Project Description:

MindSet is a mobile to-do list and collaboration app developed by **Team ARC** to help students and professionals stay organized and productive. It allows users to manage tasks, set deadlines, write notes, receive reminders, and collaborate with others on shared tasks where only the creator can mark them as complete for clarity. Designed for Android devices, MindSet works well on both low-end and high-end phones, making it accessible to a wide range of users. The app's interface was prototyped using Figma to ensure a simple and user-friendly experience that supports both personal productivity and teamwork.

Requirements Summary:

Minimum Requirements	Recommended Requirements	Other Requirements
Single-core processor	Quad-core processor or higher	Cloud Storage Access
2 GB RAM	4 GB RAM	Permissions
Android 5.0 (Lollipop)	Android 9.0 (Pie) or newer	Notification
Internet connection for collaboration and syncing	200 MB or more of free storage Stable Wi-Fi or mobile data connection	Storage

Table 1. System Requirements

Mindset works on most Android devices. It needs at least a single-core processor, 2 GB of RAM, and Android 5.0 (Lollipop) to run. For better performance, a device with a quad-core processor, 4 GB of RAM, and Android 9.0 (Pie) or newer is recommended. The app requires internet access for syncing tasks and collaboration, and it needs permission to send notifications and access storage.

Overview

MindSet is a mobile to-do list and collaboration app made to help students and professionals stay organized and work more effectively. It was designed using Figma, which allowed the team to test and improve the user interface before full development. The app includes features like task creation, reminders, notes, and the ability to work on tasks with others. Unlike regular to-do apps, MindSet supports teamwork by allowing shared tasks and friend requests, making it ideal for group projects and shared goals. It is built for Android and works well on both low-end and high-end devices.

Technique	Description
Usability Specifications	Defines clear, measurable goals that demonstrate how efficiently, effectively, and satisfactorily users will complete tasks deemed essential. These metrics provide objectives for design and evaluation.
Heuristics Evaluation	Utilizes usability experts to evaluate the interface systematically according to established usability principles (e.g., Jakob Nielsen's 10 heuristics) in order to reveal insightful, potential design flaws.
Participant Survey and Feedback	Obtains qualitative and quantitative responses from users themselves provided through surveys, interviews, or usability tests to describe the user experience, potential issues, and potential improvements.

Table 2.

The tasks for this Prototype are split into three (3) different Sections: Main Menu Tasks, Folder Tasks, and Quiz Tasks. Below are some of the tasks that the selected participants will be asked to perform for each Section to showcase the Prototype's functionality:

Task List by Section:

Main Menu Task:

- Enter and exit the prototype to evaluate accessibility and flow.
- Assess how easily users can navigate the main interface.

Folder and Quiz Tasks:

- Create new files and folders to test content creation features.
- Edit existing files to evaluate how smoothly users can update content.

Folder Tasks:

- Delete files or folders to ensure users can manage and remove items effectively.

These tasks were selected because they align with the prototype's design goals:

- **Ease of Navigation**: Ensuring that users can move through the app intuitively.
- **Support for CRUD Operations**: The prototype allows users to **Create**, **Read**, **Update**, and **Delete** content, which are essential functions for productivity and content management tools.

Data Analysis

Usability Specifications

During online testing, Team ARC found that most participants engaged positively with the prototype. Most were able to complete their tasks with minimal issues and quickly became familiar with the app's navigation. However, some users initially required extra time to grasp the overall flow before feeling confident. There were also instances where certain buttons did not respond when clicked, likely due to overlooked constraint settings during the design phase.

Main Menu	Within 1 minute or below	Highly Acceptable	Successful
	Above 1 minute	Not Acceptable	Unsuccessful
Input Fare Task	Within 5 minutes or below	Highly Acceptable	Successful
	Above 5 minutes	Not Acceptable	Unsuccessful
Notes	Within 3 minutes or below	Highly Acceptable	Successful
	Above 3 minutes	Not Acceptable	Unsuccessful
Tasks	Within 4 minutes or below	Highly Acceptable	Successful
	Above 4 minutes	Not Acceptable	Unsuccessful
Collaboration Features	Within 4 minutes or below	High Acceptable	Successful
	Above 4 minutes	Not Acceptable	Unsuccessful

Table 3.Task Time

Table 3 shows the results of the timed tasks during Online Testing. The data shows that the Participants were overall able to accomplish each task sections with promising completion time. With this result, the prototype is interpreted as successful in all three (3) task sections.

Heuristic Evaluation

1. Visibility of System Status

The prototype uses visual feedback—such as confirmation dialogs when adding tasks and progress overlays during loading—to keep users informed about the state of their actions.

2. Match Between System and the Real World

Realistic, context-relevant icons (e.g., folders, notes, reminders) and simple labels like “Add Task” and “Write Note” align well with user expectations in task management

3. User Control and Freedom

Screens commonly offer a clear back arrow or “Cancel” button. However, there’s inconsistency with undo functionality—it's visible in notes and tasks but missing in the reminders flow.

4. Consistency and Standards

Buttons, icons, and screen layouts are uniformly designed throughout the prototype. Shared UI patterns (bottom nav bar, overlays, dropdowns) maintain predictable behavior.

5. Error Prevention

Modal confirmations appear before deleting important items like categories or notes, helping prevent accidental deletions. Still, there’s no safeguard against creating empty entries.

6. Recognition Rather Than Recall

Users can tap to expand task categories and notes and can visually locate actions like “Edit” or “Delete” without memorizing their locations—boosting immediate recognition.

