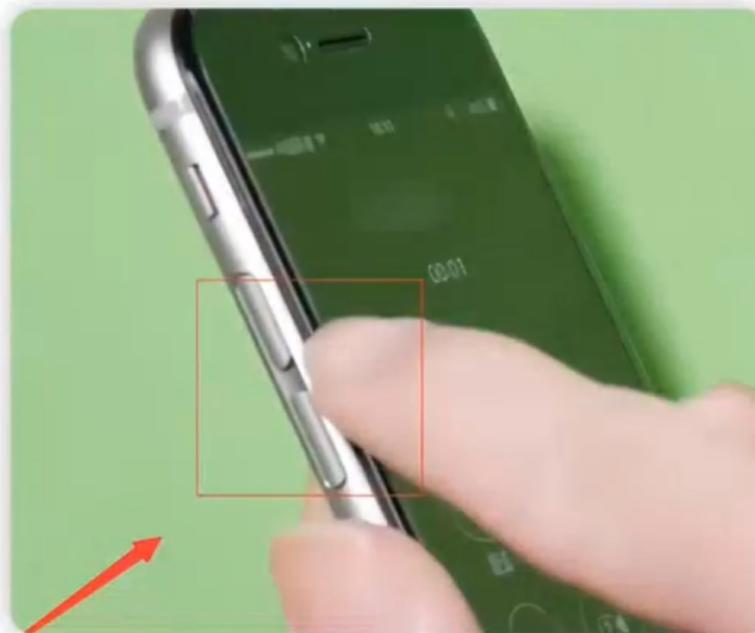


# Challenge: Initiate OneClick Instantly

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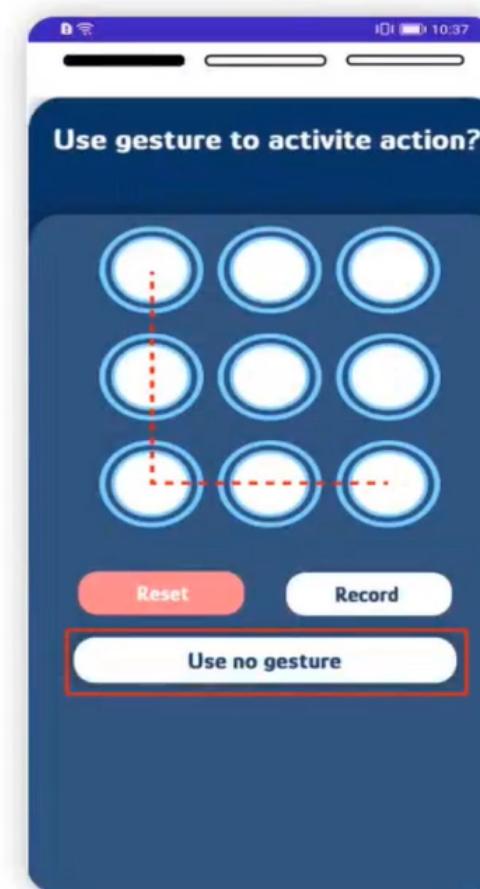
First challenge is to allow OneClick to be found and invoked instantly. To do that, we designed three methods and used the final one.



volume buttons

Pros:  
Accuracy and fast;

Cons:  
Overlaps with the existing volume key functions  
Interval is difficult to control



