

Weather4GenZ: High-Fidelity Design

(Group 6)

Cognitive Walkthrough

Defining Inputs:

- ❖ Users are Gen Z, very likely to have experience of other applications using similar standard features (e.g. hamburger button, search bar at the top of the screen)
- ❖ User goals to assess the completion of:
 - Find out whether it is going to rain in London tomorrow
 1. Open app
 2. Go to search bar
 3. Type 'London'
 4. Wait for forecast to update
 5. Go to tomorrow's forecast
 6. Interpret information correctly
 - Want to change app settings to be more comfortable on the eyes
 1. Open app
 2. Go to settings menu
 3. Press button to switch between light and dark mode
 - Find out the temperature this afternoon (do I need to bring a jumper?)
 1. Open app
 2. Read later today's weather (at the bottom of the screen)
 - View weather forecast for the upcoming week
 1. Open app
 2. Scroll upwards and sideways to find a specific day and time
 3. Read temperature and interpret weather
- ❖ Walkthrough will be done on the implemented prototype

Getting the analysts:

- ❖ The cognitive walkthrough will be conducted by a member of the development team who was less heavily involved in the creation of the prototype

Walk through action sequences:

- ❖ FIRST change the app's location
THEN allow the screen to refresh with London's weather
THEN check London's weather
- ❖ FIRST find the menu
THEN identify the dark mode button
THEN press the button
THEN see everything change to dark mode
- ❖ FIRST locate the forecast bar
THEN scroll the forecast bar sideways to find correct time
THEN read temperature and interpret weather

- ❖ FIRST scroll upwards on the forecast bar at the bottom
THEN scroll sideways to find the desired time of day
THEN read temperature

Important notes:

- ❖ Search bars are commonplace, it defaults with 'Location' in it, denoting the bars use
The magnifying glass search button is a common convention
The updated weather is displayed on same screen as search bar so the user receives immediate confirmation of correct functioning
No issues
- ❖ The user will have previous experience of the hamburger button used
The dark mode button is clearly labelled
Dark mode enables upon use giving feedback that action taken was correct
No issues
- ❖ The forecast bar is prominent at the bottom of the screen so could be easily located
Determining that the bar could be scrolled was not immediately clear but was found after a few seconds.
Once the bar is scrolled, the times are clearly labelled making locating the correct time trivial.
Mostly successful
- ❖ It has been previously established that the forecast bar is scrollable, and contains the weather of the future meaning to scroll upwards to reach the week's weather is not a stretch and was found without issue.
When it came to navigate the forecast screen, it was apparent that having to scroll both horizontally and vertically was too much.
Weather is displayed in the same format as used previously so causes no problems
Partial failure

Revised interface

- ❖ The forecast screen will be redesigned to fit the entire days weather without the need for horizontal scrolling

Deviation from Low-Fidelity Design

In the design, it was specified that the boxes denoting the weather throughout the day hang off the screen such that it is clear that scrolling would yield later weather of the day. Once this had been implemented, we determined that while this does improve usability the first time the app is used, it is aesthetically displeasing which would endure throughout all future use. It was therefore decided that 3 boxes fit cleanly in the screen.

Another change that was made was in the settings menu. Changing the "What is °L button" to a text box explaining it. This was done as it takes up the same amount of room on the screen whilst being one less click away from reaching this information.

The background colour for light mode was also changed from light blue to white as it was decided it fits better with the monochromatic theme when used.