

Interação Pessoa-Máquina 2020/2021

Hungry Readers

Stage 3: 1st Prototype



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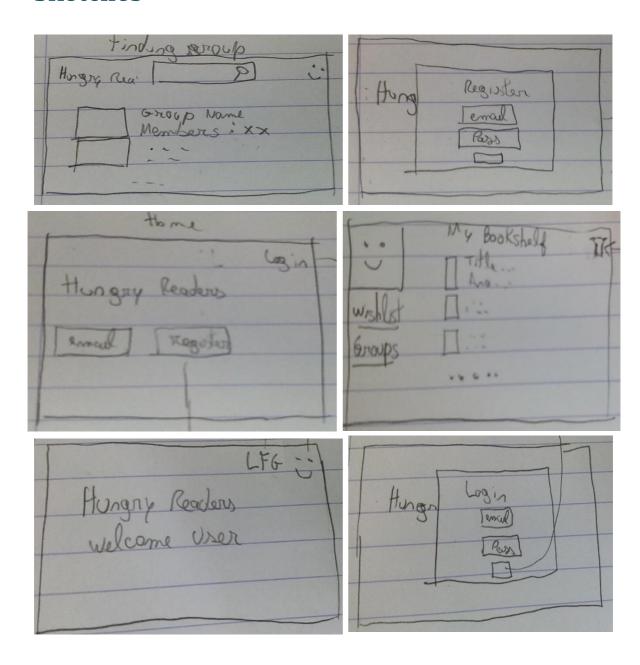
Storyboards

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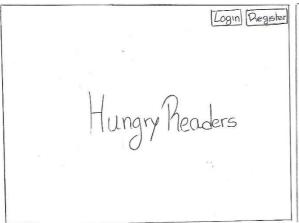
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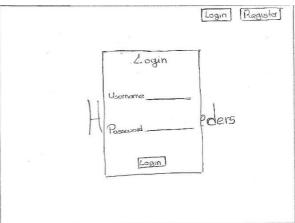
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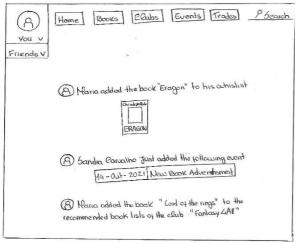
Sketches

