

SOFTWARE STUDIO REPORT

DEMO 2



TEAM 11

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1. Mockup & Design System

1.1 Typography

1.1.1 Type

To convey the impression of efficiency, we chose the Sans Serif type, which is cleaner and more modern. Without the serifs, the information presented can also be read more smoothly.

1.1.2 Typeface

For typeface, aiming for the simple and clean impression while ensuring the high readability, we chose Inter for most of the text contents.

1.1.3 Font

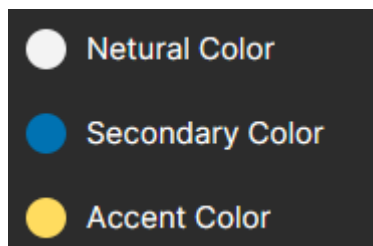
To emphasize, we applied Semi bold font on important information that users need to check rapidly, the font weight enlarges the contrast while retaining the clean impression.

For common text contents, we used regular font.

1.2 Colors

1.2.1 Symbolic meanings and impressions

For the overall impression, we chose white and a blue with medium lightness. According to the research of Japan Color Research Institute, this combination can convey the speed and bright impression we want. For the accent color, we picked a higher lightness yellow, to build the contrast between itself and the secondary color.



1.2.2 Emphasis

The secondary color is widely used on important information for emphasis, such as the destination of the buss and the bus stop that the users need to go to.

The accent color is applied in some buttons we want the users to press more. For instance, the “add to favorite” button and the “add reminder” button.

On the contrary, we make every button that will cancel some trigger of our app gray. With lower contrast to the background and other components, this can make the users pay more attention on what we want them to see, and less appealed to press those buttons.

1.2.3 Accessibility

Color blind users considered, we made sure all the text contents are designed with enough contrast, and all the information were checked to not only be dependent with color change.

For example, in the bus detail page, we use red to imply the bus stop that the bus is about to arrive, and blue to mark the destination. But this made the information only dependent to the color. So, for the former, we added a bus icon on the stop, and for the latter, we differentiated the text from others by adding font weight.

For people with high light sensitivity, we also implemented dark mode.

1.3 Iconography

For the Icons, we mostly used Material Design icons. Only for some icons that we can't find one good enough in Material Design, we pick others.

1.4 Layouts

We put most of our important component near the bottom of the screen, which let the user be able to click them while in a rush more easily.

For containment, we applied those methods introduced in every component, and it turns out clear and straightforward for the users to use.

About negative spacing, we separated the information text content into parts to increase readability by adding spaces, so that the important information about buses

can be caught in one glimpse. We also added enough spacing between similar components, so that different component can be split well.

1.5 Content

For the image content, we are currently using one image from [ArtStation](#) and some hand-drawn materials.

2. Design Critic

2.1 Group 1 (陳曦、楊晨鍾):

2.1.1 Mockup design



2.1.2 組員評論：

陳曦：

優點：footer 跟 search 的位置很好而且清楚

缺點：顏色太過於柔和，不能顯示出主題

楊晨鍾：

優點：整體的架構還不錯

缺點：提醒沒有弄好，設定的下一步不太清楚(如何提示使用者使用)

吳冠霆：

優點：很喜歡 navbar 的設計

缺點：或許設定應該要設成一個新頁面

林禾堃：

優點：回前一頁跟 footer 的設計還不錯

缺點：detail 那一頁看不太清楚

陳正霖：

優點：搜尋的位置很方便

缺點：對比應該再強烈，在太陽下才能看清楚

林韡勳：

優點：navbar 的設計還不錯，感覺蠻方便的

缺點：語言設定，設定的提示性不高

2.2 Group 2 (吳冠霆、林禾堃):

2.2.1 Mockup Design



2.2.2 組員評論：

陳曦：

優點：我的最愛有點不太清楚

缺點：設定頁的 hamburger icon 不太好。全部對比太大，沒辦法提示最重要的資訊

楊晨鍾：

優點：提示左右滑還不錯

缺點：設定的下一步不太清楚

吳冠霆：

優點：設定放在另外一頁還不錯

缺點：回到上一頁、加我的最愛功能不太清楚

林禾堃：

優點：圖像式的方式列出某班的資訊還不錯，上下滑決定地圖大小有料，提醒

在最愛上(重要度較高)

