CptS 443/543—Human-Computer Interaction

# Low Fidelity Prototype Review Form for Team Project 2a

**Name of interface (app) reviewed:**

Working Assistantence Platform

**Briefly describe the interface being evaluated:**

The interface being assessed is a platform for attendance tracking. On this platform, users are able to finish daily check-in/out, monitor the inventory of personal attendance, set up calendar events and affairs, ask for a legal leave of absence, and communicate with co-workers.

**Briefly describe the target users of this interface (background, experience, etc.)**:

The video does not specify the target users of the platform, yet according to the content presented in the video, we can assume that the target users of the interface are company personnel.

**Briefly describe the background scenario used in the video:**

The video does not sketch out the background scenario being used. We assume that the background scenario is that a company employs the "Working Assistantence Platform" as an online attendance tracking system of the company, and one of the employees is executing tasks on the platform.

## Task 1

**Briefly describe Task 1:**

Users can click in and out based on the time. Clicking in means you are in attendance at the office today. Clicking out means you leave the office.

**Provide constructive comments on the interface's support of Task 1, including detailed suggestions and critiques. Where possible, ground your comments in design principles and concepts from this course.**

First, according to the Norman Concepts Signifier ( Lecture 02): users can easily find the "Clock in " button in the middle of the page. Users can understand the button's meaning.

Second, according to the Johnson Ch.4, color vision is limited( l07-perception-2,58). The interface uses blue to show "clock in' and yellow to show "Clock out ". These colors are distinguishable, even for people with colorblind.

$$\mathrm{MT} = a + b \cdot \mathrm{ID} = a + b \cdot \log_2\left(\frac{2D}{W}\right)$$

Third, according to the Fitts's Law, , the group set up the function button " Clock in " in the middle of the page. From the rule, the distance means the distance from the starting point to the center of the target. For the case, The location of the “Timeshow ” is above the “Clock in” button. We calculate the distance from the top of the page to the center of the “Clock in” button is D1. As a result, we get the value of MT1. If we exchange the location between “Timeshow” and “Clock in”. In this situation, the distance from the top of the page to the center of the “Clock in” button is D2. Compared to D1, D2 is reduced. As the distance D2 is reduced, MT1 is also reduced, which means that the time that the user clicks the “Clock in“ button will be reduced.

Last, according to the conceptual model (Johnson’s text), all functions should be in a reasonable sequence, so that all functions belonging to the same core task should be grouped together. However, the video mentioned that user can use "Calendar" to finish other core tasks, for example, users can add an event, and the designer put the “Calendar” and "Clock in" function on the same section, while the “Request” function belongs to the core task.Therefore, the designer should Integrate the "request" function under the “attendance in and out" core task. Also, the designer can exchange the place between "Calendar" and "Request" to avoid the problem.

## Task 2

**Briefly describe Task 2:**

Users can view the monthly attendance report on the report page.

**Provide constructive comments on the interface’s support of Task 2, including detailed suggestions and critiques. Where possible, ground your comments in design principles and concepts from this course.**

Firstly, according to Johnson text chapter 4, color vision is limited. In the design, some important content should be distinguished by different colors, so that users can clearly understand the specific situation. It could be better if the designer changes the font color of "late" and "leave early" to red.
Secondly, according to the Johnson Chapter 1, the designed interface needs to be consistent. In the interface of attendance report, the unit used for counting the days of attendance and absence are not unified; it would be better if the designer uses the same unit on such attributes.

In addition, according to Johnson Chapter 1, human perception is biased. Ambiguity should be avoided in the design. In this design, the "clock in the calendar" button is ambiguous. The user does not know what the function of this button is, since there is another functionality named “Calendar” on the other page. A good suggestion is to display this calendar directly on the attendance report page. Last but not least, according to Johnson Chapter 5, peripheral vision is poor. In the design, a combination of movements, colors and fonts should be used to highlight important details. Based on this principle, the problem with this design is that the overall page lacks the key points that need to be highlighted. There is just a slight difference between the page title and the text font. It could be better if it is optimized in visual search. For example, use a larger font to highlight the page title instead.

## Task 3

**Briefly describe Task 3:**

Users can add events to a specific day in the Calendar page.

