and time to trade the books

<input type="checkbox"/>	<input type="checkbox"/> waiting for user 2 to accept [Accept] [Cancel]
--------------------------	---

Step 5: if both users agree with the trade, they contact each other to settle on a place and time to trade the books

<input type="checkbox"/>	<input type="checkbox"/> The trade was accepted, please contact the other to finish the trade. [OK]
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• Create Event

Step 1
User Event Page

Click the plus sign to create a new Event

Step 2 Create Event part 1

Type of Event *

Place of Gathering *(if presentational)

Date*

Time*

Choice of Book*

Name of Book

Add Photo of the Book +

Continue Cancel

Fill in all at least all mandatory boxes

Step 3 Create Event part 2

Limit of participants (excluding the creator) *

Leave it blank if there are no limitations

Invite user(s)
[userId1, userId2] Leave it blank for no invites

Warning / Rules for the gathering

Description of the gathering *

Name of Event *

Create Event
Go to previous Page
Cancel

Step 4 Event page

Photo Book

Name of Event

Choice of Book

Date & time

Limit of participants

Type of Event

Creation of Event

Place of Gathering

Description

Warning / Rules for the event

User who wishes to participate

Step 5
User Invited to an Event

User [userId] would like to invite you to participate in the event [Name of Event].

→ View details of the event

Accept or Refuse

→ Choosing View details will take you to event page (Step 4)

We also provide the link to the project prototype here:
<https://marvelapp.com/prototype/8ci942b>

Storyboards

- Lent/Borrow

The storyboard displays a user interface for managing a book collection. On the left, a sidebar for 'User 1' lists categories: Events, Collection, Borrowed, Lent, Trade, and Shelves. The 'Collection' section is currently active, showing a grid of six book covers:

- MURAKAMI** - Nowergian Wood - Haruki Murakami
- 1984** - George Orwell
- FRANZ KAFKA** - O Processo - Franz Kafka
- O IDIOTA** - Fiódor Dostoiévski
- Nem Todas as Baleias Voam** - Afonso Cruz
- A CLOCKWORK ORANGE** - Anthony Burgess

A search bar at the top right says 'Search Your Collection'.

The storyboard shows a detailed view of a book entry for 'NORWEGIAN WOOD' by Haruki Murakami. The sidebar for 'User 1' shows 'Borrowed' is selected. The main content area includes:

- MURAKAMI** - NORWEGIAN WOOD
- Status:** Borrow
- Pictures of the book:** Three small images of the book cover.
- Description:** A paragraph about the novel, mentioning its setting in late 1960s Tokyo and its exploration of relationships and student movement.

A search bar at the top right says 'Search Your Collection'.

User 1

Collection

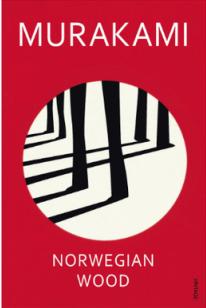
Borrowed

Lent

Trade

SHLVES

Search Your Collection



Norwegian Wood - Haruki Murakami

The novel is a nostalgic story of loss and burgeoning sexuality. It is told from the first-person perspective of Toru Watanabe, who looks back on his days as a college student living in Tokyo. Through Watanabe's reminiscences, readers see him develop relationships with two very different women—the beautiful yet emotionally troubled Naoko, and the outgoing, lively Midori. The novel is set in late 1960s Tokyo during a period when Japanese students, like those of many other nations, were protesting against the established order.^[5] While it serves as the backdrop against which the events of the novel unfold, Murakami (through the eyes of Watanabe and Midori) portrays the student movement as largely weak-willed and hypocritical.