7. Flexibility and Efficiency of Use

The prototype’s quick-add overlays (for tasks, notes, categories) and bottom navigation provide shortcuts for frequent actions. However, no power-user features like swipes or long-press options are visible.

8. Aesthetic and Minimalist Design

Screens are clean, with ample white space and minimal visual clutter. Overlays highlight key actions effectively, delivering an uncluttered experience.

9. Help Users Recognize, Diagnose, and Recover from Errors

Deletion modals include clear instructions (“Are you sure?”) and confirm on-screen when an action is done. But error scenarios like invalid entries don’t yet display helpful guidance.

10. Help and Documentation

The prototype lacks visible help features or tool tips, which might leave users unfamiliar with advanced or hidden interactions unsure about how to proceed.

Feedback

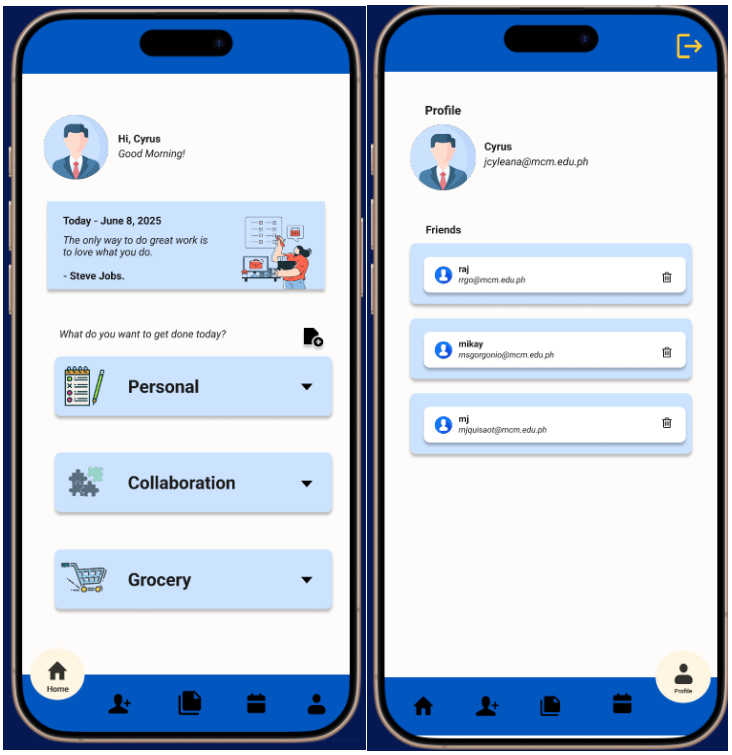
While the overall feedback was largely positive, several participants pointed out specific issues particularly with the **renaming feature** of the prototype. Many found it confusing or difficult to use, which raised concerns about its intuitiveness and clarity.

Does the prototype require changes based on user feedback, or was it fully successful?

The prototype was generally considered successful and met usability expectations. However, due to recurring concerns about the **renaming functionality**, the team decided to implement improvements to enhance the user experience.

What improvements can be made to address these shortcomings?

To address the renaming issue, the team plans to add a “Pencil” icon next to each file and folder, providing a clearer and more intuitive method for users to rename items. This improvement aims to eliminate confusion caused by the original “Hold to Rename” gesture, which some participants found difficult to understand. By incorporating the icon, the prototype maintains Android’s familiar interaction style while enhancing accessibility through a more visible and user-friendly interface element.



After Before

Critique and Summary

What were the advantages and disadvantages of your evaluation?

One of the benefits of performing the evaluation was that Team ARC had the opportunity to gain necessary user feedback on and usability data about the MindSet prototype. The online nature of the testing also made it easier to reach participants and share the Figma prototype through social media, enabling more efficient coordination and quicker responses. This allowed the team to obtain insights about how users interacted with prototype features in task creation, navigation, and collaboration. One major disadvantage was that the user testing process did not include any physical interaction or lab-based testing, which meant the team could not explore users' non-verbal cues and observe their behavior in more detail. In addition, ongoing connectivity issues with the internet in the Philippines excessively delayed communication between the team and participants, while also affecting the team's ability to observe participants as they interacted with the prototype in real time.

What would you have done differently, knowing what you know now?

If we had been given more time, we would have conducted two rounds of evaluation, one round with the first prototype, and one round after revisions. This would have provided us with more detailed information about improvements and usability over time. If we had better resources, we would have explored a functional back-end so that we could evolve the prototype to a fully working and deployable application.

Summary of the Project

The MindSet prototype demonstrated the critical capabilities of a productivity and collaboration app. The testing tasks – entry (creation) into and navigation through the app, creation and deletion of folders, and the editing or deleting of tasks, enabled us to test how enthusiastic users would be to interact with the app and the overall usability. The strengths of the app were, the design for the app was intuitive in nature and supported CRUD (Create, Read, Update, and Delete). Users did have some challenges with the rename functionality, and how they were to navigate through the app with some other inconsistencies. At the outset, the plan to support online, and in-app features, was set aside due to time restrictions. However, with sufficient time, notifications, online sync, and other features could have been included to add a sense of dynamism and completeness to the application.

Conclusion

This project allowed the team to recognize the complexities of designing an effective mobile UI. Developing the MindSet prototype required not just technical design skills but also a deep understanding of user needs and behavior. The evaluation showed that even first-time users were able to navigate and use the app with minimal guidance, reflecting the success of the interface design. Overall, the team concludes that the **MindSet prototype met its intended design goals**, and while there is room for improvement, it has proven to be an **effective and acceptable solution** for managing personal and collaborative tasks.