缺點：toggle 的設計上太複雜

陳正霖：

優點：地圖顯示的 transition 看起來很舒服

缺點：回到上一頁的功能設計得不太好

林韡勳：

缺點：我的最愛、最近搜尋需要可以關閉

2.3 Group 3 (陳正霖、林韡勳):

2.3.1 Mockup Design



2.3.2 組員評論：

陳曦：

缺點：兩個時間可能看不出指的是什麼。常駐的設定應該是要放在設定的頁面

再分類

楊晨鍾：

缺點：班次資訊太多，可能太雜。按鈕看起來有點怪怪的，希望能看到不同的

色系

吳冠霆：

優點：設定獨立一頁還不錯，可以用來操作更多的細節

缺點：地圖可能要呈現使用者如何走到目的地

林禾堃：

優點：壓縮、展開班次資訊很實用

缺點：不好控制設定提醒，資訊太多跟顏色設計讓使用者無法很快得到頁面的

內容

陳正霖：

優點：有包含行走時間、總路程之類的資訊

缺點：button 有一點醜

3. Usability Test

3.1 Video Feedbacks

For each of the prompt, our test participants have given their feedbacks through videos, and we extracted the important information sorted by prompts:

3.1.1 Find the fastest 2 buses to train station.

Prompt 1 - Find the fastest 2 buses to 新竹火車站

足夠快速， 功能足夠	直覺，快速	不需要改進	如果有很多公車， 會不會很麻煩，覺得直接列出全部比較方便	快速，但不夠清楚。不能馬上看出所有的選項
還蠻快速	但如果我只是想看最快的班次這樣是足夠的		覺得同一種公車直接顯示在同一個區塊比較直覺。	如果可以列出有多少班公車的話也許會更好
				一開始不太知道有多個選項，覺得直接列出全部會比較明顯
希望底下的 Bar 大一點，地圖似乎不需要那麼大的空間				

The users think we can show all the buses at once.

3.1.2 Add train station to favorite.

Prompt 2 - Add 新竹火車站 to favorite

足夠快速	因為 figma 並沒有做到連動，疑惑為何新增刪除並不會影響最愛清單	蠻輕鬆，蠻快的	蠻直覺的
第一次使用不會到很直觀，但很容易上手	希望可以在 Bus Detail 就可以直接加入最愛	很好找	蠻簡單、直覺的
	Koios: 他好像是沒發現其實可以		

Our app is easy to use.

3.1.3 Find the fastest bus to train station by favorite page.

Prompt 3 - Find the fastest bus to 新竹火車站 by favorite page

由於前面誤刪最愛內容，因此無法順利完成此 Prompt	很簡單	顯示的資訊足夠	還蠻清楚，沒有大問題
不知道是上車前或下車前多久提醒	有 Get 到 Bus Detail 是有順序排序的	點進去 Bus Detail 之後回前頁不會回到我的最愛	蠻好找的
	還蠻簡單的	顯示資訊足夠	會直接顯示最快的一班還蠻方便的

Our app is easy to use.

3.1.4 Add arrival reminder for the bus to train station.

Prompt 4 - Add arrival reminder for the bus to 新竹火車站

沒有大問題	很簡單	蠻直觀，但是有點搞不懂上下車提醒分別作甚麼	簡單直覺
	如果我要再加上下車提醒是不是要先刪除再加	建議新增提醒後可以直接進到提醒頁面，會更直觀	很簡單，操作直覺

It's straightforward to use.

3.1.5 Check notifications and delete the notification.

Prompt 5 - Check notifications and delete the notification

能順利刪除，資訊也清楚	很快就可以刪除	蠻清楚的，沒大問題	!SKIPPED!
還算蠻清楚的	感覺誤觸是有可能的，建議可以再刪除前有個確認的選項		Koios: Gosh 真的有人會略過 Prompt
蠻簡單、清楚的	建議可以加一個確認的按鈕		

Some users suggest that there can be a confirm section before delete, or the reminder will likely be deleted by mistake.