User to borrow from:

Until:

Submit

User 2

Collection

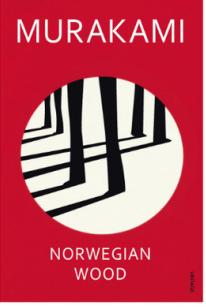
Borrowed

Lent

Trade

SHLVES

Search Your Collection



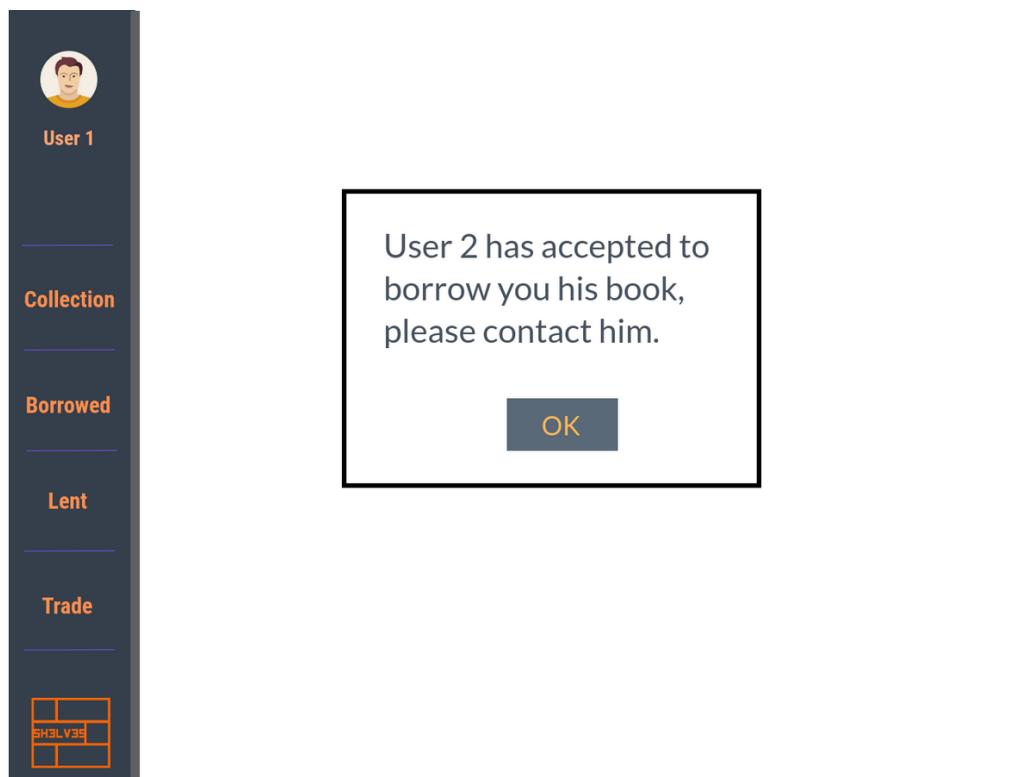
Norwegian Wood - Haruki Murakami

The novel is a nostalgic story of loss and burgeoning sexuality. It is told from the first-person perspective of Toru Watanabe, who looks back on his days as a college student living in Tokyo. Through Watanabe's reminiscences, readers see him develop relationships with two very different women—the beautiful yet emotionally troubled Naoko, and the outgoing, lively Midori. The novel is set in late 1960s Tokyo during a period when Japanese students, like those of many other nations, were protesting against the established order.^[5] While it serves as the backdrop against which the events of the novel unfold, Murakami (through the eyes of Watanabe and Midori) portrays the student movement as largely weak-willed and hypocritical.

