Low Fidelity Prototype Review Form for TPA 3

Team Reviewed: __7__

Team Performing the Review: ____2____

Name of interface (app) reviewed:

Cougcoin Wallet

Task 1

Briefly describe Task 1:

User can see the balance of an account on a particular day

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:
The information readily available on the dashboard and home screen which focuses the goal of the user for this task. (Johnson- Understand Users goal)
The information is available visually which give user a short analysis of the balance of past few days. (Johnson- Humans seek and use visual structure)
Proper signifiers have been used in the UI. (Norman- Signifier)
Suggestions:
The information can be shown as tabular format also. The visual representation is good for analysis. However, if a user wants to know the exact balance on a particular day, he/she needs to put the mouse exactly on that day and see the balance which requires time and efforts. (Nielsen- Flexibility and efficiency of use)

Task 2

Briefly describe Task 2:

User can transfer Crypto coins to friend's wallet and own wallet

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:
The UI for this task has minimalist design and easy to understand (Nielsen- Aesthetic and minimalist design)
Proper feedback has been added. (Norman- Feedback)
Suggestions:
The sent button under the right side of "Transfer Coin" label was confusing to us. We could not find out the purpose of that button. (Johnson- Avoid ambiguity in information display)
After entering the amount into USD, the next field which is corresponds to WSU cougcoin didn't show the converted value. It would be helpful if converted value of USD could be shown there.

Task 3

Briefly describe Task 3:

User can change profile details and password.

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:
We liked how the information is prefilled with the current value. User can only edit the information he/she wants to change. (Nielsen- User control and freedom)
When the user wants to save the information, it prompted the user for confirmation. It is a nice feature to get confirmation before finally made the changes (Norman- Feedback)

Suggestions:
Incase of changing the password, the role of the email field was not clear to us.
After changing the information, a final confirmation could have shown to the user that the changes have been done. It is implemented while changing the password but not in changing the profile details. (Norman- Feedback)

Task 4

Briefly describe Task 4:

User can check different coin balances.

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 design of the UI. In each only the relevant information is showing (Nielsen- Aesthetic and minimalist design).
Proper signifier and buttons has been added to copy the address (Norman- Affordance and Signifier)
The information is also available in the dashboard where user can easily find balance information after logging in. (Johnson- Access information easily)
Suggestions:
As far we understand, the text that can be copied is the account owner's address. Since it is same, the information could be displayed once instead of showing repeatedly. It would reduce the text in the interfaces (Johnson- Minimize text in interfaces)

Task 5

Briefly describe Task 5:

In this feature, user can check the transaction exchange history.

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 liked how transaction between different coins are represented in the UI. User don't have to click any place to see the details (Johnson- Understand user's goal)
Proper signifiers and icons have been used to indicate the transaction type (Norman- Signifier).
Suggestions:
There could be a search/ filter option to show some specific type of transactions (Nielsen- User control and freedom).

Overall Comments (Optional)

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

Overall, the simple design and functionality of the application is eye catching. The transitions between different UI's were understandable. Users perform any core task within couple of clicks. We have also provided detailed suggestions for each of the tasks above.