Team 3: Prototyping

Title: BulletinBoard

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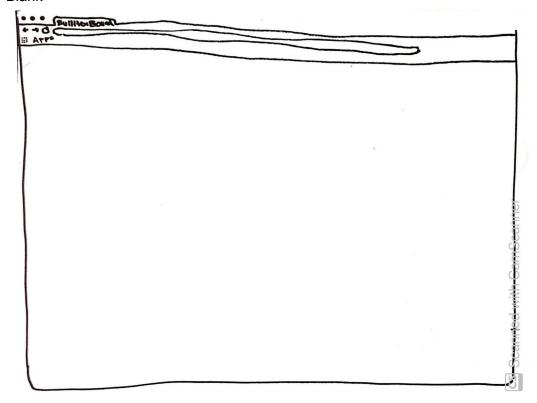
Website: http://www.developinginteractions.com

Prototyping Photos:

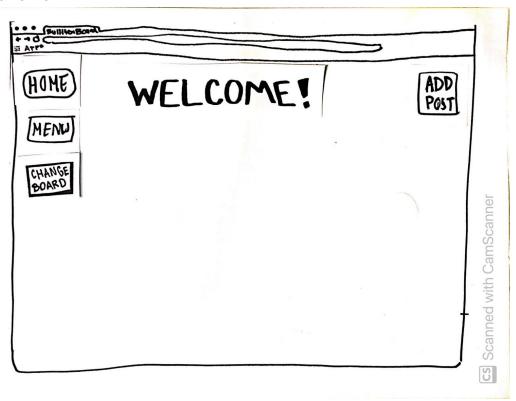
Components



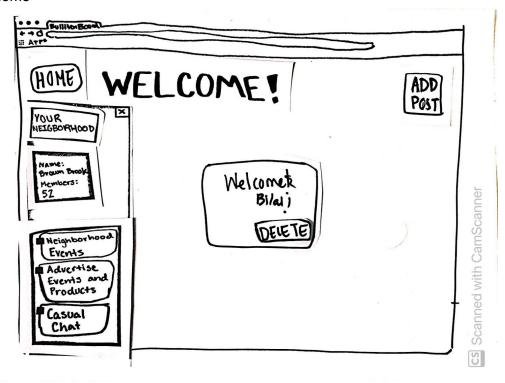
Blank



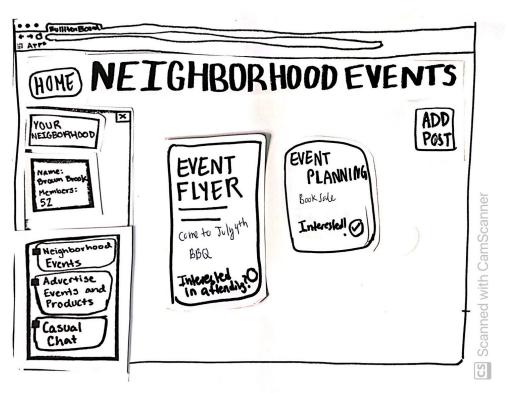
Welcome Blank



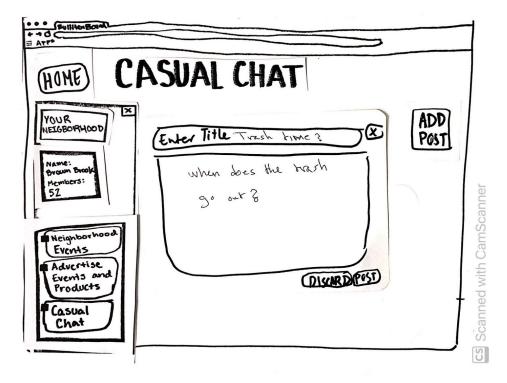
Welcome



Events



Casual Chat



Advertising



Briefing:

Bulletin Board is a website that allows for people to connect with their neighbors. You can post notes on electronic bulletin boards and either leave information to be contacted or just leave information for your neighbors to see. This is a paper version of our website. You can use your fingers to 'click' items on the screen and I will move the paper around like what would happen if you actually clicked a button on a screen.

