Assignment Cover Sheet

UTS: ENGINEERING & INFORMATION TECHNOLOGY		
SUBJECT NUMBER & NAME	**NAME OF STUDENT(s)** (PRINT CLEARLY)	**STUDENT ID(s)**
31260 Fundamentals of Interaction Design	Billiris Grace	13925894
	Soen Andrew	14189043
	Chen Judy	14239964
	Dergunov Bushmanov Matvey	24649156
	Adachi Sakura	24648418
	SURNAME *FIRST NAME*	

STUDENT EMAIL	STUDENT CONTACT NUMBER
grace.billiris@student.uts.edu.au	0419 959 500
Andrew.soen-1@student.uts.edu.au	0478 580 966
Judy.L.Chen@student.uts.edu.au	0405 526 426
Matvey.dergunovbushmanov@student.uts.edu.au	0405 661 568
Sakura.Adachi@student.uts.edu.au	0493 321 254

NAME OF TUTOR	**TUTORIAL GROUP**	**DUE DATE**
Md Sarwar Kamal	Tutorial 8 – Group 5	16.10.2022

ASSESSMENT ITEM NUMBER & TITLE
Assessment 3 – Paper Prototype and Usability Report

 I confirm that I have read, understood and followed the guidelines for assignment submission and presentation on page 2 of this cover sheet.

I confirm that I have read, understood and followed the advice in the Subject Outline about assessment requirements.

I understand that if this assignment is submitted after the due date it may incur a penalty for lateness unless I have previously had an extension of time approved and have attached the written confirmation of this extension.

Declaration of originality: The work contained in this assignment, other than` for assessment. I understand that, should this declaration be found to be false, disciplinary action could be taken and penalties imposed in accordance with University policy and rules. In the statement below, I have indicated the extent to which I have collaborated with others, whom I have named.

Statement of collaboration:
Signature of student(s)

Date *16.10.2022*

Paper Prototype & Usability Report

Assessment 3

14189043– Andrew Soen

Persona

Emma Williams

"I want to be more productive and efficient during my working/studying hours so that I can have a healthy work/study and life balance. I end up getting distracted easily by my phone while attempting to complete any work or study. This then makes me very stressed and overwhelmed and causes me to end up sitting at my desk for well over the dedicated work/study hours. This in turn results in me not being able to socialise with my friends or colleagues, as I haven't completed my tasks."

BACKGROUND

Age: 24
Location: Sydney
Occupation: student and full-time employee
Current Degree: Masters in IT
Work: Business Intelligence Analyst

PERSONALITY

Extrovert

Passion on life

Critical

Thinking

ROUTINE

SNS 20%

Studying 40%

Texting 30%

10% Socialising

BIO

Emma Williams is a 24-year-old female who works full-time as a Business Intelligence Analyst and is also completing a Master's in IT. She mostly works from home, only occasionally community the hour into the office. She currently lives with her father, mother and younger brother. She ... . As she is a very productive person, she doesn't like wasting her time. Unfortunately, as she completes many work- or study-related tasks on her smartphone, she tends to get distracted while on her phone and opens unrelated apps to the work or study task she set out to complete. Sometimes she does manage to respond to her friends on different social media platforms during this 'procrastination', however, she does feel like she is losing friends as a consequence of not being able to socialise with them. As a result of Emma always either studying or working, she is prone to stress headaches and always feels overwhelmed. At the present, she is struggling with her mental and physical well-being as a consequence of her busy schedule - hardly receiving any time to herself. She wants to improve her standard of living by adopting and adhering to a healthy routine.
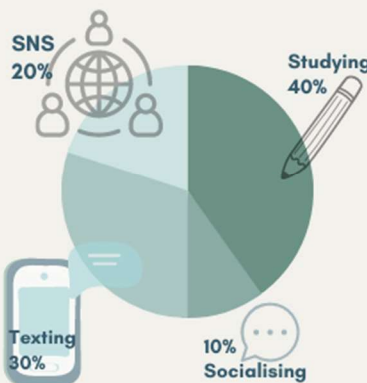
GOALS

- Be more productive and efficient with less distractions or interruptions.
- Preserve healthy mental health by (to begin with) relaxing more and reducing stress.
- Be able to spend meaningful time with close friends and family.
- Every two days, engage in physical activity, such as walking or running.

TECHNOLOGIES

amazon

Google

A DAY IN THE LIFE

Wake up
7:00

Have Breakfast
7:30

Reply to messages
7:30

Study
7:40

Lunch
12:00

Class
13:30

Dinner with family
18:30

Check SNS
19:30

Homework
20:00

Take a bath
22:00

Homework
23:00

Go to bed
1:00

MOTIVATIONS

Staying connected with friends and family

Getting high academic achievement(s)

FRUSTRATIONS

Getting distracted on her smartphone

Not having time to herself, to socialise or do physical activity

Section 2: Problem Scenario

Emma Williams is getting ready to start another Monday morning for work at home. She was woken up at 7am by the racket her brother was making getting ready to go to school. By 7:30am she had her coffee and breakfast and was set up at her desk to start her day. She started by responding to the work emails and messages she had missed out on responding the following day. After completing this she decided to catch up on some class work she couldn't do over the weekend, before her first 9am meeting. She completes the first class reading and is halfway through the second one when the meeting call came through on Microsoft Teams. She immediately stops the reading and joins onto the call, flustered and slightly unprepared for the meeting.

The meeting end ups taking extremely long – almost 3 hours – for various reasons. The meeting resulting in several new tasks she was required to do by the end of the day. Seeing as that she only had 20 minutes until she would be having lunch, she decided to respond to the messages on her phone. She started scrolling through her messages, then her Instagram and Messenger, and eventually ended up on her Facebook feed. By the next time Emma looked at the clock it was 12:30 pm – she had spent 30 minutes more than she planned on her phone. She immediately put her phone down and went and got lunch. With her lunch and another coffee, she continued the second reading from the morning. By the time she finished this reading, she had formed a headache and began feeling overwhelmed. Her mind was running wild with the many tasks she had left to complete in so little time.

Section 2: Future Use Scenario

It is 7am and Emma has just woken up. She is excited for the day as she is going to meet up with her friends in the evening. As usual, she has her breakfast at 7:30am. However, as she does so she creates a to-do list of the tasks she needs to complete by the end of the day on the mobile app. She has clearly noticed that having this step as part of her routine has helped her significantly reduce her feelings stress and overwhelm. It has also helped her focus better on each task individually. Before she starts reading a work email, she selects on the recently created task 'read and respond to work emails' and starts the Pomodoro timer. By the time the timer rings on her Smart Watch 25 minutes later, she has finished the task entirely. She completes this same process for a few more tasks she created that morning – managing to even finish some tasks in advance of the timer finishing.

The next time she looked at the clock, she was surprised to see it was only 8:15am. It was here that she obviously recognized the increased productivity and deep work[1] she has been able to achieve with the Pomodoro technique. She similarly recognized the benefits of the five-minute break – it helped her to free her mind and refocus on the task at hand. With the additional time she has created, she decides to plan key items for her 9am work meeting. By doing this, the key topics of the meeting end up being discussed within 45 minutes, which is a total success and Emma knows it is all due to the small planning task she did prior to the meeting. Next, she decides to complete some smaller tasks, using the mobile app, and then have her lunch. While having her food and coffee, she casts a small smile as she realizes the day is proceeding perfectly.

---

[1] *"Deep work is the ability to focus without distraction on a cognitively demanding task. It's a skill that allows you to quickly master complicated information and produce better results in less time"* – Cal Newport (2016).

