Design 1
Travel Wallet

Problem Statement
People are overwhelmed by the variables that can affect their travels.

User scenario
Travelers who'd like to keep track of spending, including money caps and financial documents organization.

- Task 1: Adding a credit card and funds to the Travel Wallet
- Task 1 – Sketch Description: User navigates from adding a credit card to adding and saving funds in the Travel Wallet

- Task 2: Uploading and editing a receipt
- Task 2 – Sketch Description: User scans a receipt and saves it to the My Documents folder

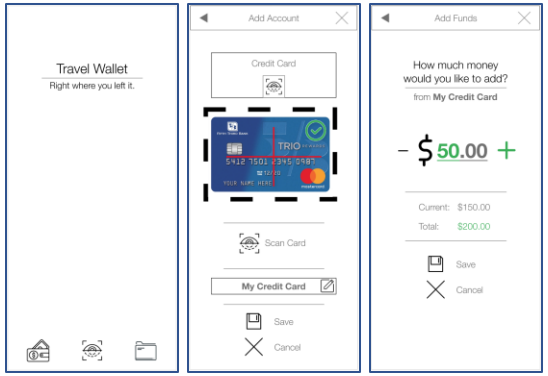
- Task 3: Finding folders and tagging a document
- Task 3 – Sketch Description: User opens the My Documents folder, finds the receipt just scanned and tags with 2019

User feedback
Testing was conducted on 11/11 and 11/13 with three different individuals over Zoom meetings that lasted approximately 20 minutes in length. The testers included one woman in her mid-thirties, one woman in her early 50s, and a man in his late 40s.

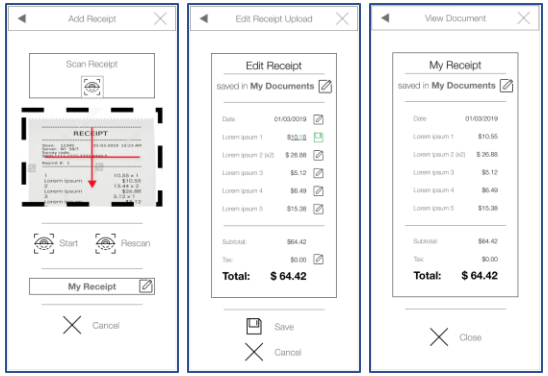
- Strengths
    - Adding funds was straight forward; seen as beneficial when traveling within a budget "…different avenues of ways that you can financially fund or add money to this wallet." – Tester 1
    - Uploading and editing a receipt was understood; liked the rescan option
    - Folders and tagging was inherent for every participant; appreciated the dynamic application of tags
- Weaknesses
    - Scan icon was not understood; most thought it was a security feature "It looks like maybe that's recognition… by scanning my eye." – Tester 2
    - Prototype pre-population created confusion: "I thought I could type in how much I wanted to add." – Tester 3

Reflection
Prototyping and testing are integral to one another. The observer or developer can find that simplified steps in a prototype can be easily misconstrued as a missing function. For example, prepopulating a text field with content in the prototype led the tester to comment that they thought they were able to write in the field, but that is not clear in the prototype. With that, iterative prototyping could easily mitigate this for the next user. We made minor adjustments to our prototypes, however kept them as close to the original prototype as possible in order to gauge initial reaction from different user types.

Sequence/Task 1



Sequence/Task 2



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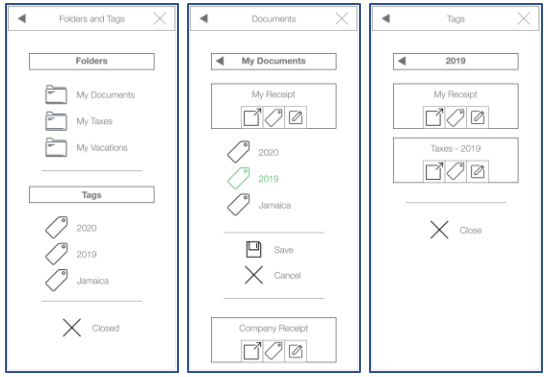


Design 2
REAL TIME MAP

Problem Statement
People are overwhelmed by the variables that can affect their travels.

User scenario
Individual is traveling from one destination to another, but is not familiar with the route or the surrounding areas in which they will travel through.

- Task 1: Adjust settings in the mobile applications.
- Task 1 - Sketch Description: User navigates from home screen to settings screen to make changes to their settings.

- Task 2: While traveling, if a navigation alert appears - the individual would like to obtain more detail about the alert
- Task 2 - Sketch Description: User identifies and views navigation alerts presented on the user interface.

- Task 3: If the individual experiences vision issues or environment lighting changes during trip, the ability to modify the screen color is needed
- Task 3 - Sketch Description: User accesses the lighting option panel and selects the preferred option to modify the current view.

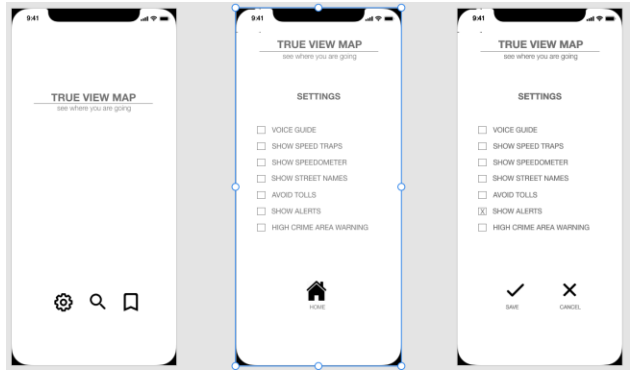
User Feedback
Testing was conducted on 11/11 and 11/13 with three different individuals over Zoom meetings that lasted approximately 20 minutes in length. The testers included one woman in her mid-thirties, one woman in her early 50s, and a man in his late 40s.

