

Prototype A:

<https://www.figma.com/proto/HYcDRhbVIZYyQzVd8ZDObOk/Prototype-Version-C?node-id=0%3A1&scaling=scale-down>

Prototype B:

<https://www.figma.com/proto/EnSdHogetn7GZPZXILf0IIAe/Prototype-Version-B?node-id=2%3A238&scaling=scale-down>

**Study Session #1:** December 2nd, 2PM, Colorado Springs

**Study Participant Info:** “Sarah”, UCCS Student

**Study Conducted by:** Krishna Adettiwar

Sarah started testing Prototype A.

### **Observations from Prototype A:**

Sarah seemed to not understand the purpose of the app for a few moments until navigating through many of the pages. Also, I think Sarah might’ve found it confusing that there was no “home” page to go to and that she had to use the sidebar for most things. Additionally, she didn’t like the design, colors, and overall clunkiness of the design. However, she did appreciate the amount of information that was displayed and how everything was specific. Once she figured out the sidebar situation, she could easily navigate the prototype and then fairly quickly understood the purpose of the prototype.

### **Observations from Prototype B:**

She immediately said that she liked the look of Prototype B better. She liked the black and white colors, contrast, and overall clean look of the app. She also appreciated the map immediately as it added some more visuals instead of just text everywhere. She still did feel the UI was clunky and the iPhone X notch that the prototype used blocked certain UI elements which she brought to attention as something she didn’t like. She appreciated the “social” tab and the graph of all the connections but asked what the point of it was if she can’t do anything with it except for see who she friended on the app. She was able to navigate the UI more easily than Prototype A because she didn’t have to figure out the sidebar (except in the social tab where she pointed out the sidebar doesn’t actually work) and also because she already knew the purpose of the prototype from playing around with Prototype A originally.

What did you like about Prototype A?

More details and photo of the event is nice. You can narrow events instead of just socializing (concert vs food vs campus etc.). More color. Swiping option is nice. Straightforward.

What did you dislike about Prototype A?

Looks clunky. Squares and ovals don't work well together. Lack of color. For the location and stuff at the bottom, she would change the layout of info. Would prefer seeing her own friends going.

What did you like Prototype B?

It's pretty. The map feature seeing all events at once is nice. The community section is nice if it has some value to it (she doesn't see the point in it). The interest option is cool and would be helpful. Black and white colors are nice and it makes it look clean. She likes being able to switch between list and map view.

What do you dislike Prototype B?

Still clunky. Ovals and squares don't match. Didn't understand point of the community page. The iPhone notch blocks out some of the interface. Sidebar is not functional in one of the views.

What was confusing about these prototypes?

There needs to be a page that tells what's going on (intro). She didn't know what to do when she started using the prototypes.

Do you have any suggestions for improving these prototypes?

Implement social aspect (so if she clicks on my face, it shows which events I'm attending). Or shows her friends are attending which events. Make it look prettier for Prototype A and have a different way to organize interests. Rate event instead of user rating.

## **Study Session #2**

December 2nd, 1PM, Norlin Library

**Study Participant Info:** "Matt", CU Student & Retail Cashier

**Study Conducted by:** Amari Hoogland

Study participant started testing with Prototype B.

### **Observations from Prototype B:**

Purpose of app was initially unclear to user as there was no distinct title. Map visuals and event images were nice. User liked how differently organized each page was, said that it helped make navigation more fun. User easily completed given task.

### **Observations from Prototype A:**

User liked the colors of the interface. User was surprised by swiping interface and the inclusion of personal profiles/interests. User easily completed given tasks.

### **Participant feedback:**

What did you like about Prototype B?

I liked the map as the first screen you interact with and the bottom navigation bar, it made it easy to understand what buttons to push.

What did you dislike about Prototype B?

It didn't really have a lot of visuals or colors other than the map. Also having no distinct title was confusing for a second.

What did you like about Prototype A?

I liked the filtering options and the event swiping feature. The app just needs more stuff on it.

What did you dislike about Prototype A?

There wasn't really much to explore and it would have been nice to see some visuals other than just text. But the sidebar made it easy to navigate.

What was confusing about these prototypes?

No titles so you didn't really know what the app was and generally had a lot going on.

Do you have any suggestions for improving these prototypes?

Add titles and more color. Maybe add more visuals to break up all the text.

