

HW1: Paper Prototypes, Usability Evaluation (150pts)

Replace all the **highlighted** placeholder text, below. Your team may change the style of this template, but please provide all the responses requested and keep the same sections / order.

Usability note: If you double-tap/click the placeholder text, that text should become selected so that you can easily type over it.

Your Team (5pts)

Which team are you on?

Team 511

What **communication ground rules** did your team establish?

24 hours, respond quicker during few days before deadline or notify team of day-long absence
Meetings start 5 mins after start time
Distribute work evenly, active participation in meetings
Ask questions if you're stuck!
Weekly recurring meetings on Thursdays at 6:30 pm, expected to be 30 mins long.
Meetings on Slack.

Weekly Status Updates (10pts)

Where in Asana are your **status reports**? If they're all in the same place, provide one URL.

Week	Asana URL
Week 1	<i>https://app.asana.com/0/1198169603638643/progress</i>
Week 1	
Week 2	
Week 2	

GitHub Setup (5pts)

What is your **GitHub username**?

challer83

Make a test commit to your team's GitHub repository to confirm your setup is working. Where is your **test commit on GitHub**?

<https://github.com/SawyerPaeth/Expert-Finder-Team-511-CS361-F20>

Paper Prototypes First Draft (70pts)

Instructions

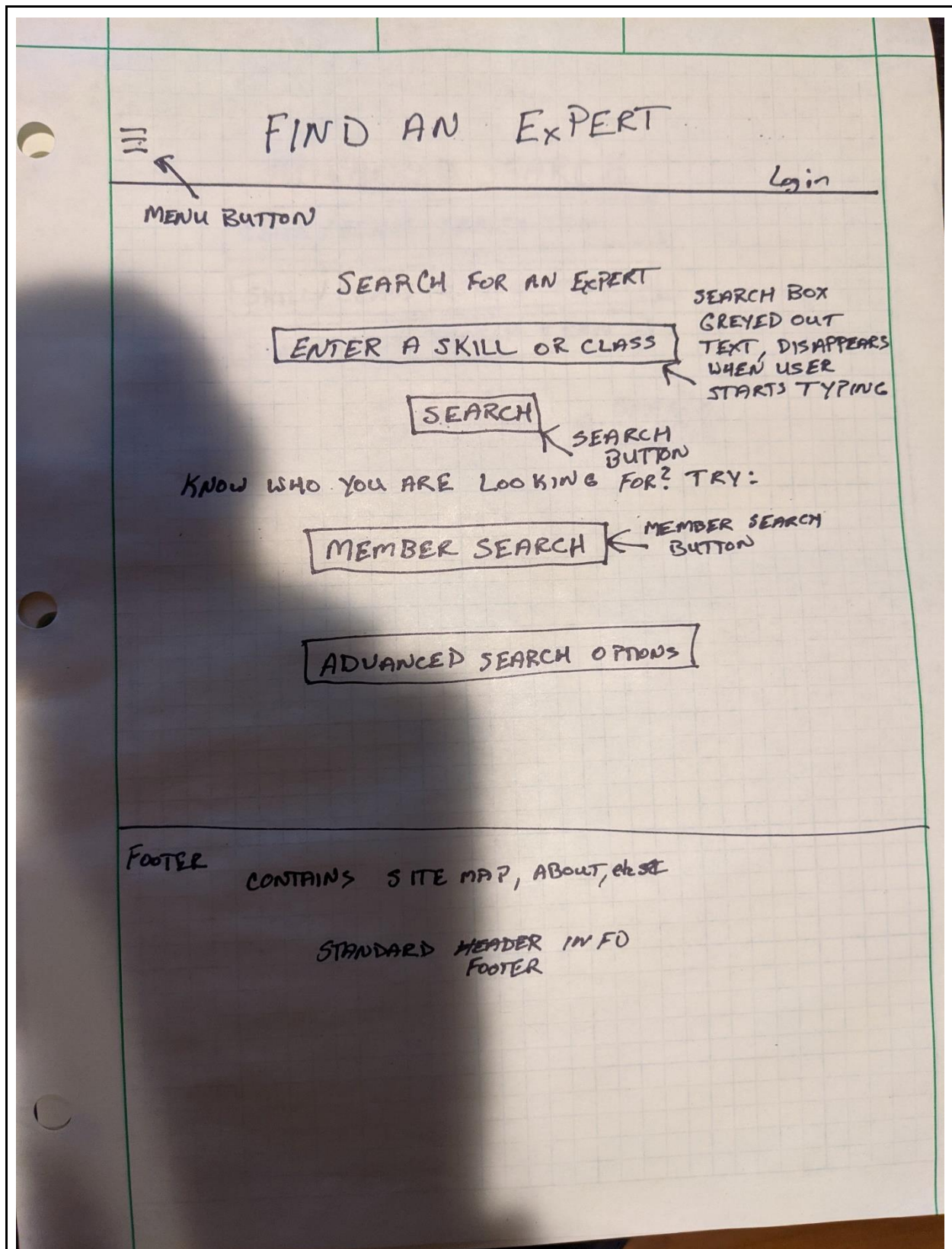
- Create a first draft of your paper prototypes for the feature you chose.
- Low or medium fidelity.
- Show how the feature will look in all states. You may need to create multiple drawings.
- Indicate how the feature moves between states.
- Provide screenshots or scans of your draft.