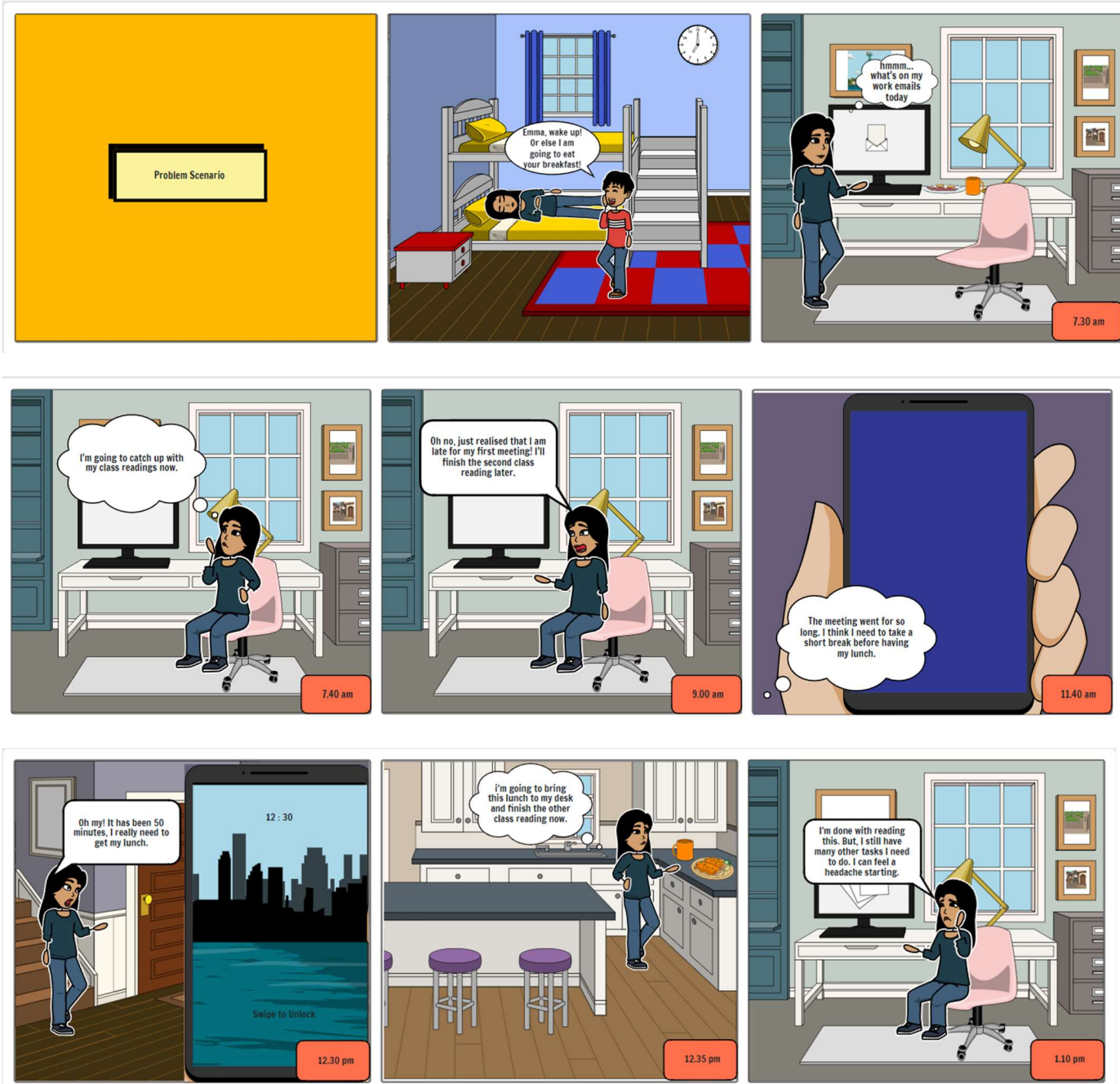# Section 3: Storyboard
3.1. Problem Scenario

Figure 1. Problem Scenario Storyboard

3.2. Future Use Case Scenario

Figure 2. Future Use Case Scenario

Section 4: Specified Goal

4.1. Proposed Solution

The mobile application will have two key features - customisable habits or routine tasks they would like to achieve to establish and maintain a balance between their work or study and lives, and a task tracker with a Pomodoro timer to increase time efficiency.

Recap: What is the Pomodoro Technique?

In 1980, a university student named Francesco Cirillo was struggling with completing his assignments and studies as he could not focus. He decided to try something different and committed 10 focused minutes to study. He found that by dedicating a set time to study followed by a break was more productive. Cirillo then went on to write a book that refined his method.

- Get a to-do list and timer
- Set the timer for 25 minutes and focus on a single task until time is up
- When the session is over, mark off the task
- Enjoy a 5-minute break
- After four pomodoro sessions, take a 15-30 min break

The habit tracker will have a pre-set break option which, together with the physical tracker, will remind the User to take short breaks and encourage physical activity. The task tracker will be a to-do list, allowing users to write down a list of tasks they need to complete. The User will be able to select a task from this list and start the 25-minute timer – encouraging the User to be as effective as possible during the set time.

4.2. User Background

The user is a university student / employee working from home and has basic mobile app skills. They are familiar with using a phone and watch. They wish to better balance their time spent working and taking breaks. They have recently downloaded a productivity mobile application and made an account.

4.3. User Goal

The goal of the user is to achieve more balance between their work and breaks. To do this, the user must achieve the following goals using the application:

a) **Complete a task following the pomodoro technique**
b) **Complete a habit**

Upon completion of the above goals, it is hoped that the user can complete their to-do list whilst having balanced breaks. This will allow the user to increase productivity and achieve a healthy routine.

Section 5: Prototype Evaluation

Include link to your video (hosted on YouTube or Vimeo)

Remember to show at the beginning the face of your tester, before going straight into the prototype test
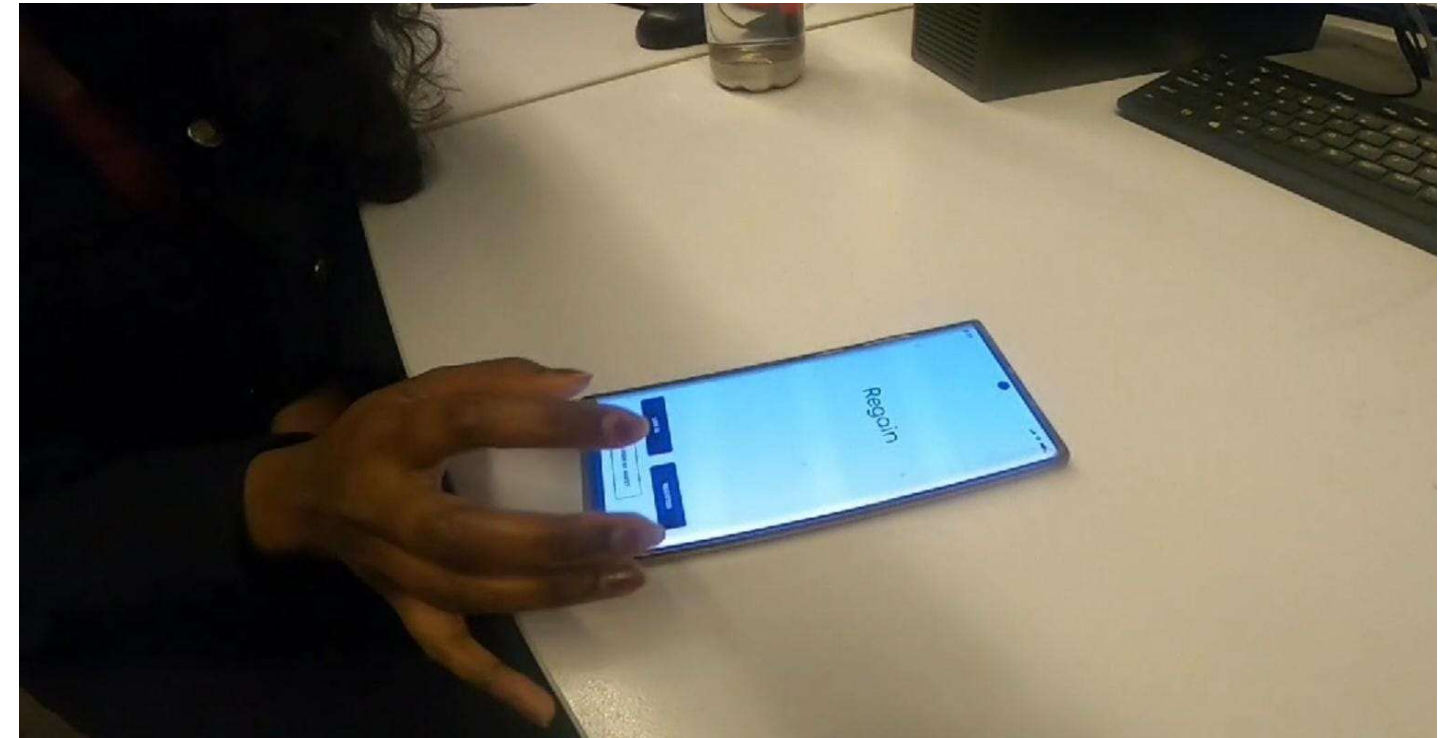