**Study Session #3:** December 2nd, 1PM, Engineering Center

**Study Participant Info:** “Steve”, CU Student & Media Content Acquisition Partner

**Study Conducted by:** Tristan Wagar

Study participant started with Prototype B.

**Observations from Prototype B:** User liked map visuals, however did not see the purpose of the community/social tab. He was also unaware that you could touch an item in the list and see more details. Suggests more visuals, less blocks of text. User did not complete the task quickly, but figured it out eventually.

**Observations from Prototype A:** User liked this prototype much more. User appreciated the swiping feature for finding events/locations based on interests and filters. User suggests adding the map view from prototype A with the tools on the navbar in conjunction with the event list in prototype B. User completed task with ease.

**Participant Feedback:**

What did you like about Prototype B?

I liked the simplicity of the app. Very easy to navigate from your profile to the map with events.

What did you dislike about Prototype B?

Some of the graphics are a little boring but might look better with user images. Block text with the map and graphic might be bulky.

What did you like about Prototype A?

I like the design of the app more the prototype A with the sidebar and “swipe right” option. Good use of letting the user engage with the app their self while being provided suggestions from the app.

What did you dislike about Prototype A?

I think getting rid of the bulk text like in prototype A would benefit the aesthetics. Have the location description over top of the event image. I think having a map view along with a list view would be beneficial.

What was confusing about these prototypes?

The filter tab and the social tab in prototype A. Without having a another page linked to to these tabs they do not seem to be that useful to the user.

Do you have any suggestions for improving these prototypes?

See above answers for suggestions on design with event images and descriptions and viewing options for the map.

Prototype	Heuristic	Tester
B	Visibility of system status	Amari Hoogland
B	Match between system and real world	Amari Hoogland
B	User control and freedom	Amari Hoogland
B	Consistency and standards	Amari Hoogland
B	Error prevention	Amari Hoogland
A	Recognition rather than recall	Tristan Wagar
A	Aesthetic and Minimalist Design	Tristan Wagar
A	Match between system and real world	Tristan Wagar
A	User control and freedom	Tristan Wagar
A	Consistency and standards	Tristan Wagar
A	Error Prevention	Krishna Adettiwar
A	Help and Documentation	Krishna Adettiwar
B	Visibility of system status	Krishna Adettiwar
A	Aesthetic and Minimalist Design	Krishna Adettiwar
B	Error Prevention	Krishna Adettiwar

<b>UAR #: 1</b>	<b>Problem/Good: Problem</b>	<b>Rated by: 2 Minor usability problem</b>
<b>Name: Identifying current page</b>		
<b>Relevant heuristic: Visibility of system status</b>		
<b>Steps to reproduce: A user can navigate between the map, social, and profile page by simply clicking on that page's bottom tab listing.</b>		
<b>Detailed explanation: Once a user clicks to a new page, the screen changes and the header's match, but the bottom tab bar does not indicate a current page or change in page.</b>		
<b>Possible solution: Have the tabs of the bar highlighted or contrasted in color to indicate the current page.</b>		
<b>Severity (low, medium, high, critical): low</b>	<b>See also:</b>	

<b>UAR #: 2</b>	<b>Problem/Good: Good</b>	<b>Rated by: 0 Not a problem</b>
<b>Name: Filter/interest groups relatable</b>		
<b>Relevant heuristic: Match between system and real world</b>		
<b>Steps to reproduce: Click on the profile tab of the interface and observe the interests section of a user's profile.</b>		

<b>Detailed explanation:</b> The chosen interest categories are not system-oriented terms, they are related to real world conversational language and categories of interest.	
<b>Possible solution:</b> Continue to incorporate as much real world conversational language as possible.	
<b>Severity (low, medium, high, critical):</b> low	<b>See also:</b>

<b>UAR #: 3</b>	<b>Problem/Good:</b> Problem	<b>Rated by:</b> 3 Major usability problem
<b>Name:</b> No clear undo path or previous page function		
<b>Relevant heuristic:</b> User control and freedom		
<b>Steps to reproduce:</b> User can easily navigate to any page or tab from menu bar and bottom tabs. User cannot return to previous page unless specifically remembered by user, although saved data is not guaranteed.		
<b>Detailed explanation:</b> There is no back button to assist user in specific sequence of functions, only exploring/browsing feature has good control. Easy for user to “get lost” in app.		
<b>Possible solution:</b> Add a back button that allows users to go to their previous page regardless of relation to other pages.		
<b>Severity (low, medium, high, critical):</b> high	<b>See also:</b>	

