HW1: Paper Prototypes, Usability Evaluation (150pts)

Replace all the highlighted placeholder text, below. Your team may change the style of this template, but please provide all the responses requested and keep the same sections / order.

Usability note: If you double-tap/click the placeholder text, that text should become selected so that you can easily type over it.

Your Team (5pts)

Which team are you on?

SCRUMptious

What **communication ground rules** did your team establish?

- 1. Team stand-up meetings twice a week via Slack
- 2. Individuals will perform Asana Status Updates twice a week
- 3. Required response within 24 hours of being contacted by a team member through Slack
- 4. Check in 3 days before any due date to discuss if there will be an issue meeting a deadline. This is so others can step in and help if necessary

Weekly Status Updates (10pts)

Where in Asana are your status reports? If they're all in the same place, provide one URL.

Week	Asana URL
Week 1	N/A
Week 1	N/A
Week 2	https://app.asana.com/0/0/1197488538002818
Week 2	https://app.asana.com/0/0/1198183917307594

GitHub Setup (5pts)

What is your **GitHub username**?

roquej

Make a test commit to your team's GitHub repository to confirm your setup is working. Where is your **test commit on GitHub**?

https://github.com/WeAreSCRUMPtious/Project/commit/182ca95fc44152bd0abb3da9cd927a55940cbaa7

Paper Prototypes First Draft (70pts)

Instructions

- Create a first draft of your paper prototypes for the feature you chose.
- Low or medium fidelity.
- Show how the feature will look in all states. You may need to create multiple drawings.
- Indicate how the feature moves between states.
- Provide screenshots or scans of your draft.

Where is your paper prototyping task on Asana?

https://app.asana.com/0/1197932955693577/1197980551702421

First draft of paper prototypes:

Figure 1- Options at the top-right corner of the main page to sign in or create a new profile.



Figure 2a- Sign in form when choosing to sign in from the main page

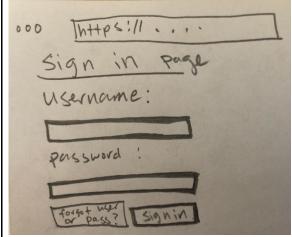
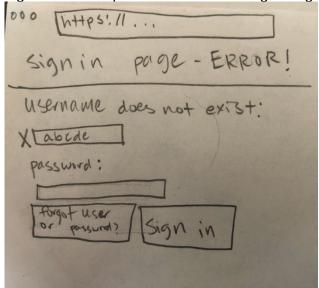


Figure 2b- Example of an error occurring during sign in



Create a profile page
Enter your username!

Enter your username!

Enter your password:

Covente profile

Figure 3a- Profile creation form when choosing to create a profile from the main page

Figure 3b- Example of an error occurring when creating a profile

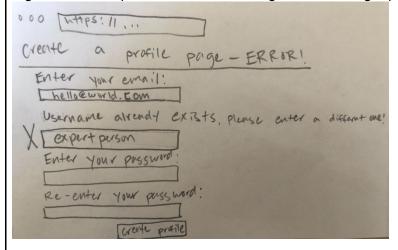
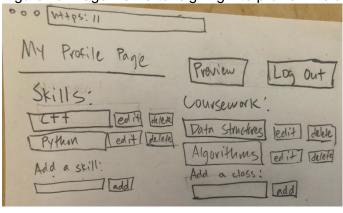
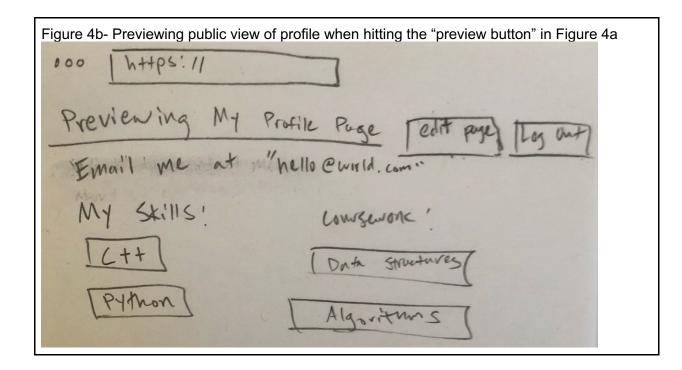


Figure 4a- Page view after signing into profile. The user can edit their profile here





Cognitive Styles Reflection (30pts)

If you are uncomfortable with this portion of the assignment, contact me for an alternative.

Instructions

• Identify your own facet values and reflect on the Cognitive Style Heuristics exploration. This can help you better understand how to apply the heuristics.

What are your facet values when using software? One or more sentences each.

Facet	Your facet value Ex: I prefer to tinker with most software and usually skip tutorials.
Motivations	I normally like to learn anything I can with software that is new to me, depending on time.
Attitude Toward Risk	I'm generally risk-tolerant. However, the more important a task becomes I can become more careful and risk-averse.
Computer Self-Efficacy	I have medium self-efficacy as I like to keep on trying if something is going wrong and sometimes I'm too stubborn to quit trying sooner rather than later.
Information Processing Style	My information processing style leans toward comprehensive unless I'm in a hurry and I want to accomplish something quickly.

Learning Style	I usually like to tinker and explore new software presented to
	me so I can take full advantage of it.
	I live oo i can take ian aavanage oi k.

How are you like Abi? Two or more sentences. Be specific.

I'm like Abi because my Information Processing Style generally leans toward comprehensive rather than selective. For example, at work I feel I need to be careful about my tasks by being thorough with any information or other things available to me to accomplish my tasks.

How are you like Tim? Two or more sentences. Be specific.

