LINEUP

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*Paper Prototype: Evaluation*

For this evaluation, we interacted with a paper prototype for the Note2Flash application by Team Caelus. From this session, it seems the biggest thing they lack is a clear direction now that they have the basic concept of their product created. It is Team Aphrodite's opinion that the best heading for Team Caelus is to work towards a sleeker, simpler design without sacrificing core features, especially those not currently provided by existing applications. The team had recently shifted the focus of their application, so we were able to both provide insight on their new requirements and their chosen design. We were able to complete tasks with time to spare to discuss minor design details such as default features, converting from images to notes, and the locations of key buttons.

While testing the Note2Flash application's paper prototype, we discovered many default features that some customers might want to remove or adjust. For instance, when flashcards are created, they are automatically given 'Q' and 'A' tags, suggesting a Question-Answer relationship. In their SRS, Team Caelus mentioned that they were targeting students studying for exams; this may be too restrictive a customer base, as Note2Flash could be additionally used to prepare for speeches or interviewing. Labeling the top of each card with a section name of the speech and the back with its main topics - or labeling the top with a question and the back with a follow-up question - are front-to-back flashcard relationships not adequately described by the Question-Answer format. In addition, when printing out their flashcards, users can change the size of the flashcards on a page by way of a text-entry box with a default value of "100%", which allows 6 cards to fit on a page. It is less clear to a user what "100%" or "57%" mean versus having options like 6-per-page, 4-per-page, and 1-per-page. Finally, when users are writing the words that they want to appear on the flashcards, they do not have any formatting options, so if they wanted to center their questions or answers, they would need to type specific numbers of spaces, which adds complexity to a workflow.

The only workflow that our tester had difficulty completing was one that involved converting images into flash cards. We thought that the tutorial was an excellent idea to help familiarize the user with the new process, but our tester needed to go through it twice, suggesting that it was not quite clear enough yet. We discussed different visuals that Team Caelus could use to encourage users to correctly partition their images into flashcard-sized portions. Furthermore, when users want to create flashcards from an image, currently, they must partition said images in a horizontal format (shown right), but some users may prefer the vertical format (shown left). Finally, we
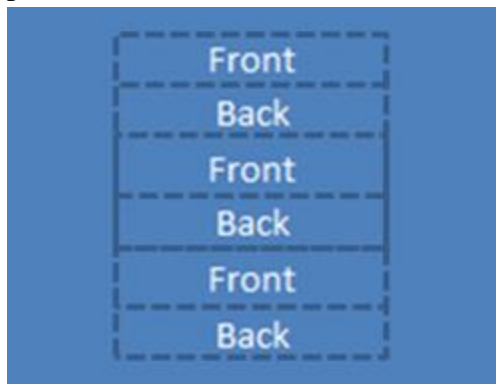
were also unsure as to whether or not characters intersecting with the partition lines would appear on the flashcards (because the partition lines often intersected with equal signs that would not need to appear on either flashcard).
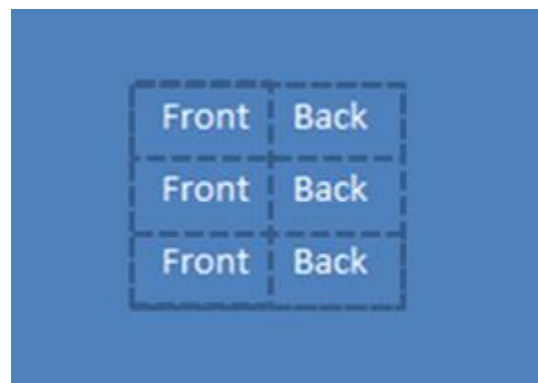
While most of the key buttons for Note2Flash seemed well-placed, some were harder to find, leading to brief moments of confusion. For instance, when trying to select all of your

flashcards, there is an "All Cards" label, but it looks more like text than a true button, so our tester was unsure about pressing it. Other methods of selecting cards seem outdated, somewhat unwieldy, and unintuitive. Instead, the design could include the ability to drag-and-drop highlighted flashcards into tag folders instead of having to click on them and press buttons to do so. Making these changes could lead to a sleeker, more user-friendly design. Our tester found the "Edit" button hard to locate (it was near "File" at the top of the application, versus being near the "Add" and "Filter" buttons). There also seemed to be some confusion over what this button would display when clicked (groups A and B both said different things). Changing these locations could also aid in making the design more intuitive. Finally, more help buttons and mouse-overs could be very beneficial for first-time users who are exploring the application and to make the location of important buttons more pronounced by greying out parts of the UI that shouldn't be used. For instance, the remove box should be greyed or not visible when there are no flashcards selected.

Overall, Team Caelus had a unified, if not sleek, design that met their requirements. However, they could target a larger audience to make the application more useful and add additional functionality back in, especially their recently-removed flashcard viewing. This is important functionality that most flashcard-based apps currently have, and while creating flashcards from images is novel, when all you can do is print them out, this task can be more easily solved in Microsoft Word or Publisher. Providing users with the ability to study their flashcards, makes Note2Flash an all-in-one application with the novel twist of being able to create flashcards from images, something that is better than what is currently on the market.