<b>UAR #: 4</b>	<b>Problem/Good: Problem</b>	<b>Rated by: 2 Minor usability problem</b>
<b>Name: Interface not entirely consistent (buttons, fonts, layout)</b>		
<b>Relevant heuristic: Consistency and standards</b>		
<b>Steps to reproduce: From the map page, navigate quickly to the social and then the profile page. Observe distinct differences in layouts.</b>		
<b>Detailed explanation: There's a mix in button sizes, shapes, and placement, not providing much consistency between pages, although overall theme is standardized. Header is also different between all three main pages.</b>		
<b>Possible solution: Make headers consistent in title and function and make layout between pages more related for more clear using.</b>		
<b>Severity (low, medium, high, critical): medium</b>	<b>See also:</b>	

<b>UAR #: 5</b>	<b>Problem/Good: Problem</b>	<b>Rated by: 3 Major usability problem</b>
<b>Name: Very easy to add to usage, no clear path to remove or edit</b>		
<b>Relevant heuristic: Error prevention</b>		
<b>Steps to reproduce: From social page, a user can add friends to their circle from dropdown menu. From the profile page, a user can add interests.</b>		



<b>Detailed explanation:</b> No confirmation of adding a friend and no clear way to remove friends. Also no editing option on profile to remove interests.	
<b>Possible solution:</b> Made sure user wants to add/delete friends from list/connections. Make profile more personalized to reduce error in suggestions or interaction.	
<b>Severity (low, medium, high, critical):</b> medium	<b>See also:</b>

<b>UAR #: 6</b>	<b>Problem/Good:</b> Problem	<b>Rated by:</b> 3 Major usability problem
<b>Name:</b> Lack of Map View requires users to copy and paste addresses into another application.		
<b>Relevant heuristic:</b> Recognition rather than recall		
<b>Steps to reproduce:</b> From app home page, go to sidebar. From sidebar select Map & Events.		
<b>Detailed explanation:</b> Once a user finds the address of an event within the event list view of the application, there is no map view to allow for users to easily integrate the app into their native google or apple maps. Users must recall the address or copy and paste it into another application to be able to locate it.		
<b>Possible solution:</b> Add a map view.		
<b>Severity (low, medium, high, critical):</b> high	<b>See also:</b>	

<b>UAR # 7</b>	<b>Problem/Good: Good</b>	<b>Rated by: 0 Not a problem</b>
<b>Name: Multiple levels of information organization</b>		
<b>Relevant heuristic: Aesthetic and minimalist design</b>		
<b>Steps to reproduce: Open application, go to sidebar, go to maps and events.</b>		
<b>Detailed explanation: Dialogues and containers contain only the information appropriate for the level of scope.</b>		
<b>Possible solution: Continue to add further information organization options, for example a map view.</b>		
<b>Severity (low, medium, high, critical): low</b>	<b>See also:</b>	

<b>UAR # 8</b>	<b>Problem/Good: Problem</b>	<b>Rated by: 3 Major usability problem</b>
<b>Name: Lack of Map View</b>		
<b>Relevant heuristic: Match between system and real world</b>		
<b>Steps to reproduce: From app home page, go to sidebar. From sidebar select Map &amp; Events.</b>		

<b>Detailed explanation:</b> Within this tab of the app, there is currently no map view. Users typically expect a map view within an app that uses locations as it has become a standard concept in modern day applications.	
<b>Possible solution:</b> Add map view to this tab.	
<b>Severity (low, medium, high, critical):</b> high	<b>See also:</b>

<b>UAR # 9</b>	<b>Problem/Good:</b> Problem	<b>Rated by:</b> 3 Major usability problem
<b>Name:</b> There is no settings button.		
<b>Relevant heuristic:</b> User control and freedom		
<b>Steps to reproduce:</b> There is no settings button anywhere in the app.		
<b>Detailed explanation:</b> There is no advanced settings page available in the app to further customize a user's experience. This is paramount to our app being accessible.		
<b>Possible solution:</b> Add a settings page.		
<b>Severity (low, medium, high, critical):</b> Critical	<b>See also:</b>	