gesture operations

Pros:  
Cognitive advantages  
Fewer mistakes



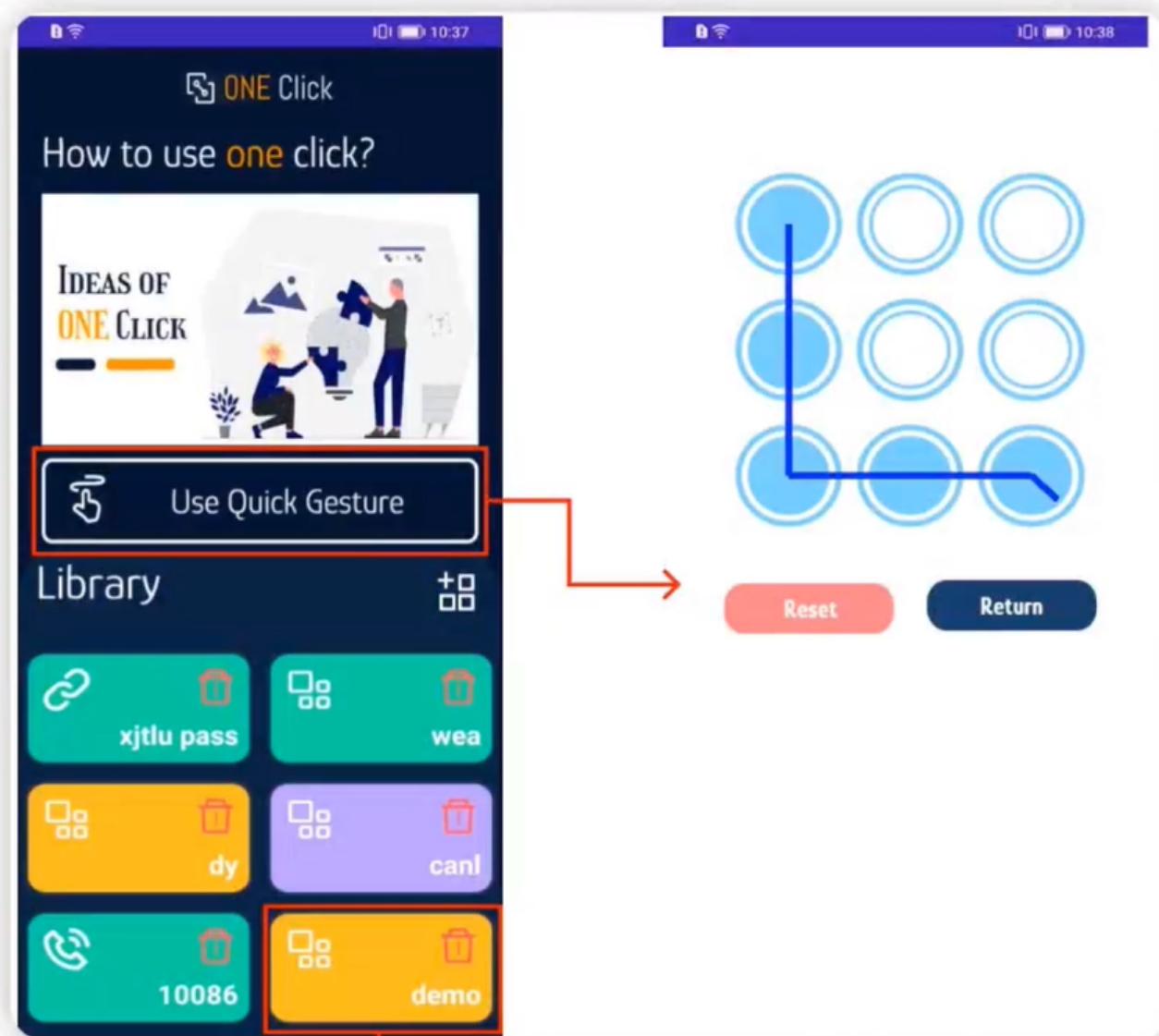
floating windows.

Pros:  
Flexible

# Challenge: Mark Different Priority

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The second challenge is to find a way to mark and invoke shortcuts with higher priority, so that the user can locate the desired one when large number of shortcuts are created