Figure 3. Picture of the prototype used

Link to the video (Youtube):
https://youtu.be/py_nnllioq8

HEURISTIC EVALUATION SHEET

Evaluator name:	Andrew Soen
Date:	10th October 2022

User's name:	Sandra
User's Task:	Complete One task with pomodoro timer with log in and sign out account

List of heuristics

1. Match system to the real world
2. Consistency & standards
3. Visibility of system status & feedback
4. Error prevention
5. User sense of control & freedom

6. Aesthetic/minimal design
7. Recognition, not recall (minimise demands on human memory)
8. Help users with errors & recovery
9. Flexible/ efficiency of use
10. Help & documentation

	USABILITY ASSESSMENT Summarise positive and negative finding(s) observed and include: - page/screen where finding was observed - the specific part of the task the user was doing when it occurred	IDENTIFICATION OF HEURISTICS For each finding specify which heuristics were violated (V) or complied with (C). Refer to the list of heuristics above.	EXPLANATION OF HEURISTICS Explain how the heuristics are violated or complied with, indicating the cause and referring to specific design aspects of the technology/interface	USABILITY IMPACT Explain how the observed findings impacted on the user experience & task completion	USABILITY SUGGESTION(S) Suggest at least one interface design intervention to rectify the issue or improve the experience even more.
Screen/ State 1 Welcom	Once the user has chosen on whether to login or register in which it was minimalist as it only shows three buttons on		2. The similarity of welcome page necessary components is externally consistent with other application as user who	The user was able to understand it well on where the button that the user wants, which is the user want to log in to the account of	There should be a photo of pattern or linear of black and white background colour on behind the logo text so that the

e Screen	the necessary button to sign in into the app. Two Positive findings are that the user was easily chosen to login means that the welcome page was show visible button and the user know on what to do without any instruction meaning it was externally consistent with similar apps that required login/sign up.	2. Consistency & standards (C) 6. Aesthetic/minimal design (C)	experience with application with login/register can know what to do without instruction. 6. The aesthetic / minimal design of welcome page was nicely compiled because it reduces to three necessary buttons for current task while provide a visible and unambiguous button to other content.	the application. She finds it easy to navigate as there were signifier on the button as well as a good visibility and mapping of the screen, which makes it easy to navigate. However, she told me after the recording that the welcome screen was a little bit plain.	interface was not too "plain" on the original theme.
Screen/ State 2 **Login Screen**	After the user has chosen to log in, the login screen shown. The interface has two buttons to login with google or face book or two textbox which need to be filled out to log in to landing page. Positive findings of the login page are having the flexibility to connect with platforms like google and Facebook and the user can return back to the welcome screen to change to register or login as guest The negative finding of the login screen is labels for Username and password are embedded inside the text field which vanish when the user starts to type into the field.	2. Consistency & standards (C) 5. User Control and freedom (C) 9. Flexibility and efficiency of use (C) 7. Recognition, not recall (V)	2. The login screen has an external consistency with other application with login screen as it was similar in credential textbox 5. The interface has a symbol of return button to return to the welcome screen, this is like undo a task 9. Buttons on the screen provides flexibility and efficiency of faster navigation instead of inputting the account credential. 7. the textbox is hard to tell which field is what the user is after user start entering the data (username and password), which mostly need to recall on what to input after entering data in textbox	The user was able to log in successfully since the user have been experienced with many logins screen of other application like social media. To other user whose never experience with any login screen might have forgot on what to input on the text box (username &password), especially, older person who is working from home as he /she might have forgotten easily.	The text of the username and password should have put on top of the text box as it was easier forget for the older person who is working from home or some disabilities in memories.

Screen/State 3 Landing Screen	After log-in, the app from service will collect user's daily and weekly information and statistics of the user on the devices. The positive finding are the user thought the interface provide a good visibility and easily navigate to other content and it meet the criteria of what the necessary component needed. The negative finding of the landing screen is that the tab bar of the screen shows icons symbol, and it was not easy being recognize which people need to know what the icon means to navigate to the screen/interface.	6. Aesthetic/minimal design (C) 7. Recognition, not recall (V)	6. The design of the landing screen shows required component to navigate to other screen which make the screen minimal and more aesthetic in design. 7. The blue Icon shows on the tab bar shows that the tab was on the home/landing page which users that were unfamiliar with any of icon symbol would not have understand on what the icon telling about as the user need to recall on what the icon is or what is it look like, which can be hard to understand for some people	The user was able to locate the navigation to the other screen, in which the design of the component helps the user to be more familiar with the minimal design of black and white colour. The user has been familiarised with other application's tab bar icons which makes her understand the icon navigates the user to another screen.	The tab bar icon should have a text under the icon to help any user who don't understand on what the icon is would have been struggling on what the buttons does.
Screen/State4 Weekly Overview Screen	When the user clicked on see more button, it will direct to the weekly overview page and statistics of person information of task overview Two positive findings are the user thought that the screen was not cluttered as it matched the last screen interface as internal consistency with user could return to last interface. The negative finding of the landing screen is that the tab	2. Consistency and standards (C) 5. User Control and freedom (C) 7. Recognition, not recall (V)	2. The tab bar has an internal consistency with other screen of the app as it was used to navigate to other screen of the application to make it connected to each other 5. The interface has a symbol of return button on the top of the screen to return to landing screen. 7. The tab bar shows the icons to navigate the user to other screens which users that were unfamiliar with any of icon	The user can easily find and locate to another screen through the tab bar as there a consistent tab bar where user can easily know what the icon navigates to as well as it gives the user a freedom and control to return to the last interface and back to this screen. Because she is used to the tab bar icons of other applications, the user is aware that clicking on the symbol will take her to a different screen.	Same as the screen before, the tab bar icon should have a text under the icon to signifies the user on what the tab bar icons navigate to, so that the user is easy to understand.

