# TO DO:

Intro

Literature Review

Architecture

Design

Implementation of Prototype

Evaluation

Conclusion

Ref and Appendices

Evaluation:

# **Evaluation:**

The assessment of the application.

Criteria-based Assessment [1]

# Usability:

Usability is defined as a measure of the quality of a person’s experience in interacting with a software product or application [2]. Applications must be easy to use in order to please their users, as unintuitive applications require time to learn and most people will not want to go through a learning curve process.

There are many factors in usability:

**Intuitive Design:**

The application should be easy to use without any guidance, meaning that a new user would be able to use it without getting stuck in the progress. My fitness application (need to come up with a name) has a really intuitive design, the main menu is divided into 3 sections which are image buttons with text regarding their function (eg, Tools & profile button), this is a really simple way to achieve a visually appealing menu that is easy to understand and use.

**Ease of Learning:** The application keeps everything categorized into different sections making it easy to learn since all the functionality is split and not stacked together. For example, in the Account and tools section, the user can find their profile and many tools related to it such as BMI calculator, Daily calories calculators etc. Using the application is not complicated and it just requires the user to navigate through it to check all the available actions.

**Efficiency of Use**: Once a user has more experience using the application, the time in which they perform the actions will improve as they will know exactly what functions are available in each part of it and what options are available. An example of this is the option to create profiles. These profiles allow users to set up and use profile data such as age, height and weight instead of manually inserting them each time. Having more experience with the application can make it more efficient as users will be more aware of these types of options that aren’t necessary but reduce the time wasted on imputing data.

**Ability to remember (memorability):** As mentioned above the application provides a simple layout that splits all the different categories. This reduces the possibilities of the user not being able to find a function. Once they are in each section, everything can be easily viewed and accessed. Navigating through the application will give the user a good overview of the application and help them be more efficient each time they use it.

**Error occurrence and acuteness**: The application requires data that’s input by the user in order to perform many of the functions. Human error is a common issue regarding data input, the application deals with human error by limiting what data can be input in certain situations. For example, age is limited to whole numbers and doesn’t allow any invalid data such as letters, punctuations etc. Also, by using specific controls such as a slider or a number picker can prevent and avoid these possible errors.

**User satisfaction: to what extent the user likes using the system? Requires user Feedback first.**

References:

1 https://software.ac.uk/sites/default/files/SSI-SoftwareEvaluationCriteria.pdf

2 https://pdfs.semanticscholar.org/c6b8/80e3dd8477e93ac6f7172a92882cd34478f9.pdf