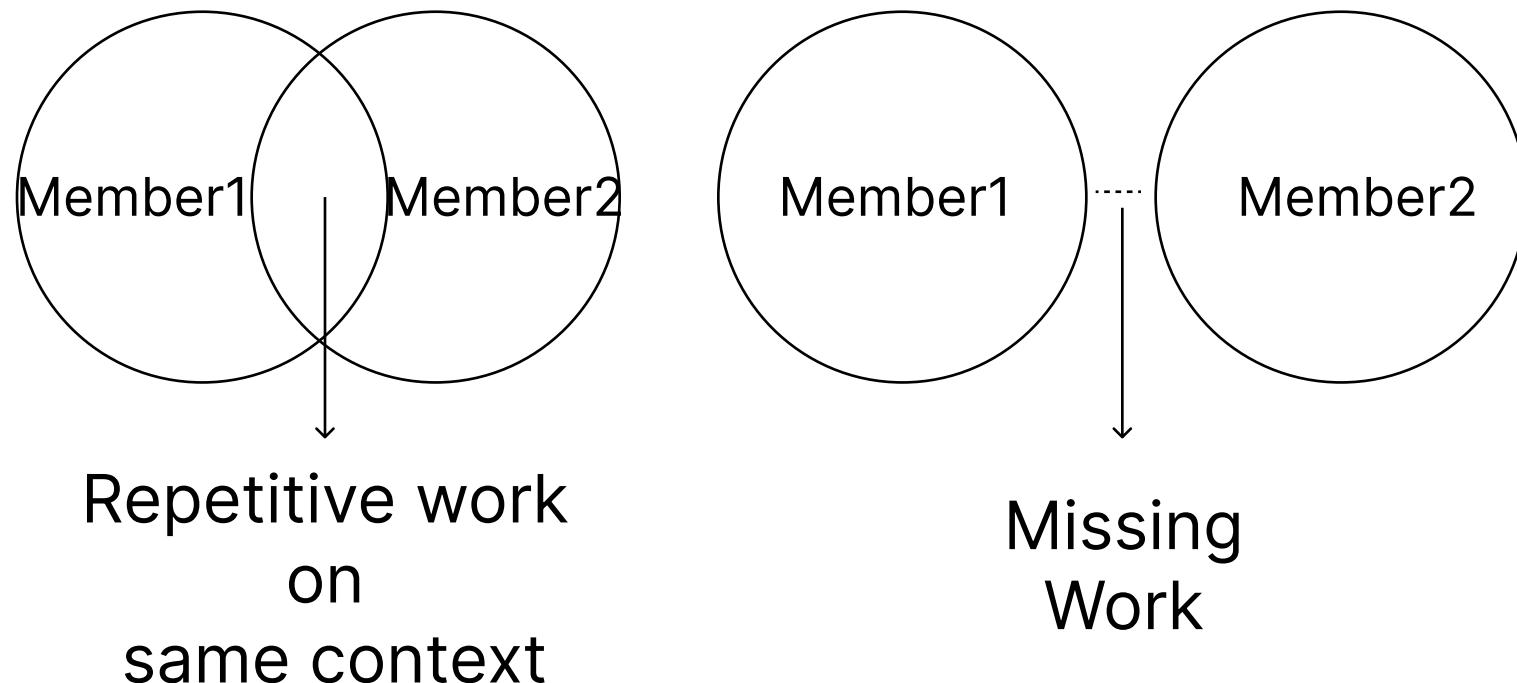


can be stored as parameters, and then referenced to find the corresponding functions

can use existing development resources for development support and reference appropriate open source

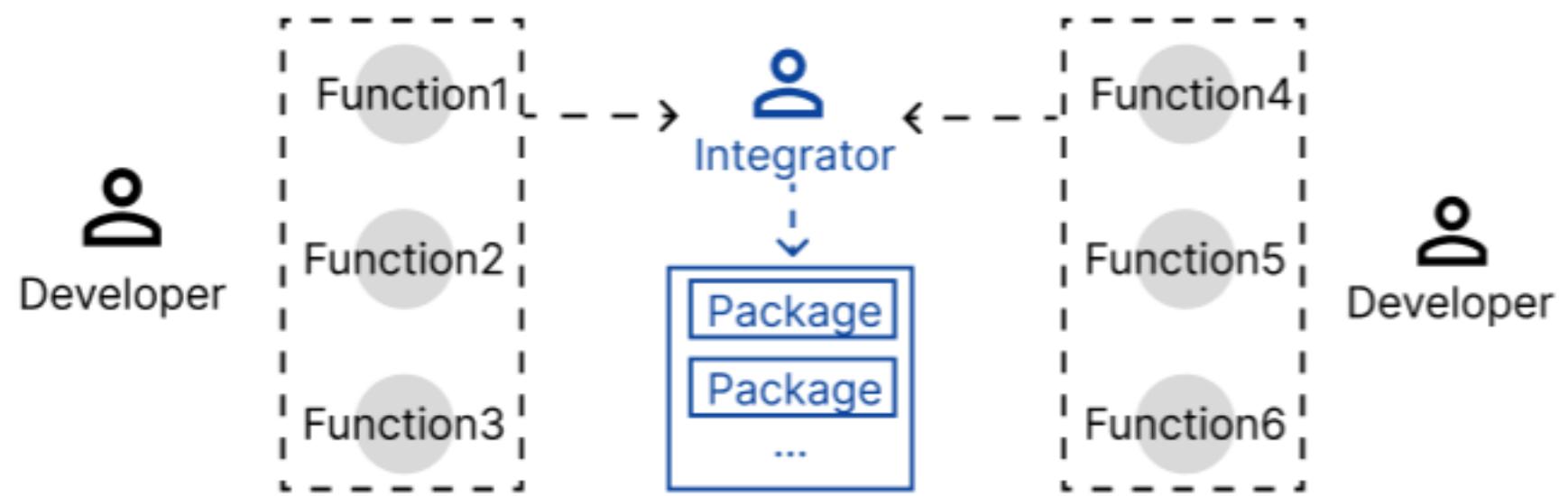
# Challenge: Team working

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Since the contexts and activities of Android apps is closely related, we found that our group members working on different function may end up producing some repetitive works or miss some linking part.

