

Low-Fidelity Prototype Evaluation Results

User 1 - High School Parent with Full-Time Office Job, Female

Tasks:

The user easily completed most tasks. When the user got to Task 3, they commented the page did not have much detail. The user easily found the healthiness rating. The user got confused where to go for the last task and finally went to Learn.

Post-Evaluation Questions:

1. What did you like/dislike about the concept?

I like the concept because it helps with a daily problem - planning lunch.

2. Do you understand what the application aims to achieve?

Yes, helps you to plan what to eat for lunch each day.

3. How effective do you think the concept is in helping users to develop healthier eating habits and encouraging social collaboration within the family by raising family awareness?

It helps with developing healthy eating habits - but I didn't see much social collaboration.

4. Do you think the healthiness ratings are effective?

Yes they're simple to understand - I like the stars.

5. Was the navigation flow as expected?

Yes, it was simple.

6. How difficult did you find the app? Was it easy to understand?

It was fairly easy to navigate.

7. Do you have any suggestions as to how to improve the application design?

Making it a little more social with communication, and the learn feature was good - but could have more information included within.

8. Do you have any suggestions as to how to improve the social and mobile aspects of the app to better encourage within-family collaboration?

Maybe a feature to type messages of encouragement etc to each other.

9. Are there any features that are missing in the design?

Maybe if there are improvements over time - it can be tracked? Like the family's progress perhaps.

10. Please rate the app's effectiveness from 1 to 10 (very effective)

I think it's about 7 - needs more information on food groups and more communication between family members but otherwise pretty great.

User 2 - High School Parent with Full-Time Office Job, Male

Tasks:

The user completed most tasks independently and with minimal hesitancy. The healthiness ratings were easily identifiable and the user particularly liked this feature. However, the user hesitated navigating to the Learn page and commented on the lack of features on the page.

Post-Evaluation Questions

1. What did you like/dislike about the concept?

I liked the lunchbox building feature, but it felt like something was missing, perhaps another feature is needed.

2. Do you understand what the application aims to achieve?

Yes, it helps organise foods for the family lunchboxes for the week.

3. How effective do you think the concept is in helping users to develop healthier eating habits and encouraging social collaboration within the family by raising family awareness?

I think it's ok but it doesn't teach as much - it needs more education. More family collaboration is needed and getting more insight into what others are eating.

4. Do you think the healthiness ratings are effective?

Yes, the star ratings were cool.

5. Was the navigation flow as expected?

Mostly. The footer is good.

6. How difficult did you find the app? Was it easy to understand?

Yeah it was pretty straightforward for me. No issues.

7. Do you have any suggestions as to how to improve the application design?

Yeah, add some more info about foods, like more recommendations or learning about it - and something more interactive on the homescreen to add something to the calendar.

8. Do you have any suggestions as to how to improve the social and mobile aspects of the app to better encourage within-family collaboration?

There could be challenges for the week where people have to compare each other's foods. It would be cool to see how everyone is going with their lunchbox picks.

9. Are there any features that are missing in the design?

Maybe add a bit more of a game element to it - like the rating could have a leaderboard challenge they could work towards.

10. Please rate the app's effectiveness from 1 to 10 (very effective).

6/10