

Low Fidelity Prototype Review Form for TPA 3

Team Reviewed: 1

Team Performing the Review: 2

Name of interface (app) reviewed:

Cougar Food Pantry Detective App

Task 1

Briefly describe Task 1:

User can create a student account to help to manage information acquired during checkout

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 inputs and buttons. (Norman- Signifier)

The conceptual model for this task was easy to understand. (Norman- Conceptual Model)

Liked how a new can instantly log in using the "Finish & Log In" button after creating an account. (Nielsen- Flexibility and efficiency of use).

After creating an account proper feedback has been given. Also, after confirming account information, it gives feedback. (Norman- Feedback)

Suggestions:

Since for the first-time user of the web need to confirm a his/her information, a notification could be shown when some one log in for the first time. It will let user know that he/she need to confirm or update the information. (Nielsen- Recognition rather than recall).

On “My Account” page, when a user clicks on “Edit”, it would be helpful if the information is prefilled with the previous information. Then user can edit the information only the place where it needs changes and do not have write all the information again. (Nielsen- User control and freedom)
After editing the contact information, the button has long text “Confirm new info”. The text can be minimized to “Confirm”. (Johnson- Minimized text in the interface).
To confirm information, user need to click 3 times confirm button on separate places. It would be better if the user could have done this by clicking only one button

Task 2

Briefly describe Task 2:

User can provide students information about delivery schedules and arrivals.

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:
We liked the flow of this task. First, users need to provide time slots and then place items in the order. (Norman- Conceptual Model)
Proper feedback has been used after placing an order (Norman- Feedback)
Suggestions:
Users need to check delivery information to learn whether an item is available in the food pantry or not. An option could be added to web that can list the available item on the food pantry and where the volunteers of the food pantry can update the information two times of a day : at middle of the day and at the end of the day. (Nielsen- Flexibility and efficiency of use)

Task 3

Briefly describe Task 3:

User can provide feedback on pantry items.

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 the web gave the user to easily select a rating without accessing a combo-box and then adding a rating. (Nielsen- User control and freedom)
Proper feedback has shown after giving the feedback. (Norman - Feedback)
We liked how the known information will filled and user don’t have to type in again the information. (Nielsen- Flexibility and efficiency of use)

Suggestions:

It would be better if a new UI is not popped up for giving a rating. The feedback option could be implemented on the page where user can see previous comments. (Nielsen- Aesthetic and minimalist design)

Task 4

Briefly describe Task 4:

User can send notification of a delivery to the users

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:

The Conceptual model of this task is straight-forward (Nielsen- Aesthetic and minimalist design)

Proper feedback has been added (Norman- Feedback)

Suggestions:

The notification could be categorized to some categories like Warning, Good News or something that is relevant to Cougar pantry.

Task 5

Briefly describe Task 5:

The fifth feature allow the volunteer can view student order and change the status.

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 the simplistic design for this task. (Nielsen- Aesthetic and minimalist design)

Proper feedback has been added. (Norman- Feedback)

Suggestions:

While updating the status of the order, we first assumed that "Update button" will provide us update all the information. However, it only gives option to update the status of the order. So, it would be better the button was placed near status text box so that user can guess he/she can update only the status information.

(Norman – Action Mapping)

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.