

Comp 3603 - Human Computer Interaction

Assignment 3

Keneil Spencer	816001064
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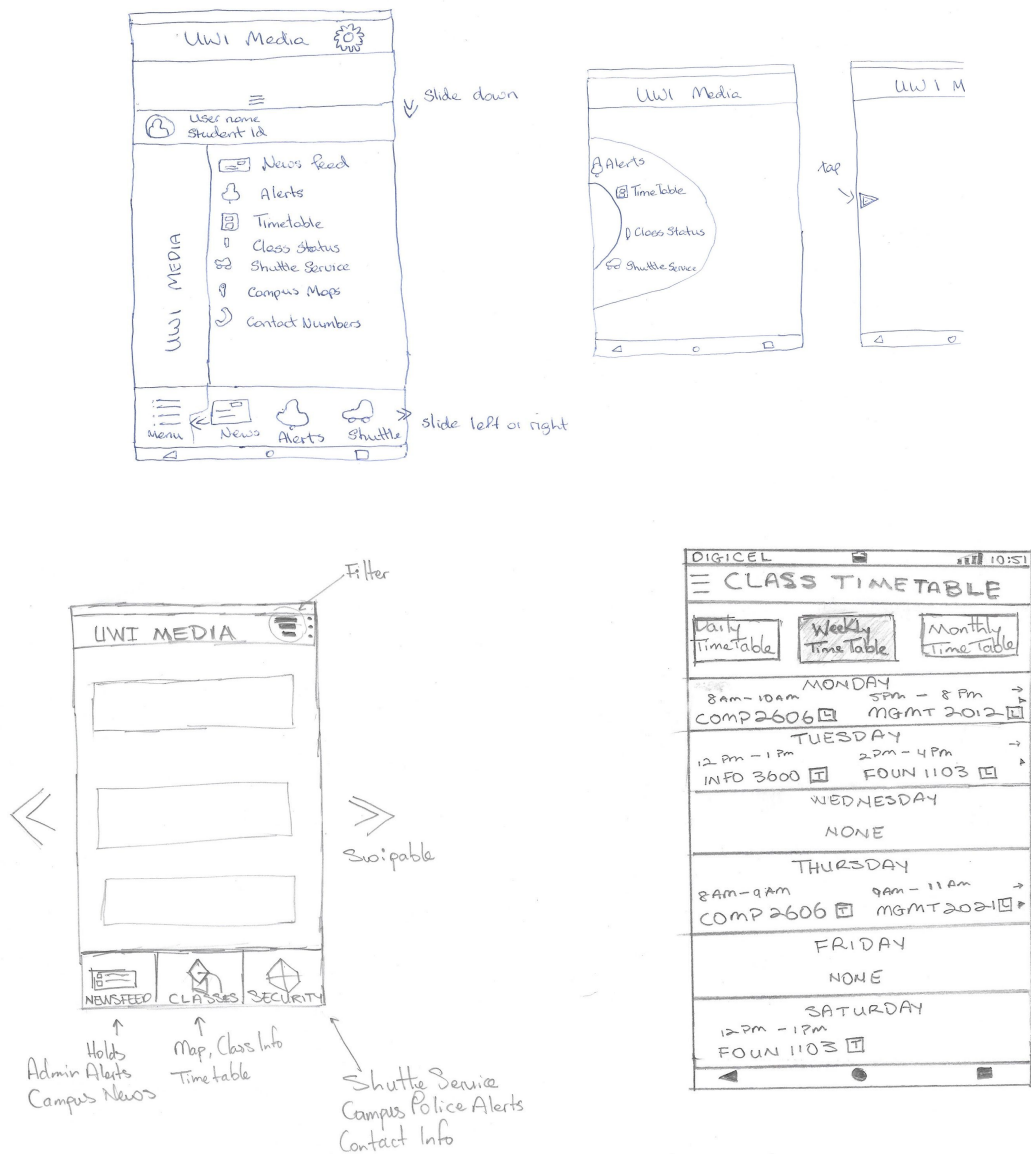
Liam Gilbert	813004117
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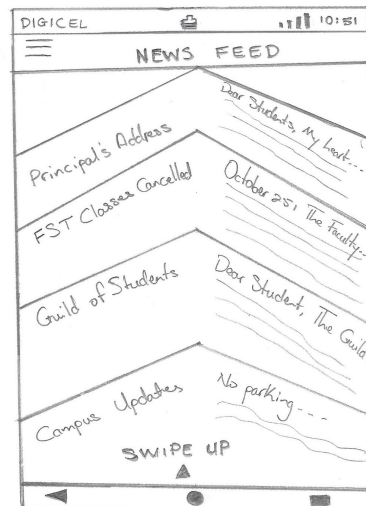
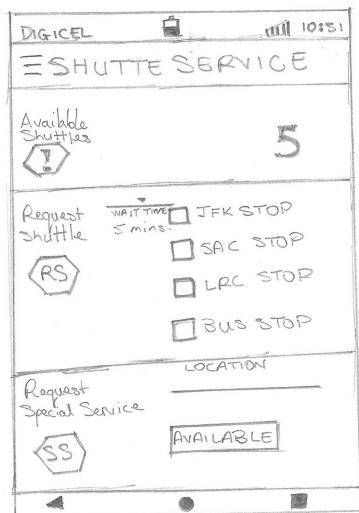
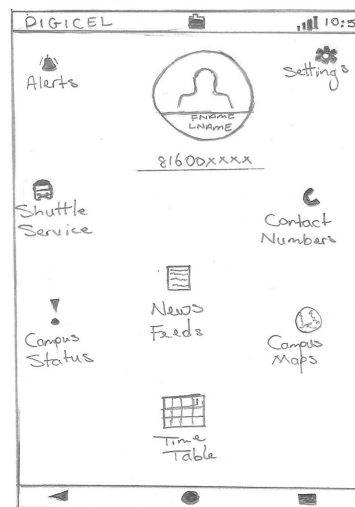
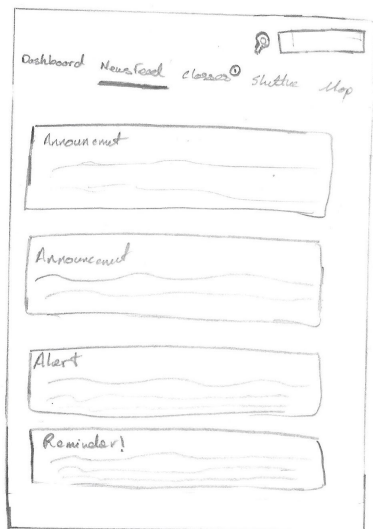
