

HW1: Paper Prototypes, Usability Evaluation (150pts)

Replace all the **highlighted** placeholder text, below. Your team may change the style of this template, but please provide all the responses requested and keep the same sections / order.

Usability note: If you double-tap/click the placeholder text, that text should become selected so that you can easily type over it.

Your Team (5pts)

Which team are you on?

Russian Bots

What **communication ground rules** did your team establish?

- 1) **Methods of communication:**
 - a) **Synchronous: Meetings every two weeks**
 - b) **Asynchronous: Slack, Discord, email, text**
 - i) **Expected response time: 1-2 days**
- 2) **Preferred method for communicating important info to the group: Slack**
- 3) **Meeting Promptness: arrive within 5 minutes of meeting start times.**
- 4) **Team contributions: work will be distributed evenly among team members**
- 5) **Asking for help: if after an hour of googling you're still stuck, ask for help**
- 6) **Group decisions: majority vote**

Weekly Status Updates (10pts)

Where in Asana are your **status reports**? If they're all in the same place, provide one URL.

Week	Asana URL
Week 1	https://app.asana.com/0/1196683077452107/conversations
Week 1	https://app.asana.com/0/1196683077452107/conversations
Week 2	https://share.clickup.com/t/h/dcu4qn/TSDS17FFFK5SNOO
Week 2	https://share.clickup.com/t/h/dcu4tp/Q3V65JXX6UT2XHR

GitHub Setup (5pts)

What is your **GitHub username**?

Brod26

your **test commit on GitHub**?

<https://github.com/brod26/TrailBlazer/blob/main/README.md>

Paper Prototypes First Draft (70pts)