To solve it, we decided to make good use of the encapsulation of code and let members develop individual functions, and assign a member to integrate the pieces of codes



Except for improvement in our coding skills and knowledges about Android development, we also discovered some facts about the use of gesture.

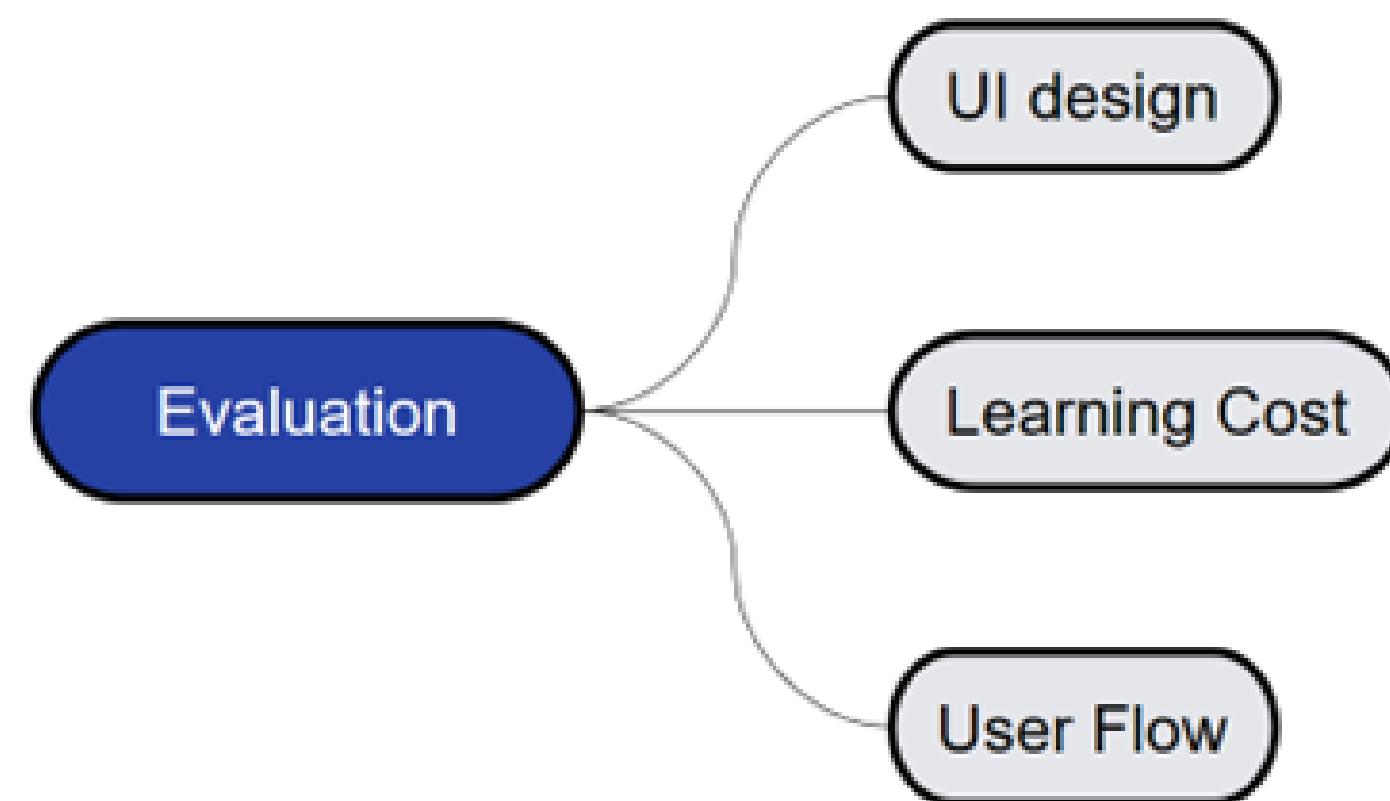
## **Cognitive advantage of using gesture**