Sergio Mathurin	815117095
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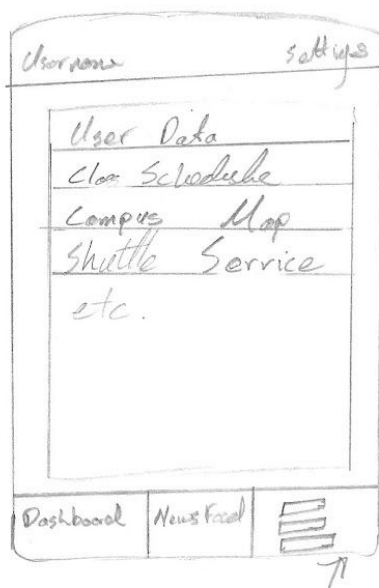
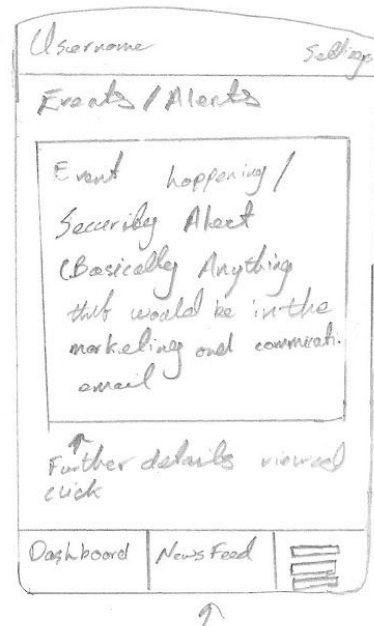
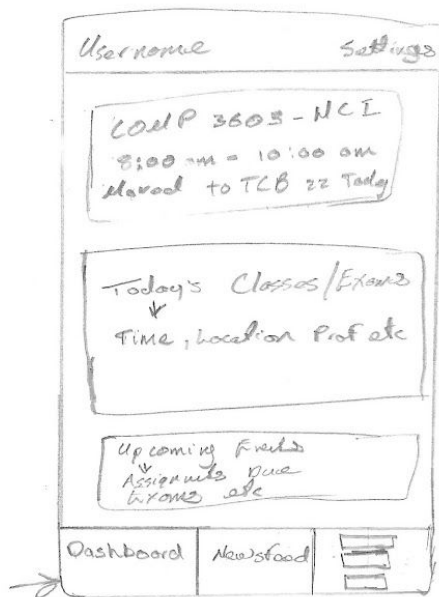
Maya Bannis	816000144
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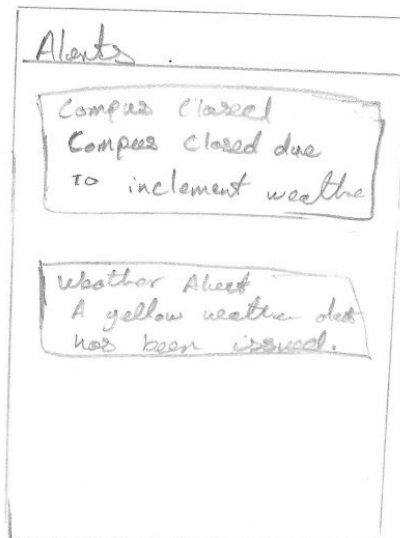
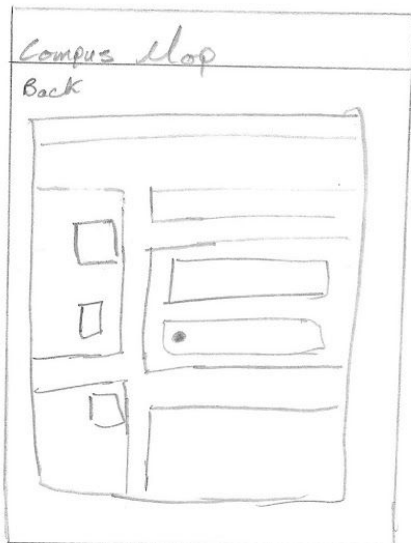
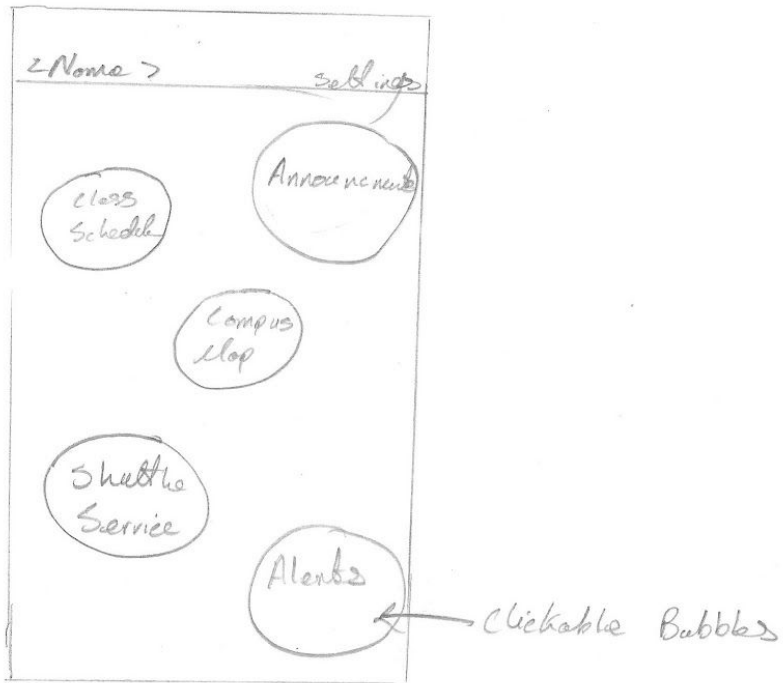
Initial designs

