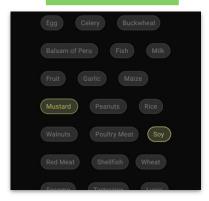


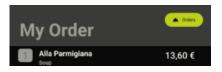
We deserve arrays • 19.12.2021 • Milestone 4

Bad overview



Onboarding

not selfexplanatory

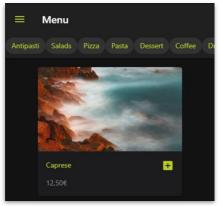


No feedback



Call A Waiter / DND

Logic intransparent



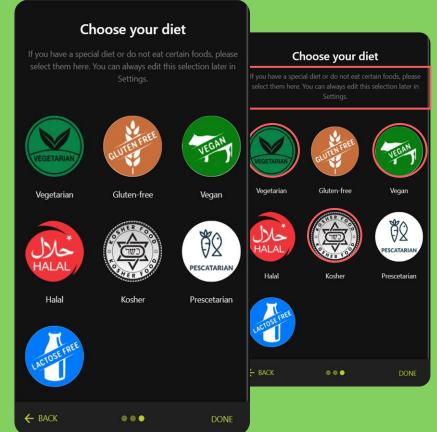
Filtering Logic

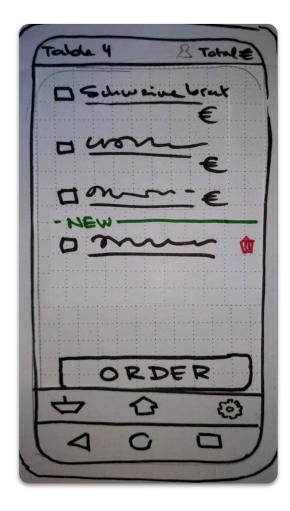
Qualitative Evaluation Conclusions

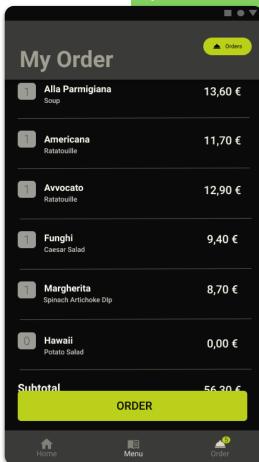
- Onboarding Screen confusing
 →Increase Consistency, Explanation
- Users unsure about system status
 → Give more Feedback
- Order Logic not clear yet
 → Rename, Reposition
- Food Filtering Logic unclear→ More Transparency and Help

