HW1: Paper Prototypes, Usability Evaluation (150pts)

# Your Team (5pts)

**Which team** are you on?

|  |
| --- |
| *Team 511* |

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

|  |
| --- |
| *Regular communication to occur on Slack.*  *Expectation for a 24 response time, with quicker responses during the few days before a sprint deadline and team members notifying the team if they will not have access to Slack for a period of at least a day during the final days of a sprint.*  *Expectation to start meetings 5 minutes after the start time.*  *Expect each team member to contribute evenly to the team.*  *Expect individuals to speak up and ask questions if they are stuck.* |

# 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 2 | *https://app.asana.com/0/1198169603638643/progress* |

# GitHub Setup (5pts)

What is your **GitHub username**?

|  |
| --- |
| *vwyborski16osu* |

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/blob/master/Vince\_Test%20Commit.txt* |

# 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/0/1198169603638643/1198169603638660/f* |

**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**  *Ex: I prefer to tinker with most software and usually skip tutorials.* |
| Motivations | *Learns new technologies when I need to. If I take a new job or class which requires a new technology, I will spend more time exploring, but otherwise I accomplish tasks.* |
| Attitude Toward Risk | *I am risk averse as in I don’t want to spend too much time to accomplish a task. If I set aside time for purely learning a technology, then I am not risk averse.* |
| Computer Self-Efficacy | *I have medium confidence, I will keep trying to solve problems. However I look for help from resources or mentors reguarly because I don’t like to fail endlessly and will place blame on myself.* |
| Information Processing Style | *I selectively process information. I will skim and find what I need to, then accomplish my task.* |
| Learning Style | *I like to purposefully tinker. I prefer to have a guide on how to accomplish something when learning a new technology, then deviate from what I know.* |

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

|  |
| --- |
| *I am like Abi in that I primarily use technology to accomplish tasks. I can also be risk averse about using technologies which will require more time when I have a task at hand.* |

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

|  |
| --- |
| *I am like Tim in that I selectively process information, and that I do like tinkering and learning. However I have to be in the right mindset and have time set aside to be a ‘Tim’.* |

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

|  |
| --- |
| *I began a new job which required a tool to analyze test data. The tool was widely used throughout the company, but my coworkers seemed to have widely variable ranges of competence, and there was no resources available online. I set aside a day and tinkered all day, and became a ‘Tim’ for a day.* |

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

|  |
| --- |
| *By identifying my facet values, I understand better why I might be feeling that ‘frustrated’ feeling when working with a tool. It also gives me insight into why I have spent time using an old outdate method of doing a task when I know I could improve it. This allows me to be less critical of those ways of doing work, but to plan more time for me to explore technologies and more room to be frustrated.* |

# 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 | *My paper prototype does not have any explanation windows for existing features. Submitting a profile seems straight forward to me, however the ‘MySkills’ section could give an explanation so users do not enter this section if they don’t need to.* |
| Heuristic #3: Let people gather as much information as they want, and no more than they want | *Status bar on the left allows users to navigate to the section they want to. However there is no explanation of each section.* |
| Heuristic #4: Keep familiar features available | *Submitting a new profile and submitting changes are very similar windows. This allows the user to not have to learn multiple interfaces to accomplish a very similar task.* |

# 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 | *Changed the MySkills section header to provide a brief description when hovering over the title.* |
| Heuristic #3: Let people gather as much information as they want, and no more than they want | *Changed the MySkills section header to provide a brief description when hovering over the title.* |
| Heuristic #4: Keep familiar features available |  |

**Revised** paper prototypes:

|  |
| --- |
|  |

# 