During our design brainstorming session the following sketches were created.



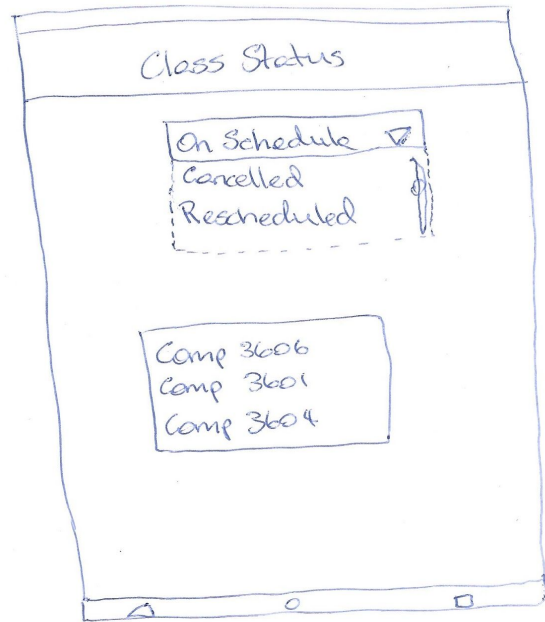
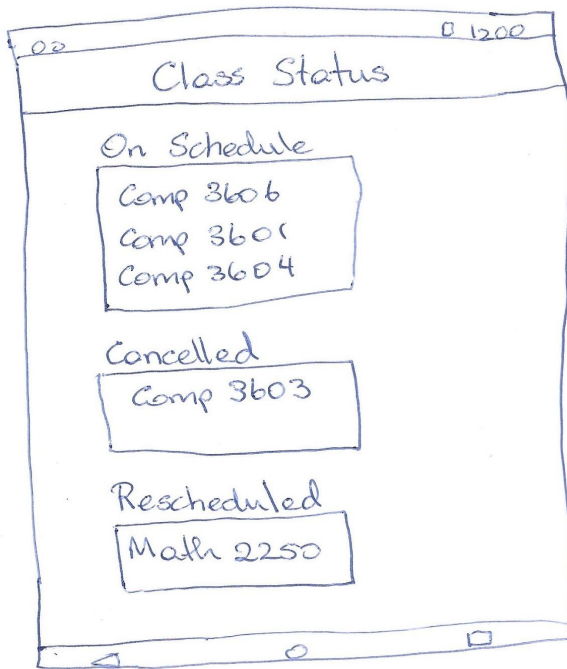






Hand-drawn mobile app "Class Schedule" screen. It contains a table with the following structure:

