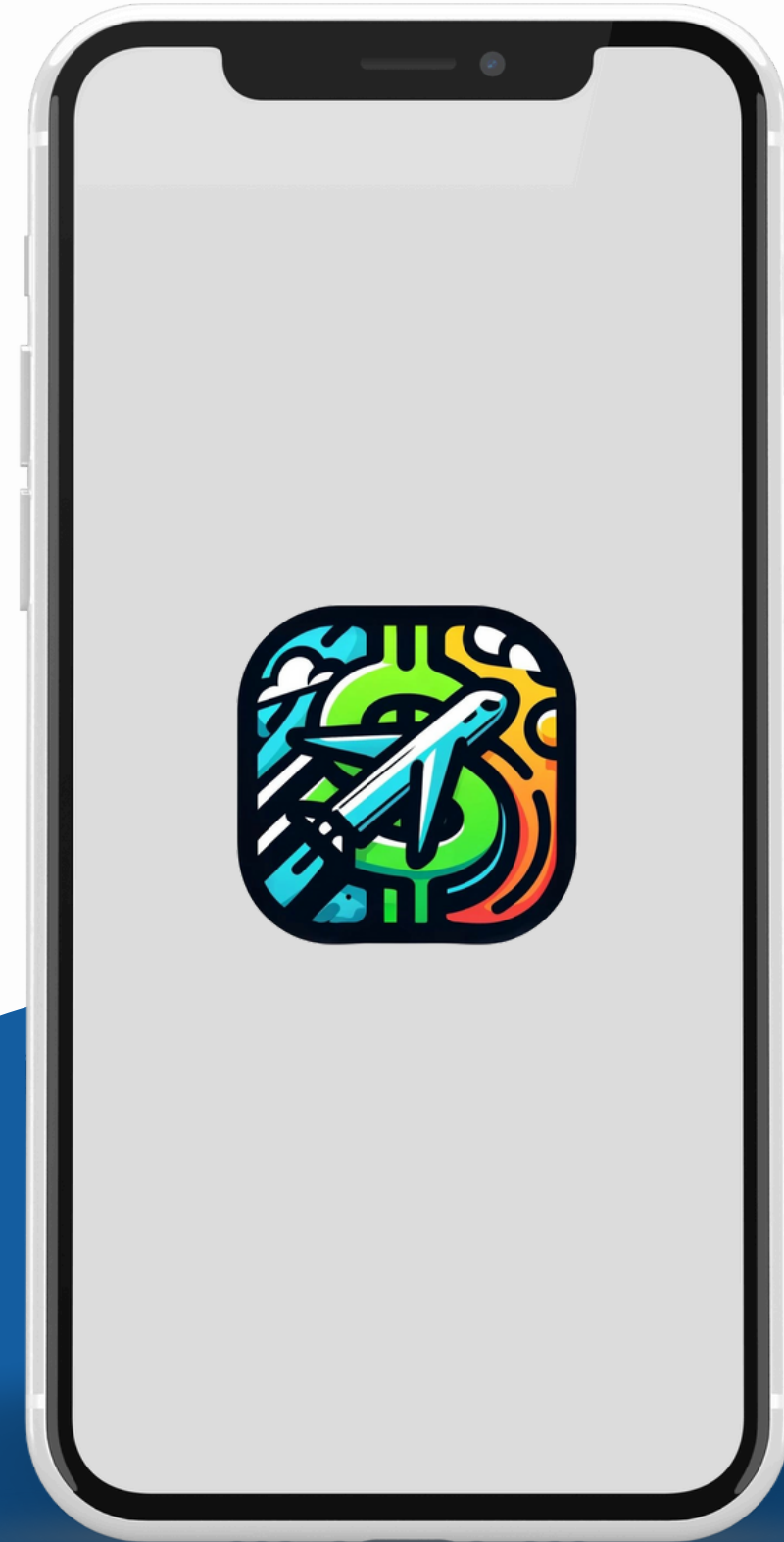


Second Revision

Save 'N' Travel

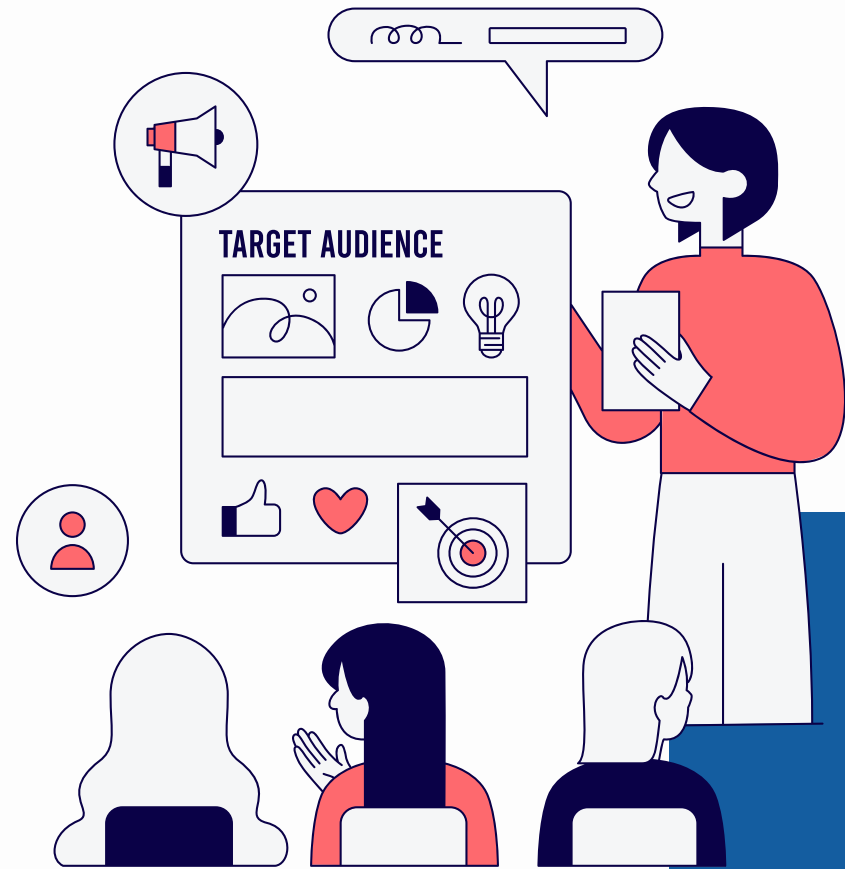
By: Rebecca
Alessandro
Gianluca
Arsen



Overview

▶	Introduction	03
▶	In the Lab	04
▶	Methods	05
▶	Subjects	07
▶	Tasks	08
▶	Independent Variables	09
▶	Dependent Variables	10
▶	Hypothesis	11





Introduction

We have decided to conduct our evaluation with people between 20 to 30 years old, in order to match our target group.

So we found people who travel often and would like to get helped with managing their individual budget and group trips.



In the lab

We conducted evaluation in the lab, since clearly it was not possible to experience the app during a trip, even though the first task of Save 'N' Travel could actually be experienced in a similar environment, since it is supposed to be used before travelling, at home.

The good aspects were that

- they could try it in a peaceful environment, without the noise or the stress of actual moment
- we could observe them in a more focused way
- our tasks can be of course used in the rush of the moment, but they can also be used in a second moment, at home, so similarly to the situation in which we have observed our users.



METHODS

**Think
Aloud**

**Cooperative
Evaluation**



Subjects

our participants

Shirley
22 yo

Damir
23 yo

Francesca
25 yo

Giorgia
23 yo

**we have decided to conduct our evaluation with the
experimental method WITHIN the subjects**

TASKS



INDIVIDUAL BUDGETING

Set and manage your individual budget for a trip by categories



MONEY EXCHANGE

Keep track of debts between your group and exchange the owed money within the app

