Awesomesauce

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Description and Evaluation Report for Photo Editing Mobile Application

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FUNCTIONALITY

The application we are going to make is a photo editing mobile application. We have divided the different editing options into separate tabs, based on their functionality. We have an Adjustment tab that manipulations such as brightness, contrast, and colour of an image and offers portrait enhancing features. The Filters tab allows the user to choose from multiple pre-made filters and apply them to an image. The Borders tab offers different border layouts depending on how many images the user is editing. We have a text tab that allows the user to customize text and add it to their image. Then we also have a presets tab that allows the users to customize and store sets of common modifications that they frequently use.

PROTOTYPE

Description

For our low fidelity prototype we constructed a paper prototype that demonstrates our interface. Our prototype consists of two pieces of paper: an outline of a phone with a transparent screen and a strip of sketches representing various screens in our application. The strip of sketches can be place beneath the transparent screen and slid back and forth to simulate various interactions within our application. In the real world, the user will simply swipe left and right on the screen to increase or decrease the degree of an adjustment. For instance, if the user is adjusting brightness , sliding their finger to the right will increase brightness while swiping left will decrease brightness. The user can swipe anywhere on the image to perform the adjustment. This prototype does not encompass all of the functionality because the user follows the same procedures throughout the application. This is just a very general idea of what the application will look like and how it will function.

Reflections

We didn't spend an unreasonable amount of time on the prototype. We spent a fair amount of time brainstorming, discussing ideas and making quick sketches of the ideas we were contemplating. We spent some time looking over all of the ideas and carefully deciding how we wanted the functionality to work. Once we had a better understanding of exactly what we wanted from the application, we narrowed these sketches down to a one or two ideas that we felt would best fit our design. Then we expanded on those ideas, drawing more variations of those ideas. Our original ideas didn't change much due to this process. All of the main ideas we wanted to include were maintained throughout the prototyping process.

USABILITY INSPECTION

Inspection Method

We chose the Heuristic Evaluation paired with the Guideline Checklist (1). We chose to do this inspection method because it allows us to look at each element of our interface individually. The two pass process allows the evaluator to determine where the actual issues are, both individually and in the application as a whole. By using the heuristics as guidelines they can find usability issues and possibly suggest solutions. This method of inspection requires using experts which can cause specific problems for this testing method. Experts may not be representative of real users, which can cause them to overlook usability issues or they may incorrectly identify problems that aren't really there. Regardless of these downfalls, we still felt that this method offered the best solution for evaluating our application as we feel the pros outweigh the cons.

Inspection Conduction

There were two inspectors in our application evaluation. Each inspector evaluated the application separately by performing a series of basic tasks and evaluating these tasks based on the heuristics. Once both inspectors had gone through the tasks at least twice, they met back up to go over their findings. The problems that they identified were then discussed and evaluated in terms of severity. Finally, the evaluators went through the list of problems and brainstormed various solutions to solve the usability issues.

Results

The results of our heuristic evaluation are based on the heuristics from the Guideline Checklist given to us as a resource.

Visibility of system status:

- Static tab layout makes it clear what adjustments I can perform on the current screen and where else I can go to perform other adjustments.
- Performing an adjustment gives immediate feedback to the user, either by visually changing the image or increasing or decreasing the associated value.

- There isn't a way to undo or redo a change

Match between the system and the real world:

- The labels give a clear indication of what their purpose is

User control and freedom:

- There isn't a way to undo or redo a change
- There isn't a save button
- There isn't a way to cancel all edits and start over
- There is no way to remove a specific adjustment that's been made

Consistency and standards:

- The same action changes all the modifications
- Adjustment tab shows a number associated to the intensity change while the other tabs don't

Error prevention:

- There is no way to view the tutorials again

Recognition rather than recall:

- All the adjustments are always visible, there is no scrolling

Flexibility and efficiency of use:

- Saves presets for experienced users
- The tutorials are to cater to the unexperienced user

Aesthetic and minimalist design:

- The tutorial is not constantly visible so it is not distracting for the user

Help users recognize, diagnose, and recover from errors:

- No error messages were displayed

Help and documentation:

- There is no documentation or help because it's a paper prototype

REDESIGN

Based on the results of our evaluation we have identified a number of changes that we plan to make to our application.

- Add an undo / redo button
- Add a save button
- Fix inconsistency between adjustment tab and others
- Include the ability to cancel all changes
- Make it obvious that a specific adjustment can be removed by reselecting it from the menu (e.g. tap on filter to apply to the image, tap filter again to remove)
- Allow the user to view the tutorials again if needed from any screen
- Currently we haven't identified any actions which could result in an error, however if the situation arises we will include appropriate error messages.

REFERENCES

1.10 Heuristics for User Interface Design: Article by Jakob Nielsen.(n.d.). Retrieved November 04, 2016, from https://www.nngroup.com/articles/ten-usability-heuristics/

APPENDIX

Tasks for Evaluation:

1. Go to the **Adjust** tab and increase the contrast of the image.
2. Go to the **Filter** tab and apply the black and white filter.
3. Go to the **Border** tab and apply the swirled corner border.