	bar of the screen shows icons symbol, and it was not easy being recognize which people need to know what the icon means to navigate to the screen/interface.		symbol would not have understand on what the icon telling about as the user need to recall on what is it look like, which some user may be hard in understanding it.		
Screen/ State5 **Calend ar Screen**	After the user clicked on the calendar icon on the tab bar, the user will be directed into calendar between last month and the month after. The screen has today date, and the user is required to tap the date to continue to next screen The positive findings are the user thought that the screen match with the calendar that was used in real world, and it was not cluttered as it matched the last screen interface as internal consistency. Other than that, it gives some constraint on the calendar that it doesn't allow the user to select and edit the task from a week after the day. The negative finding of the landing screen is that the tab bar of the screen shows icons symbol, and it was not easy being recognize which people need to know what the icon	1. Match system to the real world (C) 2. Consistency and standards (C) 4. Error Prevention (C) 7. Recognition, not recall (V)	1. The Similarity between the calendar screen with the original calendar really match as the calendar was used to track on the tasks. 2. The tab bar, which was used to browse to other screens of the programme to connect them to one another, has internal consistency with other screens of the app. 4. The interface restrict the calendar where the date is more than 7 days of the current date as constraint to prevent the error on the system. 7. The tab bar displays icons that may be used to go to different screens, however users who are not familiar with any icon symbols may find it difficult to grasp what the icon is referring to since they must remember how it looks.	The user was able to select the date successfully to navigate to do list screen, but she completed with the confusion at first on which date to be pressed. She did not get any feedback if the invalid date which is 7 days after the current date of the calendar which as it match with the real-world calendar and the tab bar was understandable to her as she is familiarise with what the icon is.	The text that signifies the icon need to be present beneath the tab bar icon will assist users who are having trouble understanding what the icons means.

	means to navigate to the screen/interface.			
Screen/ State 6 **To do List Screen**	Once the date in calendar has been press or press on the to do list symbol in tab bar, it will direct the interface into to do list screen The positive findings are the user thought that the screen was not cluttered as it matched the last screen interface as internal consistency. The negative finding of the landing screen is that the tab bar of the screen shows icons symbol, and it was not easy being recognize which people need to know what the icon means to navigate to the screen/interface.	2. Consistency and standards (C) 7. Recognition, not recall (V)	2. Since it was used to go to other programme screens and connect them to one another, the tab bar has internal consistency with other screens of the application. 7. The tab bar displays icons to guide the user to other screens. Users who were unfamiliar with any icon symbols would not have understood what the icon was speaking about since they would have needed to remember what it looked like, which some users may find difficult to understand.	Since the design of the interface was similar, the interface helps her on what to select quickly on the interface which is the task. Even though for her the tab bar was easy to understand for some people may be hard to understand.	The design could be further improved by add text to signifies the icon need to be present beneath the tab bar icons in help users who hard to understand what the icons means.
Screen/ State 7 **Description of task screen**	When the user clicks on one of the task in the to do list, user were shown a pop-up asked to do the task with pomodoro timer or back to the list. The positive findings are the user thought that the screen was not cluttered as it matched the last screen interface as internal consistency with component that allow user to return to last	2. Consistency and standards (C) 5. User control and freedom (C) 7. Recognition, not recall (V)	2. The application's tab bar, which was used to access other screens and connect them to one another by navigating to them, has internal consistency with other screens of the application. 5. The return button is to let user to be more freedom to return to the to-do list screen as there is two return button icon on the interface which either "Back to list" button or the "X" icon.	The user can find and navigate to next screen swiftly as it just a pop-up box where the user can either back to the to do list screen or the pomodoro timer screen as the icon of X and the cancel button helps user to familiar with other design interface in the application. Same thing as the last screen that it requires user to recall or identify on what the icon looks like to understand what it is,	The design might be made even better by adding wording to indicate that an icon is required beneath the tab bar icons to assist users who find it difficult to understand what the symbols imply.

	interface. The negative finding of the landing screen is that the tab bar of the screen shows icons symbol, and it was not easy being recognize which people need to know what the icon means to navigate to the screen/interface.		7. The tab bar displays icons that may be used to go to different screens, however users who are not familiar with any of the icon symbols will not be able to comprehend what the icon is referring to since they will need to remember how it looks, which some users may find difficult.	where she was understandable and have been exposed to this kind of design interface.	
Screen/ State 8 **Pomodo ro Timer Screen**	After the user start do the task with pomodoro timer, the interface will direct to the pomodoro timer screen. Two positive findings of pomodoro timer screen are that the screen match as the typical pomodoro timer where it gives a sign when the timer was up as well as it has a related component with previous interface. Moreover, two negative findings of pomodoro timer screen are that it unable to return to to-do list since there were no back button to return to previous screen and like the previous interface it doesn't show any signifier to the icons.	1. Match system to the real world (C) 2. Consistency and standards (C) 5. User control and freedom (V) 7. Recognition, not recall (V)	1. The timer design was similarly matching the timer that was used in the other application as well as other kinds of physical timer. 2. The tab bar maintains internal consistency with other application screens because it was used to navigate to and connect to other application displays. 5. The interface does not allow user control to return as there were no return in which cause the user control and freedom to be violated. 7. The tab bar was displaying icon without any signifier or any text, which people who are unable in understanding icon would have struggling on what the icon is cause the recognition, not recall heuristics to be violated.	The user was able to start the pomodoro task successfully, but she completed the task with some uncertainty. She was kinds of confused on how to return and which is a button, and which is not a button.	There should be text beneath the icon on the tab bar to give a slight improvement as well as add another pop-up screen to change the task tags to help user on what kinds of task are they doing as well as adding the return button on top of the screen to help the user to return to to-do list.

Assessment 3, Section 2: Paper Prototype and Usability Report

Screen/ State 9 **Pomodoro started screen**	When user clicked the start button, the timer will automatically start, and the button will appear. Two positive findings of pomodoro timer screen are that the screen match as the typical pomodoro timer where it gives a sign when the timer was up as well as it has a related component with previous interface. Moreover, two negative findings of pomodoro timer screen are that it unable to return to to-do list since there were no back button and like the previous interface it doesn't show any signifier to any of the icons in the interface.	1. Match system to the real world (C) 2. Consistency and standards (C) 5. User control and freedom (V) 7. Recognition, not recall (V)	1. The timer's design was compatible with other physical timers and the timer used in the other application. 2. Because it was utilised to access and connect to other application displays, the tab bar maintains internal consistency with other application screens. 5. The interface prevents user control from returning since there were no returns, which infringed on the user's freedom and control. 7. The tab bar displayed icons without any text or signifiers, which caused people who are illiterate in icons to struggle to grasp what the icons meant, violating recognition rather than recall heuristics.	Same as the last screen, the pomodoro task was successfully started by the user, however it was uncertainly finished by her. She was rather confused as to how to return and which buttons are the real buttons, and which are not.	To make a modest improvement, the wording under the symbol on the tab bar should be changed, and another pop-up screen should be added to allow the user to alter the job tags and better understand the kind of tasks they are performing as well as adding the return button on top of the screen to help the user to return to to-do list and making the user to be in control.
Screen/ State 10 **Pomodoro finish screen**	After the timer finished the pop-up screen will appear as visual feedback, asking if the user want to continue next task. The positive findings of the pop-up screen are that it allow the user to return back to the to-do list if the user don't want to continue do another task.	5. User control and freedom (C)	5. By having two return button icons on the interface—the "Cancel" button and the "X" icon makes the user has greater choice to go back to the to-do list page and it was compiled with the user control and freedom.	The user was able to find it quick to continue to break pomodoro timer which is pretty much like pomodoro screen as the button gives more control and freedom for the user to return back to to-do list screen	No need suggestion.
Screen/	If the user press continues	1. Match system to the real	1. The physical timer and the	The user was able to find it easy	Another pop-up screen should