Scenario Tasks:

- Advertise your yard sale poster
- Find a Neighborhood event you can get involved in
- Ask a question; "when does the trash go out"
- Delete the welcome to the community post.

Test User #1:

Demo Link:

https://drive.google.com/file/d/1gtYjNmlYgz2Z21H88XMxdWtJpVlyGCdr/view?usp=sharing

Demographics:

- Age: 46

- Gender: Female

- Level of Education: Masters

- Occupation: Assistant Teacher at a Private Preschool

Family Size: 4

- Location: Suburban Neighborhood()

Test Scenario:

- Time: 9 PM on March 13

- Place: In the Dining Room Table of the House

- Equipment: Paper components, Post-it Notes, Markers, Scissors, Index Cards, Books(to stack up so the phone can go on top), Phone(for the camera)

Testing Observations:

- This person usually needs confirmation before they press any button. Rather than waiting for the response from pressing the button, they would rather have confirmation before they press the button. (Looked at the tester every time they were going to do something with the interface)
- This person had a lot of trouble with the interface and the understanding of the tasks. She gave up when she did not know what to do with a task and needed guidance.
- Could not navigate between the different types of boards easily. She did not know what board to go to for each task also. There was also the problem that in one of the tasks, she could not get to the Welcome board, so the tester had to add a Welcome board button
- She thought a lot of the information in the menu bar were buttons so she kept on pressing everything.
- For the task of posting an advertisement for the yard sale, she just scribbled lines instead and posted it on the Welcome board instead of the Advertisement board.

- For the task to ask the question of where does the trash go, she made the post in the right place but misunderstood the task a little bit. So, she ended up writing a different type of task.
- Deleting a post and finding an event to get involved in was easier for her to do. Interview Observations:
 - This is the first time this user has done paper prototyping and they found it to be a stressful experience. She felt that she had to be right while doing the tasks with the paper prototype.
 - According to her, she did not understand what was going on with the tasks. She thought the tasks were confusing.
 - Due to the black and white nature of the prototype, she did not know for sure which components were buttons and which of them were not buttons.
 - In general, she found all the tasks and the prototype itself confusing. She did not know
 what she would change when she did not understand what was going on even after the
 briefing.
 - When the tester asked her if she would use this interface, she said no even though it was useful. She said her husband might use it to look for yard sales and other events.

Test User #2:

Demo Link:

https://drive.google.com/file/d/1LA_YVn_OCQrX5BGIs6V1iXb5jyjlYvbE/view?usp=sharing

Demographics:

- Age: 24

- Gender: Female

- Occupation: Computer Engineer

- Family Size: 6

- Location: House in City/Suburb

Test Scenario:

- Time: 7 PM on March 14

- Place: Coffee table in the loft

- Equipment: Paper components, Post-it Notes, Markers, Scissors, Index Cards, Glass table to film through, Phone(for the camera)

Testing Observations:

- Made the mistake of posting the advertisement in the welcome section rather than the advertisement section
- Wanted to set a reminder for an event but didn't know how (and also was not within the prototype limit)
- There was no way to reply to a post in the "Casual Chat" board or know how you will be notified if someone answered your question
- Wasn't aware of how to get back to the welcome page for the last task, had to makeshift a "home button" very quickly

- Overall had the right idea of what to do for all the tasks, completed them successfully with little guidance

Interview Observations:

- Overall simple to use
- Wished there was a way to set a reminder or link to Google Calendar (for when she expressed interest in the event)
- There was no clear indication of the fact that there were different categories for the board
- Thought that the welcome board should be personalized, or have a clear purpose
- Might use it

Test User #3:

Demo Link:

Part 1:

https://drive.google.com/file/d/1BDRWDxL-dhfYWfqvIL0dzoGSrQN7zyP0/view?usp=sharing Part 2:

https://drive.google.com/file/d/1aN0ql9zEq5IrC1Upwt3Nqps4mD Sjw90/view?usp=sharing

Demographics:

- Age: 54

- Gender: Male

- Occupation: Urban Planner

- Family Size: 4

- Location: House in City/Suburb

Test Scenario:

