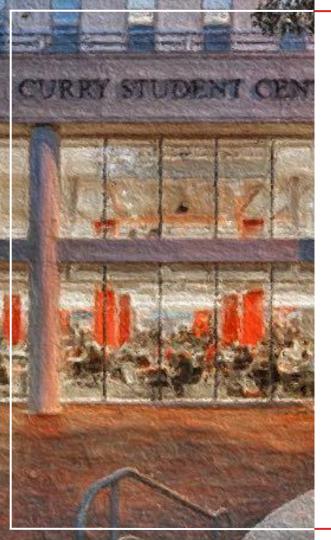
HUSKY EATS NORTHEASTERN DINING APP

CS5340 FINAL PRESENTATION

Group 9: Michael Maquera, Meishan Li, Srijha Thammareddy

CS5340 - GROUP 9 **AGENDA INTRODUCTION DESIGN OVERVIEW DEMO USABILITY TEST RESULTS UI IMPROVEMENTS**



INTRODUCTION

Background

Northeastern students currently use NUDining website on a daily basis to find out Open Hours of each location and the menu served at these places.

Problem

However, the mobile version of this website has not been very user friendly for a long time and the website also has significant design flaws like,

- 1. Not allowing user to search or filter menu
- 2. Unnecessary redirection, that resets user selection
- 3. Information that was unnecessary on Home Page etc.

Proposed Solution

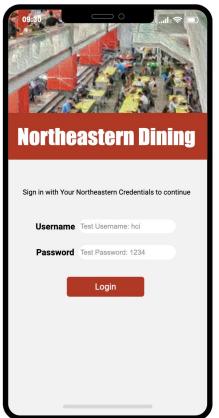
Design a smartphone application that is user centric, adhering to HCI lifecycle and principles

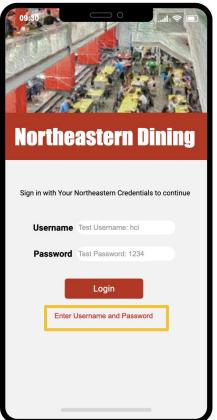
DESIGN OVERVIEW

LOGIN HOME **BARCODE DINING HALL CALORIE TRACKER JUKEBOX**

DESIGN OVERVIEW LOGIN







Northe Northe	astern D	Diming
Sign in with Your I	Northeastern Credenti	als to continue
Username	abc	
Password	••	
	Login Invalid Credentials	

HOME

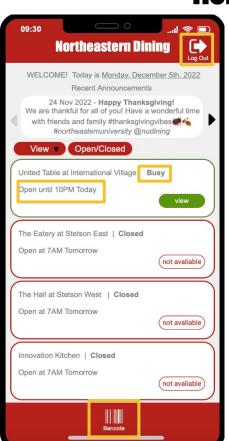
BARCODE

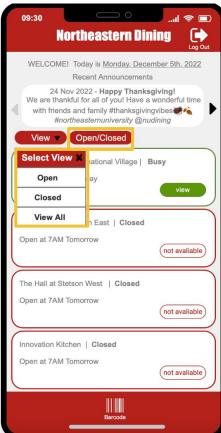
Available

- Events Banner
- Open/Closed
- Open until times

Possible Actions

- Barcode page
- Dining hall view

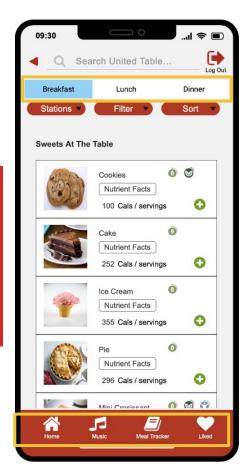


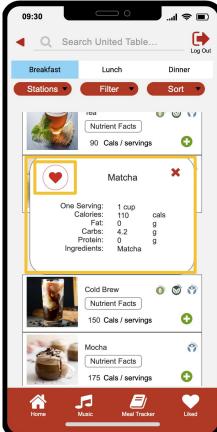


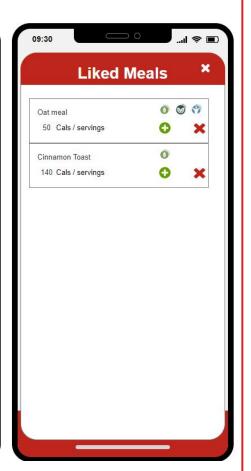


DINING HALL

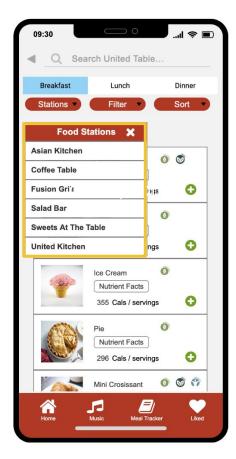
All pages have a Back/ Home and Logout buttons at the same locations so user doesn't have to remember them