Where is your **paper prototyping task on Asana**?

<https://app.asana.com/0/1198169603638643/1198169603638666>

First draft of paper prototypes:

Low Fidelity Paper Prototypes



Low Fidelity Prototype



FIND AN EXPERT

MENU BUTTON

Login

← BACK

MEMBER SEARCH

MEMBER NAME

JAME GREYED OUT
TEXT

SEARCH

← SEARCH
BUTTON

FOOTER

CONTAINS SITE MAP, ABOUT, etc

STANDARD HEADER INFO
FOOTER



FIND AN EXPERT

← BACK

Login

ADVANCED SEARCH

DROPDOWN
OPTIONS

SELECT ▼

SKILL
CLASS
ORGANIZATION
CITY/HB USER
REPO'S

SEARCH TERM

AFTER A SEARCH
ITEM IS SELECTED
A NEW SEARCH LINE
IS ADDED

SEARCH

FOOTER

CONTAINS SITE MAP, ABOUT, etc

STANDARD HEADER INFO
FOOTER

Cognitive Styles Reflection (30pts)

If you are uncomfortable with this portion of the assignment, contact me for an alternative.

Instructions

- Identify your own facet values and reflect on the Cognitive Style Heuristics exploration. This can help you better understand how to apply the heuristics.

What are **your facet values** when using software? One or more sentences each.

Facet	Your facet value <i>Ex: I prefer to tinker with most software and usually skip tutorials.</i>
Motivations	<i>I like to learn all of the new features of updates and my devices.</i>
Attitude Toward Risk	<i>I have a very high tolerance for risk for learning new features.</i>
Computer Self-Efficacy	<i>I consider myself to have a medium competency with computers. I am fairly confident in my use but there are some things that can get over my head.</i>
Information Processing Style	<i>I definitely have selective information processing. I will skim through the information to get the gist of the functionality and not all the way through.</i>
Learning Style	<i>Definitely a tinkerer. I like to learn by doing and playing the software.</i>

How are you **like Abi**? Two or more sentences. Be specific.

For my profession, I am very process oriented. Especially when writing training guides or user guides. I will go through them very deliberately. I also am very risk adverse at work when something is time sensitive.

How are you **like Tim**? Two or more sentences. Be specific.

At work for more familiar tasks I am like Tim. I am willing to try new features but I will not risk a lot of time trying to figure something out. I will read the new release notes and skim them and if I can not figure it out quickly then I will go back to getting the job done the old way.

What's **one situation when your facet values might change**? Two or more sentences. Be specific.

In my personal life I am very risk tolerant and love tinkering with things. Occasionally certain

things like working on my vehicle's electronics I am more risk adverse. I also do a better job of studying the documentation when there is a risk of damaging the vehicle.

How did identifying your facet values affect your understanding of how you use software? Two or more sentences. Be specific.

I don't know that I learned all that much about how I use software. I definitely learned more about how other people use software and more importantly how different people look at new features and use them. I always assumed that if people did not understand a part of the software they blamed the software itself. I didn't know that some people if they struggle with software they tend to blame themselves.

Paper Prototypes Usability Evaluation (15pts)

Instructions

- Evaluate your paper prototypes based on Heuristics #2, #3, and #4. Two or more sentences for each heuristic. Be specific.

Heuristic	How your user interface design does or does not reflect the heuristic
Heuristic #2: Explain what existing features do, and why they are useful	<i>The prototype could be better at explaining the features. Some features are explained ok but more details need to be added.</i>
Heuristic #3: Let people gather as much information as they want, and no more than they want	<i>The main search function does the work of the most basic type of search. Having the advanced search function and member search function allows users to do a more specific search and that allows the user to either gather more or less info as they need.</i>
Heuristic #4: Keep familiar features available	<i>Familiar functions like log in and a "hamburger" style menu button is a common style of button. The prototype also has a very common layout for search engines. There should also be an option for creating an account that is currently missing.</i>

Paper Prototypes Second Draft (15pts)

Instructions

- Revise your paper prototypes so they reflect Heuristic #2, #3, and #4.

- Low or medium fidelity.
- Explain what you did. One or more sentences each. Be specific.
- Provide screenshots or scans of your revised paper prototypes. Clearly indicate what has changed.

Heuristic	Change you made based on evaluation
Heuristic #2: Explain what existing features do, and why they are useful	<i>Added a lot more description of things. Added some of the functionality within the menu function, added create an account.</i>
Heuristic #3: Let people gather as much information as they want, and no more than they want	<i>I thought the original prototype did a good job of this. I did add more descriptions to some of the advanced and member search screens.</i>
Heuristic #4: Keep familiar features available	<i>Kept the same familiar functions but added more descriptions. Changed some things for more familiar functionality.</i>

Revised paper prototypes:

Low Fidelity and changes are in red and blue ink.

