

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?

Twenty four hours max for a response time, quicker a few days before projects and assignments are due.

Notify the team of any long term absences or any periods when a teammate will be unavailable.

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	https://app.asana.com/0/1198169603638643/progress
Week 1	
Week 2	
Week 2	

GitHub Setup (5pts)

What is your **GitHub username**?

muhnkee (levinw@oregonstate.edu)

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/commit/7191fde954c36f18ef797a65060681bae780e803>

Paper Prototypes First Draft (70pts)

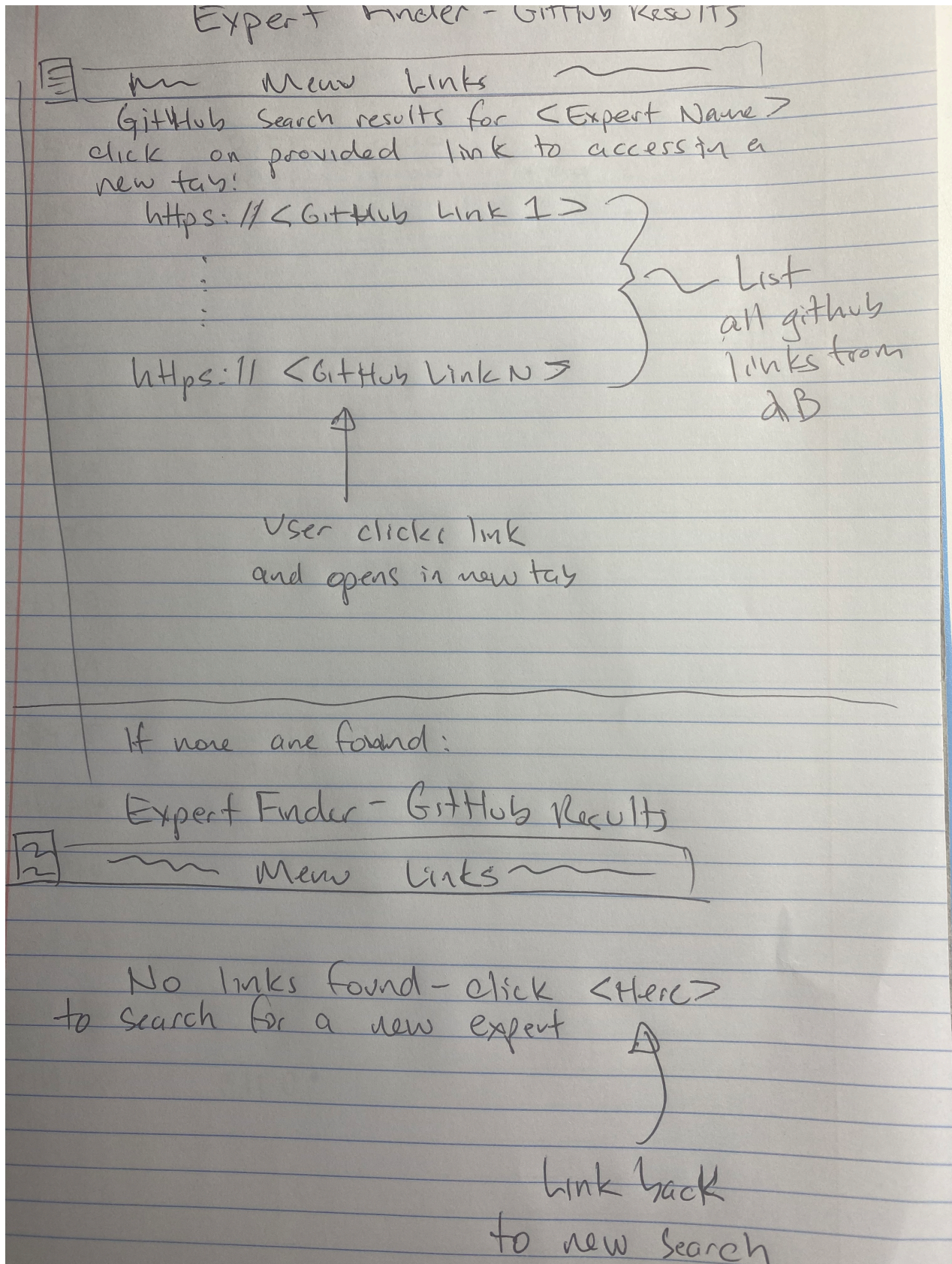
Instructions

- 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/0/1198169603638643/1198169603638670>

First draft of paper prototypes:



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 like learning all available functionality if possible.
Attitude Toward Risk	I definitely do not mind taking risks in learning and using software applications.
Computer Self-Efficacy	I've been using computers for over 35 years; I believe I have a higher than normal computer self-efficacy.
Information Processing Style	I process information comprehensively.
Learning Style	I learn through tinkering, exploring or through processes if necessary.

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

I can learn through processes if necessary. I am also a comprehensive learner. I am not sure I am really that much like Abi honestly though.

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

I am definitely the most like Tim. I learn through tinkering and playing around with applications a lot. I am not averse to taking risks with applications and monkeying around with them to figure out how they can work. I do thoroughly enjoy blaming software vendors for their poor design as my wife may attest.

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

One situation where my facet values might change is when I am working on production work versus development work. When I am working on production work it is more important for me to focus and be more comprehensive with my learning. It is more important that I take it all in and focus a bit more most of the time. While when I work on development work, it is more important that I get things working and moving, so I do not need to know it all, just enough to get the job done.

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

I am not sure they did. None of this self analytic thought process is that new to me. I try to look at myself and how I approach problems all the time.

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	The feature displays the GitHub links that are available for each searched for expert. The feature allows the user to access the links via selecting them and having them pop up on a new tab.
Heuristic #3: Let people gather as much information as they want, and no more than they want	It displays each of the GitHub links and only the links. It will also display any information about the link which shows what it is for, pertains to and any information that will allow the user to make an informed selection when they click on it.

Heuristic #4: Keep familiar features available	This is satisfied by the usage of the links and the person's information and expert information. Most of the information will relate to what the user is searching for and the links that will be available from github. All of this information should be familiar features to the user given that they are looking for an expert on a specific subject.
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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 incorporated this and the other heuristics into my initial design, so I did not make any changes.
Heuristic #3: Let people gather as much information as they want, and no more than they want	I incorporated this and the other heuristics into my initial design, so I did not make any changes.
Heuristic #4: Keep familiar features available	I incorporated this and the other heuristics into my initial design, so I did not make any changes.

Revised paper prototypes:

I used the heuristics when doing my initial design and didn't need to make any changes that fit these areas. At the end of the day I made no new changes to the design as a result.
