

Question 2a A description of the prototype that includes changes you made with respect to the prototype design in Week 3 and on which basis you made these.

The changes we made in comparison to the prototype design in week 3 can be divided into four different categories. They are all either based on feedback we got from our users in the study in week 4, are fixes for design errors we overlooked and/or noticed while performing the experiment, are implemented to extend the functionality of the app or are implemented to facilitate the future experiments we plan to conduct.

Based on user feedback

Based on the feedback from users we changed some parts of the previous design to address this.

- Improve slider accuracy.
- Make it more clear what the glasses do.
- Add text to the navbar elements.
- Make the current day a different color to accentuate the difference in habits.

General changes / design error fixes

These changes are to fix mistakes that were in the previous version and to add in some of the features that were not added from the low-fi model in assignment 3.

- Change "total kcal" under the footsteps to "total steps".
- Change the text of "total kcal" to "kcal burned (today)".
- Add a unit to the "your progress tab".
- Change the color of workout ideas based on level.
- Change the green that is on white to a slightly darker green. it is hard to see them now.
- Start "add water intake bar" to 0.

Extending functionality

Implement some of the features that were not responsive in the previous version or were partly implemented. We also add some functionality to streamline inputting and viewing data.

- Add option to choose an icon in habits
- Make the icon for the current day in habits update with the change of the circle bar for that day.
- Implement the add meal button.
- Add a graph in the workouts tab in the weight part.
- When clicking confirm for adding habit remove the data inputted so when adding the next habit they don't have to remove the old data first.
- Allow adding decimal numbers like 1.5 liter.
- Have the "how are you feeling today" emojis stay when changing screen.
- Allow the user to remove a habit
- Add an option to update habits. For example a circle with a plus to the left of the habit that opens a window to update the habit.

For testing

- Add a different circle bar like in calories for the current water intake and add the name "today's water intake".
- Add an update button to water intake. with the word "add".
- Add the option to set the water intake bar to a custom amount. (set the bar not add).
- Add text input option as an alternative to the slider.

Question 2b A short description of how you will evaluate the prototype in Week 6 (method, setup, variables etc)

In our last experiment we discovered one of the main flaws of our interface. Users frequently had problems with adding water to their daily water intake. A significant amount of the user feedback included a form of complaint about the slider for the water intake, which is why we focused on this during the development of the new prototype by creating two alternatives.. For the evaluation of the prototype in Week 6 we will therefore be testing if users prefer the slider or prefer a text input. Our independent variable would thus be the interface and the goal is to check which of the new interfaces has a greater positive effect on the user's experience and intuitiveness of adding water to the total.

The experiment will be conducted in a quiet area to minimize distractions. We will be using a laptop, the participants phone, our new slider interface and the new text input interface (for water intake). After the participant has been given an introduction and consented to participate we will give them the task of adding 330ml to their daily water intake using one of the two versions and afterwards using the other version. The order of which they use first and second will be semi randomized. In this case, semi randomized means that we will make sure that 50% of the participants will have one order and 50% will have the other order. This is to make sure we don't get an uneven split, which could be a problem since our sample size is small. We will record their attempt and ask if there were any problems afterwards. In addition we will also ask them which they prefer and what they liked and disliked about the two interfaces.

Questions after each interface:

- How intuitive did you find the interface on a scale of 1 to 10?
- What did you like and dislike about the interface?

Question after the second interface:

- How intuitive did you find the interface on a scale of 1 to 10? And what did you like and dislike about the interface?
- Which interface did you prefer? and Are there any advantages or disadvantages you can think of that one interface possesses over the other?
- Do you feel like your preferred interface would be appropriate for all the habits you would like to track?

As we have experienced in our last experiment, age seems to be a significant variable. Older people take more time exploring the app and figuring out how it works than younger people. Another variable that is partially linked with age is experience with habit tracking apps or technology in general. The app is less intuitive and harder to navigate for people that have never used an app than for the people that have experience. In our experiment we plan to introduce a wider range of users to get a more representative sample and see if the improved design is easier to navigate for new users.