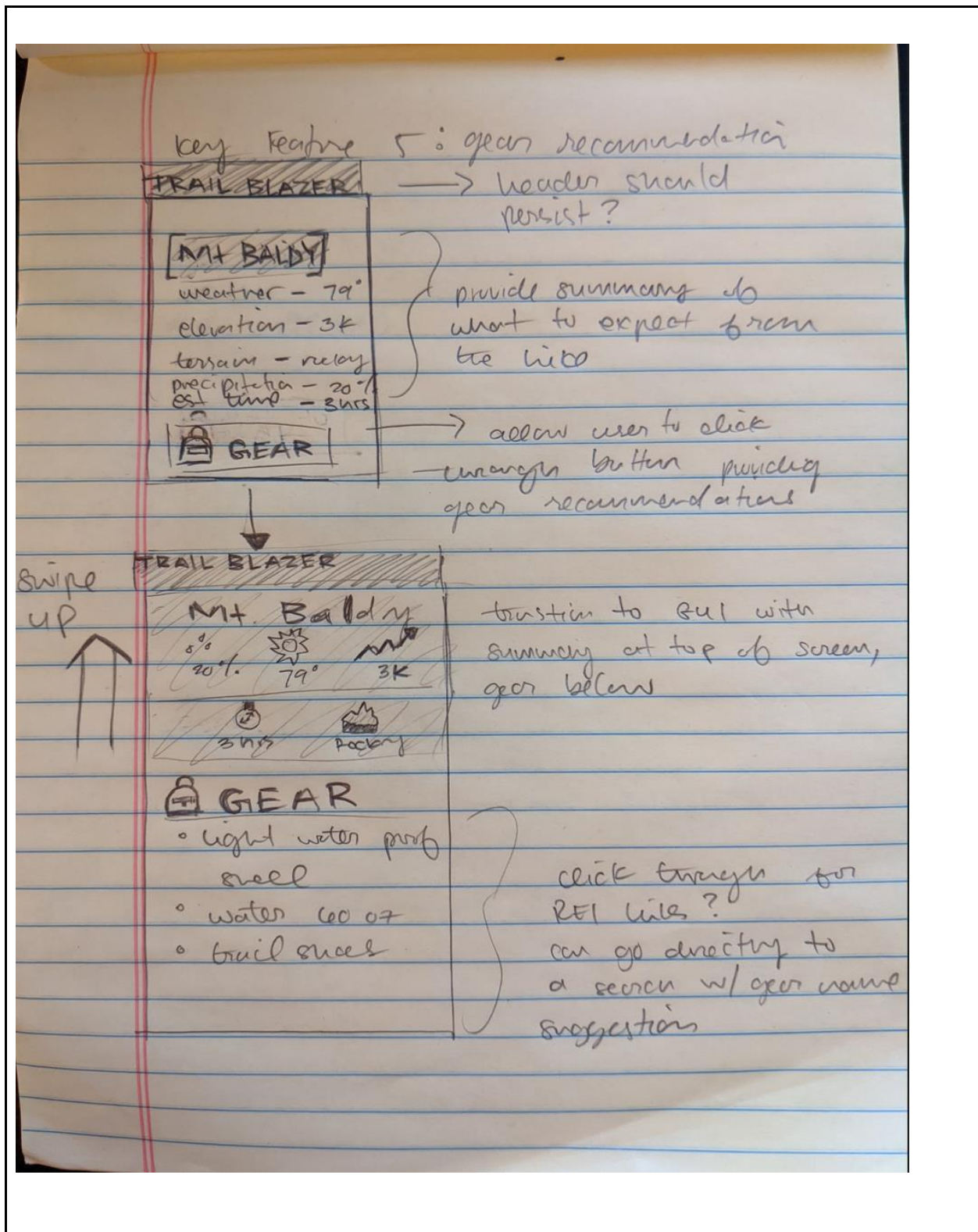
Instructions

- Create a first draft of your paper prototypes for the feature you chose.
- Low or medium fidelity.
- Show how the feature will look in all states. You may need to create multiple drawings.
- Indicate how the feature moves between states.
- Provide screenshots or scans of your draft.

Where is your **paper prototyping task on Asana**?

<https://share.clickup.com/t/h/bm7hzq/9QCX489OQIZPWIC>

First draft of paper prototypes:



Cognitive Styles Reflection (30pts)

If you are uncomfortable with this portion of the assignment, contact me for an alternative.

Instructions

- Identify your own facet values and reflect on the Cognitive Style Heuristics exploration. This can help you better understand how to apply the heuristics.

What are **your facet values** when using software? One or more sentences each.

Facet	Your facet value <i>Ex: I prefer to tinker with most software and usually skip tutorials.</i>
Motivations	<i>I love to use all the functionality of my device. I do, however, take a long time in deciding on what that device or software may be. In general, once I decide on what direction I'm moving in with regards to tech, I'll try and learn the most I can about it.</i>
Attitude Toward Risk	<i>I like to take risks with technology, I find that they may not always be rewarding but if there is a feature that will require a high learning curve but potentially help me in the future, I'm all for it.</i>
Computer Self-Efficacy	<i>I definitely keep trying until the problem is solved, often this leads to inefficient solutions, however I feel that part of the learning process is occasionally needing to brute force something.</i>
Information Processing Style	<i>I'm very selective with my information processing, if I feel that it will not be an efficient addition to the toolbox, I tend to skip it.</i>
Learning Style	<i>I love to explore and tinker, not entirely purposefully but my trends lean towards only exploring something if I believe some value will come from it.</i>

How are you **like Abi**? Two or more sentences. Be specific.

I love relying on technology to accomplish my tasks, and I often feel overwhelmed when tasked with a new problem. I tend to need to walk away from it for a few minutes before coming back and collecting my thoughts. I do love a good process when learning a new

technology, if I feel that material is not approachable I will become frustrated quickly.

How are you **like Tim**? Two or more sentences. Be specific.

I feel I'm like Tim in that I do not taking a risk to learn new features in technology, if I feel that learning something will yield more efficiency in the future then I'll learn as much as I can about it. Most recently I achieved an internship where I needed to learn to use gitkraken, although it is not required to use with my classes at OSU I felt that it would provide a benefit if I learned the ins and outs of the software so I dived deeper than I normally would have.