Assessment 3, Section 2: Paper Prototype and Usability Report

State 11 **Pomodoro break screen**	next task, it will show another timer for the user to do break. Two positive findings of pomodoro timer screen are that the screen match as the typical pomodoro timer where it gives a sign when the timer was up as well as it has a related component with previous interface. The negative findings of pomodoro break screen is that like the previous interface of pomodoro timer, it doesn't show any signifier to the icons on the interface.	world (C) 2. Consistency and standards (C) 7. Recognition, not recall (V)	timer used in the other application may both be used with the timer, which compiled with the match the system to the real world. 2. The tab bar maintains internal consistency with other app screens since it was used to access and connect to other application displays, which compiled the heuristics of consistency and standards. 7. The icon-only tab bar violated recognition rather than recall criteria by making it difficult for users who are not familiar with iconography to understand what the symbols signified.	to do the task with the pomodoro break screen as she has done the pomodoro starting screen which has a very similar interface between them of the timer, tab bar and some of the components	be provided to allow the user to modify the job tags and better understand the kind of tasks they are doing, and the text underneath the symbol on the tab bar should be changed.
Screen/ State 12 **Theme store screen**	When the user clicked on the store button on the bottom left above tab bar of the screen, it will direct the user to theme store. The positive findings are the user thought that the screen was not cluttered as it matched the last screen tab bar interface as internal consistency. The negative finding of the landing screen is that the tab bar of the screen shows icons symbol, and it was not easy being recognize which people	2. Consistency and standards (C) 7. Recognition, not recall (V)	2. The tab bar maintains internal consistency with other application screens because it was used to access other application panels and link them together. 7. The tab bar displayed symbols without any text or signifiers, making it difficult for users who are not familiar with iconography to understand what the icons signified and breaching recognition rather than recall heuristics.	Since the interface's design was identical, it facilitates her selection of the task-related options on the interface rapidly. Even while she found the tab bar to be simple to understand, but for others could find it challenging.	Same as the screen before, the tab bar of the screen can be further improved by giving a signifier beneath the icon to help user in recognise what the icon is, instead of recall what the icon is.

Assessment 3, Section 2: Paper Prototype and Usability Report

	need to know what the icon means to navigate to the screen/interface.				
Screen/ State 13 **Account screen**	When the user taps on the account symbol on the tab bar, it will show the account screen. The two positive findings are the tab bar has internal consistency in each screen as it is the application standard, and the account shows that the status was online to show that it has the visibility of system status. The negative finding of the landing screen is that the tab bar of the screen shows icons symbol, and it was not easy being recognize which people need to know what the icon means to navigate to the screen/interface.	2. Consistency and standards (C) 7. Recognition, not recall (V)	2. The interface was consistent with the last one, with the tab bar that was similar, but the account part is needed to be different. 7. It need the user to recognise on what the symbol is as the recognition, not recall has been violated de to lack of signifier.	The user was able to find it easy and quick to select one of the links to other screen as the user was familiar with the screen that was something like this and the screen was also easy to understand except for the tab bar section where other may struggle what the icon telling about	The interface can be further improved by adding a text beneath the icons to signifier what the user needs to know about the icon of the tab bar.
Screen/ State 14 **Edit profile screen**	If the user selects on edit profile, it will show page where it allows the user to edit user details. The two positive findings are the tab bar has internal consistency in each screen as it is the application standard and it allow the user to return to the account page after edit	2. Consistency and standards (C) 5. User control and freedom (C) 7. Recognition, not recall (V)	2. The tab bar of the application, which was used to go to other screens and access them, has internal consistency with the other screens of the application as it is to define as the application's standard. 5. By having one return button icons on the interface, which was the left arrow or also known as return icon. the user has more	The user was able check the account information in which having a consistency in edit profile page in other application as well as it allows the user to be in control of free to return back to the account screen on the other screen through tab bar.	The tab bar of the screen can be further enhanced by adding a signifier beneath each symbol to make it easier for users to recognise the icons rather than having to recall them.

Assessment 3, Section 2: Paper Prototype and Usability Report

	profile. The negative finding of the landing screen is that the tab bar of the screen shows icons symbol, and it was not easy being recognize which people need to know what the icon means to navigate to the screen/interface.		choice to go back to the account page as the interface compiled the User Control and freedom. 7. The tab bar shows icons that may be clicked to access various screens, but users who are unfamiliar with any of the icon symbols will not be able to understand what the icon is referring to since they will need to recall how it appears, which some users may find challenging.		
Screen/ State 15 **Notification screen**	If the user selects on notifications, it will show page where the user allows to change notifications settings. The two positive findings are the tab bar has internal consistency in each screen as it is the application standard and it allow the user to return to the account page after edit profile. The negative finding of the landing screen is that the tab bar of the screen shows icons symbol, and it was not easy being recognize which people need to know what the icon means to navigate to the screen/interface.	2. Consistency and standards (C) 5. User control and freedom (C) 7. Recognition, not recall (V)	2. The application's tab bar, which was used to access and navigate to other screens, has internal consistency with those screens and may be used to define the standard for the entire application. 5. By including the left arrow, often known as the return icon, as one of the interface's return button icons. As the interface was built with user control and flexibility in mind, the user has additional options for returning to the account page. 7. Users who are unfamiliar with any of the icon symbols will not be able to grasp what the icon is referring to since they will need to remember how it appears. The tab bar displays icons that can be	The user was able to review the notification information that was consistent with the other notification settings page in another application, and it also gave them control over their freedom to use the tab bar to go back to the account screen on another screen.	Like the screen before, the tab bar of the screen can be made even better by adding a signifier beneath each icon to make it easier for users to recognise the icons rather than having to remember what they represent for.

Assessment 3, Section 2: Paper Prototype and Usability Report

			clicked to access various screens.		
Screen/ State 16 **Settings screen**	If the user selects on settings either on the landing screen or account screen, it will show page where the user allows to change languages, time and sign out. The two positive findings are the tab bar has internal consistency in each screen as it is the application standard and it allow the user to return to the account page after edit profile. The negative finding of the landing screen is that the tab bar of the screen shows icons symbol, and it was not easy being recognize which people need to know what the icon means to navigate to the screen/interface.	2. Consistency and standards (C) 5. User control and freedom (C) 7. Recognition, not recall (V)	2. The tab bar of the application, which was used to access and navigate to other screens, has internal consistency with the other screens of the application and is used to create the standard for the application. 5. Having a single return button icon on the user interface, commonly known as the return icon or left arrow. Due to how the interface was built, the user has greater flexibility and control to return to the account page. 7. The tab bar displays icons that may be clicked to access different screens, however users who are not familiar with any of the icon symbols will not be able to comprehend what the icon alludes to since they will need to remember how it looks.	The user was able to review the settings as well as It also gives the user control over being free to navigate back to the account screen on another screen using the tab bar.	The tab bar of the screen can be made even better than it already is by adding a signifier beneath each icon to make it easier for users to recognise the icons rather than having to remember what they mean for.
Screen/ State 17 **Help center screen**	After the user select on the help center text, the screen changed to help center page where the user can search the problem on how to solve it. The positive findings are the tab bar has internal consistency in each screen as it is the application standard	2. Consistency and standards (C) 5. User control and freedom (C) 9. Flexible/ efficiency of use (C) 10. Help and Documentation	2. The application's tab bar, which was used to access and navigate to other screens, has internal consistency with the application's other screens and is utilised to define the application's standard. 5. By only having the left arrow, commonly known as the return	The user was able to see the help center screen and see that the design was pretty good and telling me that the documentation box really makes it efficient for the user to find the documentation faster and also the search box really helps in how to search for	The tab bar of the screen can be made even better than it already is by adding a signifier beneath each icon to make it easier for users to recognise the icons rather than having to remember what they mean for.

