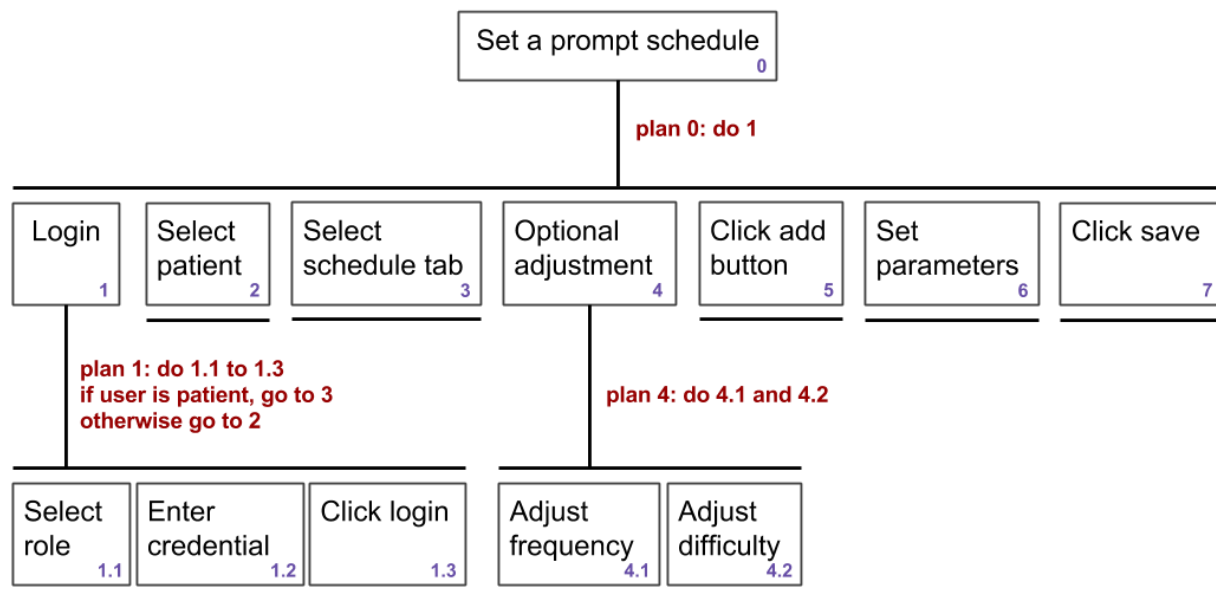


Hierarchical Task Analysis



Cognitive Walkthrough

Goal: Login	
Will the user know what to do at this step?	Yes
Reason: The controls are large enough and the interface is intuitive for everyone to use	Severity rating: Not applicable
	Possible fix: Not applicable
If the user does the right thing, will they know that they did the right thing, and are making progress towards their goal? No	Severity: Major problem
Why not? Because when the user inputs wrong credentials, the app does not tell the user about it.	Possible fix: Prompt the user when he types wrong username or password

Goal: Select patient	
Will the user know what to do at this step?	Yes
Reason: The dropdown for choosing patient is clear	Severity rating: Not applicable
	Possible fix: Not applicable
If the user does the right thing, will they know that they did the right thing, and are making progress towards their goal? Yes	Severity: Not applicable
Why? The profile page changes when a patient is selected.	Possible fix: Not applicable

Goal: Select schedule tab	
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Will the user know what to do at this step?	Yes
Reason: The tabs are at the top of the app and they are very obvious.	Severity rating: Not applicable
	Possible fix: Not applicable
If the user does the right thing, will they know that they did the right thing, and are making progress towards their goal? Yes	Severity: Not applicable
Why? If the user selects schedule tab, the tab is highlighted in purple.	Possible fix: Not applicable

Goal: Optional adjustment	
Will the user know what to do at this step?	Yes
Reason: Difficulty can be selected in three different buttons and frequency can be adjusted with a slider.	Severity rating: Not applicable
	Possible fix: Not applicable
If the user does the right thing, will they know that they did the right thing, and are making progress towards their goal? Yes	Severity: Not applicable
Why? The selected results are shown to the user simultaneously so they know what values they have chosen	Possible fix: Not applicable

Goal: Click add	
Will the user know what to do at this step?	Yes
Reason: There is a large '+' at the bottom right corner and is very obvious to the user.	Severity rating: Not applicable
	Possible fix: Not applicable
If the user does the right thing, will they know that they did the right thing, and are making progress towards their goal? Yes	Severity: Not applicable
Why? After the add button is clicked, the app redirects the user to a page to add a new prompt.	Possible fix: Not applicable

Goal: Set parameters	
Will the user know what to do at this step?	Possibly not
Reason: The options are shown to the user, but some options are ambiguous. For example, two times are shown to the user but they do not indicate whether they are start or finish times.	Severity rating: Minor problem
	Possible fix: Indicate whether the time is start or end
If the user does the right thing, will they know that they did the right thing, and are making progress towards their goal? Yes	Severity: Not applicable
Why? Again, the values are shown to the user immediately.	Possible fix: Not applicable

Goal: Click save	
Will the user know what to do at this step?	Possibly not
Reason: The button is put on the top right corner of the interface and some non Android users might struggle to find the save button.	Severity rating: Minor problem
	Possible fix: There is not much I can do to fix this as I followed Android development guidelines for the prototype.
If the user does the right thing, will they know that they did the right thing, and are making progress towards their goal? Possibly not	Severity: Minor problem
Why? When save is clicked, the app redirects the user to the previous page (a list of prompts that have been set). However, there is no indication to tell the user the new prompt is saved.	Possible fix: After save button is clicked, the app should display a message for two seconds to confirm the new prompt is saved.

Appendix

1. The paper prototype I handed in for assignment 2