3.1.6 Set regular notification. Every Mon., Fri. 7:00 A.M.

Prompt 6 - Set regular notification. Every Mon., Fri. 7:00 A.M.

建議新增一個開關調整重複提醒與否	時間選單如果可以用時鐘會比較好	有提醒功能好像很不錯	蠻直覺也好操作
不太確定 5 分鐘跟 7 點分別的意義，到底是什麼時候提醒	刪除有沒有辦法復原	好奇提醒會不會是動態的，還是只是透過時刻表靜態提醒	重複提醒有點尷尬，可能會因為誤點讓這個功能不是很好用，建議可以用特定班次而非時間
蠻明確的	還蠻清楚、直覺	向下的箭頭可能使用者不會馬上想到可以展開，建議可以寫個進階設定。	覺得往下是 + 頗意外
不太懂這兩個時間點分別的意義	沒有特別找的話不會發現還有額外的設定可以做		

The advanced setting can be noted by text, or it's not that obvious.

3.1.7 Login account

Prompt 7 - Login account

沒有大問題

很清楚，不過之後如果有多個帳號要想一下怎麼設計

會希望在主頁面就有登入的按鈕，不會是放在設定當中

在使用者還沒登入之前可能可以直接有個地方可以登入會比較直覺

沒什麼問題

好像沒有看到 Logout 的選項

一開始並不會直接找到登入的方法。

希望可以在主頁就可以直接顯示現在登入的帳號或是還沒登入

The users hope that the login status can be shown on the main page.

3.1.8 Try to share this app to your friend.

Prompt 8 - Try to share this app to your friend

沒有大問題

是如何分享，單純分享 App 還是分享地點

蠻清楚的

不太清楚分享說我有多少果實是什麼概念

使用者通常不會特別進入設定尋找分享，比較不直覺

建議可以直接在上方的 Navbar 有個按鈕可以直接分享

不是很清楚這邊會怎麼分享

建議可以提供選擇分享的管道(FB, IG, ...)。

The way to share is not that straightforward.

3.1.9 Receive reward send by the app.

Prompt 9 - Receive reward send by the app

建議設定有更直覺的返回方式	現在才理解首頁的樹是樹撲滿，希望在 Play 商店就有說明。	在這裡有分享就蠻有趣了	這個功能應該會促使我想繼續用這個 App
覺得搭公車的 app 不會很在意 award	對於公斤也許是沒有什麼概念，但能解鎖顏色的想法很不錯	除非朋友也有在用，不然不太會分享	我覺得這個功能對我來說普通，因為這是一個搭公車的軟體
這個功能還蠻不錯的，有種小驚喜感。	不太確定 % 數的意義。	沒有 Get 到這個樹撲滿是透過怎樣的機制累積的	我會怎樣讓 APP 知道我有搭車
不是很常搭公車，所以不會因為有獎勵的關係特別去搭公車，但這個功能很酷			

Some users think this is a quite good reward, while others think that the function and information about the tree isn't presented well enough.

3.1.10 Try to use new theme.

Prompt 10 - Try to use new theme

覺得很棒

有用過 Bus+, 真的買過主題w

如果身邊有人有用這個 APP, 我也許才會考慮分享

不太會跟其他人分享

如果只是改個顏色, 不太會分享給朋友。

建議連同樹的造型也都可以切換, 或是有節慶主題等等會更加吸引

對於功能性的 APP 比較不會去跟朋友分享

不過如果主題不是單純的單色, 有特色的話, 也許會想要分享。

The users won't tend to share this kind of stuff and they think the styles can be more detailed.