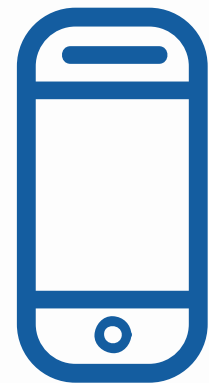


SPLITTING

Split the purchase between the members of a group trip

Independent Variables

We checked if changing our independent variables, the usability of our app would have changed



Variable 01

USER INTERFACE



Variable 02

PAYMENT METHODS



Objective 03

JOINING GROUPS

Dependent Variables

The infographic features a large blue semi-circle on the left side. A vertical line with four small white circles at intervals runs parallel to the curve of the semi-circle. To the right of this line are four blue circles, each containing a white number from 01 to 04. Further to the right, each number is followed by a bold title and a descriptive sentence.

01

TIME NEEDED TO COMPLETE THE TASKS

Time spent completing budgeting, exchanging money, and splitting expenses tasks.

02

NUMBER OF ERRORS

Number of errors made while using the app.

03

USER SATISFACTION

Measured via post-task inter.

04

EFFICIENCY

Number of actions needed to complete tasks.

HYPOTHESIS

We let the user try our app, checking if we would have had null or alternative hypothesis, based on our variables.

H1 – UI

The alternative layout interface will reduce the time needed to complete the tasks compared to the original interface.

H1 – Payment Methods

The option of payment via app will reduce the time and number of actions needed to complete the money exchange task compared to manual payment.




H0 – Trip Groups

The chance to join or create a group before the creation of the trip had simplified the usability of the app.

THANK YOU!



Save 'N' Travel's Team

-  Rebecca
-  Alessandro
-  Gianluca
-  Arsen