Assessment 3, Section 2: Paper Prototype and Usability Report

|				
	and it allow the user to return to the account page after edit profile. Other than that, it also allow user to provide some help and documentation on how to do something and the buttons, on the help centre page gives an efficiency of faster navigation to the help documentation outside application The negative finding of the landing screen is that the tab bar of the screen shows icons symbol, and it was not easy being recognize which people need to know what the icon means to navigate to the screen/interface.	(C) 7. Recognition, not recall (V)	icon, as the icon for the return button on the interface. As a result of the interface's integration of user control and freedom, the user has additional options for returning to the account page. 9. The interface provide some list of boxes of the most search help documentation, which can be used to make faster navigation. 10. The help and documentation of the interface also provide an easy to search, and the search component was not too large as well as it need to click on the search component to show the list concrete steps that need to be carried out. 7. The tab bar displays icons that may be clicked to access different screens, however users who are unfamiliar with any of the icon symbols will not be able to comprehend what the icon is referring to since they will need to remember how it appears.	something that is needed for the application.	
Screen/ State 18 **Connec t to device**	When, the user clicked on connect button on connect section, pop up screen will show on the devices to connect and get more experience on other device.	3. Visibility of system status & feedback (V) 5. User control and freedom (V)	3. The visibility of the system status and feedback was violated because the user could not tell if they had successfully connected with the device as well as there was no visual feedback.	She did not get any feedback from the system that the device that is connecting have been connected as well as it doesn't allow her to go back to account screen instead stays on the	To make it more user friendly, it should remove the tick screen to make the user not confused whether the device has been connected and return icon should be added to give

Assessment 3, Section 2: Paper Prototype and Usability Report

screen	Two negative findings was that the user had some trouble in identify if the device has been connected if the user select the right device as well as the user had trouble in finding the return button to the account screen.		5. The interface does not allow the user to control and return to the account screen as there were no freedom in return steps.	connect to device screen	the user more freedom to return.

Section 6: Recommendations for Improvement

This should be a break down of the recommendations both your tester and you would suggest on improving for your paper/ digital prototype.

1. Showcase images of the screens that need improvement
2. Annotate on the images where and what specific design aspects you are referring to that need improvement
3. Provide suggestions and why that would improve on the design
4. How would that enhance the users experience based on the suggestion? *E.g. add a back button to provide navigation between screens and allow user freedom to control (go into a bit more detail 1-3 sentences are fine)*
   Example:
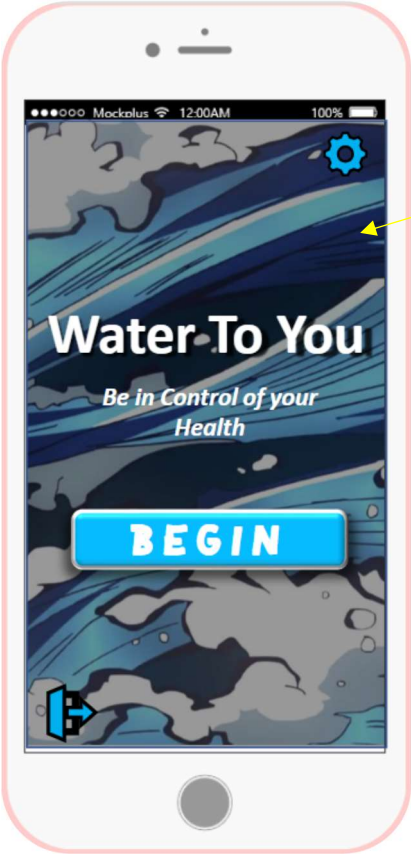
Screen 1: Welcome Screen

User stated that the background was too '*lively*' and was rather distracting.

A suggestion of improvement would be to redesign the water background to be less distracting with fewer colours and '*action*' behind the text. I would use a subtle animated ocean background to simplify the colour and animation and visually make the user feel calmer.

Assessment 3, Section 2: Paper Prototype and Usability Report
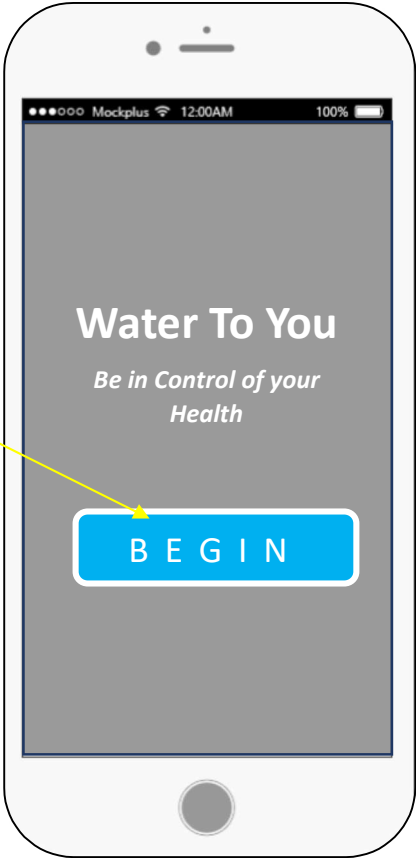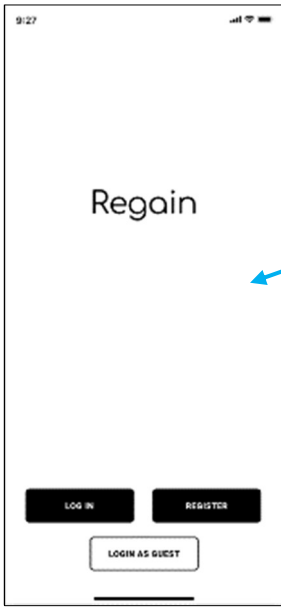
Screen 1: Welcome Screen

User stated that the design of application was 'plain' but minimal design.

A suggestion of improvement would be to add a linear background of black and white to maintain minimal distraction of design.
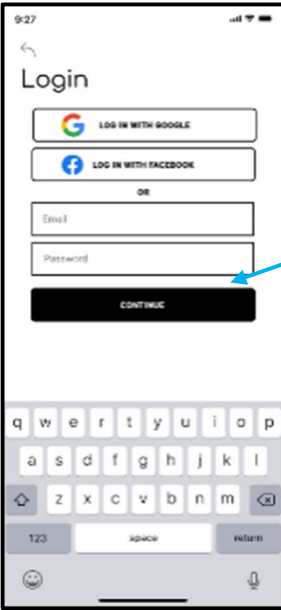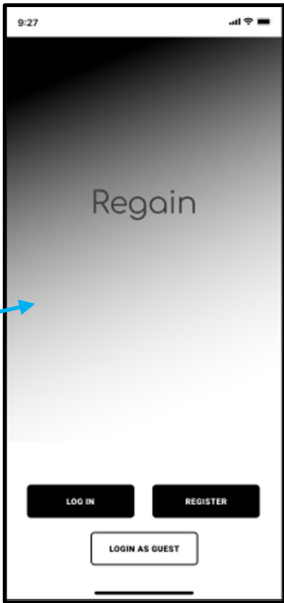
Screen 2: Login Screen

The users who have struggled with short term memories would have forgotten easily when input their credentials on the credentials text box.