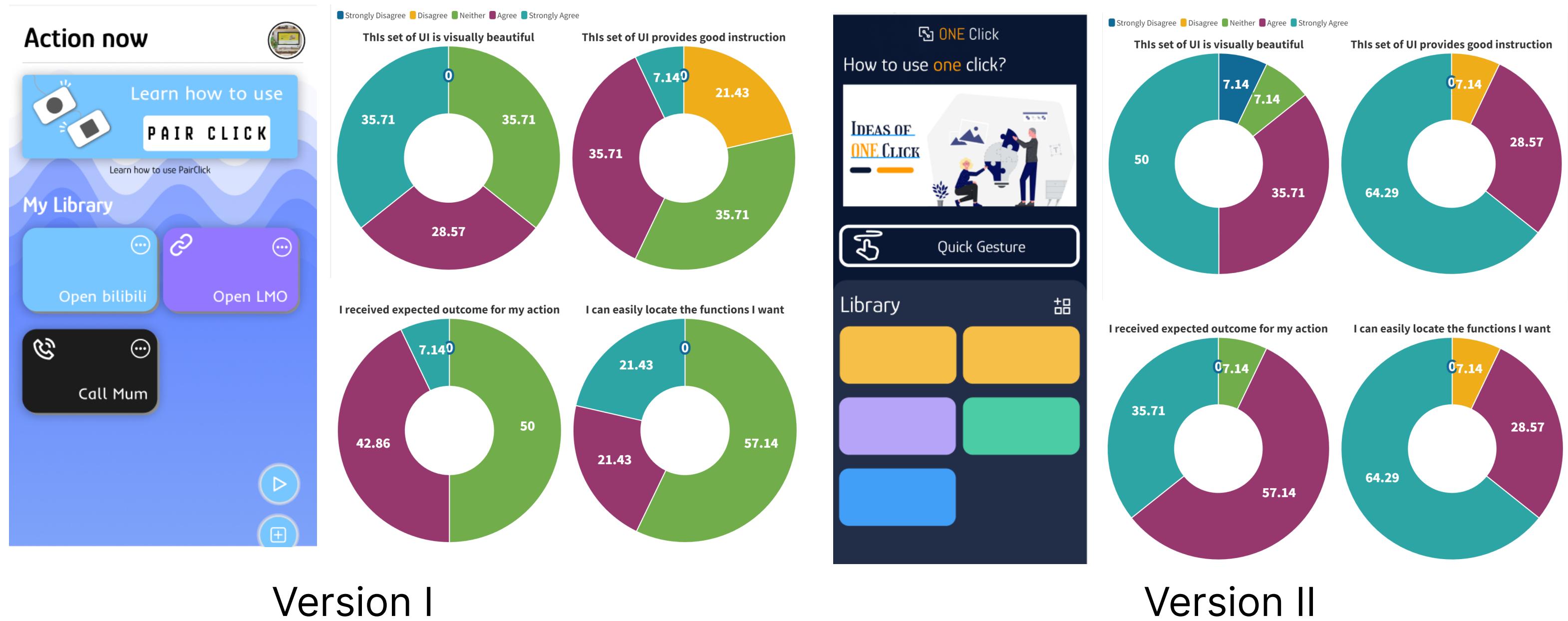
Strokes are spatial and iconic, which makes richer and deeper processing possible in human memory [1].

Except for solving the technical challenge, we also made some effort to increase usability. We launched an in-field survey that involved 14 people to investigate the usability in the following three aspects:

