

GetLost

Prototype and Usability Evaluation - Milestone 3

By

Charlie Marlow

Kenzie Boerger

Danny Belcher

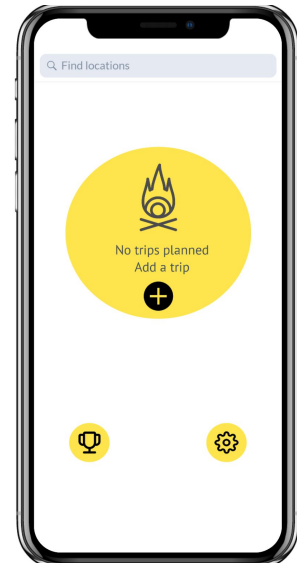
Maddie Mooney

Emily Matthews

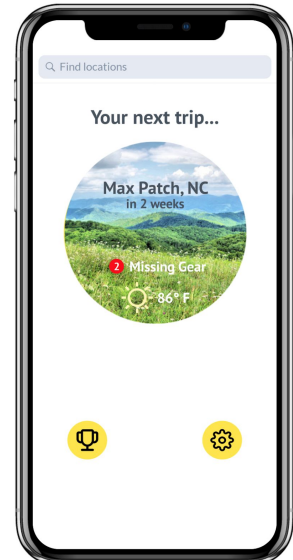
Prototype Screenshots and System Narrative

Default Pages

As the user opens the app there are two options for default pages. If the user has no trips planned they are shown the following default page. From this page, users can click the plus icon to start creating their own trip.



For users that already have a trip created they are prompted to another screen. By pressing anywhere on the circle containing trip information, the user is taken to another screen with more information about their trip.



Trip Details

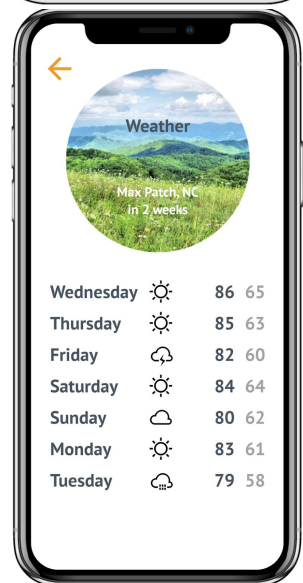
By selecting their already planned trip from the second default page users are taken to this trip details page, which has 6 buttons allowing them to access different information about their trip. In addition, users can select "learn more" to get more information about the hiking or camping site they are visiting.



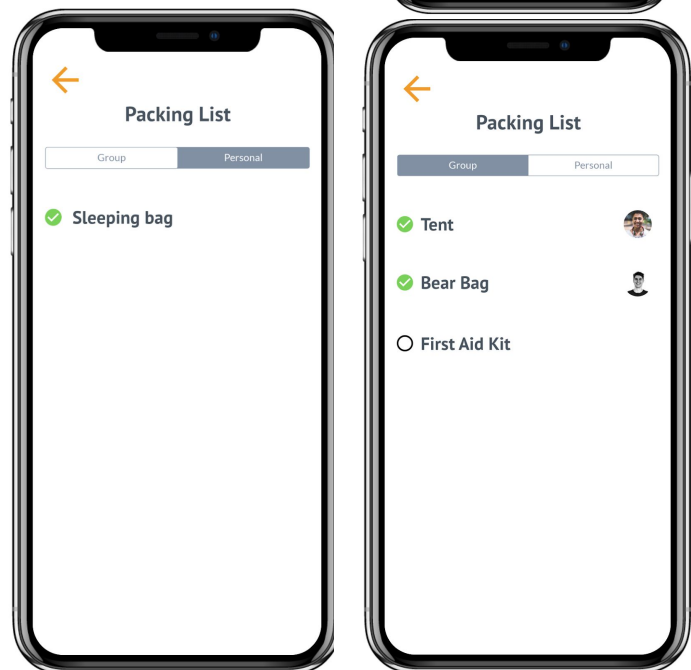
By selecting the “Emergency Info” button users access two pages, which can be selected between at the top of the page. Users can view information about nearby emergency services as well as view their own emergency contacts that they entered.