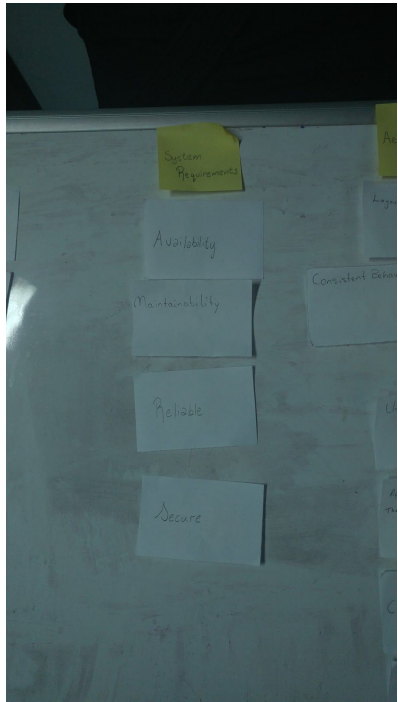
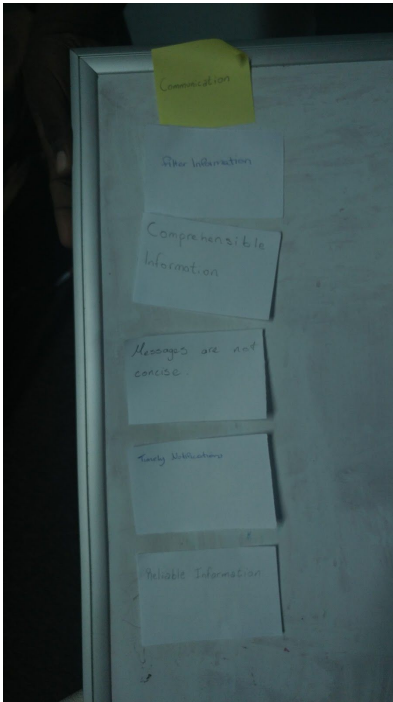
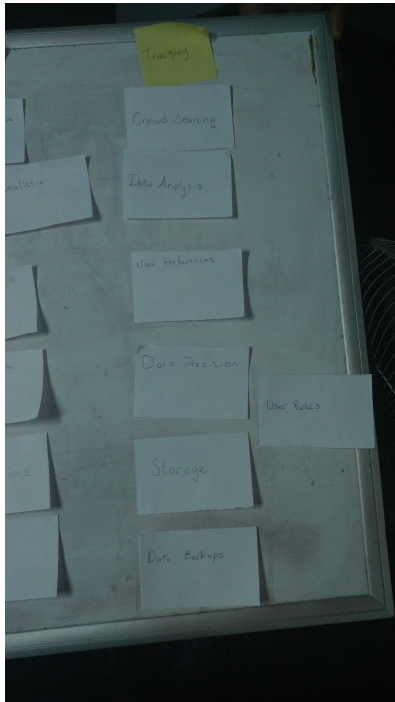
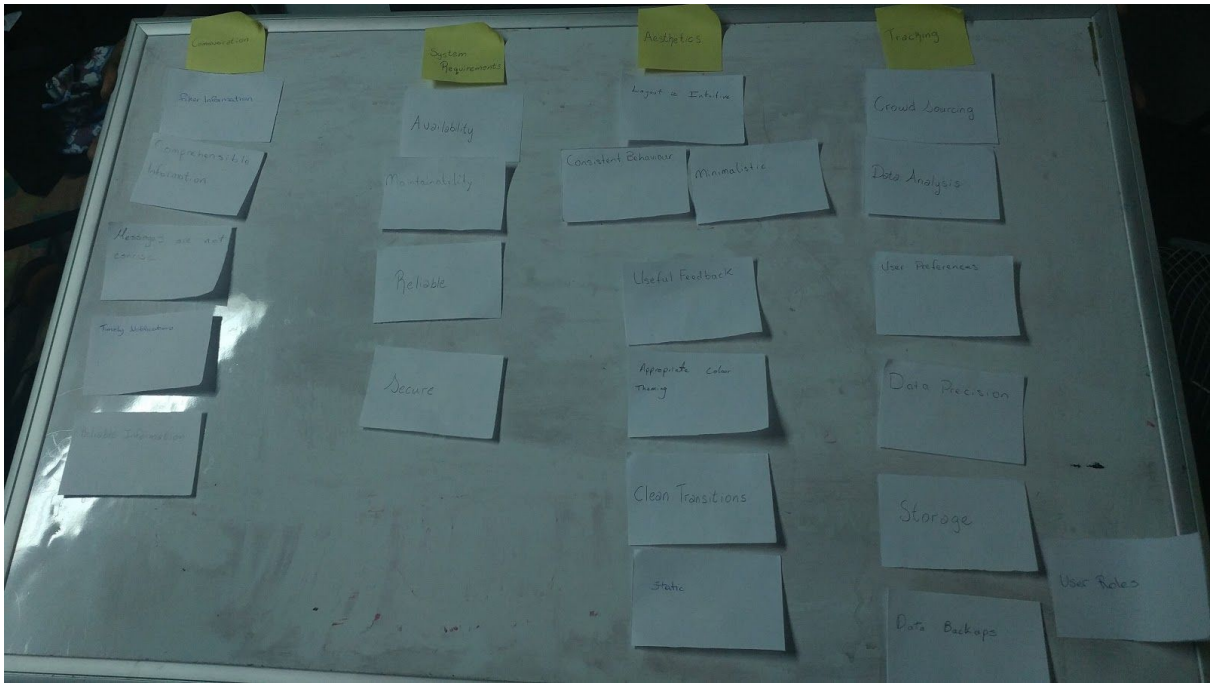
Class Schedule		
Monday	Tuesday	...
CAMP 7:00		
	CAMP 13:40	
MATH 3:00		

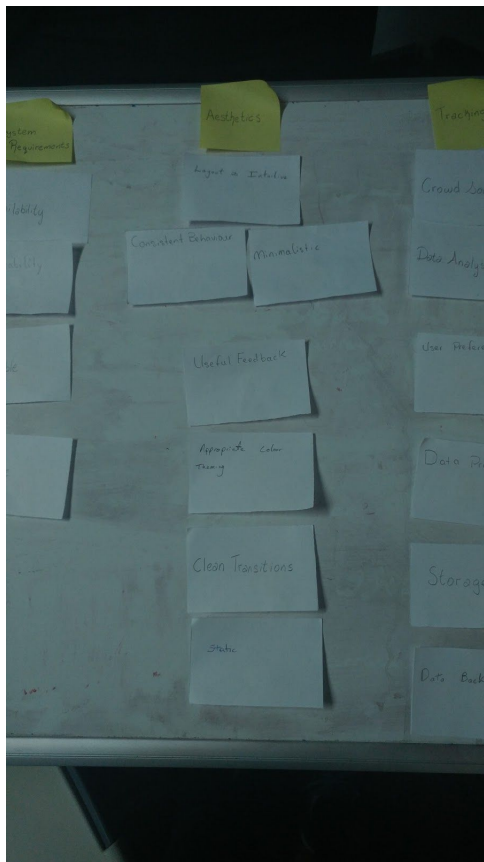
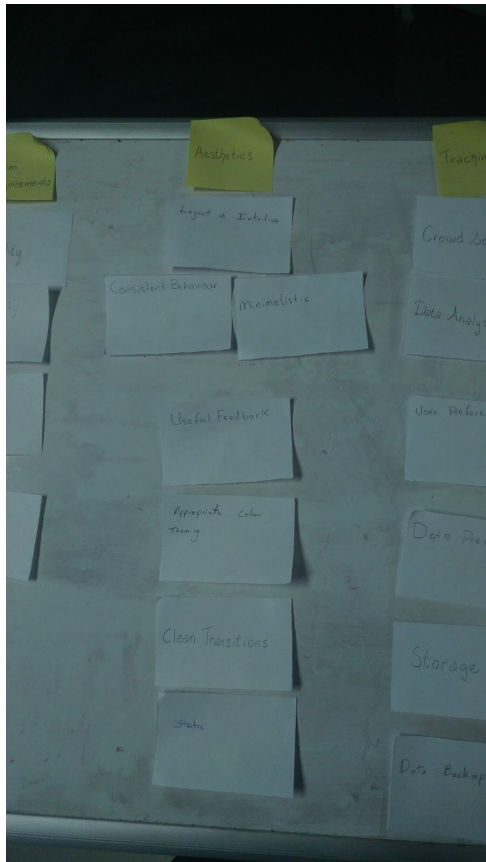