<b>UAR # 10</b>	<b>Problem/Good: Good</b>	<b>Rated by: 0 Not a problem</b>
<b>Name: Interests/Filters are present to the user consistently.</b>		
<b>Relevant heuristic: Consistency and standards</b>		
<b>Steps to reproduce: From any page click the sidebar. Once in the sidebar select the social event feed button.</b>		
<b>Detailed explanation: The interests of the user and their filters are kept consistent to provide events/locations that will pique their interest and keep them interested in the app. Since they are always present as well the user is aware of his filters.</b>		
<b>Possible solution: Keep building out the filter system and possibly add machine learning for suggestions.</b>		
<b>Severity (low, medium, high, critical): none</b>	<b>See also:</b>	

<b>UAR # 11</b>	<b>Problem/Good: Good</b>	<b>Rated by: 0 Not a problem</b>
<b>Name: Interface makes it difficult for user to make errors</b>		
<b>Relevant heuristic: Error Prevention</b>		
<b>Steps to reproduce: This applies throughout the UI.</b>		
<b>Detailed explanation: It's difficult for the user to make errors because the UI makes a good use of constraints. You can only go through the sidebar and when expanding cards, you can only tap them for more details or go back. In the profile page, there's good use of sliders instead of text fields to constrain the values that can be entered so</b>		

users can't accidentally mess that up.	
Possible solution: To continue with this, the UI could add even more constraints and use things like radio buttons and sliders so it's difficult for users to make mistakes even if they purposely wanted to.	
Severity (low, medium, high, critical): none	See also:

UAR # 12	Problem/Good: Good	Rated by: 0 Not a problem
Name: Social page explicitly states how to use it		
Relevant heuristic: Help and Documentation		
Steps to reproduce: Use the sidebar and go to the "social" page		
Detailed explanation: When going to the social page, there's a few sentences above the cards that describe how to interact with them. It tells the user to swipe right or left depending on whether they're interested in the event or not so there's no confusion on the user's part.		
Possible solution: The documentation is good but maybe too long. Perhaps it could have a one-time popup tutorial so the text doesn't always remain above the card stack taking up valuable screen real-estate constantly.		
Severity (low, medium, high, critical): none	See also:	

UAR # 13	Problem/Good: Good	Rated by: 0 Not a problem
Name: Drop down screens give proper feedback		
Relevant heuristic: Visibility of system status		

<b>Steps to reproduce:</b> Navigate to the “map” tab and then click on “create” in the upper right corner. A drop down menu will show up.	
<b>Detailed explanation:</b> The use of this drop down menu is a good use of feedback. Once the “create” button is pushed, a drop down window slides down suggesting to the user that they should enter their event details there and whatever is entered there is shown clearly via the text boxes in the drop down window.	
<b>Possible solution:</b> The use of UI changes and things popping up based on clicks and actions should be applied throughout the system to give the user better feedback and more visibility of system status just as it’s done in this scenario.	
<b>Severity (low, medium, high, critical):</b> none	<b>See also:</b>

<b>UAR # 14</b>	<b>Problem/Good:</b> Problem	<b>Rated by:</b> 2 Minor usability problem
<b>Name:</b> Shows how many people attending event but not what friends are attending		
<b>Relevant heuristic:</b> Aesthetic and Minimalist Design		
<b>Steps to reproduce:</b> Navigate to the “map & events” page via the sidebar and then click on any event. The total amount of people going, maybe going, can’t go, and invited are shown.		
<b>Detailed explanation:</b> The problem is most people don’t care too much about how many people are going/not going/possibly going as much as they care about which of their connections will be in attendance. The use of space to show the total number of people in each category is a waste of space and should be dedicated to instead show which of your connections are going to be in attendance at the event.		
<b>Possible solution:</b> Make that box clickable so it expands so we can see total numbers as well as which of your friends are going or can’t go or are possibly going or have been invited.		
<b>Severity (low, medium, high, critical):</b> medium	<b>See also:</b>	

<b>UAR # 15</b>	<b>Problem/Good: Problem</b>	<b>Rated by: 2 Minor usability problem</b>
<b>Name: No confirmation button when wanting to add an event</b>		
<b>Relevant heuristic: Error Prevention</b>		
<b>Steps to reproduce: Navigate to the “map” tab and then click on the “create” button in the upper right corner.</b>		
<b>Detailed explanation: When adding an event, you could accidentally tap the “add” button at the top and there’s no “confirm” button or any confirmation page that shows a summary of the event the user is trying to add. It simply just adds it without a follow up.</b>		
<b>Possible solution: Add a confirmation page when “add” is tapped so the user knows what they’re going to add exactly and they can review and edit anything again before everything is posted and public.</b>		
<b>Severity (low, medium, high, critical): medium</b>	<b>See also:</b>	