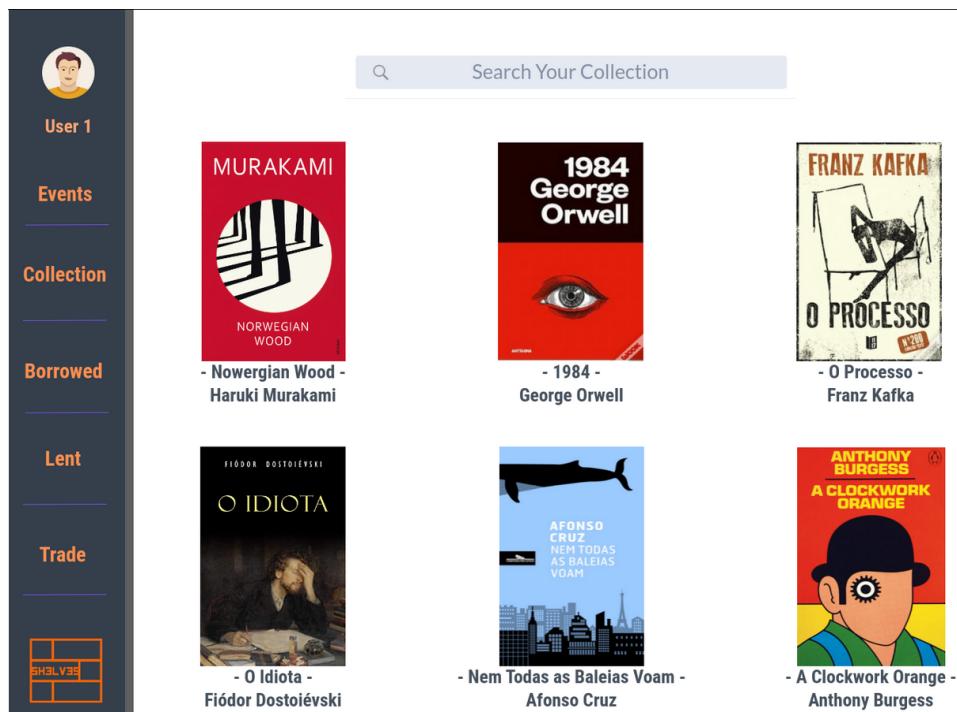
User 1 wants to borrow this book from you until

Date

Accept Decline

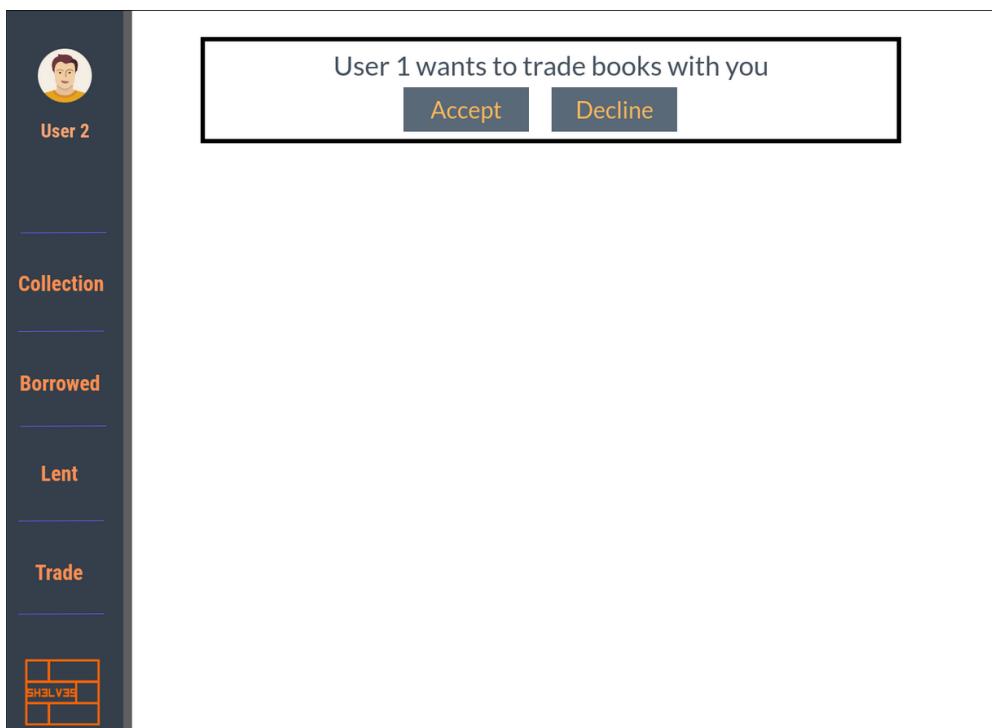


- Trade



	Users	Books Owned	
User 1	User 2	<input type="checkbox"/> O Processo - Franz Kafka	
Collection	User 3	<input type="checkbox"/> O Idiota - Fiódor Dostoiévski	
Borrowed	User 4	<input type="checkbox"/> Nem Todas as Baleias Voam - Afonso Cruz	
Lent	User 5	<input type="checkbox"/> A Clockwork Orange - Anthony Burgess	
Trade	User 6		
	User 7		Trade
SHLVES	User 8		