What's **one situation when your facet values might change**? Two or more sentences. Be specific.

A situation that comes to mind where my facet values changed was during my internship over the summer. I was never one to read documentation much, however, I needed to learn to use Unity, and learn to apply that to C#, a language that I was not familiar with. Relying on Unity's great documentation helped me understand stories and tickets that I was assigned more quickly and served as a great reference!

How did identifying your facet values affect your understanding of how you use software? Two or more sentences. Be specific.

I can see I place high value on using software that I feel will greatly improve my efficiency, regardless if it has a high learning curve. I also enjoy software that is easily approachable, if I feel that I'm being bombarded with information I'll skip most of it and come back to it when I feel I need to. If the same information is presented in a methodical fashion, I'll go through the tutorial.

Paper Prototypes Usability Evaluation (15pts)

Instructions

- Evaluate your paper prototypes based on Heuristics #2, #3, and #4. Two or more sentences for each heuristic. Be specific.

Heuristic	How your user interface design does or does not reflect the heuristic
Heuristic #2: Explain what existing features do, and why they are useful	My user interface provides a clear and concise representation of the hike that the

	<i>user has picked and provides a button where the user can continue to our gear recommendation. Clicking through to the gear recommendation page yields an even smaller summary of the hike, so that the user can understand why they are being recommended the specific gear.</i>
Heuristic #3: Let people gather as much information as they want, and no more than they want	<i>I feel that here is where I can improve my prototype. I present the user with a page of gear recommendations, but to not make it very clear that they can click through on each item to see more information on the item, or more examples of what that item may be. I might also be able to improve this by allowing the user to click through on the summary menu for more information on a specific aspect of their desired hike.</i>
Heuristic #4: Keep familiar features available	<i>I need to improve this, possibly by adding a description to the user on how to navigate the gear page. I may also be able to add an extra page to the gear recommendation that routes members to websites where they may be able to purchase the gear that we've recommended.</i>

Paper Prototypes Second Draft (15pts)

Instructions

- Revise your paper prototypes so they reflect Heuristic #2, #3, and #4.
- Low or medium fidelity.
- Explain what you did. One or more sentences each. Be specific.
- Provide screenshots or scans of your revised paper prototypes. Clearly indicate what has changed.

Heuristic	Change you made based on evaluation
Heuristic #2: Explain what existing features do, and why they are useful	<i>Highlight areas that signal the user to click through, specifically, the "Gear" button and specify ability to click through on individual gear suggestions</i>
Heuristic #3: Let people gather as much information as they want, and no more than they want	<i>Add ability to click through on hike specifics and gear specifics</i>

Heuristic #4: Keep familiar features available	<i>Add collapsing menu button and sharing options to the screen</i>
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Revised paper prototypes:

key feature 5: gear recommendation

TRAIL BLAZER

→ header should persist?

MT BALDY

weather - 79°
elevation - 3k
terrain - rocky
precipitation - 20%
est time - 3hrs

provide summary of what to expect from the hike

GEAR

→ allow user to click changes button providing gear recommendations

create a tooltip
to point links
to more info

highlighted
so user
knows to
click through

Swipe
up



add
gui showing
ability to
scroll

TRAIL BLAZER

MT BALDY

8% 20% 79° 3K

3hrs

Rocky

GEAR

- light water proof shoe
- water coat
- trail shoe

→ add menu button here

transition to GUI with summary at top of screen, gear below

allow user to click to trail specifics based on this menu

click through for RFI links?

can go directly to a search w/ gear name suggestion

add sharing options

stoogeSort Readme

1. Open the stoogeSort.py file and make sure your data.txt file is in the proper directory for it to be imported.
2. The stoogeSort.py file will output a stooge.out.txt file with the sorted arrays from data.txt
3. The first number in the arrays passed to the sort is assumed to be the total number of elements in the array and will thus be omitted.