# Comp 3603 - Human Computer Interaction

Assignment 3

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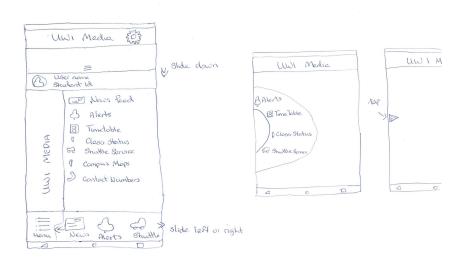
Liam Gilbert 813004117

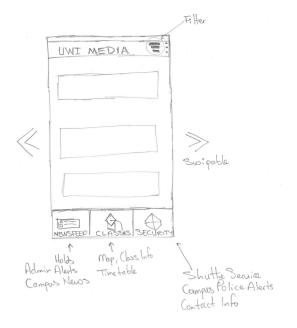
Sergio Mathurin 815117095

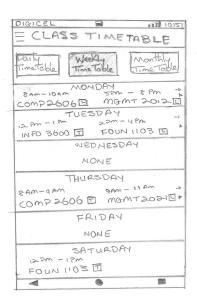
Maya Bannis 816000144

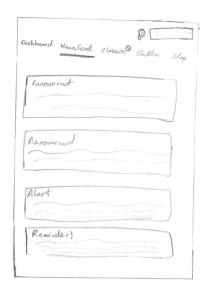
#### Initial designs

During our design brainstorming session (<u>See Photos Here</u>) the following sketches were created.