User 1	Waiting for User 2 to accept the request	User 2
Collection	<input type="button" value="OK"/>	Trade
Borrowed		
Lent		
Trade		
SHLVES		



Selected by User 2	User 2's Books
<input checked="" type="checkbox"/> Nowergian Wood - Haruki Murakami	<input checked="" type="checkbox"/> O Processo - Franz Kafka
<input type="checkbox"/> 1984 - George Orwell	<input type="checkbox"/> O Idiota - Fiódor Dostoiévski
	<input type="checkbox"/> Nem Todas as Baleias Voam - Afonso Cruz
	<input type="checkbox"/> A Clockwork Orange - Anthony Burgess

User 1

Collection

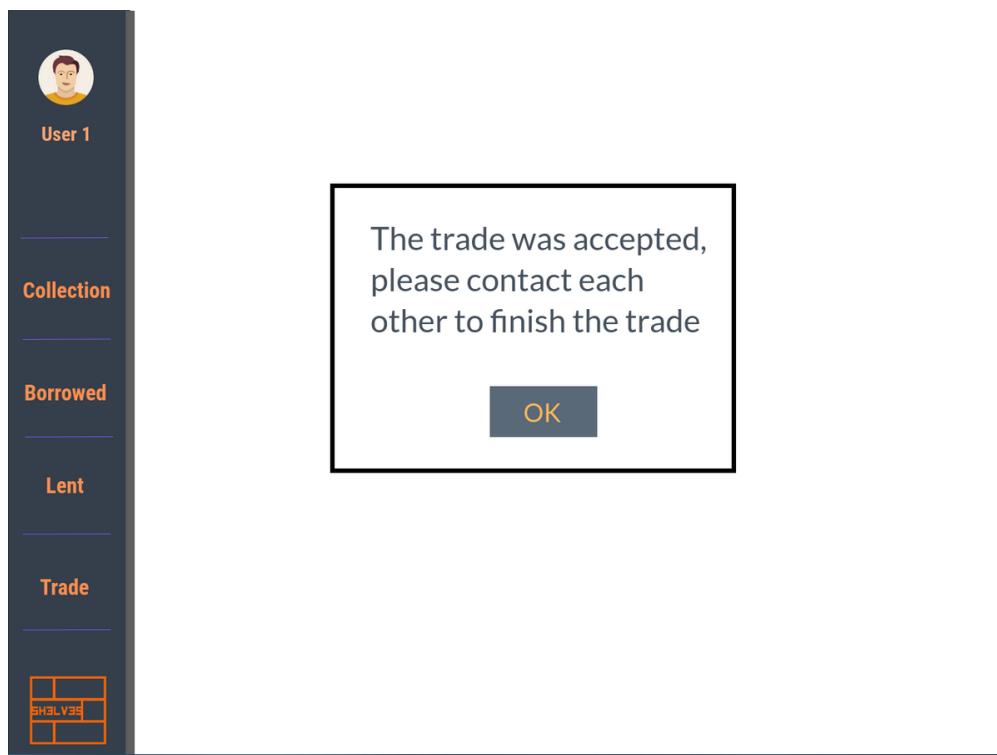
Borrowed

Lent

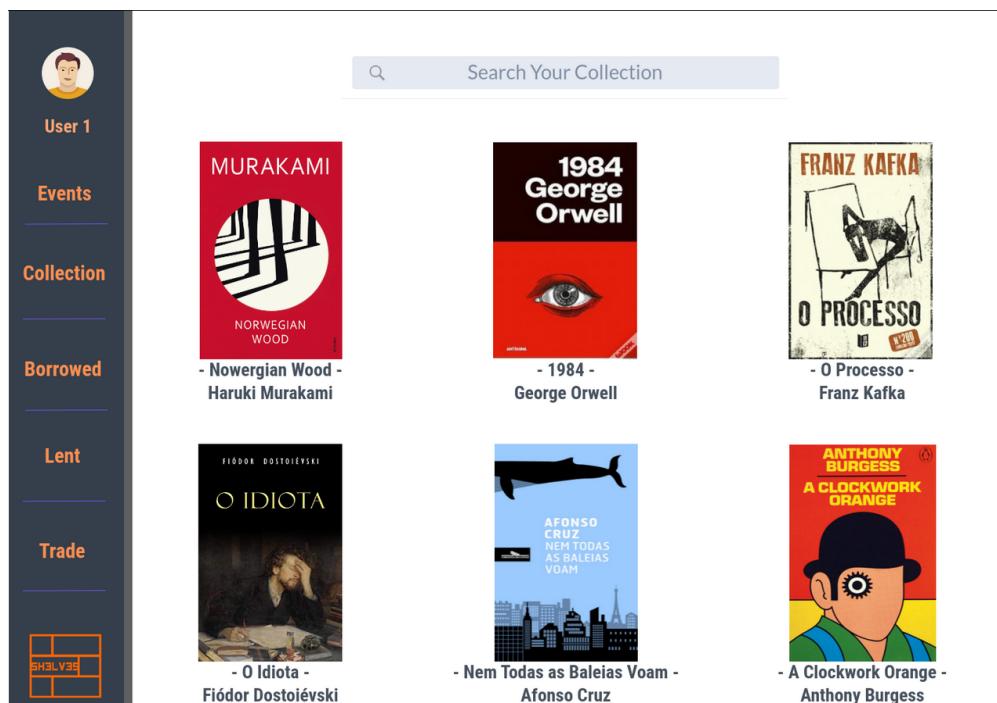
Trade

SHLVES

Accept Cancel



- Create Event



User 1

Events

Collection

Borrowed

Lent

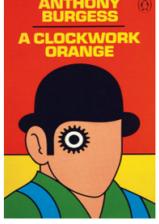
Trade

SHLVES

Search Previous Events

+

Previous Events



ANTHONY BURGESS
A CLOCKWORK ORANGE

Reading and Discussion of
"A Clockwork Orange -
Anthony Burgess"



AFONSO CRUZ
NEM TODAS AS BALEIAS VOAM

Reading and Discussion of
"Nem Todas as Baleias Voam -
