

**Interaction and Usability  
(MOD002591)**

‘b4Taking0’  
1626142

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Faculty: Science and Technology

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# 1. Brief description on b4Taking0 (5 marks)

For this report I have chosen to do an interface that will allow users to view and search for information about the “outside” before leaving their houses. Through careful planning and thinking, I was able to hypothesize an app that will grant users the chance to check for temperature outside (both in Centigrade and Fahrenheit), the local/country news and the local traffic on saved/typical daily routes. The title of the app is called b4Taking0 which is read as “Before taking off”. The b4 obviously is read as before, and the 0 stands for off, as we know that in computer science the 0 usually stands for “off”. Considering all this, I have decided to make this for the purpose of the well information and knowledge of the user before leaving the house. (132 words)

# 2. Initial assumptions (5 marks)

## How do people currently achieve the task?

To achieve the task, people would have to look at a bunch of different apps in order to get the information that “b4Taking0” already has all in one (this given the fact that they don’t have smart phones). If the user does not possess indeed a smart phone, then they would have to go through different newspaper, and check on their computer browsers the temperature. (65 words)

## What problems are there with an existing product or activity?

Highlighting the main problems of such a product would be perhaps navigation through the app would be difficult if the app is aimed at most ages, which would involve certain age ranges such as too old or too young, to be affected the most. On the other hand, simply downloading an app just for this task would be found by many people a “hard thing to do” simply because they can’t be bothered. (73 words)

## Why do you think there are problems?

Problems exist because everyone is different, and people sometimes have certain preferences compared to other ones. Although it would be easy to strike this problem simply by satisfying the user needs, there still are

problems in first place and it’s always necessary user feedback after

releasing an app. (48 words)

## Why do you think your proposed ideas might be useful?

My proposed idea will be useful because people would save more memory space within their smartphones by having 1 app instead of 3 or 4 apps that have the same information as 1 app has. Also, the time consumption would be reduced and in overall the user satisfaction would be met and high. (53 words)

## How do you envision people will integrate your proposed interface with how they currently do things in their everyday or working lives?

I have knowledge of a lot of people, including me, that when they wake up in the morning, the first thing they do is check for updates on their phones and go through social media. This app would fit perfectly within this target audience, which covers a lot of the population. Not only then, but also by clicking in 1 app, it can make it very fast to check these things, therefore even by achieving tasks where you can multi-task easily such as walking somewhere would fit in perfectly. (89 words)

# 3. Justification of goals (5 marks)

|  |  |
| --- | --- |
| ***Usability Goals*** | ***Justification*** |
| **Effective** | **The application provides effective type of information and will satisfy its goals.** |
| **Ease of use** | **The app will be easy to use for most of the age ranged that it will target** |
| **Secure** | **It will get its data from trusted and safe apps/websites** |
| **Accuracy** | **The sources are only from big companies like BBC news, etc…** |
| **Speed** | **Speed of getting the information you need is faster than if it was split into 3 different apps** |

# 4. References