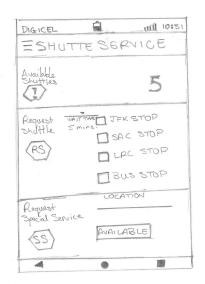


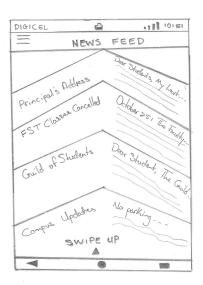


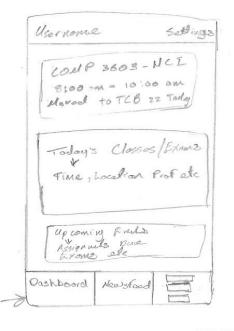


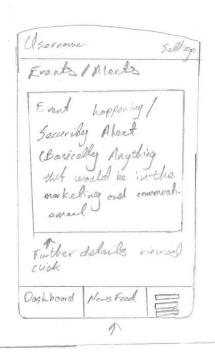


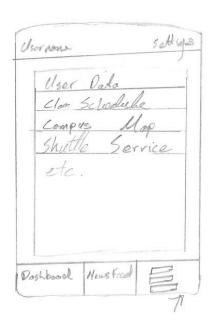


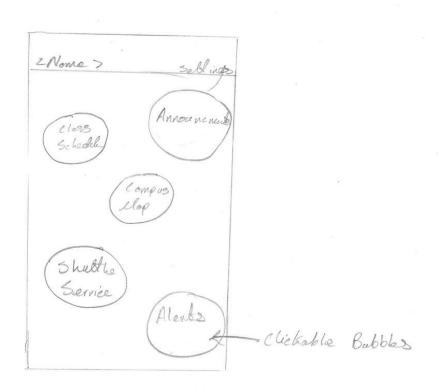


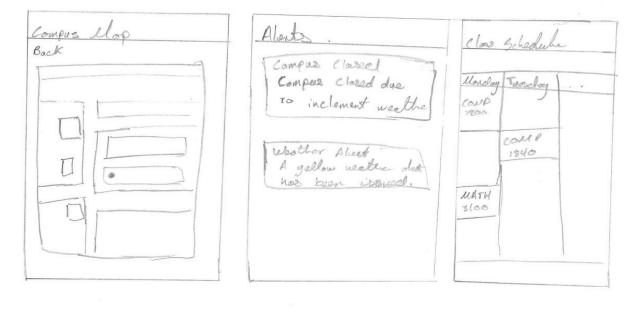


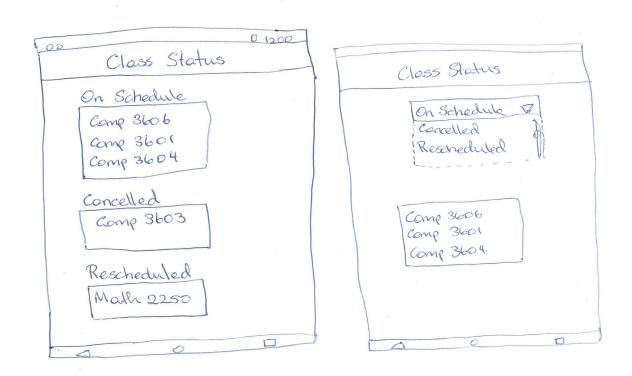








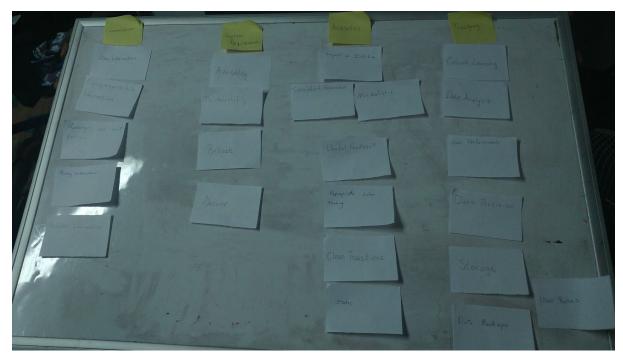




#### **Download Images**

# Affinity diagram

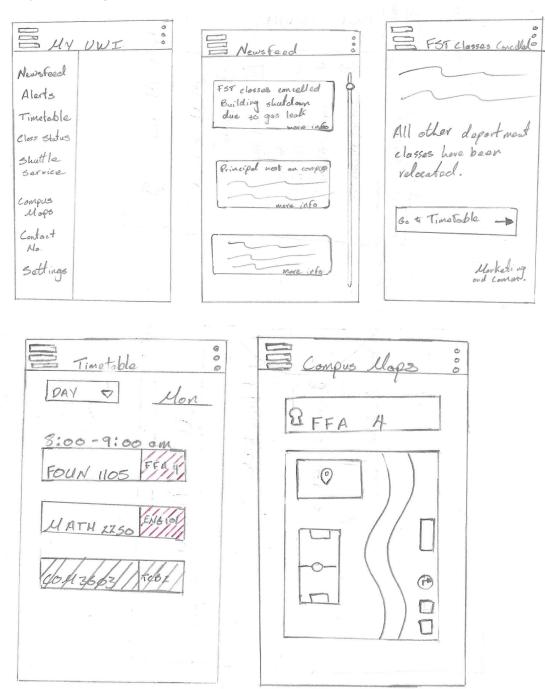
After selecting 3 designs to be used as our starting point the following affinity diagram was created.



**Download All Affinity Diagram Images** 

#### Storyboard

A storyboard was then created to encompass the basic usage of our application. Storyboard images



### Video prototype

This Storyboard was then used to create a simple Video Storyboard Demo.

## Task-centered system walkthrough

The following is a task centered walkthrough of the My UWI application following the aforementioned storyboard.

All task steps carried out using a touch screen on a mobile device.

Task Step	Knowledgeable? Comments/Suggested Fixes Motivated? Believable?	
Access Newsfeed via menu	UI should encourage users to navigate to newsfeed when an unread alert appears.	
Identify issue requiring immediate attention on newsfeed. In this case, an alert about the gas leak	Alert shown clearly at top of newsfeed.	Alerts and announcements are not easily differentiated from other Newsfeed items.
Obtain all relevant information from gas leak item on newsfeed.	Ability to view further details clearly communicated to user.  Information provided in newsfeed item did not convey all required information	
View further details on item		
View temporary class locations	Readable timetable view available.	
Obtain directions to temporary class locations	Assumed that user understands google maps UI	
Check for changes to situation		Have to search for the original post for updates. No means to effectively do this currently