Afonso Cruz"



FIÓDOR DOSTOJÉVSKI
O IDIOTA

Reading and Discussion of
"O Idiota -
Fiódor Dostoiévski"

User 1

Events

Collection

Borrowed

Lent

Trade

SHLVES

Add Photo

Type of Event *

Place of Gathering *

Date * dd/mm/yyyy

Time * hh:mm

Choice of Book

Name of the Book

+

Add Photo of the Book

+

Continue Cancel

User 1

Events

Collection

Borrowed

Lent

Trade

SHLVES

Add Photo

Type of Event *

Online
Presential

Place of Gathering *

Date * dd/mm/yyyy

Time * hh:mm

Choice of Book *

Name of the Book

Add Photo of the Book

+

Continue Cancel

User 1

Events

Collection

Borrowed

Lent

Trade

SHLVES

Zoom - (the link would be send on the day before the meeting)

Type of Event *

Online

Place of Gathering *

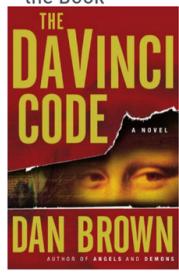
Date * 04/12/2021

Time * 14:00

Choice of Book *

The Da Vinci Code by Dan Brown

Add Photo of the Book



THE
DA VINCI
CODE
A NOVEL
DAN BROWN
AUTHOR OF ANGELS AND DEMONS

Continue Cancel

User 1

Events

Collection

Borrowed

Lent

Trade

SHLVES

Limit of participants

 ?