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Affinity diagram

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



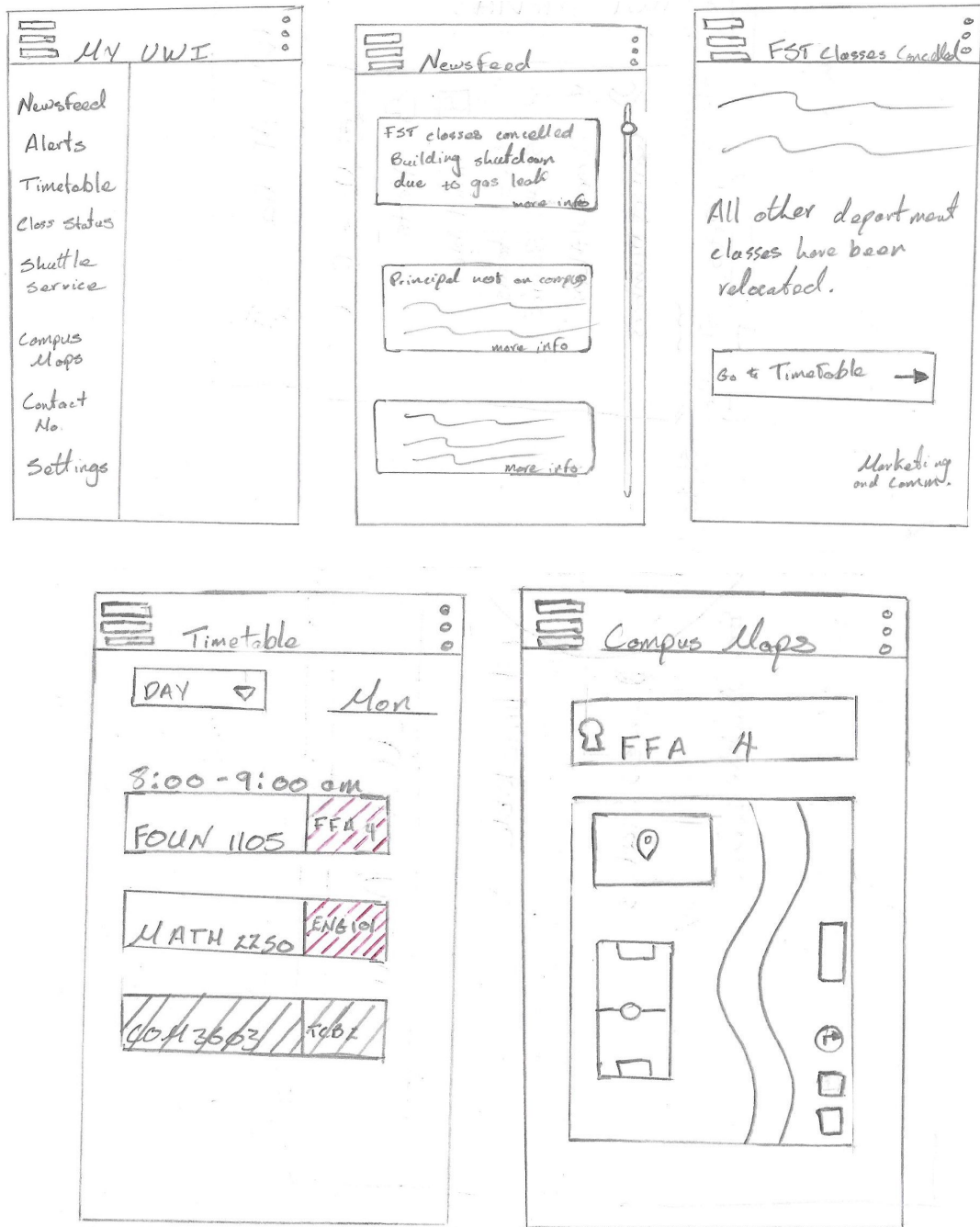


[Download All Affinity Diagram Images](#)

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? Motivated? Believable?	Comments/Suggested Fixes
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.