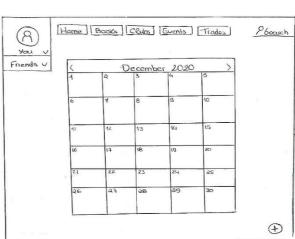


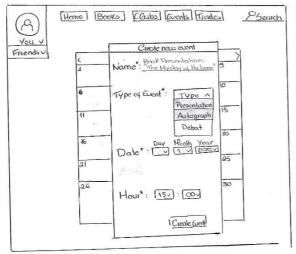
Prototype and Marvel link

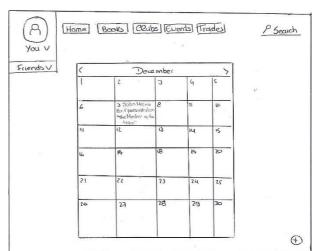


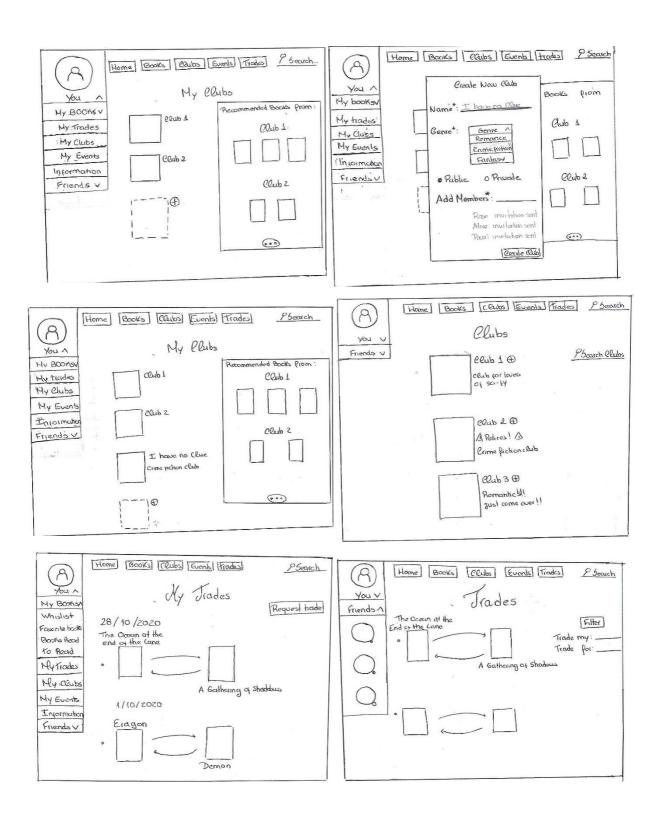


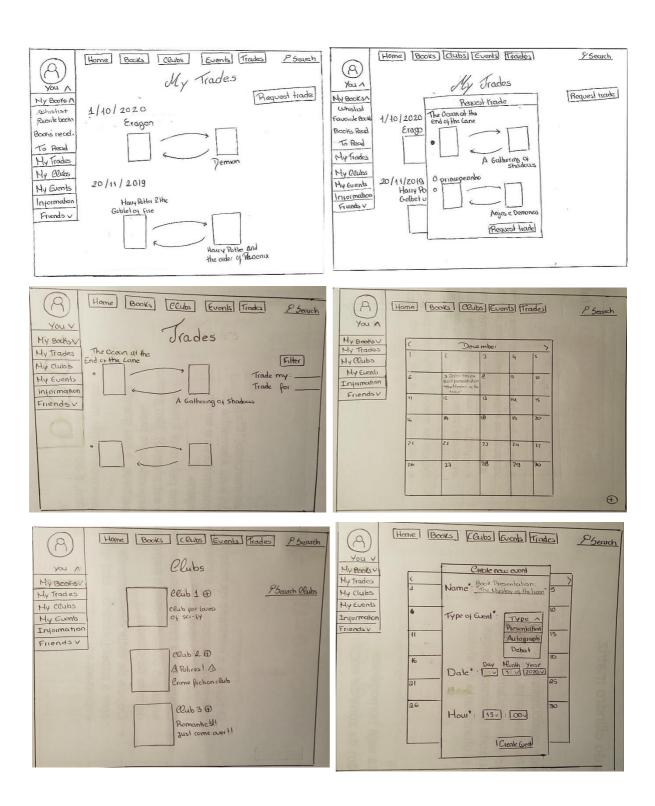


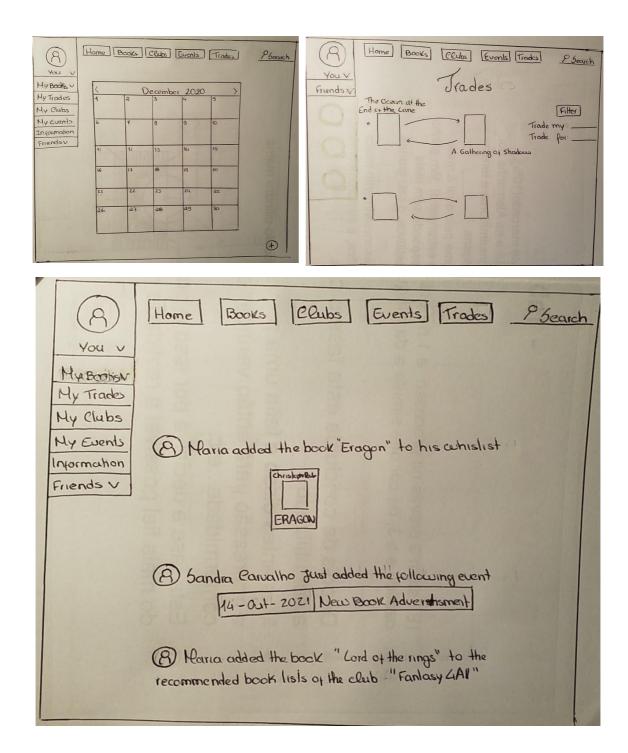












Prototype link: https://marvelapp.com/prototype/f7748hh

Briefing

In today's world, there are various applications and websites where it is possible to search for books, keep records of the books already read, of the books to read, and see the rating for each of the books. However, it is as far as the applications go. In case there is someone looking for more than those generic features, for example, customized book clubs, that person will have a very hard time doing so.

You could say that it is a very hard task to find an online book club or become a member of an existing one for the following reasons: there is not much offer in the market, it is not easy to discover people who have the same taste in books among our friends and it can be difficult to join an existing group of people that know each other.

Therefore, we came up with the idea for our application. An application that not only recommends books but, above all, promotes interaction between readers by setting up book clubs among total strangers that unknowingly have the same taste in books. Moreover, it facilitates the process of book trading by providing mechanisms that will compare our wishlist to the books read list of our friends and suggest some trading requests.

In addition, it helps small writers to promote their work by helping them to create events concerning their work.

