

Mid Fidelity Report

Group Name: "dew == true;"

a. Link to Figma:

<https://www.figma.com/proto/h80viUJOldmtg7eB244KXT/DoUm?node-id=9%3A7&scaling=scale-down>

b. A brief description of why you picked this design to implement

We chose the prototype two design to implement because it has a more straightforward design. The course and tutorial show different tasks clearly as the prototype provides the guide with different methods. Also, the designs involve gestures such as swiping and that are more familiar. However, we will add some attributes from prototype 1. The first attribute is instead of replaying an audio guide when pressing DoUm smiley face, we decided to make prototype 1's question screen pop up. Second, on the course screen and tutorial screen, we decided to include prototype 1's app list. This app list appears when the user drags down the screen.

c. User testing methods:

Our target users are seniors who have difficulty using smartphones. However, due to COVID19, it is impossible for us to visit our grandparents or the senior welfare center. Also, we cannot contact them via any programs that enable screen sharing because they are unfamiliar with the user of computers. Thus, we reached a conclusion to test people with different ages for user testing. First, we contacted two of our professors who are the most closest age range to our target users. We also conducted user testing with one family member of our team members who is familiar with English because our prototype is made in English. To widen the age range, we also asked for feedback to a student of SUNY Korea.

d. User testing results

During the peer-review, the user was confused of the gray screen that pops up in front of a screen to provide a short guide. He did not know what to do with the gray screen. He liked how there was explanation on the gray screen, but he didn't know how to move to the next screen.

User1 claimed that the screen time for the explanation of the DoUm icon is too fast. User 1 said that there wasn't an explanation on what the DoUm app is about which was confusing. He also added that adding an explanation of each application would help our target user, seniors's understanding. User1 also gave feedback that she did not know that the screen was scrollable, thus, he suggested to add a scroll bar or arrow.

User2 stated that the he did not know the existence of a replay and next button on the course screen. He stated that we should make the replay button visible. Also, the user was confused of the exact meaning of course. After our explanation he was able to understand and suggested that we should change the wording to lesson.

During the user testing for user3, the user clicked on the filter and tried to close the filter again but that did not work.

User 4 gave feedback that the overall user of the prototype was good and feedback on what to improve did not exist.

e. Bulleted list of changes to make

- Textual guide of "Tap to Continue" on the gray screen.
- Fixing position of replay and next and previous button on the course screen.
- Changing the wording of course to lesson.
- Increasing the screen time for the explanation of DoUm icon.
- Explanation screen of each application.
- Explanation screen of DoUm
- Allowing the user to close the filter
- Adding gray screen to show the user that screens are scrollable.

f. Notes from in-class activity

User confused of gray screen

Easily close app

Tried clicking icon of app → did not work → maybe create shortcut?
Couldnt find next button on course

Design - older people ⇒ very clear

Tutorial - drop down menu - can have
no knowledge of this

Like gray screen ⇒ can do the
same for drop down menu

Like circles → know where you
are

can be more colorful

Course →

Don't know difference between 2 tasks
Explaining → understood