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CSI-400-01 Human Computer Interaction

App Prototype for Mobile App Quiz Roulette

Links:

Google Forms Link:

https://docs.google.com/forms/d/e/1FAIpQLSfr3i9SEiseF7BddO4HHfd3t9GRiptKqfJICpo8Ldlp
Om4ZjQ/viewform?usp=sf_link

Github Repo:

https://github.com/TonyCalarese/QuizRoulette.git

Differences in Low Fidelity Prototype vs this Prototype.

The primary application differs from my low fidelity prototype mostly because of the
implementation of a home page. Here it is giving the user the choice of which quiz to select. This
change is only for the prototype as I hope to make sure that the user flows through the quiz in
one continuous flow. With that said I will need to practice more on segues. But I can finish in
time for the demonstration for next class.

Another big difference is that the timer has been taken out because of the lack of purpose
it provides. It is providing another variable that I feel like is not needed and will add complexity
to the test results. Therefore, I will just stick to the two conditions.

Functionality

The App will function with the home page being the start of the user experience. Here the user will be given the option to choose which condition they want to start with. This will be either Buttons or swiping. When the user clicks on a button, that corresponding button will then open a new viewController to the quiz of their choice. Here is where the user will be prompted to answer the quiz questions. The user will stop after 5 questions are answered and will be prompted to fill out the questionnaire for the section and to give the iPad to me.

After they give the iPad to me I will initiate the other conditions for the user and they will take that section after they complete the questionnaire. They will again be asked to fill out the questionnaire one last time before they are all done interacting with the application.