**Provide constructive comments on the interface’s support of Task 3, including detailed suggestions and critiques. Where possible, ground your comments in design principles and concepts from this course.**

According to Johnson 1-3 (Human Perception), human perception is biased, the page title is ambiguous, there is no calendar in the calendar page. Also, the function here is checking events, so my suggestion is that the page title should be “events”.
In addition, we didn’t know what the three buttons with 1, 2, 3 on them actually mean. According to Johnson 7-9 (Human Memory), we think they should place instructions in context in which they’re needed.
Meanwhile, after tapping on the “+” button, the title input box doesn’t look like an input box. According to Norman principle, there should be signifiers to remind users they can tap on the starting time and ending time to modify them.
Besides, to make sure colors are distinguishable (Johnson’s text, chapter 4), there can be different colors for starting time and ending time to distinguish them. After adding an event, a red point will appear on the corresponding location which is an advantage.

## Task 4

**Briefly describe Task 4:**

The fourth core task of this design is request. The user can request to leave and apply for a business trip by clicking the request button at the bottom. In the applying to leave and applying for business trip page, the user can input the reason for leaving, start time and end time, etc.

**Provide constructive comments on the interface's support of Task 4, including detailed suggestions and critiques. Where possible, ground your comments in design principles and concepts from this course.**

1. The entire task page lacks colors and can't highlight the key points, so users have no way to quickly find what they need.
According to Johnson's text in Chapter 4, color vision is limited. The design needs to use color redundantly with other cues.
According to Johnson's text in Chapter 5, peripheral vision is poor. The design needs to combine the use of motion, color, different fonts to make things stand out in the periphery and optimize the visual search.

My suggestion is that the whole task should be more colorful. It would be better if the designer could use different colors and fonts to highlight the key points in this design. For example, start and end time, use icons with obvious colors, and use different color fonts.

2.After the user clicks the submit button, there is no feedback. The system will jump out and jump to the initial page of the core task.
According to Norman concepts of feedback, We need to send information back to the user about what has been done.(L02-Norman concept slide 25).
My suggestion is that after clicking the submit button, a prompt page should be added to the design to show that the submission has been completed. This can be used as feedback to tell the user that the submission was successful.

3. In the reason section of the leave request page, users may not know what to do next. This section does not tell the user whether to click the dialog box to enter or click to select a reason.
According to Johnson's text, we need to use "one call to action" per page.(L08-Memory slide 20).
My suggestion is to add (click here to input) prompts in the dialog box with shaded fonts, in addition to adding flashing input symbols.
According to Johnson's text, the design should show available options rather than requiring users to be remembered. (L08-Memory slide 50).
Based on this principle, my suggestion is that the design should provide users with some common reasons for applying for leave. If the user applies for a special reason, you can design the "other" option and set the dialog box for user input.

## Task 5

**Briefly describe Task 5:**

Users can find friends or groups, add friends or groups, create groups, and send messages to friends or groups.

**Provide constructive comments on the interface's support of Task 5, including detailed suggestions and critiques. Where possible, ground your comments in design principles and concepts from this course.**

According to Norman's text in Chapter 6, the design of this core task is consistent with "reading is natural" because there are no unfamiliar words, no difficult fonts, and no poorly contrasting backgrounds in the interface. However, there are some points that need to be improved:

1. When a user wants to search for friends or groups, it is not clear that the search results are for existing friends or groups, or such that need to be added. Suppose that the search results are friends or groups that need to be added, the user does not know

what to do next to perform the task, which causes the occurence of Gulf of Execution (Norman's principles), that is, the user doesn't know what actions need to be performed. My suggestion is that if a user wants to search for a new friend or group, a "search results" screen pops up and there is a "+" or "Add" button on the far right of each result. In this way, the user knows exactly what new friends or groups are being searched for and knows how to add them.

2. Similarly, when users are chatting in a group, they are confused about how they get into it. This is because there is no function to add members when creating a group, or even a team management function for team managers to add or remove members. It leads to the Gulf of Execution (Norman's principle), that users don't know what actions they need to add members or remove members. My suggestion is to add "add members" to the team creation screen and add a "manage" button to the group chat screen's top right corner. In this way, users can know where to add members to (or remove from) the group.
3. Users are confused to complete the search function. Since, in the video introduction, users click the "Friends" or "Groups" button to complete the search function. According to "Human perception is biased" (Johnson's article, chapter 1), this design makes the information display ambiguous because it is difficult to detect the results pop up automatically after entering the search information. My suggestion is to add a "search" icon to the right of the "search" input box. Based on the prior experience (Transfer Effects, Norman’s text), the user would know how to complete the search function.

## Overall Comments (Optional)

**Provide overall comments, suggestions, and recommendations on the overall interface.**