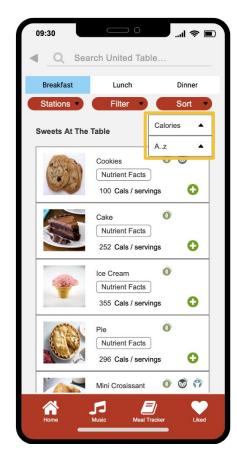


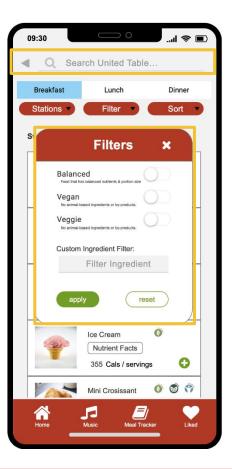




DINING HALL continued





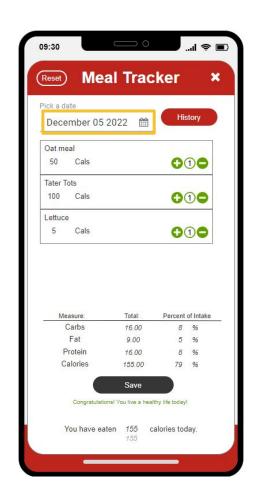


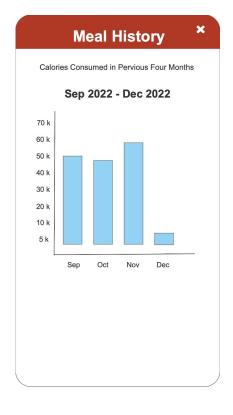
MEAL TRACKER

Allows users to keep track of calorie intake

Encourages when calories are within a certain amount

Shows a message if gone above this value

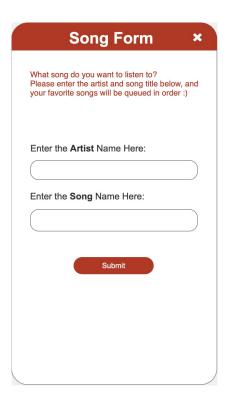




JUKEBOX

Allows users to add the songs they like, to the song queue at the dining hall







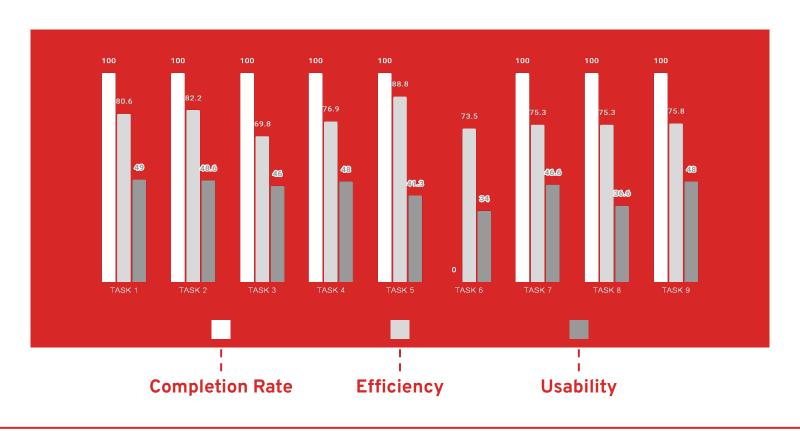
APP OVERVIEW

INTERACTIVE DEMO

https://ewjkmb.axshare.com



USABILITY TEST RESULTS

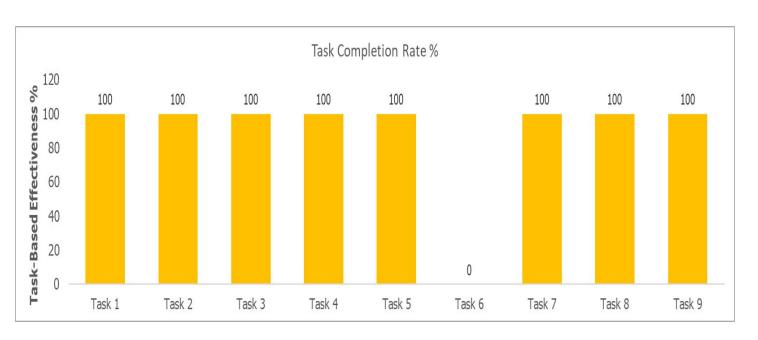


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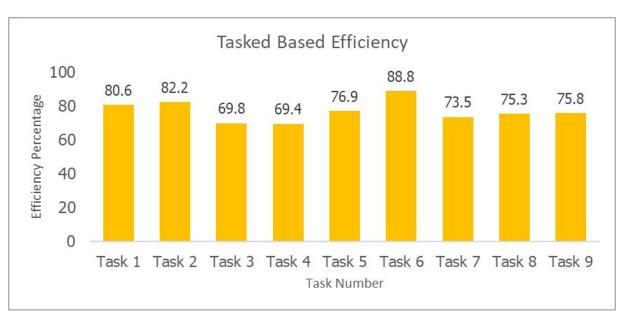
OVERALL USABILITY