A suggestion of improvement would be moving the text of email and password on top of the textbox to make the user to recognize on what to input instead of recall on what to input.

Assessment 3, Section 2: Paper Prototype and Usability Report
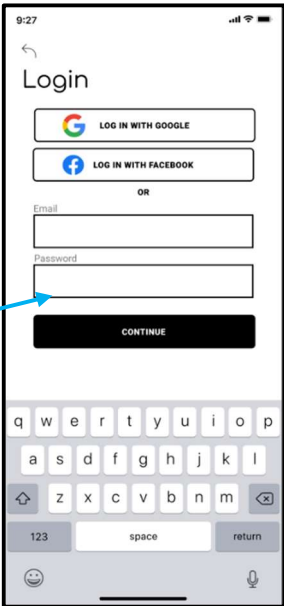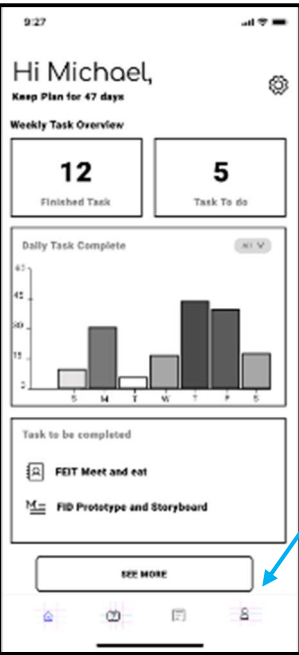
Screen 3: Landing Screen

The users who aren't familiar with the design of the tab bar would have struggle to understand what the tab icons does or navigate to where

A suggestion of improvement would be adding a text beneath the text bar icon which is to tell what the icon does to navigate the user to.
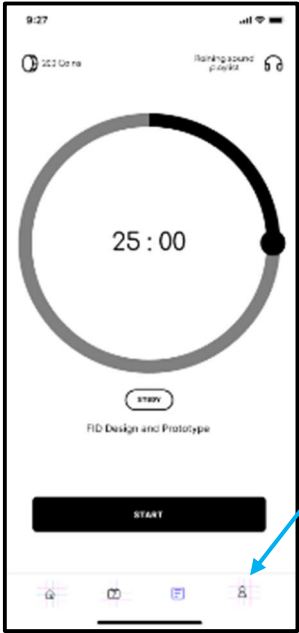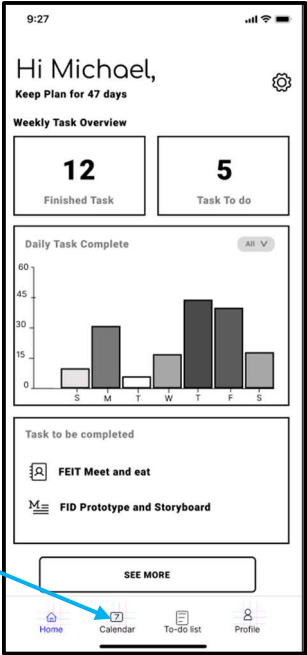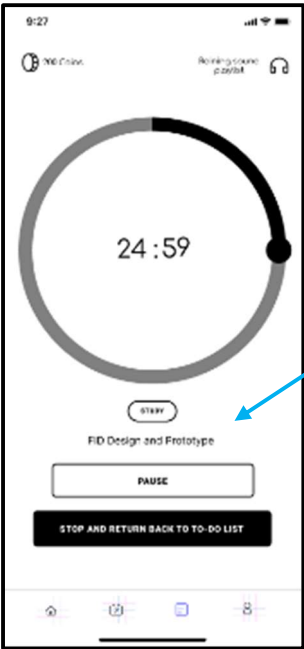
Screen 8: Pomodoro Timer Screen

User might have struggle with identifying what the tab bar icon navigates to and how to return back to the to-do list screen

Two further suggestion of improvement is to add the return icon to return to to-do list screen and add text underneath the tab bar icons
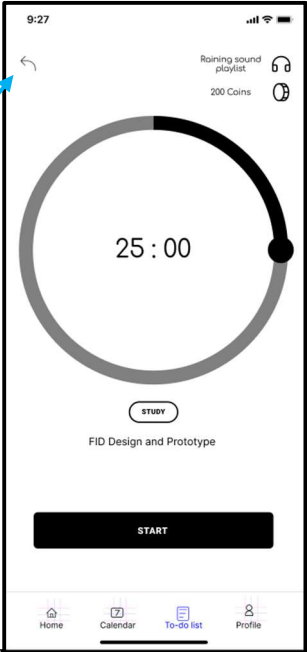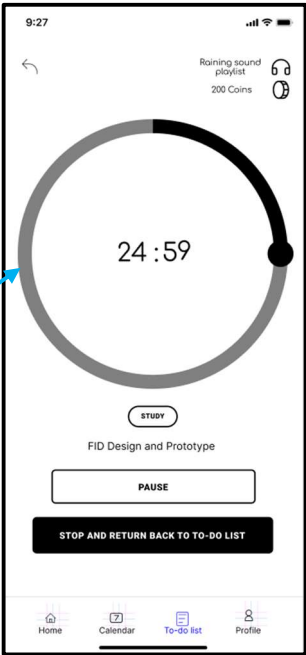
Screen 9: Pomodoro Started Screen

The user could find it difficult to understand where the tab bar icon takes them, and they may struggle on how to get back to the to-do list screen.

The addition of the return icon to return to the to-do list page and the addition of text beneath the tab bar icons are some of suggestions for improvement.
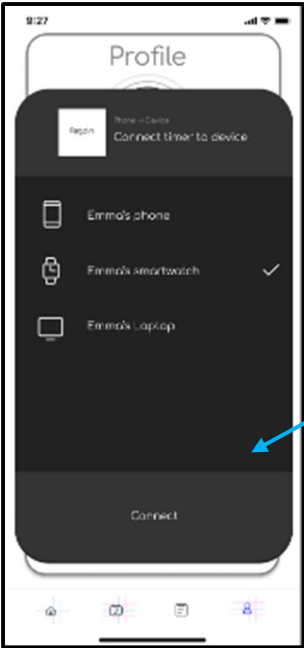
Screen 18: Connect to device screen

The users may find confusing when connect to the device as there were no feedback of device being connected as well as confuse in return to account screen is the user accidentally clicked the "connect" button on account screen

Some suggestion of improvement would be removing the tick icon to avoid confusion of being connected and add the return button to give control to return to account screen
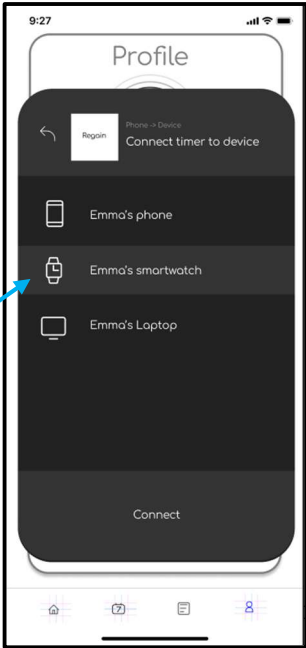
Section 7: Appendix

