

# Low Fidelity Prototype Review Form for TPA 3

Team Reviewed: 3

Team Performing the Review: 2

Name of interface (app) reviewed:

Go Sweat: Sport-Related Application

## Task 1

Briefly describe Task 1:

Users can register for the app and reports his/her skills.

Provide constructive comments on the interface's support of Task 1, including detailed suggestions and critiques. Where possible, ground your comments in design principles and concepts from this course.

Praise:

Proper signifiers are used in all the textbox and buttons. (Norman- Signifier)

Suggestions:

The texts in register page sometimes blend with the background (Johnson- Poorly contrasting background). The colors in this case were not distinguishable. The choice of color can be improved. The alignment of the placeholders in the textbox is not consistent. For example: "nickname" has some extra space at the beginning. The space in the placeholders could consistent. (Johnson- Be consistent). Upload a photo overlay opens such a way that it seems it is in the main UI. The main UI could be less transparent, and the focus should be on the overlay.

## Task 2

Briefly describe Task 2:

Users can see the crowdedness in a gym.

Provide constructive comments on the interface's support of Task 2, including detailed suggestions and critiques. Where possible, ground your comments in design principles and concepts from this course.

Praise:  
User can easily see this information when he/she enter into application. The information is easily accessible. (Johnson- Understand User's goal)  
Suggestions:  
The light-yellow color on the text (Overall Crowdedness status) was difficult to understand for some of us (Johnson- Poorly contrasting background). For white background, a darker color could be used.

## Task 3

Briefly describe Task 3:

User can check the availability of SRC courts for a specific time of a specific day.

Provide constructive comments on the interface's support of Task 3, including detailed suggestions and critiques. Where possible, ground your comments in design principles and concepts from this course.

Praise:  
Proper feedback was implemented after reserving a time slot (Norman Feedback). The most important (time when the court is free) information is available in both text format and visualization. (Johnson – human seek and user visual structure)  
Suggestions:  
The time is shown as hour unit here. What if some does not want to book for whole hour. That option was not available. More precise schedule could be implemented. (Nielsen- Flexibility and efficiency of use).  
The “Back” and “Home” was cut down by top of screen. These two buttons should be place in the correct place.

## Task 4

Briefly describe Task 4:

User can search for players according to their experience and schedule match.

Provide constructive comments on the interface's support of Task 4, including detailed suggestions and critiques. Where possible, ground your comments in design principles and concepts from this course.

Praise:

We liked the functionality that user can filter using different sports and level (User control and freedom). Proper signifier has been used in all levels. The design for this feature is not complicated and the UI does not contain overflow of information. However, it successfully able to provide its functionality. (Nielsen- Aesthetic and minimalist design)

Suggestions:

The signifier in the combo box like "sports select" and "search level" could be more simplified and meaningful. The "Level" keyword is confusing to us (Johnson- Avoid unfamiliar word).

The arrangement of search and refresh button could be given under the search options. Now it is showing under the search result which was confusing because it seems like these buttons is part of the search result (Johnson- Human perception is biased).

## Task 5

Briefly describe Task 5:

The fifth feature allow the user search and for a carpool.

Provide constructive comments on the interface's support of Task 5, including detailed suggestions and critiques. Where possible, ground your comments in design principles and concepts from this course.

Praise:

We like the instruction button in the carpooling system. This helps users to guide them (Nielsen- Help and Documentation). The design of the UI was also minimalistic (Nielsen- Aesthetic and minimalist design).

Suggestions:

The color of the carpooling was light yellow which is contrasting the white background (Johnson- Poorly contrasting background). A darker color could be used.

## Overall Comments (Optional)

Provide overall comments, suggestions, and recommendations on the overall interface.

Overall, the design and functionality of the application is eye catching. The transitions between different UI's were understandable. We have provided suggestions for each of the tasks above. The color should be carefully chosen so that each text can be easily understood. For task 5, if some scenarios were given like when the user of application might need carpooling then it would be better and easy to understand the functionality of the feature.