- Strengths - Icons are easily interpreted on the home screen, setting changes are easy to do, and the information on screen/UI lighting options menu is easily understood.

- Weaknesses - The screen/UI lighting option icon is not easily identified, the positioning of additional information for the alerts will potentially block what the user is seeing and the source of the on screen visual when navigating may not be clear to some users.

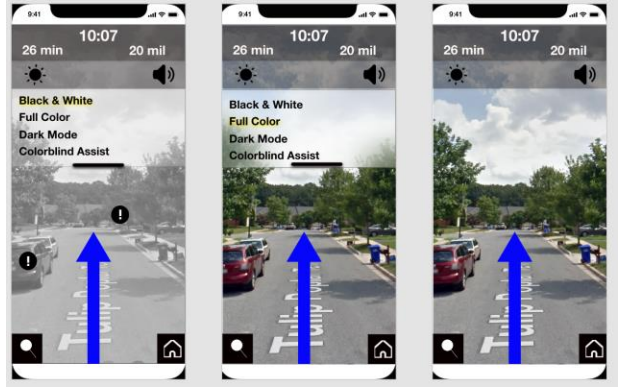
Reflection
Prototype testing requires a high level of focus on what the tester is saying and doing as they share their thoughts. Often users find it difficult to explain their responses, thus requiring additional probing to help articulate the root cause of critiques being provided. During this process, the information provided by the testers helped us to understand that when creating a mobile application, consideration of common layouts and visuals is helpful for quickly orienting users to what they are seeing. An example of this is leveraging icons that guide user towards the same use. When using an icon that is not as recognizable, it will take more time for the user to understand what to do - potentially leading to short term confusion or dislike of the feature. Additionally, complementing icons with words are a great way to help the user better understand how an option can be selected and what will happen if it is selected. While we did not do full redesign in between testers, we were able to benefit from the ability to tweak small things. For example, changing the name of the app from REAL TIME to TRUE VIEW helped the users to understand that they were supposed to actually be seeing what is front of them.

Sequence/Task 1



Sequence/Task 2

Sequence/Task 3



Design 2
FUTURE VISION

Problem Statement
People are overwhelmed by the variables that can affect their travels.

User scenario
User is dropping one's own kids off for babysitting before heading to a NYE party in Asbury Park.

•Task 1: User checks weather conditions pertaining to trip locations.
•Task 1 - Sketch Description: User navigates from home to NYE Party menu and selects "weather details" to access the weather forecast.

•Task 2: User navigates to and screenshots trip itinerary.
•Task 2 – Sketch Description: User navigates to the NYE Party menu, selects "Itinerary" to access trip itinerary and presses the camera button to take a screenshot.

•Task 3: Upon returning home/splash screen, user identifies alert and makes appropriate trip-related suggestions.
•Task 3 - Sketch Description: User returns home, presses the notification icon, is directed to the weather details screen detailing the alert, presses "adjust itinerary", is directed to the itinerary screen and presses "save changes".

User Feedback
Testing was conducted on 11/11 and 11/13 with three different individuals over Zoom meetings that lasted approximately 20 minutes in length. The testers included one woman in her mid-thirties, one woman in her early 50s, and a man in his late 40s.

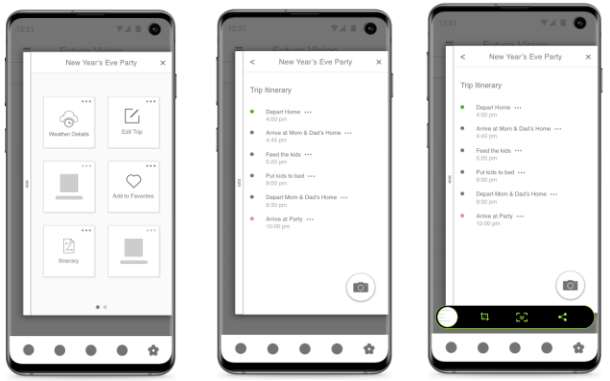
•Strengths – Users generally appeared to be confident with their interactions while using the prototype and seemed to intuitively grasp the hierarchy of information from the home screen and the modal.

•Weaknesses – The distinguishment between weather forecasts, per the arrival location and the departure location, felt misleading and confusing to the testers. There were more users than not who initially believed the first forecasts shown, from the weather detail screens, was the forecast for the arrival location instead of the departing location.

Reflection
The Testers' feedback was extremely informative and brought to light some major issues with the prototype that would certainly need to be improved upon to ensure a positive experience. Aside from the confusion between arrival and departing weather forecasts, being a huge learning opportunity, testers brought to our attention other areas where the prototype could improve. For example, the weather details directory displays 39° without a unit of measure (Celsius vs Fahrenheight). It's also important to note that 0 out of 6 times did testers opt to press outside of the modal in order to return home rather than press the "x". Even when asked if they would find a different way to return home, after checking the weather alert, the users opted to press "back arrow" and then "x" on the main menu. Finally, the weather alert portion of the prototype had a message box which one tester assumed to be a button due to its appearance.

TASK 1

TASK 2



TASK 2