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Assignment 3

Evaluation of Prototype

The prototype of LightTime turned out very similar to what was expected by the design. Of course, telling time with it is actually pretty difficult, as there is no legend to the scheme. This is something that could have been done, but almost defeats the purpose of an abstract clock. The only way to really get used to it is by using it. So, although it is “**easy to learn**”, it may take some time to learn it due to its nature. Since the top circle represents the sun, people can often determine what hour of the day it is due to its brightness, however, minutes is a little more obscure. It follows the same pattern as the sun, however, it is blue instead of yellow leaving the imagination to try and pick up the pieces. If they understand the sun, then understanding the minutes shouldn't be too difficult over time. The seconds is easy to understand, as the “Betelgeuse” star pulsates every second. The paths from each node to the next are pretty lame and not as aesthetically pleasing as I would have hoped, but they should work for a prototype build. Once the users have learned how to use it, it's very easy to remember. You just need to remember the brightness levels of each star and the seconds are pulsating. The prototype did a good job with the “**easy to remember**” usability goal. As said before, the “**easy to learn**” is easy in the sense that the concept is easy to learn, but you may need time to get used to the concept, unfortunately. The app wasn't as “**cognitively stimulating**” or “**entertaining**” as I had hoped. It needs a little more to it. If I had time, I would have made some glowing affects and maybe an arc to the transition of energy on every minute and hour. For a prototype though, we can see that if this was a on-going project, it would be pretty stimulating to look at and entertaining to see beauty of space within your mobile device.