I'm like Tim because I like to tinker and explore new software presented to me so I can take full advantage of it (Learning Style). For example, when I install a new app on my phone I like to mess with the settings and customize it for myself as well as try out whatever features are available.

What's **one situation when your facet values might change**? Two or more sentences. Be specific.

My Attitude Toward Risk is generally risk-tolerant, but that can change at work where I conduct clinical research. For example, when I'm sending an email with confidential patient health information, I like to triple-check that any information I typed is correct before hitting the send button. Due to the nature of clinical trials, the option to "undo" something isn't always available.

How did identifying your facet values affect your understanding of how you use software? Two or more sentences. Be specific.

I felt more aware of the different reasons others may want the same feature I want. A good example is the undo/back button (heuristic #5). I'm generally risk-tolerant and am willing to make a mistake when I know that there is an undo/back button that can correct an error I make. A risk-averse person may also want that undo/back button because it makes them more comfortable to take actions if they know they can reverse it.

Paper Prototypes Usability Evaluation (15pts)

Instructions

• Evaluate your paper prototypes based on Heuristics #2, #3, and #4. Two or more sentences for each heuristic. Be specific.

Heuristic	How your user interface design does or does not reflect the heuristic

Heuristic #2: Explain what existing features do, and why they are useful	An important way that my prototype does not meet this heuristic is that it does not immediately explain the purpose of creating a profile (Figure 1 of first draft above). Visitors to the web app should be given more information on the main page about why they may want to create a profile.
Heuristic #3: Let people gather as much information as they want, and no more than they want	This prototype does not meet this heuristic. Figure 1 of the first draft above shows that people don't have the option to learn more about what creating a profile is for.
Heuristic #4: Keep familiar features available	This prototype meets this heuristic because it maintains some UI consistency across different pages. The sign-up and log-in forms are similar in appearance as shown in Figures 2a and 3a of the first draft above. Additionally, the layout of skills and coursework displayed when editing your own profile is consistent with the layout of skills and coursework displayed when previewing the public view of your profile page (Figures 4a and 4b of the first draft above).

Paper Prototypes Second Draft (15pts)

Instructions

- Revise your paper prototypes so they reflect Heuristic #2, #3, and #4.
- Low or medium fidelity.
- Explain what you did. One or more sentences each. Be specific.
- Provide screenshots or scans of your revised paper prototypes. Clearly indicate what has changed.

Heuristic	Change you made based on evaluation
Heuristic #2: Explain what existing features do, and why they are useful	My prototype meets this heuristic as shown on Figures 1a and 1b below. There is now an option below the "create a profile" feature to read why someone would want to make their own profile on Expert Finder. This helps people decide if making their own profile makes sense to use the "create a profile" feature.
Heuristic #3: Let people gather as much information as they want, and no more than	My prototype meets this heuristic as shown on Figures 1a and 1b below. These figures

they want	demonstrate an option to expand a note below the "create a profile" feature by clicking on "Why?". Expanding the note shows a brief description as to why someone may choose to create a profile if they don't understand the "create a profile" feature.
Heuristic #4: Keep familiar features available	Before revision, this heuristic was already met because UI consistency was maintained across different pages/forms. The sign-up and log-in forms are similar in appearance as shown in Figures 2a and 3a of the second draft below. We can also see that the layout of skills and coursework displayed when editing your own profile is consistent with the layout of skills and coursework displayed when previewing the public view of your profile page (Figures 4a and 4b of the second draft below).

Revised paper prototypes:

Figure 1a- Options at the top-right corner of the main page to sign in or create a new profile. There is now a "Why?" text that is clickable to expand a drop-down as explained in Figure 1b.



Figure 1b- Clicking on the "Why?" text in Figure 1a above expands a drop-down with information about what creating a new profile is for

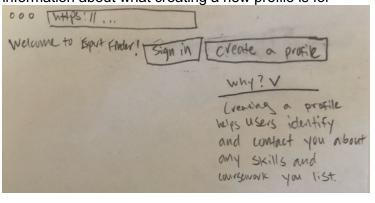


Figure 2a- Sign in form when choosing to sign in from the main page. No changes were made

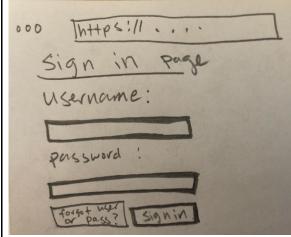


Figure 2b- Example of an error occurring during sign in. No changes were made

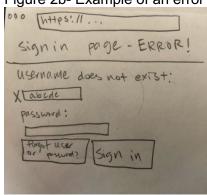


Figure 3a- Profile creation form when choosing to create a profile from the main page. No changes were made

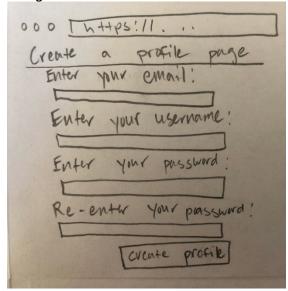


Figure 3b- Example of an error occurring when creating a
000 https://
Create a profile page - ERROR!
Enter your email: Lhello@world.tom
Usernaine already exists, please enter a different one!
Enter Your password:
Re-enter your pussword:
Creste praile

Figure 3b- Example of an error occurring when creating a profile. No changes were made

Figure 4a- View after signing in. Users can edit their profiles here. No changes were made

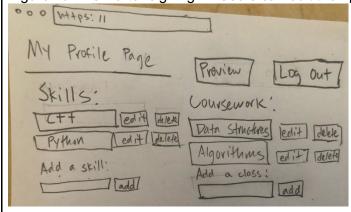


Figure 4b- Previewing public view of profile when hitting the "preview button" in Figure 4a. No changes were made