## Usability of OneClick

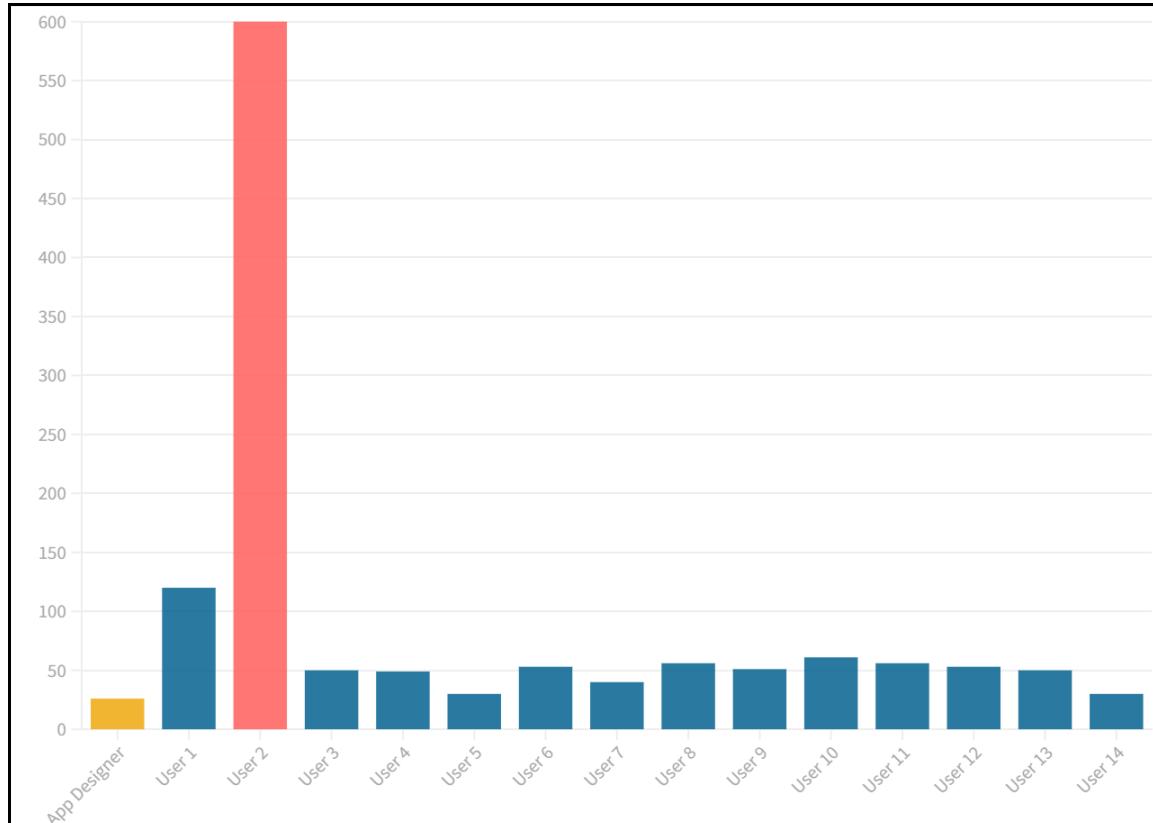


To select the UI that suits the best, two versions are produced and tested.

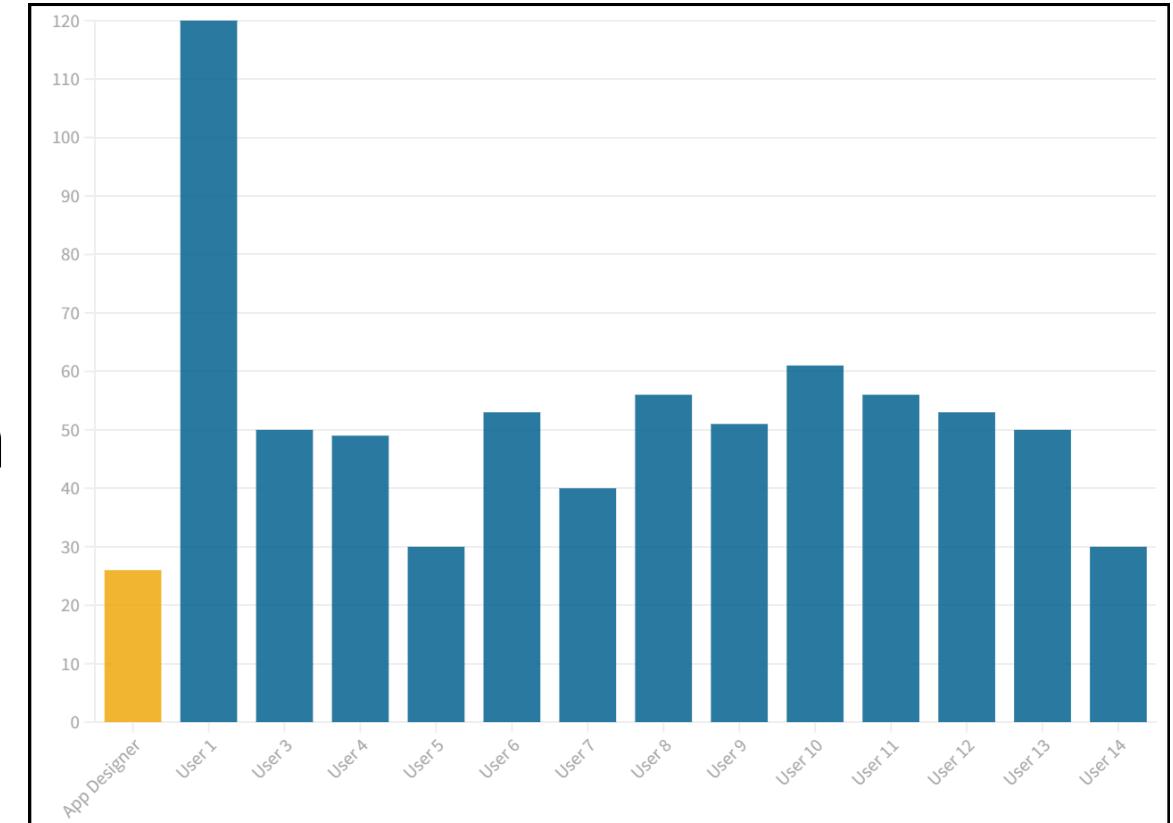


Consequently, we generate a set of UI based on the style of Version II.

