#### Introduction

- Our app tries to visualise the mental load distribution within a household and tries to promote a more balanced distribution.
  - The app is designed to be used by all members of a household and users can interact with each other.
  - Users can track their own mental state and help the ones that feel overwhelmed.
- Our app is divided into 3 parts as you will see later:

### Start

- 1. Click next
- 2. Pick a name, your initials and a colour

### **Cards Screen**

- 1. Navigate to the Cards Screen with Navigation Bar
  - What do you think about the buttons? Is it clear what they do? (remarks on intuitive/size/contrast?)
  - o 1: very intuitive
  - o 2: like, edit, info clear, add another card, cross back to home screen
- 2. Task Creation
  - Add a new task
  - Change the task name
  - Define the subtasks
  - o (Go further)
  - Choose another image
  - Choose the category, priority, difficulty and frequency
    - 1: category: click on arrow; priority: dragging
    - 2: difficulty: drag
    - 3: drag priority
  - o (Go further )
  - Add a note
  - Save the new tasks
- 3. like and dislike the tasks
  - From 1 to 10, how clear is it what the user has to do? (→ like/dislike tasks)
    - 1: not very intuitive what swiping means
  - Is it clear where you have to click /swipe for liking/disliking tasks?
    - 3: done undone tasks with swiping
  - Do you think the user enjoys liking/disliking tasks?
    - 1: interesting feature
    - 2: very intuitive, like this
- 4. move through your favourite tasks and the other tasks
- 5. assume you accidentally added "Doing Laundry", try to remove it from your favourites. (A)
  - 1: click and swipe to remove
  - o 2: intuitive

- o 3: swipe to remove
- 6. submit your selection
- 7. press skip
  - o Do you know what the flowers mean?
    - 1: people, layers have meaning
    - 2: people, how happy they are
- 8. Can you find a way to see the tasks from AB?
  - o 2: click on flower
- 9. Try to offer help for "Hobby Football". What did you expect to happen?
  - o 1: works
  - o 2: offer help without selecting task first, click on card is clear
  - 3: offer help without selecting tasks
- 10. Trading
  - Offer your "Grocery Shopping" for a trade with AB
  - o AB should offer their "Meal Planning" and accept
  - Accept the trade with AB
  - o How intuitive was the trading process?
    - 1: 'trade' not clear
    - 2: clicked first on offer trade, show error message, 'trade' was clear
    - 3: very intuitive
    - 4: intuitive, how does this help with mental load

#### **Home Screen**

- 1. Navigate to the home screen (A/B) with navigation bar
  - o 2: house on nav bar
  - o 3: home screen not very intuitive without explanation
  - o How appealing is the tree, blossoms and the flowers?
    - i. 1: flowers = people
    - ii. 3: blossom colours represent people
  - What do they represent?
    - i. 1: tasks, and subtasks
    - ii. 2: menu that is branched
  - When do they change?
  - Which flower represents you?
- 2. open all your tasks
  - o 1: tried to click on your flower
  - o 2: click on hamburger menu, then click on tasks
  - o 3: settings, tasks
- 3. Choose the task "Meal Planning"
- 4. Try to figure out more about this task and describe it
- 5. Get back to the deck
- 6. Mark this Task as done
  - Rate all attributes of a Task from most important to least important
  - Do you think the "Cards"-layout helps you find the tasks fast?
  - Was there an element you were unsure about its meaning?
    - i. 1: very clear

- ii. 2: very clear
- iii. 3: clear, details of tasks, cross to close
- iv. 4: Does the image help?
- 7. change your current mood to 'bad'
  - o 2: click on your flower
  - o 3: flower stands up if done a lot
  - What do you think about the tree? Is it too cluttered?
    - i. Do you like seeing the entire tree with the small elements?
  - o zoom into a branch of the tree
    - i. How do you like this view?
      - 1. 2: good, intuitive, helpful to have an explanation in the beginning

## Diagrams Screen

- 1. navigate to the diagrams screen using nav bar
  - 3: diagram screen and home screen very similar, diagrams more intuitive than tree
  - What do the diagrams tell you?
    - What does the big blossom pie chart tell you?
      - 1. 2: distribution of tasks
    - What do the bars represent?
    - What is the task history?
  - o Are the diagrams helpful?
  - Which diagram is the most important?
    - 2: blossom pie chart numbers helpful; mental state track most helpful; completed tasks a bit too much
    - 3: delete mental state tracker
  - o Which is useless?
    - 4: why do I need others mental load?

### General Questions in the end

- Do you think the app is intuitive?
  - 2: more or less intuitive, icons not always intuitive
- What is more intuitive? Swiping or pressing a button on the navigation bar?
  - o 3: both together is better, click is faster
  - o 4: similar
- Do you like the segmentation into tabs (Cards, Tree and Chart tab)? Do you like the order of the tabs?
- Do you think there are features that can be further improved or that don't exist?
- Are there unnecessary features?
  - 3: home and diagram screen is too much (similar); own tasks on different screen, home screen too much information
- What do you think about mental state communication?
- What do you think about mental load communication?

- Do you have other thoughts for us?
  - 3: tree more well-arranged; less branches, click on branch good, three branches enough; display all cards (own tasks) better than on the bottom
  - 4: trade select both first better; diagrams category bar chart good; your tasks: hand cards more fun, likes this one more

# Other data gathered in the form of notes

- struggled with order of actions when adding tasks
- tried to press on task info while choosing priorities
- user tries to press the back button to get to home screen from task overview. (Do we need a back button there?)
- User does not know about "scrolling"/"dragging" function to explore tree in zoomed in view
- user tries to only see peters curve by pressing on peter (instead of toggling curve visibility)
- a little confused by all features on Tree screen, but (maybe) also bc. some buttons don't work (everywhere)
- trading: not intuitive to choose one of theirs and one of yours
- not intuitive (when distributing tasks and so, without knowing about flower states) how the app helps with mental load
- Why should I care about other's mental load?
- not sure about meaning of blossoms/flowers in tree
- trade offering with just choosing one/own card and click on "offer trade" was found more quickly than choosing 2 cards
- Home: B preferred
- both diagrams and tree is useful