3.1.11 Turn on the dark mode.

Prompt 11 - Turn on the dark mode

暗色主題很棒

蠻好看的

簡單直白

暗色主題還不錯

會不會有機會出現隨時間調整 Dark Mode 的功能

還蠻清楚的

中間很大的區塊都變成黑色了, 如果上下的色調也都會調整偏黑色調, 感覺會更不錯。

主頁開啟 Dark Mode 之後覺得風格有點變得黑暗。

簡單設定

背景變成黑色有點突兀怪怪的。

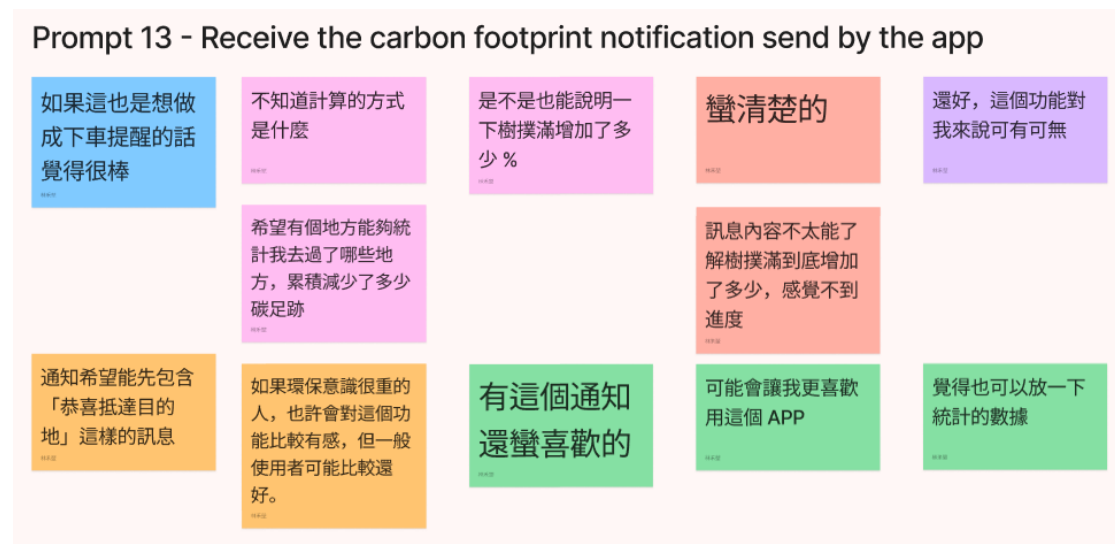
The design might need a slight adjustment.

3.1.12 Change the language to English.



Most of the user thinks the layout is clear.

3.1.13 Receive the carbon footprint notification send by the app.



The information of the tree is not clear enough.

3.1.14 Receive the notification send by the app.



It's quite clear, but the information can be marked by color, so it can be clearer.

3.2 After Test

Following statistic are from our google form after test. The scores are given by the sum of 6 test participants' votes and the score of a vote is calculated by mapping Strongly Disagree to -2, Disagree to -1, Neutral to 0, Agree to 1 and Strongly Agree to 2.

Questions	Points
Compared to the time the bus arrived at my stop, I care more about the time the bus arrived at the destination.	-3
I think the app can cover most of the situations when taking bus.	8
There need to be more functions to fulfill the need.	-1
The fastest bus information on favorite page is unnecessary.	-6
I find this app unnecessarily complex.	-8
I think this app is easy to use.	8
The Carbon Footprint statistics will motivate me to use this app.	2

The main user flow is clear.	7
The tree shown in the main page will motivate me keep using this app	4
I think the app is easy to get familiar with.	8
I feel the way it shows all buses is good.	2
There is inconsistency within the app.	-4
The UI design makes me feel chaotic.	-8
I am not satisfied with the color theme.	-4
The layout of English is good.	6
I would like to share this app to my friends.	3
I feel confident using the app.	5
I think that I would use this app frequently.	5
I would like to share my award to my friends.	0

According to the usability test statistics listing above, the users think that the UI is clear enough, and the functionality can fulfill their need. The reward we designed is also motivating them to use the app. However, they seem not likely to share the app with their friends.