Low Fidelity Prototype Review Form for Team Project 2a

Name of interface (app) reviewed:

Pullman transportation app (The speaker did not say the exact name of the app).

Briefly describe the interface being evaluated:

The main functionality of the interface is to provide the navigation of different transportation to the destination of the event. The app contains different screens such as "Summary" screen (mentions fundamental information such as current time and place, temperature, weather, and links to other different functionality such as calendar, maps, settings, transportation and events), "Events" screen (information on events, such as time and calendar, for WSU and University of Idaho, user can click the link of the event to go to the event page), "Locations" (to add new location, get stored locations, and get routes to destinations), "Map" screen (provides road condition information and alerts) and "Settings" screen (information regarding vehicle, transportation preferences, locations, and class calendar).

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

University students, staffs, and professors. Users who want to go a university event but do not know how to get there and which transportation is best. Students who are the freshman in WSU or University of Idaho might be helpful when using this system.

Briefly describe the background scenario used in the video:

The user wants to go a university event, but the user does not know which transportation he/she should use. So, the user can use the app to get the destination of the event and suggestion on what kind of transportation he/she should use.

Task 1
Briefly describe Task 1:

Summary task:

On the summary screen, it shows temperature, weather, current location, destination of the event, the transportation the app suggests using, quick presets of locations and commutes, university events. If user clicks the university events information button, he/she can get into the event screen. User could pull down the screen to refresh the information.

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.

The design of the summary screen is a little bit mess. For example, the location and the weather are both shown at the top of the screen, but they are not separated properly. The signifier of university events "Information" button is not obvious enough, so user could not find where to click (according to Norman's Design Concepts).

For the bus destination time, the user will not have to remember it, cause in the summary screen, it will automatically display it. This is using design implication: do not make the user remember the things across screens that mentioned in the L-08 Memory slide.

The weather icon is placed exactly between the weather description and current location. This weather icon should have been placed nearer to the weather description following the proximity principle.

The button icons in the navigation bar are good examples of signifier and natural mapping.

Task 2
Briefly describe Task 2:

Event task:

When user clicks "information" button in the summary screen, the screen will be guided to the "Events" screen which shows the names of the events, the links of the events, and "Full Event Calendar" button of Washington State University and University of Idaho. A link is provided near the event to obtain information about the event. And there is a "Full Event Calendar" button which can lead to the event calendar of the university.

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.

Events are shown clearly in the screen.

According to the Johnson's text, since human perception is biased, the design should be consistent. However, the link buttons are not consistent. The link button of a single link and the link button of the full event calendar are in different styles, so it will confuse users.

The back button provided to top-left of the page has a back arrow, "<-", and a text below it, "Back". This is a redundant use of a signifier, either the back arrow or the text "Back" should have been used. This advice is trying not to make the user feel confused. The buttons "full event calendar" are placed on a different background to make them more noticeable (here Gestalt's figure/ground principle is used).

Task 3
Briefly describe Task 3:

Location task:

When the user clicks on the "location" icon on the homepage, it will take them to the location page. On this page, there are two tabs provided, "stored location" and "Destinations". The user can set the destination by going on the destinations tab. The user can also access the details of favorite locations from the stored locations tab. Also, there is a Pullman transportation icon for the user to connect to the Pullman transportation application. And there is a quick link of user's map app were placed on the bottom of the screen.

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.

The user might not notice the icon of the Pullman transportation application. It should have text to help the user.

The two tabs provided on topped are mapped to different color yellow for stored location and green for destinations (following Norman's mapping principle) to represent different pages. Furthermore, this also follows Gestalt's similarity principle, the options provided in stored locations are represented with yellow background elaborating that the option belongs to stored locations tab. Similarly for the destinations tab.

However, while the page of stored locations presents as yellow, the whole page of destinations displays with green. Contrast is good, but this violates the rule of UI designing on "Make the system familiar" or "consistent." (L09-Learning- Slide 16), (L06-Perception-1-Slide 38)

By using the principle of Johnson' book Chapter 2, gestalt principle: similarity, the information of stored location is placed straight forward.

Task 4
Briefly describe Task 4:

Bus and Map:

On the "Bus" screen, nearby bus stations may be shown on the map, but the speaker did not mention specific content. User can also click the "open" button, link to the Pullman transition app, to get the information of how to go to the target quickly.

On the "Map" screen, the user can see their current location. Also, there is an alert link, "hazardous" along with a black alert information button, users can click the information button to go to the "Road Status" page which provides more information on road conditions, such as street-1 is clear, accident on street-2, etc. Furthermore, on the "Road Status" page, there are links provided to access more information. There are direct links provided to "Washington DDT" and "Idaho DDT".

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.

The icon of the detail information quite small. The signifier of the button could be improved.

The road conditions are shown using different colors (following Gestalt's similarity principle), for example the red color groups the roads that are blocked or unsafe for travel. Similarly for the rest of the colors.

According to the Johnson's text, since human perception is biased, the design should be consistent. However, the link buttons are not consistent. The link button of a single link and the link button of the "Washington DDT" and "Idaho DDT" are in different styles, so it will confuse users.

Task 5
Briefly describe Task 5:

Setting: (ex: vehicle setting)

Settings page contains two group boxes, "General Preferences" and "Transportation Presets". General preferences contain "vehicle types" tab (displays transportation options), "General Transportation Preferences" (to set transportation preferences). The "Transportation Presets" group box contains "Nearby", "Morning class", "Moscow".

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.

The items that represent similar meaning, such as the transportation presets group box represents preset locations, are placed together in a group box (this follows Gestalt's proximity principle). There are three empty tabs provided in the general preferences group box. This may confuse the user making him/her think whether the tabs can be modified or filled with user's choice or not. If yes, then there should have a "+" sign provided below the general preferences group box.

Also, for more options, the interface uses ">" and "..." signifiers. Only either of them should be used to make the interface consistent and not confuse the users.

Overall Comments (Optional)
Provide overall comments, suggestions, and recommendations on the overall interface.

The prototype does not have the title screen with name of project and names of team members. For the task "Map" and "Location", it makes our team members confused caused these two are quite similar. If possible, combine these two functions into one task or explain more about it.

The interface does not identify the five core tasks clearly. The interface has a clear navigation bar to guide the users.

The main logic of the APP makes the users confused, since the designer did not clarify which kind of problem they want to solve by creating the app.