#### Major issues with system walkthrough

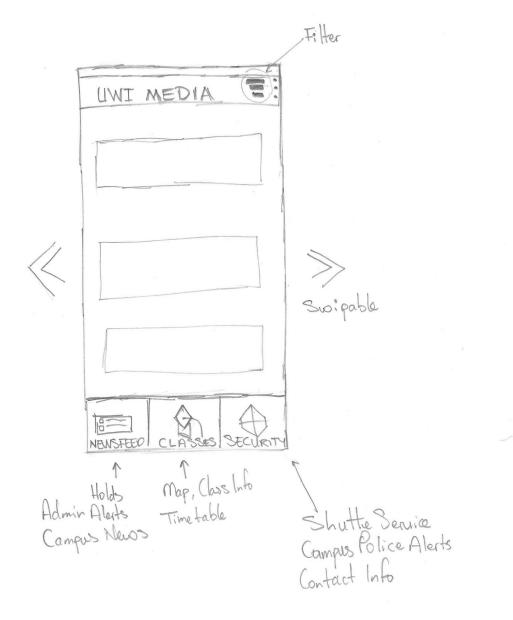
- User may not be able to quickly and easily identify Alerts which require immediate attention.
  - The colour scheme and layout for all newsfeed item types should be different.
     Solution: Alerts should have a distinct colour that call attention towards them, such as a bright red.
- User could not ascertain all necessary information without viewing further details
  - The newsfeed item's summary of events was insufficient to communicate all
    pertinent information to the user quickly.
     Solution: Article excerpts will be updated to include only the core details of the
    article.
- User was unable to easily obtain updates on the situation
  - There is currently no means for user to quickly and easily obtain updates on existing alerts and/or announcements.
    - Solution: Implement article updates so users can easily track the status of previous alerts and/or announcements.

# Reflection

#### Lo-Fi Prototype

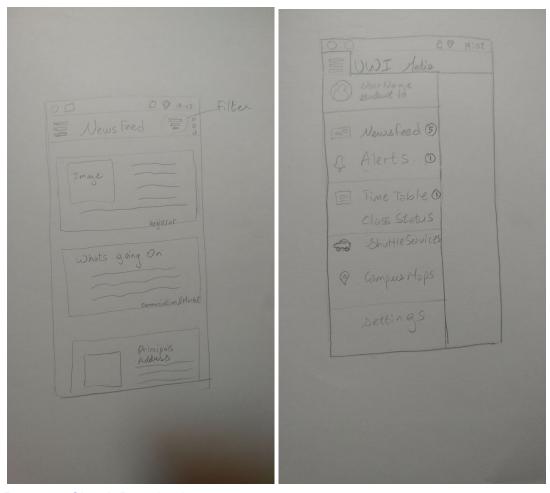
In our initial design we placed a large focus on being innovative, and as a result our designs usability suffered. Despite its visual appeal its navigation was cumbersome. We switched focus from visual creativity to functionality; the gulf of evaluation and execution for all tasks showed a significant decrease.

#### 1st Prototype sketch



1st Prototype Sketch Download

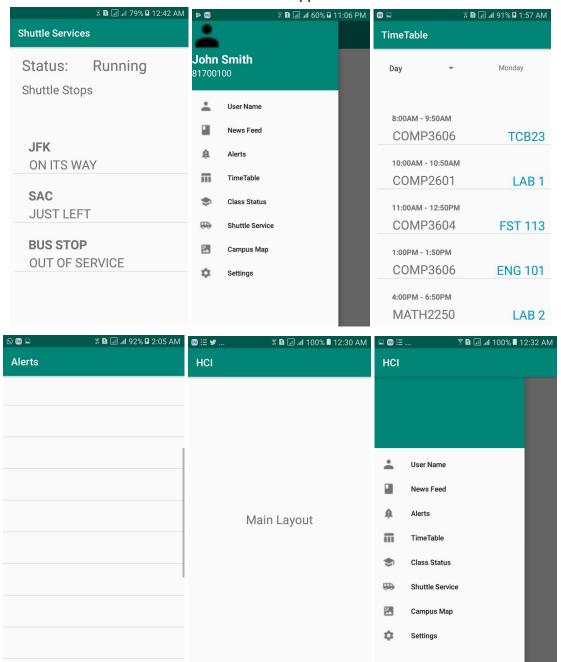
# 2nd Prototype Sketch



2nd Prototype Sketch Download

#### Final Lo-Fi Prototype design

Our new design was then put through the controlled observation experiment again, to determine if the previous problems mentioned had been fixed and to ensure no new ones had become apparent.



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COMP3606	TCB23	
10:00AM - 10:50AN	И	
COMP2601	LAB 1	
11:00AM - 12:50PN	И	
COMP3604	FST 113	
1:00PM - 1:50PM		
COMP3606	ENG 101	
4:00PM - 6:50PM		
MATH2250	LAB 2	

Final Prototype Download