

Collaboration Project
Evaluation of Paper Prototype
Group 34

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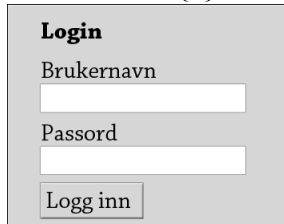
Odd Magnus Trondrud

March 20, 2012

The Design


Graphical User Interface

Login dialogue{0}:



A login window titled "Login". It contains two text input fields: "Brukernavn" (Username) and "Passord" (Password). Below the password field is a "Logg inn" (Log in) button.

The calendar view{1}:



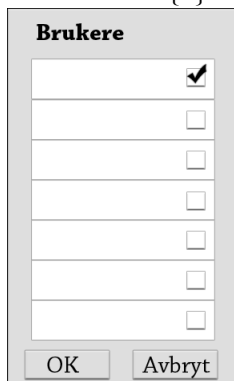
A calendar window titled "Meldinger" (Messages). It features a navigation bar at the top with buttons for "Uke 10" (Week 10), "2012", and navigation arrows. Below this is a grid showing days of the week (kl. Mandag, Tirsdag, Onsdag, Torsdag, Fredag, Lørdag, Søndag) and a list of days from 07 to 16. To the right of the grid is a vertical scrollbar. At the bottom are three buttons: "Ny avtale" (New appointment), "Nytt møte" (New meeting), and "Kalendere" (Calendars).

Calendar selection{2}:



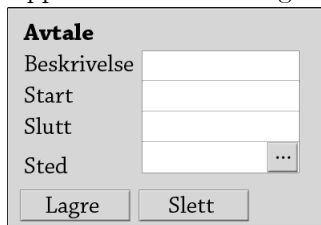
A window titled "Kalendere" (Calendars) for selecting a calendar. It contains a list of seven empty text input fields, each followed by a checkbox. The first checkbox is checked. At the bottom are "OK" and "Avbryt" (Cancel) buttons.

User selection{3}:



A window titled "Brukere" (Users) for selecting a user. It contains a list of seven empty text input fields, each followed by a checkbox. The first checkbox is checked. At the bottom are "OK" and "Avbryt" (Cancel) buttons.

Appointment edit-dialogue{4}:



Avtale

Beskrivelse

Start

Slutt

Sted ...

Datepick dialogue{5}:

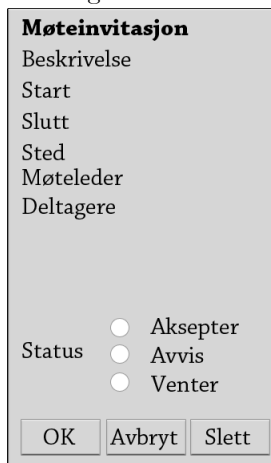


◀ Mars 2012 ▶

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. :

Meeting invitation dialogue{6}:



Møteinvitasjon

Beskrivelse

Start

Slutt

Sted

Møteleder

Deltagere

Status ☐ Aksepter ☐ Avvis ☐ Venter

Create-a-meeting dialogue{7}:



Møte

Beskrivelse

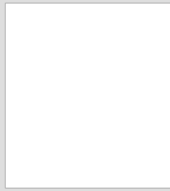
Start

Slutt

Deltagere

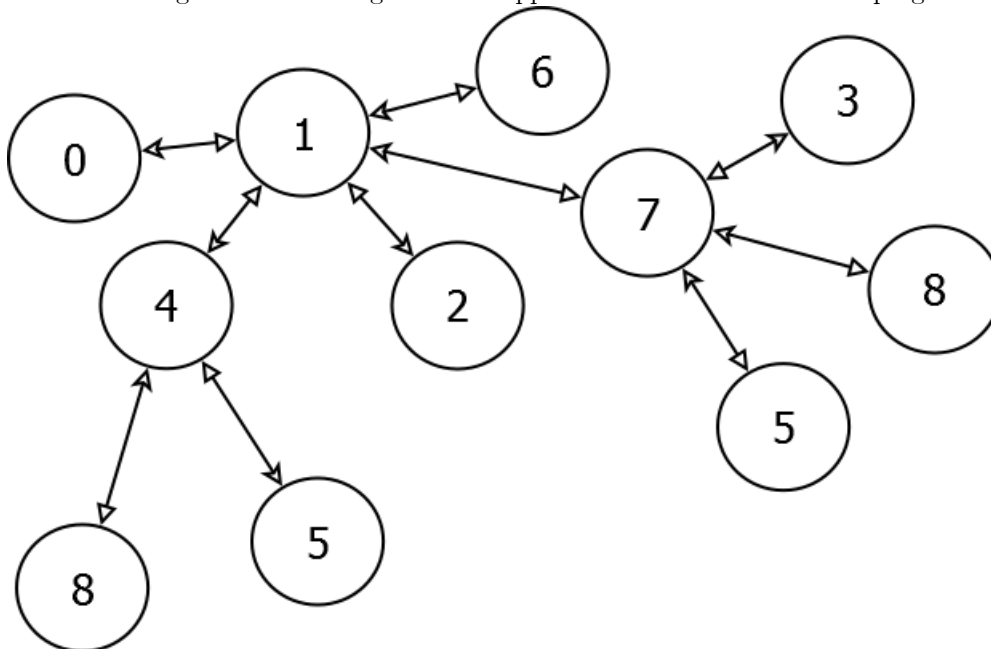
Sted ...

Meeting room booking dialogue{8}:

Møterom 	Navn
	Kapasitet
	Beskrivelse
<input type="button" value="OK"/>	

State Diagram

The picture illustrates the diagram while the following block of text further explains what has to be pressed as I couldn't figure out how to get text to appear above the arrows in the program.



Uppercase text describes a feature not visible in the design prototype.

FROM 0:

>1:Login

FROM 1:

>0:LOGOUT

>2:"Kalendere"

>4:"Ny avtale"

>6:VIEW MEETING INVITE

>7:"Nytt møte"

FROM 2:

>1:OK/Avbryt

FROM 3:

>7:"OK/Avbryt"

FROM 4:

>1:"Lagre/Slett"

>8:[...]

>5:Start/Slutt

FROM 5:

>4 ELLER >7:"OK"

FROM 6:

>1:"OK/Avbryt/Slett"
FROM 7:
>3:"Legg til deltager(e)"
>8:[...]
>1:"Lagre/Slett"
>5:Start/Slutt
FROM 8:
>7/4:"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:

MANGLER: kalender-view med dato på ukedagene og fikset scrollbar

Create-a-meeting dialogue:

Møte

Beskrivelse

Start

Slutt

Deltagere

Legg til deltager(e)

Sted ...

Rombeskrivelse:

Romkapasitet:

Hvor:

Lagre Slett