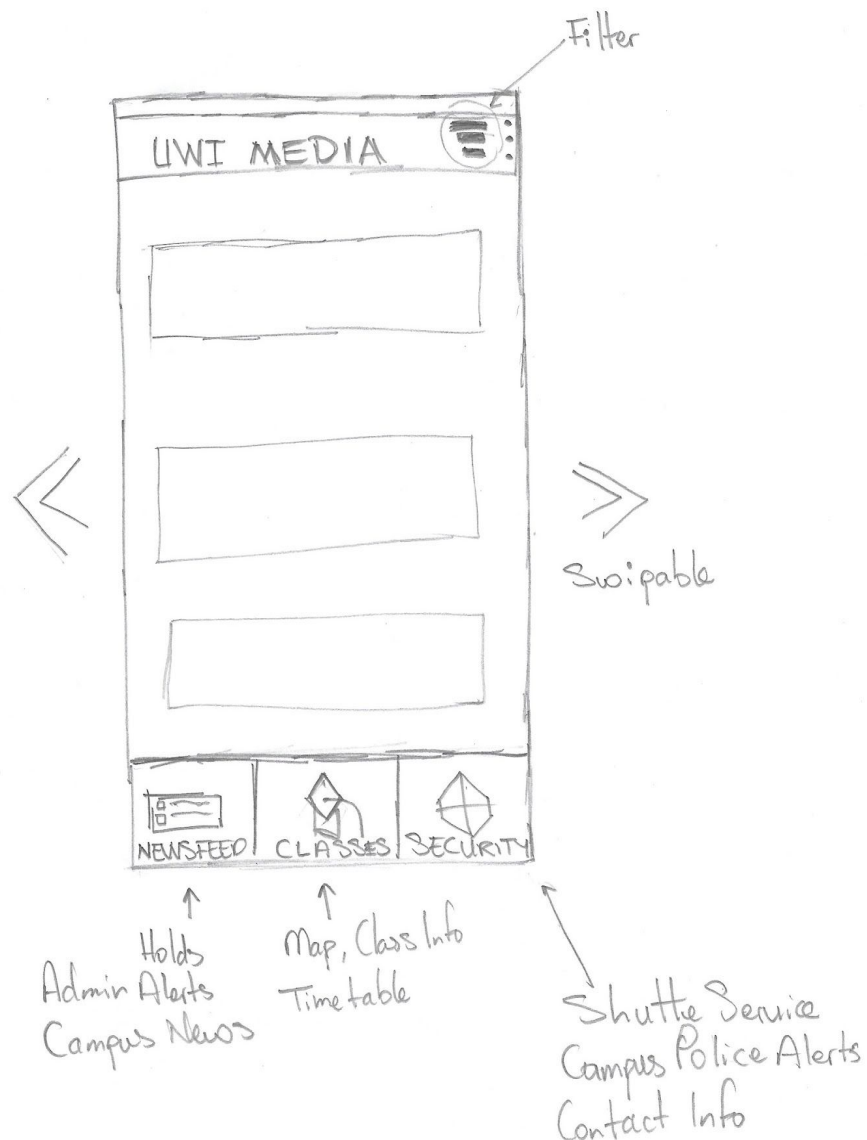
Reflection

Though the application's aesthetics are important, its main purpose is the delivery and collection of information. As a result, users must be able to quickly identify the type of information presented, as well as the most important content of that information. We focused on functionality and usability for our prototype's design, however more work is needed when it comes to the clarity and immediate readability of the information presented. This is especially important when dealing with emergency situations such as the one presented in the storyboard and demo above.

LoFi Prototype

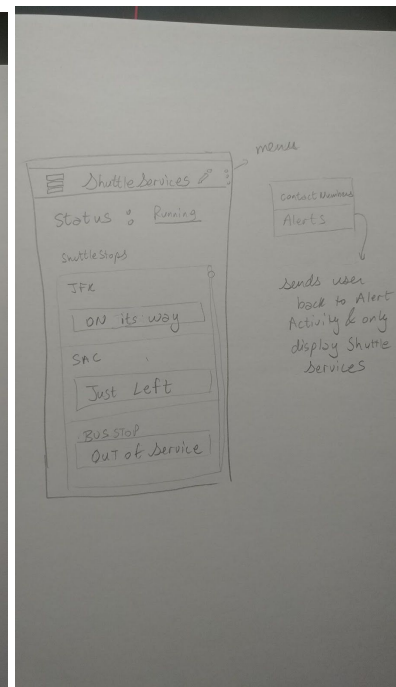
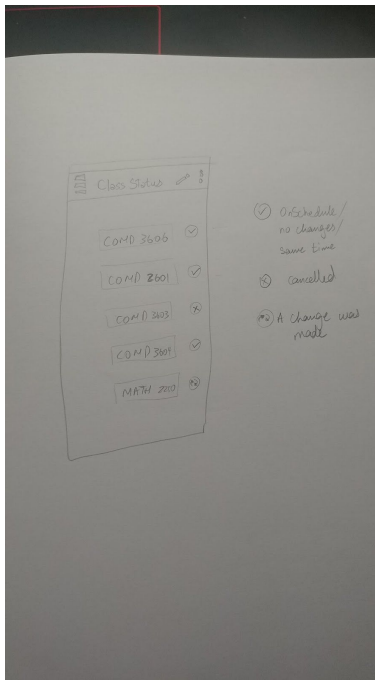
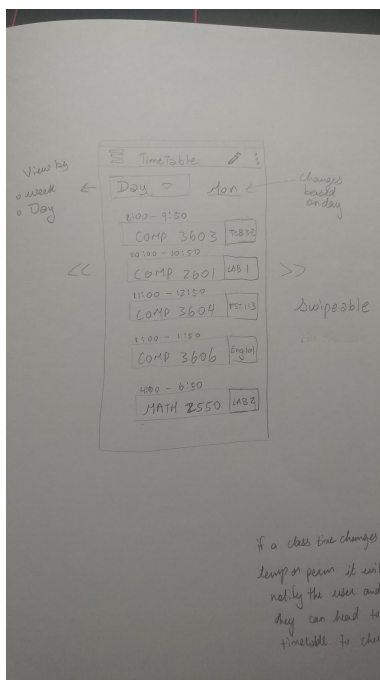
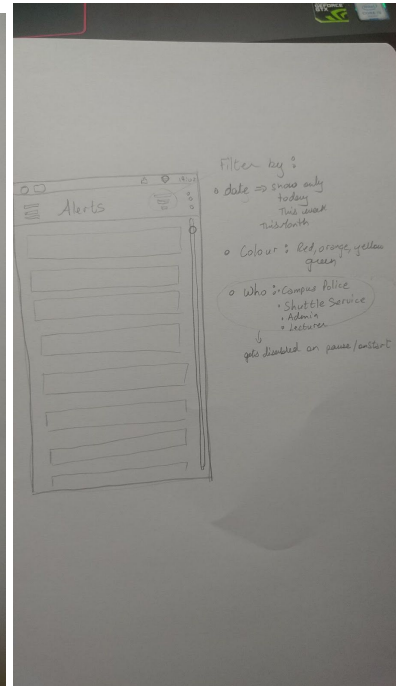
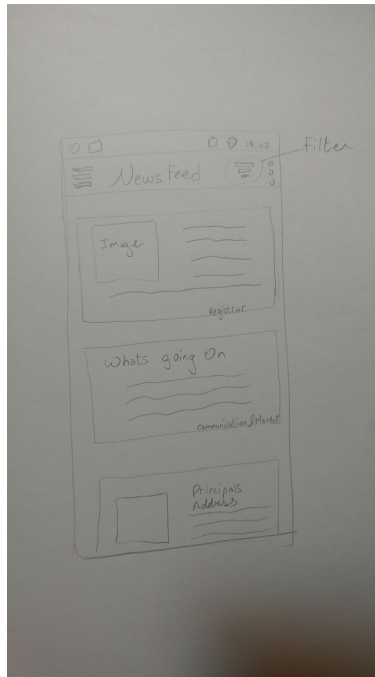
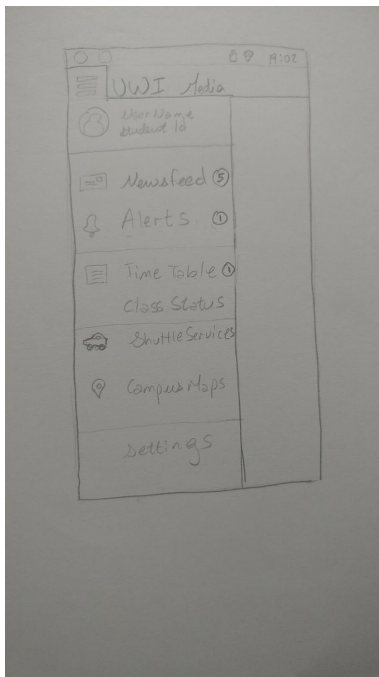
In our initial design we placed a large focus on being innovative, and as a result our designs usability suffered. Despite its visual appeal its navigation was cumbersome. We switched focus from visual creativity to functionality; the gulf of evaluation and execution for all tasks showed a significant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

