

Interação Pessoa-Máquina

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FCT Nav

Stage 3: 1st prototype

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Sketches

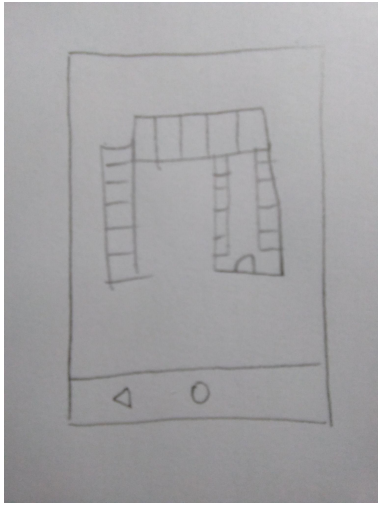


Figure 1 - Floor-plan from above

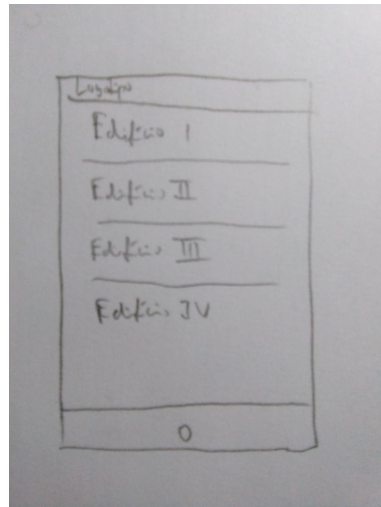


Figure 2 - Building list

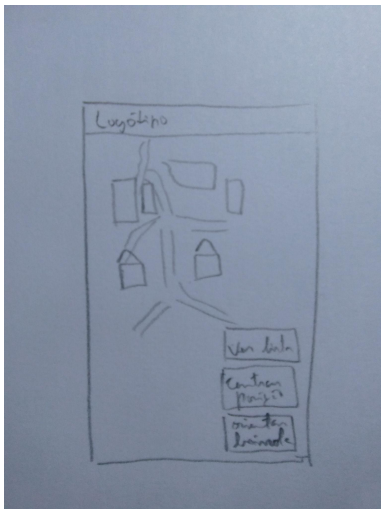


Figure 3 - Map view

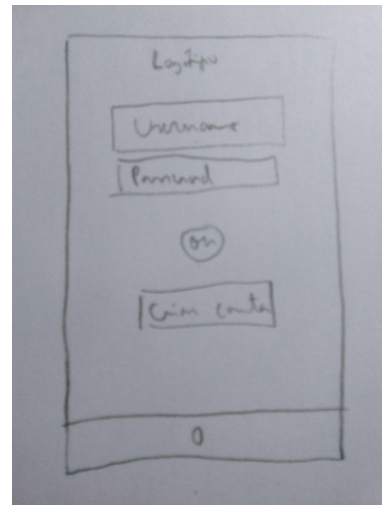


Figure 4 - Login menu

Prototype photos & link

Link: <https://marvelapp.com/prototype/65idch4>

Some relevant photos (functionality is based around these for now):