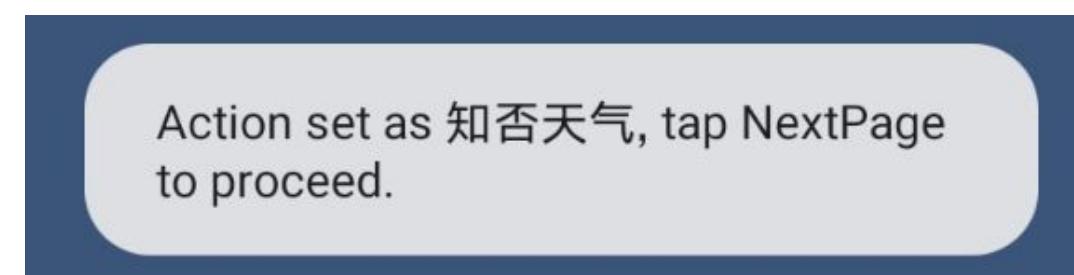
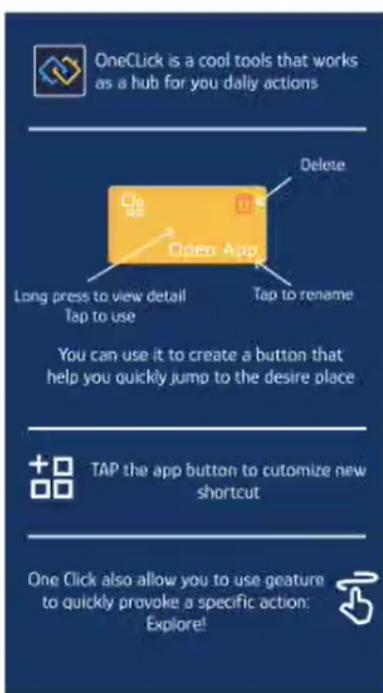
Learning cost is also an important standard for evaluating a shortcut-based app