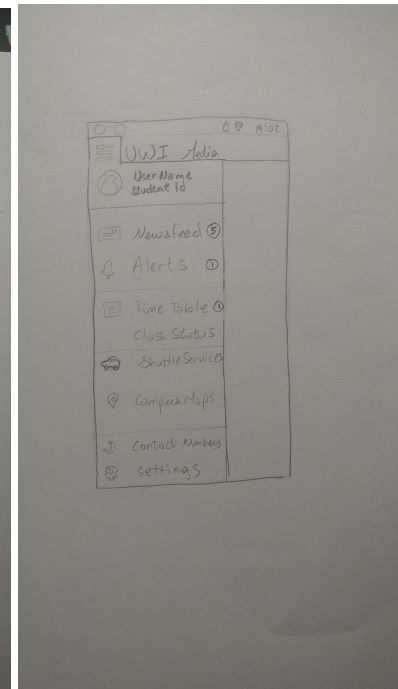
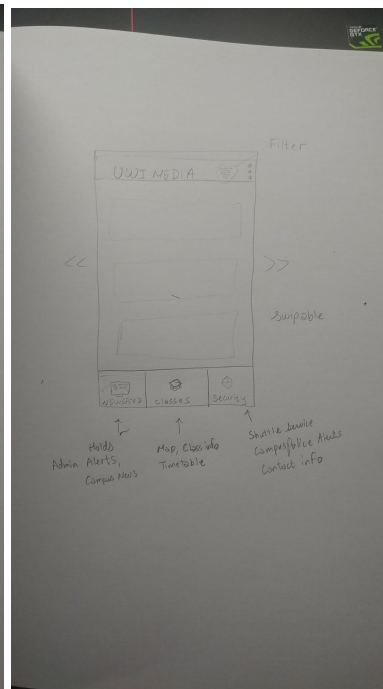
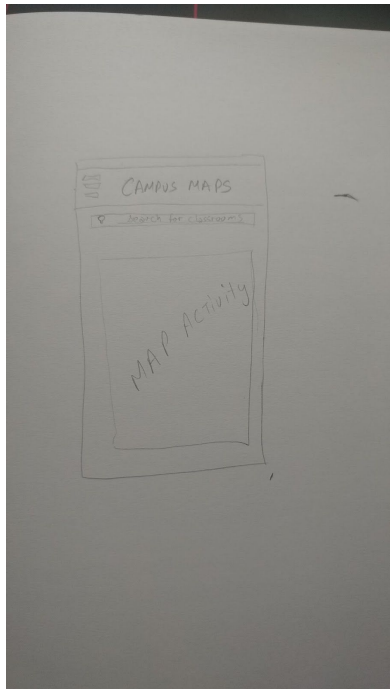
1st Prototype sketch



[1st Prototype Sketch Download](#)

