

Collaboration Project
Evaluation of Paper Prototype
Group 34

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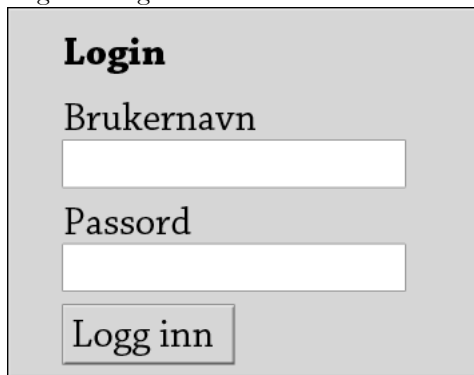
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The Design

Login dialogue:



A login dialogue box with a light gray background and a dark gray border. It contains the title "Login" in bold. Below the title are two text input fields: "Brukernavn" (Username) and "Passord" (Password). At the bottom is a button labeled "Logg inn" (Login).

The calendar view:



A calendar view interface with a light gray background and a dark gray border. At the top, there are navigation buttons: a left arrow, "Uke 10", a right arrow, a left arrow, "2012", and a right arrow. Below this is a table with 8 columns representing the days of the week: "kl.", "Mandag", "Tirsdag", "Onsdag", "Torsdag", "Fredag", "Lørdag", and "Søndag". The rows are numbered 07 to 16. To the right of the table is a vertical scrollbar. At the bottom of the table are three buttons: "Ny avtale", "Nytt møte", and "Kalendere". To the right of the calendar is a large gray rectangular area labeled "Meldinger" (Messages).

kl.	Mandag	Tirsdag	Onsdag	Torsdag	Fredag	Lørdag	Søndag
07							
08							
09							
10							
11							
12							
13							
14							
15							
16							

Calendar selection:

Kalendere

	<input checked="" type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OK Avbryt

User selection:

Brukere

	<input checked="" type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OK Avbryt

Appointment edit-dialogue:

Avtale

Beskrivelse

Start

Slutt

Sted ...

Lagre Slett

Datepick dialogue:

◀ Mars 2012 ▶

M	T	O	T	F	L	S
31	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	1	2	3	4

Kl. :

OK Avbryt

Meeting invitation dialogue:

Møteinvitasjon

Beskrivelse

Start

Slutt

Sted

Møteleder

Deltagere

Status ☐ Aksepter
☐ Avvis
☐ Venter

OK Avbryt Slett

Create-a-meeting dialogue:

Møte

Beskrivelse

Start

Slutt

Deltagere

Legg til deltager(e)

Sted ...

Lagre Slett

Meeting room booking dialogue:

Møterom

Navn

Kapasitet

Beskrivelse

OK

Testing

Scenarios

We chose to use the scenarios supplied to us through the DB-D2 description document. Yes, the ones on the last page of the document.

Tasks

Regular text describes the tasks presented to the user. *Italicized text* describes events performed by the computer when the user reached the corresponding point.

1. Create a new appointment at 13:00 on the next Friday and book a meeting room with a capacity of at least four people for this appointment.
2. Create a new meeting at 12:00-14:00 on the upcoming Wednesday and invite Beate, Morten and Finn to it.
3. *Receive invitation to board meeting at 12:00-14:00 on the upcoming Wednesday.* Move earlier created meeting to 14:00-16:00 on the same day.
4. *Receive notification about Morten having declined your meeting invite.* Remove Morten from the 14:00-16:00 Wednesday meeting.
5. Cancel the 14:00 meeting with Beate and Finn.

Procedure

The prototype was tested on three members members from group 32. The tests were conducted by members of group 34.

Results

After completing the tests and discussing our different designs with group 32, some design-flaws and absent features were revealed to us.

Issues

An issue of type 1 ("T1") indicates an outright error in the design, due to an oversight or what not.

Type 2 ("T2") indicates a problem related to our design choices, while Type 3 ("T3") indicates that a or several design choices were confusing.

Problem, T3: The system's automatic completion of a meeting/appointment's "end time" was regarded as confusing.

Reason: Upon entering a start-datetime for a meeting/appointment, the end-datetime is automatically set to one hour after the start-datetime. The confusion might have arisen from the slow handling of this automatic completion due to the test being performed with pieces of paper.

Fix: None. We have decided to retain this functionality.

Problem, T3: Should an error-message appear when attempting to save a meeting/appointment without specifying a location?

Answer: According to the specifications, an appointment does not require a location, although meetings do.

Fix: Disallow saving a meeting unless a location is specified.

Problem, T3: Should it be possible to have several meetings or appointments at the same datetime?

Answer: Yes.

Fix: Implement it.

Problem, T2: The datetime-selection window felt confusing.

Reason: The testing was performed with pieces of paper with incorrect scaling.

Fix: None. The usability should improve when the system is digitalized.

Problem, T1: The room-reservation dialogue has no "cancel" button.

Reason: Oversight.

Fix: Add a "cancel" button.

Problem, T2: Confusion regarding at what time a day begins.

Reason: The scrollbar on the right side of the calendar is shown being scrolled all the way up but the earliest time shown is 07:00.

Fix: yep

Problem, T2: The location-field in the create/edit meeting/appointment dialogue window felt ambiguous.

Reason: The [...] button in the location-field.

Fix: Separate the location field and the [...] (book-a-room) and remove any ambiguity as to whether one can use both.

Problem, T1: Calendar-view does not display the date.

Reason: Oversight.

Fix: Add the week's dates to the calendar-view.

Problem, T1: The book-a-room-dialogue window displays all the meeting rooms in the system, not just the ones that are available at the selected time.

Reason: Oversight.

Fix: It's simple, all we have to do is make the system not display the rooms that are already reserved for the given time.

Problem, T3: Should the user be prompted to create a new meeting/appointment by clicking on the calendar?

Answer: Possibly. Perhaps while holding down a modifier key while left-clicking, or through the right-click dialogue?

Fix: Yes.

Problem, T2: A lot of windows.

Reason: Testers reported that the amount of dialogue-windows they had to click through was startling.

Fix: We should investigate if some of the dialogue-windows can be combined or solved in an alternative manner.

Questionnaire Results

After the test was completed, the tester was given the questionnaire found at this subject's (DB) "Øvinger/Øving D2a - Pilottesting" page on itslearning.

Q# is Question number #.

A# is how many testers that selected # as their answer to the question.

	A1	A2	A3	A4	A5
Q1	0	0	1	2	0
Q2	1	0	2	0	0
Q3	0	0	0	2	1
Q4	2	1	0	0	0
Q5	0	0	0	1	2
Q6	1	2	0	0	0
Q7	0	0	1	0	2
Q8	2	1	0	0	0
Q9	0	0	1	0	2
Q10	1	2	0	0	0

The Revised Design

Having completed the tests, the following screens have been visually redesigned:

Create-a-meeting dialogue:

Møte

Beskrivelse

Start

Slutt

Deltagere

Legg til deltager(e)

Sted

Rombeskrivelse:

Romkapasitet:

Hvor:

Lagre Slett