Is OneClick  
“short” enough

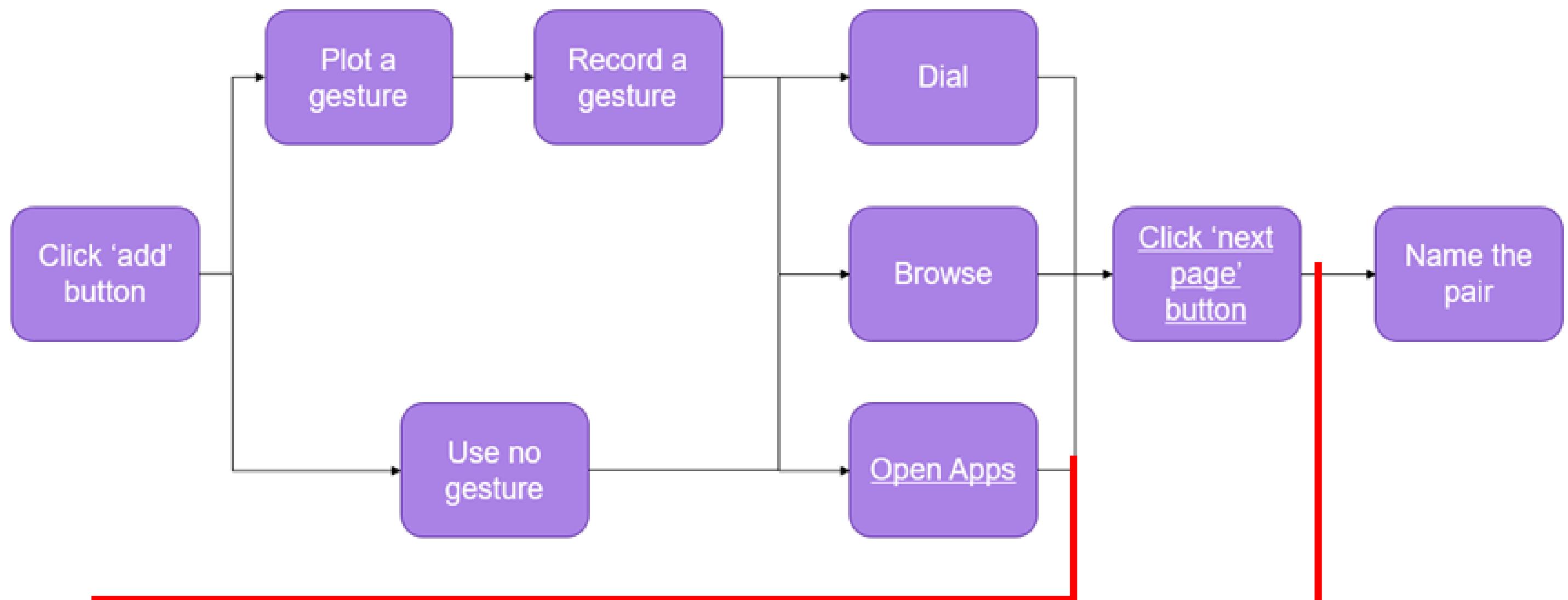


## Reduce Learning Cost



Simple and useful guideline

## Usability Test – Evaluation on User Flow

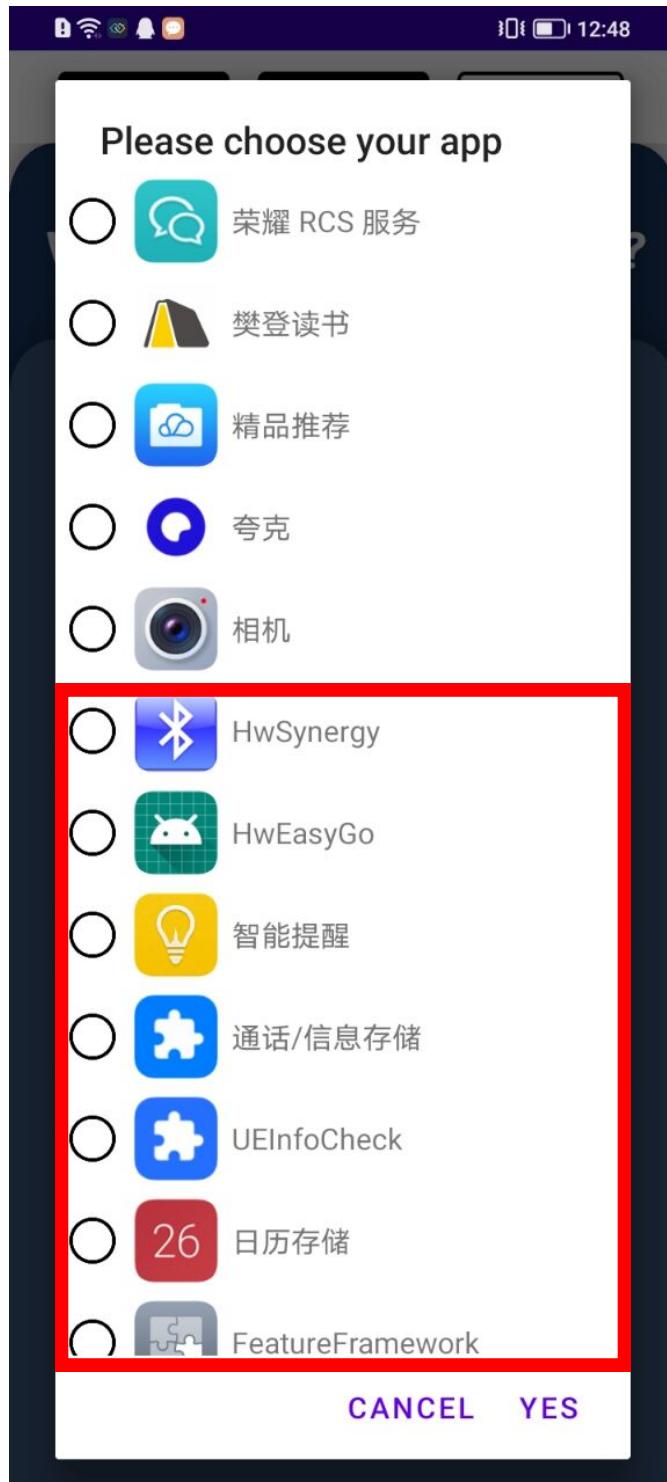


If some invisible systematic apps are selected, the app will crush since the destination is not reachable

Some Users believe that the app will switch to next page automatically.

# Usability Test: User Flow

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Action set as 知否天气, tap NextPage to proceed.

“Toast”

Filter out some unreachable functions