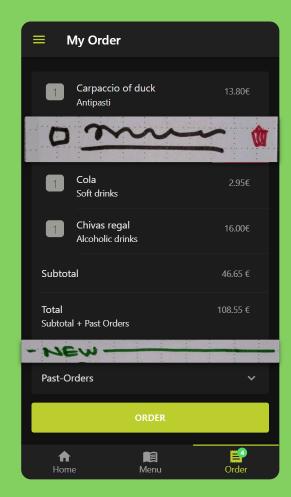
Ordering system

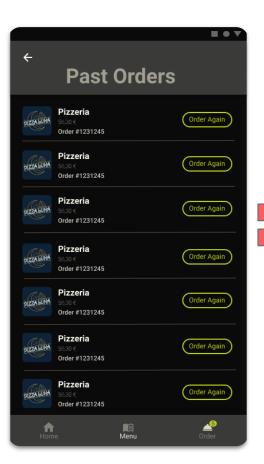


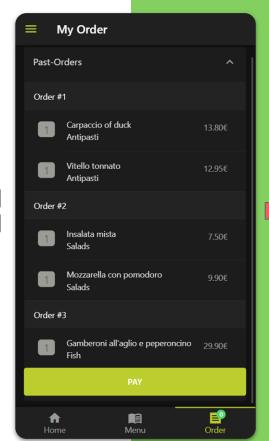






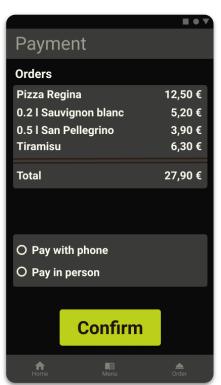


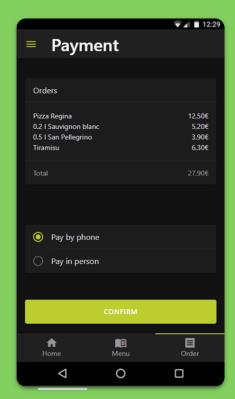


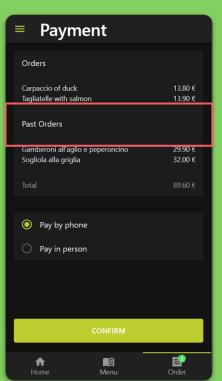


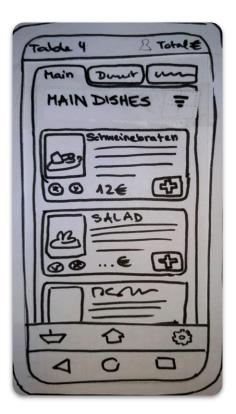


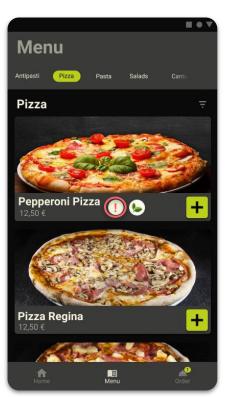




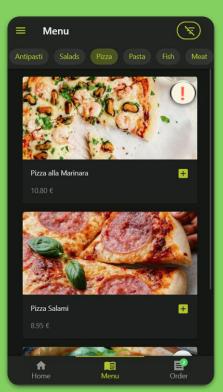


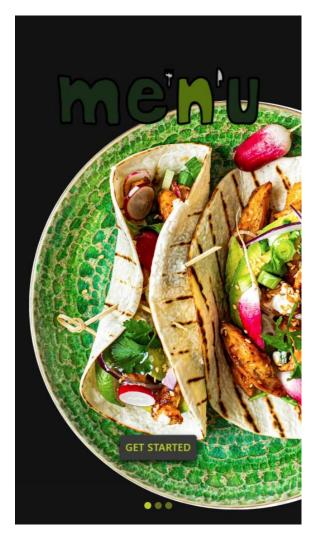












Prototype Live Demo

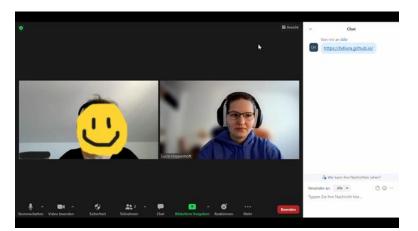
Quantitative Evaluation

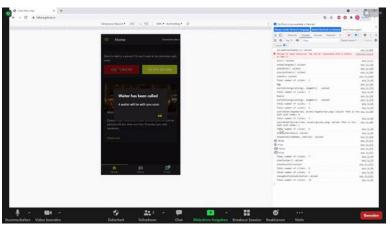
Hypotheses:

- 1. The user should be able to order food within 15 seconds
- 2. They can achieve their goals efficiently.
- 3. The app is accessible and accommodates to all types of users
- The app recognises, respects and caters to the users needs by helping them apply those needs in the restaurant.
- The prototype achieves at least a score of 80 in the evaluation with the SUS.

Measurements:

- Time to complete task
- Number of clicks
- Number of errors
- Number of positive and negative statements towards the system
- Number of users completing task successfully (w/o assistance)
- Number of system features user remembers afterwards
- System Usability Scale (SUS)





Procedure:

- 1. Setup
- 2. Demographic Information
- 3. Scenario
- 4. Test Cases
- 5. SUS
- 6. Follow Up Question

Setup:

- Zoom + Screen Sharing
- Chrome w/ open Console
- Nexus 6
- Image and Sound Recording
- Thinking Aloud Method