Usability metric	Measure	Benchmark	Target	Observed
Perceived Overall Usability	SUS	68	80	79.5

TASK COMPLETION



TASK BASED EFFICIENCY

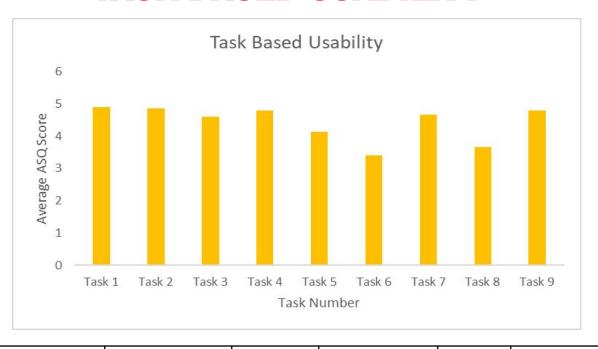


Average Time To Complete A Task

Time to Complete A Task (Seconds) Target: 80%

Average Benchmark: 16 seconds Average: Observed Time 20.40 seconds

TASK BASED USABILITY



Average Task-Based Usability Metric: Tasked Based Usability Measure: ASQ Benchmark: N/A

Target: 4

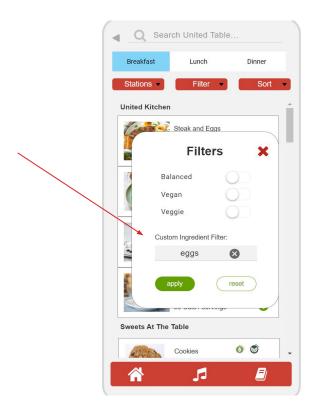
4.42

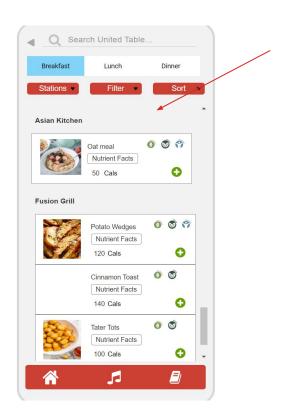
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UI AREAS OF IMPROVEMENT

Task 6 - Filtering	ASQ 3.44	Task Completion 0%
Task 8 - Meal Tracker	ASQ 3.66	Time of Completion 56s

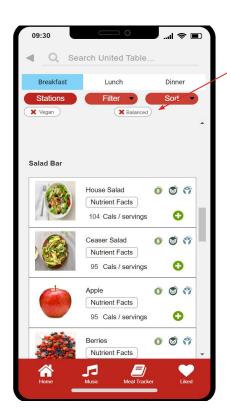
TASK 6 FILTER IMPROVEMENTS - BEFORE





TASK 6 FILTER IMPROVEMENTS - AFTER





TASK 8 MEAL TRACKER IMPROVEMENTS - BEFORE

Here are the nutrients you will receive by this meal:

 Carbs
 24.00
 9 %

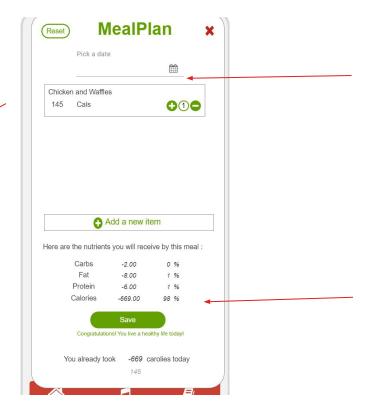
 Fat
 8.00
 3 %

 Protein
 6.00
 2 %

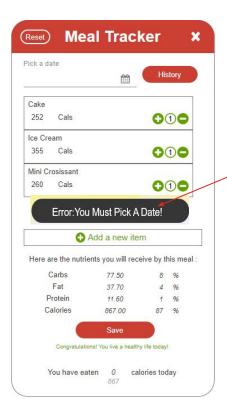
 Calories
 240.00
 86 %

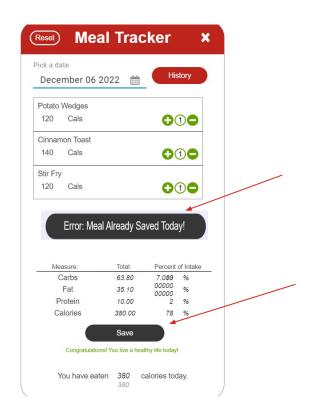
Save
Congratulations! You live a healthy life today!

You already took 6480 carolies today 240



TASK 8 MEAL TRACKER IMPROVEMENTS - AFTER







THANK YOU

CS5340 FINAL PRESENTATION

Group 9

Michael Maquera, Meishan Li Srijha Thammareddy

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