

# Low Fidelity Prototype Review Form for TPA 3

Team Reviewed: 4

Team Performing the Review: 2

Name of interface (app) reviewed:

Transit

## Task 1

Briefly describe Task 1:

Bus information update will show information about bus that near to user, the bus information that the user has added as favorite, and history of the bus searched by the user.

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 home page is nice and welcoming. The design perfectly emphasizes on the most usable action items (Johnsons- Human seek visual structure)  
We liked how the bus information's are categorized to "Near Me", "Favorite" and "History line". This gives user to use these categories whenever it is necessary (User control and freedom).

#### Suggestions:

The way the three categories are arranged in the navigation bar is congested. They are so closed sometime users may mistake them as a line. “History Line” can be replaced as “History” (Johnson- Avoid unfamiliar word).

The color that was chosen for the showing the status of bus is not clearly visible in yellow background. Specially, “is arriving” label is almost blended in yellow. Some of our members have difficulties reading the label (Johnson- Poorly contrasting background). The colors in this case were not distinguishable. The choice of color can be improved.

Only a back button could be shown. The text “Back to Home” is not required. (Johnson- Minimized text in interfaces)

The bus information page does not show any title. The title could be there to let user’s know which page he/she currently in. (Nielsen- Visibility of system status)

## Task 2

Briefly describe Task 2:

The “Path Planning” option on the bottom navigation bar provides the user to search for bus and bus stops with three search options named: “Bus near you”, “Find a stop” and “New Trip”

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:

Here, we also liked the idea how a user can search using three different options (Nielsen- User control and freedom). The search categories with proper signifier and symbols makes easy to understand to the user.

#### Suggestions:

It can be confused for some user because the search option in under the “Path Planning” section (Johnson- Avoid ambiguity).

At first glance, we thought we may schedule a plan for a trip for future in that section. The conceptual model for this case seems confusing to us. Searching options can be separated as option with “Search” label.

New trip window does not have any heading. User can easily forget where he is. (Not a User-friendly UI)

## Task 3

Briefly describe Task 3:

This feature describes the search result of task 2 such bus name, route details etc.

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:

The search results are showing necessary information and minimized additional information initially (Nielsen- Aesthetic and minimalist design). If user wants to know about the information, they can click on a specific space to expand for more details. (Johnson- Minimize text in interfaces)  
Good work with font sizes, proper use of words, and spacing. (Johnson - Readability, Norman - Visibility)

Suggestions:

There is a gulf of evaluation here since for which keyword the result is generated is not showed on this UI (Norman- Gulf of Evaluation). However, it would be better if it was shown for which category, and for which keyword the result is generated since there is no way to determine from the interface (Nielsen- Recognition rather than recall).  
Also, the purpose of "Navigate" button is not clear in the search results. Ambiguity of information present here since the purpose of "Navigate" in search results was confusing to us. (Johnson- Ambiguity in information display)

## Task 4

Briefly describe Task 4:

This feature describes how a student can verify their identity using personal information

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 that the information of the can be easily access by only one click. The control is available at bottom left corner of the screen (Nielsen-User control and freedom).

The options are placed at a good location. Sufficient white space is provided between icons and texts. (Consistency)

Suggestions:

At first, when we see the signifier "Me", in the navigation bar, we thought that the user is already logged in (Johnson- Ambiguity). However, in the demonstration we saw that user need to log in from "Me" option menu and verify information which was confusing for us.

Also, the signifier "Click login" confused us because there is not log in button available and a simple message is available under this text "Login to verify student identity" (Norman- Gulf of execution). The conceptual model is not clear here. Instead of "Me" signifier on the navigation bar, it can be given "Profile" label and the log in functionality.

After verification, there was no feedback available (Norman- feedback). There is no way to confirm whether the verification passed or not.

## Task 5

Briefly describe Task 5:

The fifth feature allow the user to enable push notification.

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:

The conceptual model is simple for this task (Norman- Conceptual Model). User only need two click to enable the push notification.

Also, a warning message describes what to be expected from this option. (Nielsen- Visibility of system status)

Suggestions:

There is no way to determine whether the push notification is active or not from the UI (Gulf of evaluation).

Also, the overlay in imposing on the main UI (Johnson- Poorly contrasting background). The background UI can have less transparency to high light the overlay.

Push notification in Phone looks good only change that I would recommend here is to limit the description to one line so that the notification looks clean. (Johnson- Minimized text in interfaces.)

## Overall Comments (Optional)

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

Overall, the idea and the functionality of the application is great. For the first two feature, user has great freedom to choose between different categories to complete their task. Rest of the features are also easily accessible to the users.

We have provided suggestions for each of the tasks above. The color should be carefully chosen so that each text can be easily understood. The text in interfaces also should minimized in case of navigation for task 1. The system status should be shown after an action is performed (Task 5).

The transition between different UI for task 3 and 4 was confusing to us. The transition could be improved, and some background scenario would be great.