Scenarios

1st Scenario

You enjoy reading Crime Fiction novels. You enjoy them so much you would love to share your love for them with everyone. You create a book club called "I have no clue" and set it as a crime fiction club. You make it public so everyone can join and share their love for the genre. In addition, to start sharing ideas as quickly as possible, you send some invitations requests to your friends with the following names: Rose, Alice and Paul.

2nd Scenario

You have already read "A Darker Shade of Magic, by V. E. Schwab", and you loved it. You desperately want the sequel, "A Gathering of Shadows", so you try to see if there is any possible trade available. You see that there is a possible trade between your copy of "The Ocean at the End of the Lane", by Neil Gaiman for Stacey's copy of "A Gathering of Shadows". You then request the trade.

3rd Scenario

You have written a new book called "The Mystery of the Train" and, although you have a significant following, you don't have a lot of money to spend on advertisement, as the costs are exuberant these days. To make sure you don't let your new release go by your fans, you log in to the website and create a new book advertisement event with the name "Presentation and Autograph Session of the book: "The Mystery of the Train" for the next 7th of December of 2020 at 15pm.

Observations

1st Scenario

First user

- He would enjoy some feedback from the application to know if he did something successfully or not.
- He did everything immediately, with 0 to no difficulty.
- He was a bit confused as to when he would have to invite the friends to the club but caught it on the create club popup.

Second user

- Has doubts on if he had to create an account or not.
- He went directly to where he needed and created the club easily.
- He had doubts on whether he should invite his friends before or after the creation.

Third user

- Initially he thought that he needed to write the credentials, and then he
 clicked on the "Books" button. He thought that he needed to make a set of
 the information (maybe problems on the scenario). However, after he
 understood that the details were already done, he went through it quite
 easily. Additionally, he considered that the problem was the scenario itself
 and not the prototype.
- He also said that it was better to send the invitations after the creation of the book club and not simultaneously. For example, after the creation of the club, he could enter the club and send invitations from there.

Fourth user

 She discovered quite fast how to add a new club. Even so, she did not understand very well that the homepage was the feed. She could not tell whether it was because it was handwritten or because it was missing some information on that page.

2nd Scenario

First user

- He would enjoy some feedback from the application to know if he did something successfully or not (again).
- The user mentioned that he would enjoy more details on how the trade would be made (i.e. set up a place and time to do said exchange) or to maybe open a chat between both participants.

Second user

He took a while to understand what he should do but, in the end, he
managed to get through it very quickly. He asked how the books were
going to be sent. It can be by mailbox or in person.

Third user

 The user was a bit lost due to the fact that initially he did not understand how he should choose the trade to request. After a while, he managed to figure it out but he suggest that we should let the user choose the trade he wants (on the screen where is shown all the possible trades) and before pushing the request button.

Fourth user

• She felt a little lost because her first intuition was to press the trade instead of pressing the button. She suggested we could put a request button or something similar near each trade to be more intuitive.

3rd Scenario

First user

- He mentions he would enjoy some feedback from the application to know if he did something successfully or not.
- He did not find any difficulty doing this scenario. He initially missed the button to add the event, but it was due to the page being a little too zoomed in, which makes a good point to raise the button a little so it's more visible.

Second user

 He thought that he had to click on the "Books" button (he thought he needed to create all the information that we said on the scenarios). He assumed that by clicking on the day of the calendar he would create the event. In the end he said that his initial idea of how he could create the event on the calendar might be easier.

Third user

 Initially he tried to select the day to create the event. He said that he used other calendars before where you can press the day and a pop-up would show up to add an event. Still, he says that it is not exactly a problem of the application, but we could have both possibilities: the plus button and by clicking on the day.

Fourth user

 The user went straight to the plus button to add the event and was able to create the event quite fast. After being asked if she preferred the button or by clicking on the day, she said that she thinks it our way was intuitive enough but we could put the plus button bigger or in a different colour to be more visible which, in her opinion, would be a nice solution.

Overall

First user

- He did everything flawlessly with no problems or complaints. What he
 deemed as a worthy upgrade would be to add an alert when submitting a
 task (adding event successfully for example).
- He finished the 3 scenarios quickly mentioning it was all intuitive once he got his bearings which occurred naturally during the first scenario.

Second user

- Besides the small points he mentioned, he said that it was a good idea and in general a good interface.
- Same "problem" as the first user as he was not 100% sure he completed the task due to no popup/confirmation alert.

Third user

- Besides the small points mentioned above, he said that the application was nice and intuitive enough to understand quite fast how to do the different tasks.
- His past experiences with calendar applications lead him to have difficulty with adding an event (as our way was different from his calendar apps).

Fourth user

Besides the small points mentioned above, she said that the application
was nice and intuitive enough to understand quite fast how to do the
different tasks.