1. Include images of all your paper / digital prototype screen designs
2. Some photos of the prototype being used during the evaluation process.
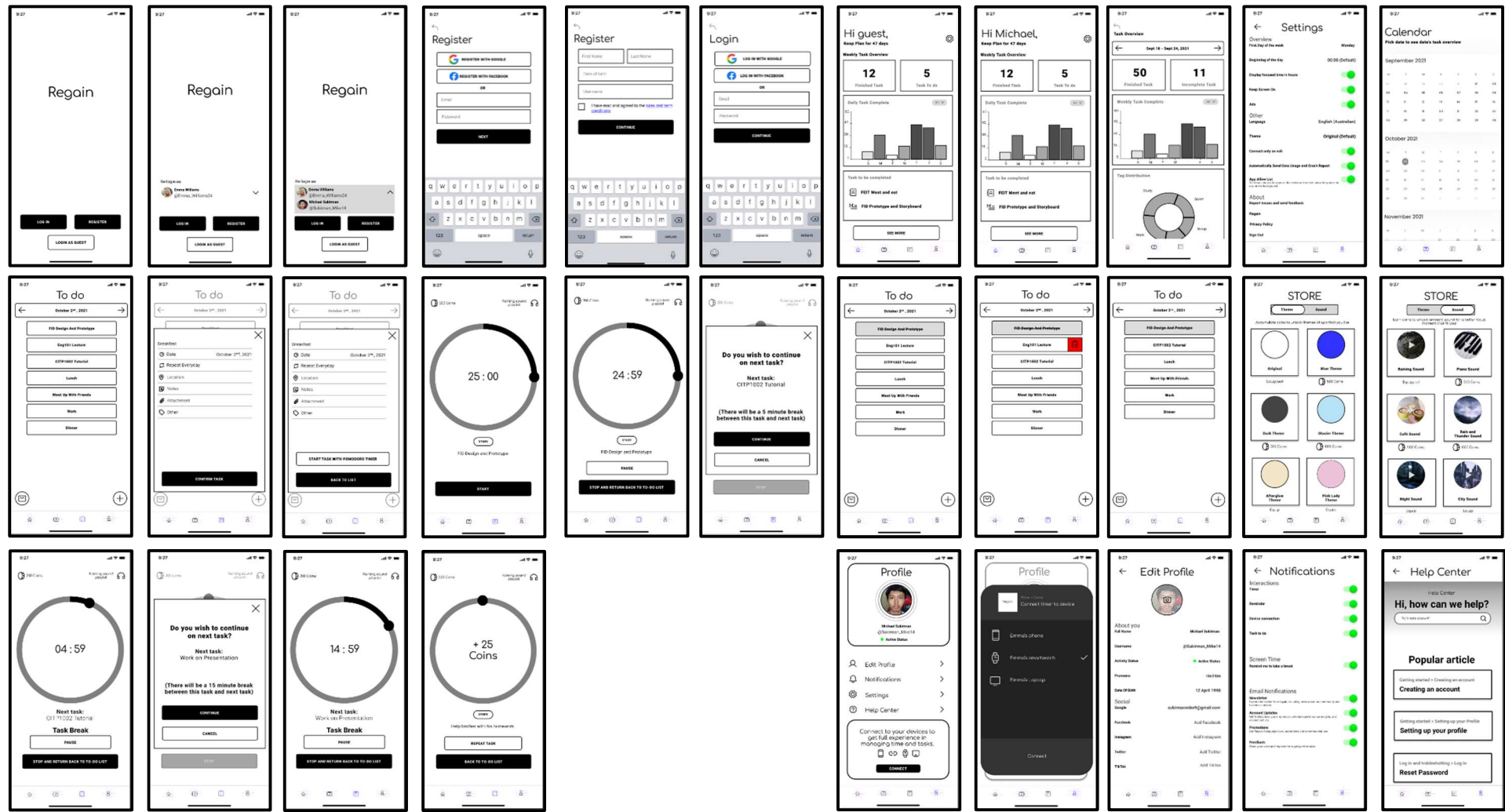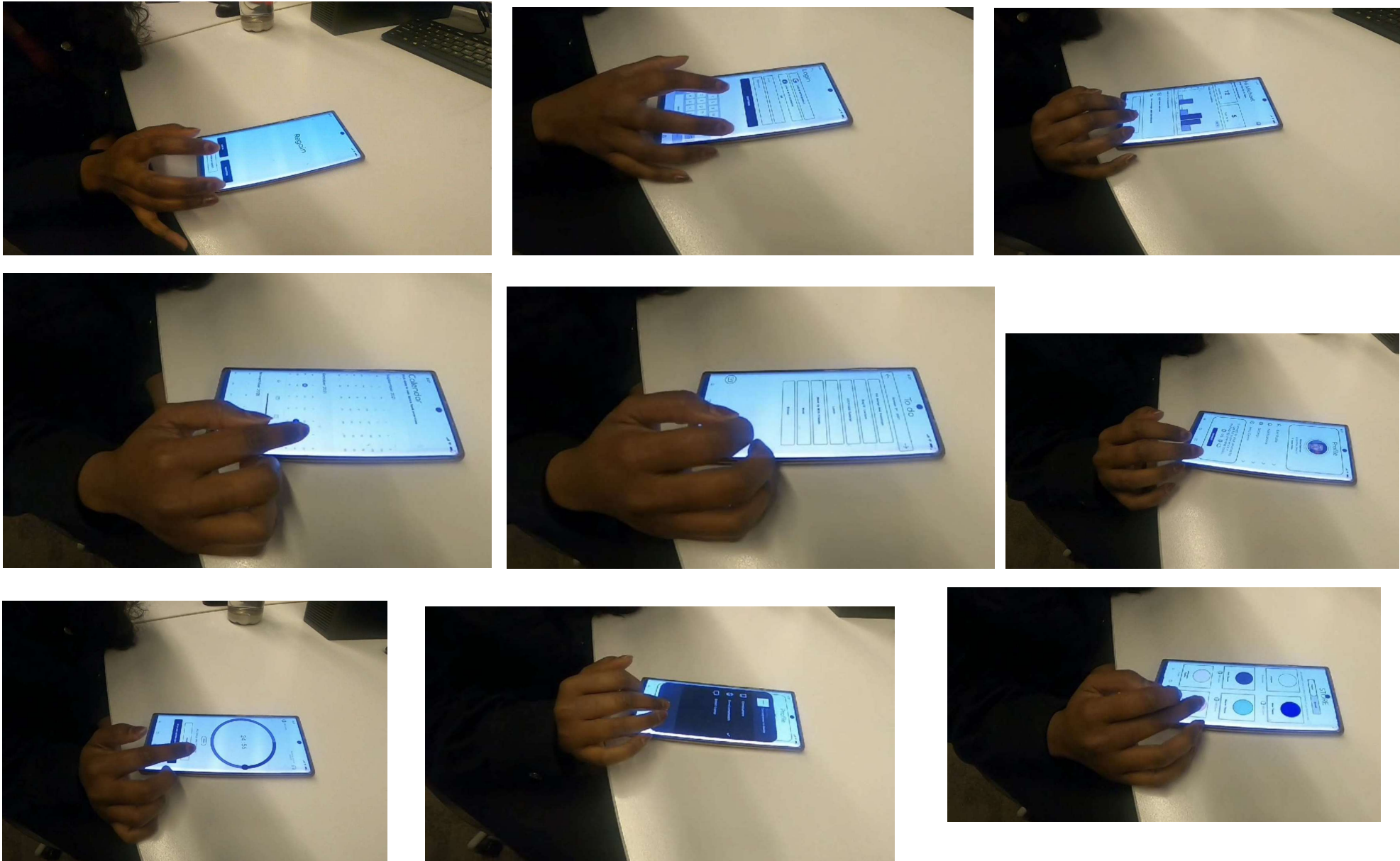

Figure 4. All prototype screen designs

Figure 5. Some photos of the prototype being used