Invite user(s)

 ?

Warning / Rules for the event

Description of the Event *

Name of Event *

[Create Event](#)

[Go to previous Page](#)

[Cancel](#)

User 1

Events

Collection

Borrowed

Lent

Trade

SHLVES

Limit of participants

 50 ?

Invite user(s)

 Ana, Simon ?

Warning / Rules for the event

While someone is reading there should be no interruptions. All other microphone should be on mute. Questions should be posted on the Zoom chat and will be answered in order. If you want to talk during the discussion use the "raise hand" symbol and wait to be called, this also be done in order of who asked first in order to avoid confusion.

Description of the Event *

In this event one person will read out aloud the first chapter and we will discuss our thoughts and opinions on what was read. Afterwards someone else will read the second chapter and so on. The goal of this meeting is to discuss different opinions about the book.

Name of Event *

Reading and Discussion of - "The Da Vinci Code by Dan Brown"

[Create Event](#)

[Go to previous Page](#)

[Cancel](#)

Simon

Events

Collection

Borrowed

Lent

Trade

SHLVES

User User 1 would like to invite you to participate in the event Reading and Discussion of - "The Da Vinci Code by Dan Brown".
→ [View details of the event](#)

Accept or Refuse

Accept  or Refuse 

Simon

Events

Collection

Borrowed

Lent

Trade

SHLVES

User User 1 would like to invite you to participate in the event Reading and Discussion of - "The Da Vinci Code by Dan Brown".

Invintation accepted



Briefing

Before actually testing the prototype of the user interface, we are gonna give a small presentation of what *Shelves* is, its functionalities and purpose.

"Shelves is more than a book database, it's a non-direct interpersonal book library that aims for its users to mainly be able to lend, borrow and trade books with other books aficionados. The app also allows users to create and participate in online or presencial events of any kind (reading, discussions, classes, etc).

Every user has a User Main Page from which it's possible and intuitive to execute all of its main Tasks."

This excerpt is meant to explain the basics of our application without revealing to the user our UI workflow. We think the briefings should go straight to the point and also to reveal the least possible - this way the user can be impartial when he's testing the app.

Scenarios

- Lent/Borrow

"Ana is interested in psychology and wants to borrow the book Fundamentals of Psychology by Michael W. Eysenck but she doesn't know who owns it. She wants to borrow the book for 2 weeks, which is the amount of time she believes is necessary to read the entire book."

- Trade

"Simon has finished reading Norwegian Wood - Haruki Murakami and wants to read O Processo - Franz Kafka which he doesn't have. He wants to trade his book with Megan in exchange for the book he wants."

- Create Event

"Megan wishes to create a reading event about The Da Vinci Code by Dan Brown. She believes that an online event would be better in case of someone that lives very far away. The event should take place on the 4th of December at 14 o'clock. Megan would also wish to invite Ana and Simon to the event. To avoid chaos there should be an attendance limit and a few rules of when to talk or listen and how to ask for permission to talk."

Conclusion

For the making of this project we used basically the Marvel App and our notebooks, to brainstorm. We also tried to look at this project from an UI and interaction point of view and not a graphic design perspective, although we felt it's hard not to overlap both. Our team was in sync while doing it, because we're familiar with similar apps with similar good UI's already, although we tried re-inventing it. For this particular choice of interface, we tried picking not the most common one, but one we thought could result in a better interaction between Shelves and its users.

The results we expect to obtain in the tests are good, but that could be because there are similar tasks most users execute in other apps, at least from an UI perspective. We are mostly looking forward to the comments from our fellow students about what could be more intuitive.

In sum, the project we did was a first mockup of what we think the application UI should look like. It is gonna have flaws and we expect the user tests to reflect them so we can correct them in the next stage of the project.