2nd Prototype Sketch

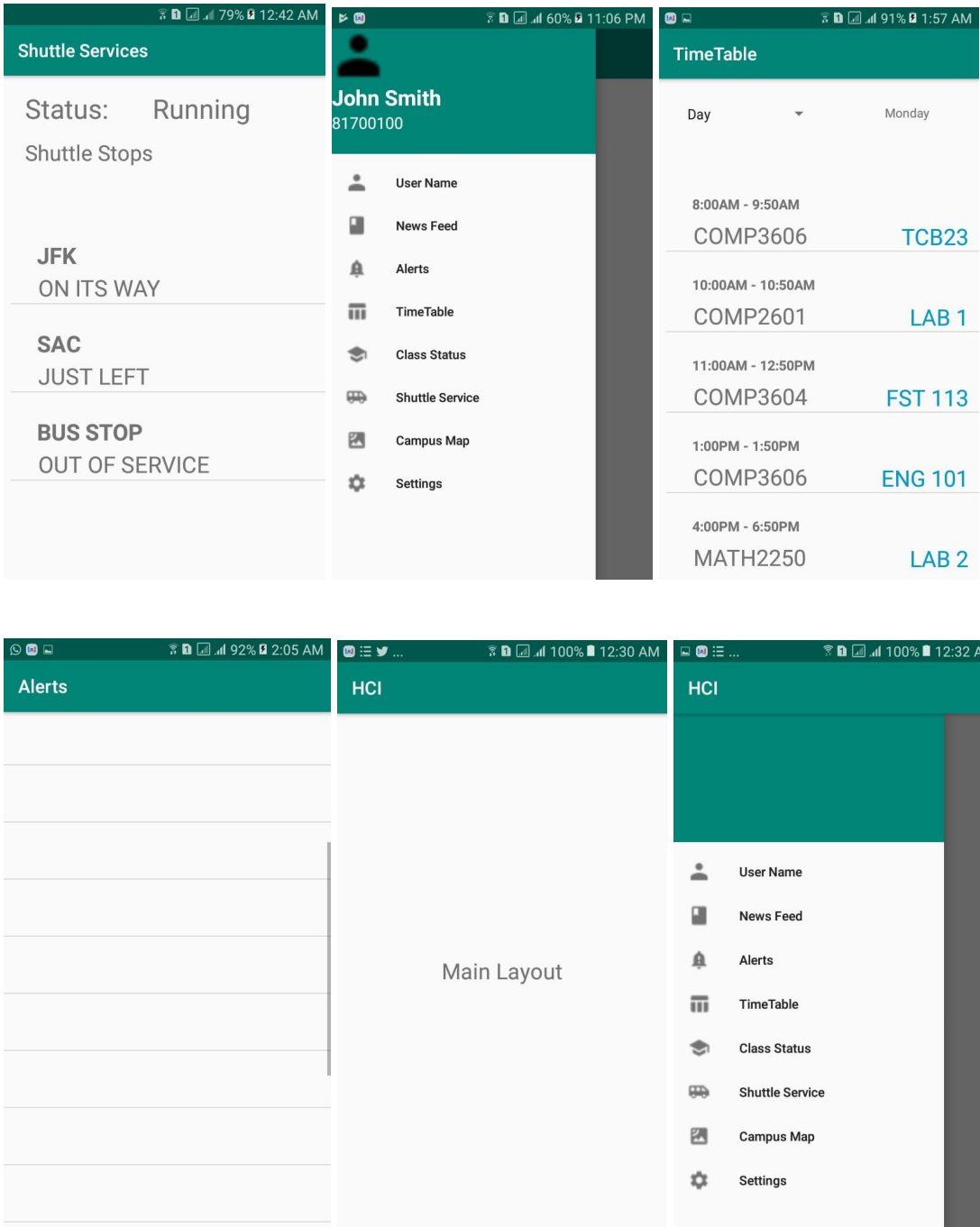


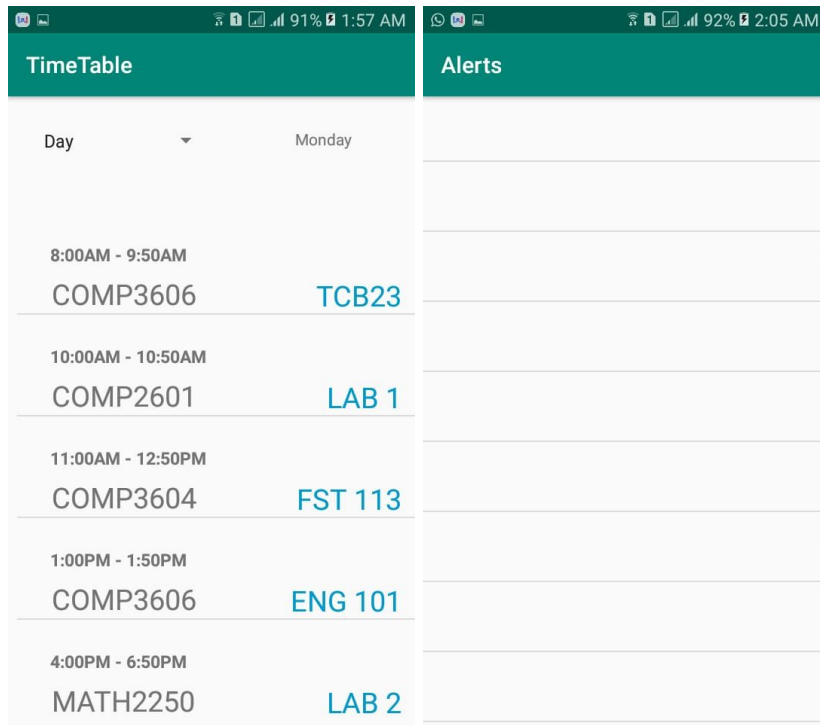


[2nd Prototype Sketch Download](#)

MedFi 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.





[Download Final MedFi Prototype Images](#)