Figure 5 - Map view



Figure 6 - List view



Figure 7 - Classrooms



Figure 8 - Item information on "Favorites" list

Storyboards

Note: in the images below, regions to click are highlighted with red bordering

Scenario 1 - Initial view

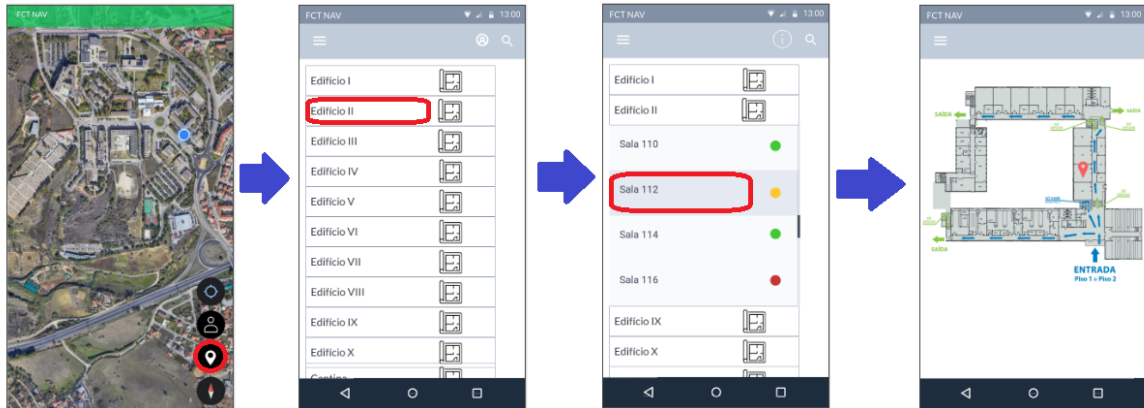


Figure 9 - Scenario 1 storyboard

Scenario 2 - Checking classroom occupancy

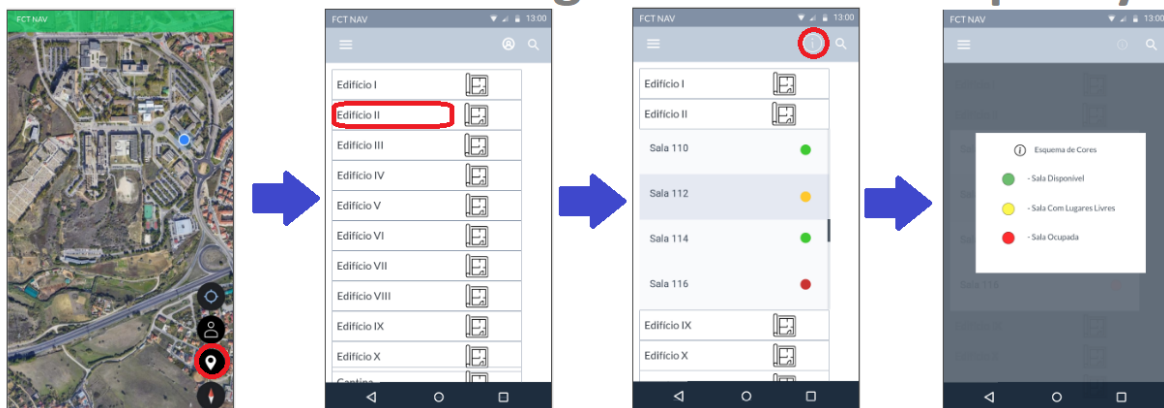


Figure 10 - Scenario 2 storyboard

Scenario 3 - Viewing favorites tab

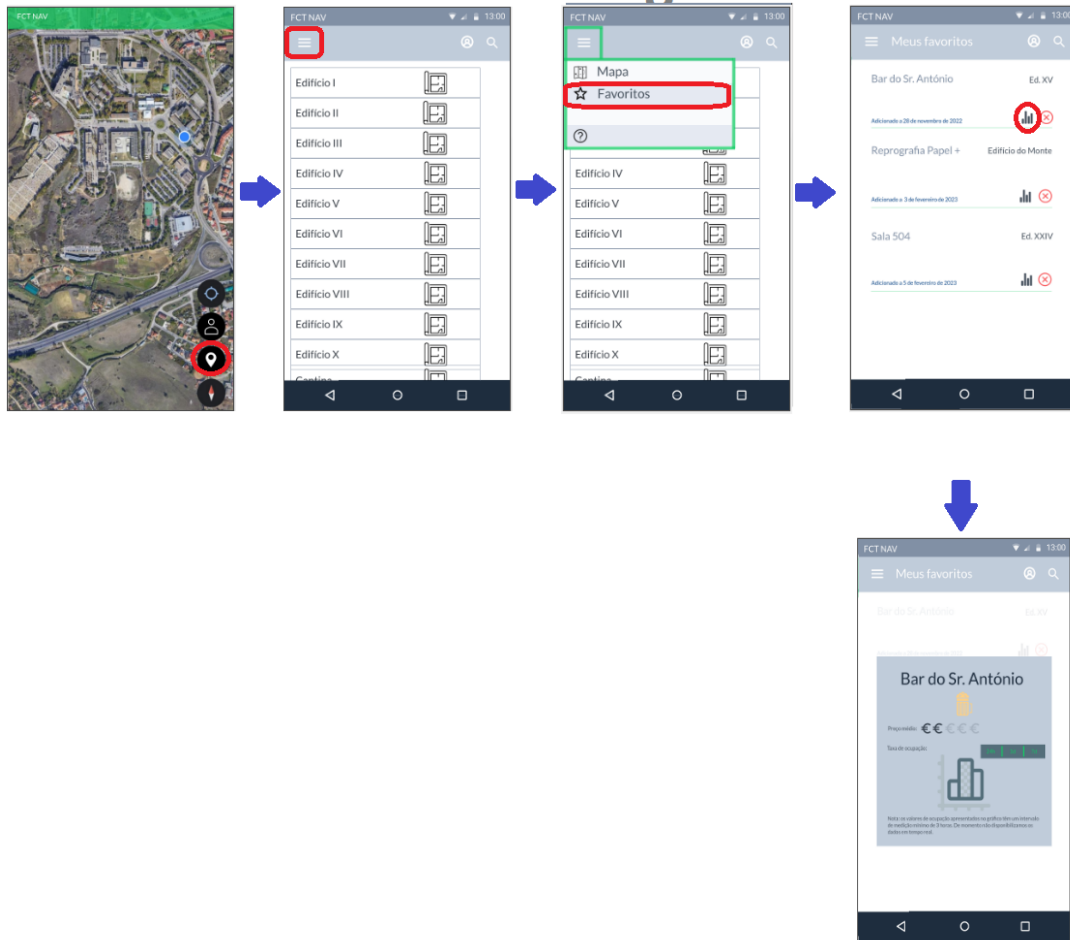


Figure 11 - Scenario 3 storyboard

Additional task - eliminate a favorite

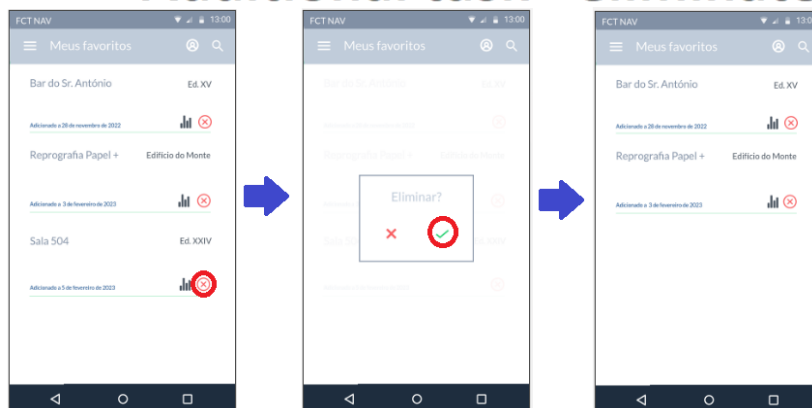


Figure 12 - Additional scenario storyboard

Briefing

For people studying at the area-wise biggest Campus in Portugal, it is difficult for newcomers to find the places where they want to go to (be it classrooms' locations, places to eat, etc.) and useful info on them. Our application sets out to aid them in these problems.

Scenarios

1. Initial view

Tiago is a freshman and he enters the application for the first time. He has already visited the campus for 4 days and knows about the existence and physical location of Edificio II. He is late for a lecture taking place there and does not have time to create an account, he just wants to know where room 112 is located. After checking where the room is, he arrives on time to the lecture.

2. Checking classroom occupancy

Rui wants to find a place to study at the Edificio II. There's a complex group project delivery deadline coming up and he wants to waste no time. He is focused on using every bit of time available to work on this project. Rui wants to find a classroom at Edificio II to study in. He doesn't know which rooms are available or not, so he is using the application to make sure he finds a classroom at Edificio II currently unused for lectures. He sees the classroom is available and enters it.

3. Viewing favorites tab

Ricardo added 2 of his favorite places on campus to his favorites list last week. One of them is a restaurant called Bar do Sr. António. He had lunch there with his friends and the cost/quality relation was great in his opinion. Food and service were great and the price was relatively cheap. He wants to access its info today because he wants to have lunch there again! Before getting there, Ricardo wants to make sure nothing's changed since last week and he doesn't find an unpleasant surprise in the form of costly prices. He sees average prices are still the same so he ends up eating lunch there.

Observations