- Time: 7:30 PM on March 14

Place: Coffee table in the loft

- Equipment: Paper components, Post-it Notes, Markers, Scissors, Index Cards, Glass table to film through, Phone(for the camera)

Testing Observations:

- Made the same mistake of posting the advertisement in the welcome section rather than the advertisement section
- Was confused about the purpose of some of the buttons
- After writing up the post, he forgot to press the post button and just waited
- Overall had the right idea of what to do for all the tasks, completed them successfully with little guidance

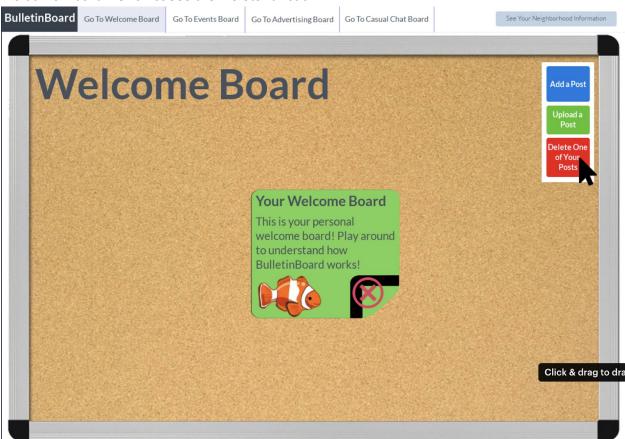
Interview Observations:

- Liked the experience and design
- Was a little confused sometimes but tasks were straightforward
- Said that it would be nice to see the number of people online, would help to reinforce the sense of community
- Isn't a big fan of social media but might use it

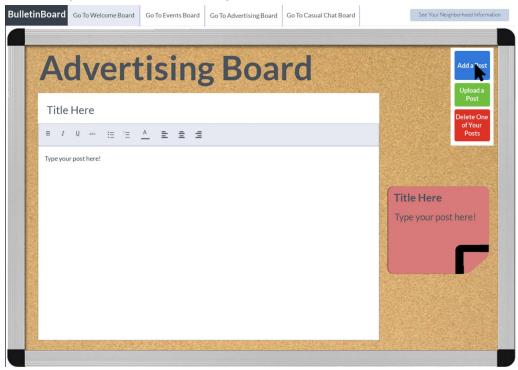
Revised Interface Design:

Based on user feedback, we have a couple larger changes to make. For events, users sometimes forgot to put dates and other users expressed that they wanted the ability to easily create a reminder for events. Because of this, we are going to add a date picker to the interface for events and add an 'Add to Calendar' pop up after a user expresses they are interested in an event. In addition, Users had a hard time finding the other available boards or realizing that they had the option to interact with other boards. To solve this we want to create 'tabs' on top of the screen that allow users to see the boards they go to and click on them. It was hard for users to understand the difference between posts/where they might post things. We want to make this more explicit by having a more unique layout for each type of post. We also are going to make some changes to the 'Welcome Board'; we want it to indicate that the board is only for the user and that no one else can see it.

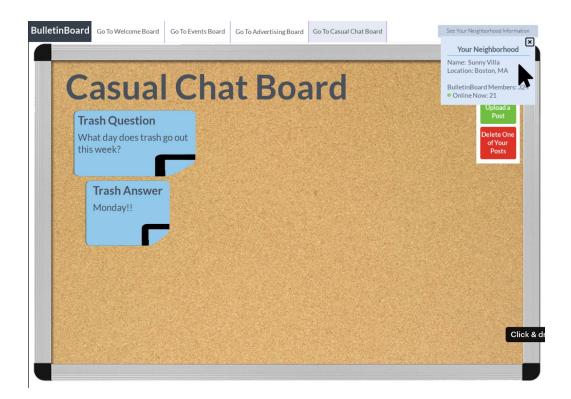
Welcome Board - Showcases the Delete function



Advertising Board - Shows creating a post



Casual Chat Board - Viewing Neighborhood Info



Events Board - Marking yourself as interested to an event