We added another testing scenario for the final users aside from the 3 mentioned earlier, but we forgot to include it by text in the scenarios presented to the users, so this one was communicated strictly by voice. It consisted in viewing the favorites section and removing the item “room 504” from the list. All 4 of the users liked the interaction as far as that functionality was concerned and pointed out how they liked the simplicity of the feature. The teacher will get the chance to test this too during remote testing. There’s a depiction of this feature in the *Storyboards* section.

We tested the prototype with 4 users. The feedback we got from them is described below.

As far as **Figure 5** is concerned, users said the “FCT NAV” text on top could be improved, by upping the font size or making the text bold for example. The 3rd round black button (counting vertically top to bottom) wasn’t quite intuitive and should be replaced for something more representative of a list. There should be a button for easy access to the “Favorites” option from this menu as some users mentioned this would be in their opinion a functionality with much use and therefore easily accessible at any point of usage of the application. We were also suggested to include map interactivity but this is something we already had in mind and forgot to include in the prototype. This was cleared up with the users whenever that question arose.

As for the views depicted partly by **Figure 6** and **Figure 7**, they also mentioned the list is very confusing, as it wasn’t clear each item of the list actually has 2 areas to click on. For example and as suggested, a dropdown icon inside each item would separate the map button from the “floor-plan from above” button. They also mentioned the color scheme for the list view menus could’ve had more contrast as some buttons were hard to distinguish. One user said it would be interesting to add a “occupation/total capacity” zone to have a numerical indicator of the room occupation and not just coloring, as this would be not only a more precise indicator but it would also, as discussed, help colorblind people use this feature more effectively.

As for the information depicted on **Figure 8** one user said it would be helpful to also have the average price laid out in a numerical value as that would make it more explicit. Having current occupation rates in percentages and not just in a statistics graph would also be helpful. It was also suggested that we include pictures of the restaurants and menus when possible as it would make it more appealing to the average user. The current ideas explained in this paragraph are some of the most important for us when tackling this problem as we feel there needs to be a balance between the number of features present and the usability of the application. We want to keep things simple whilst making it as graphically rich as possible. We will try to focus our efforts with special attention to these details as we progress in the development of our application.