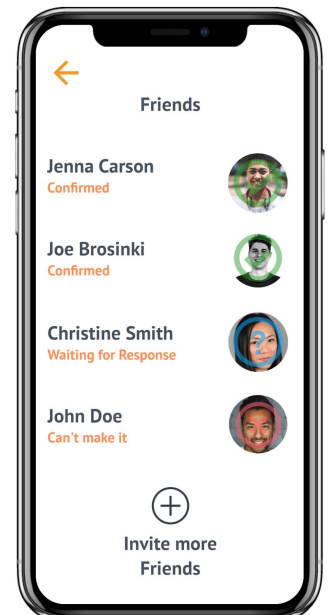
Selecting the weather icon from the home screen brings a 7 day forecast for the location of the trip.



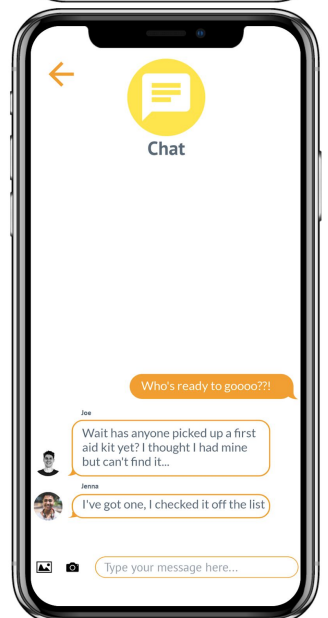
Selecting the packing list button brings up two pages, one with a group packing list and one with individual needs. On the group packing list, friends that have agreed to go on the trip can select the items they are bringing. The entire group can then see who agreed to bring what item. The personal packing list lets the user check off items they will need for themselves. Users can toggle between the two pages by selecting which one they want to view at the top of the page.



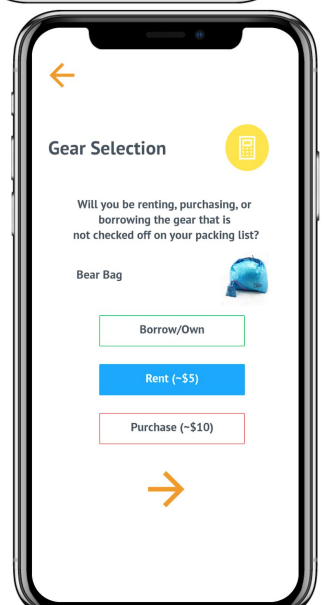
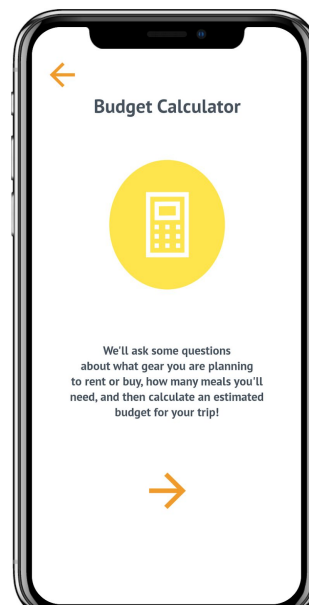
The Friends Going button allows users to invite their friends to a planned trip as well as view who has agreed to going (a green check over their profile picture), who hasn't responded yet (blue question mark over their profile picture), and who has declined the trip (red x over their profile picture). Users have the option of adding more friends after the trip is created by selecting the plus icon above "Invite more friends".



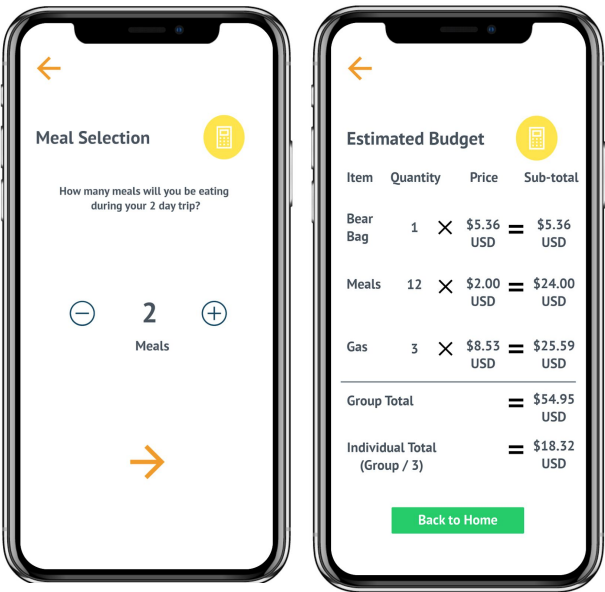
The chat icon takes users to a chat room where all friends that have accepted the trip can send messages, pictures, and videos.



The budget calculator is a way for users to determine how much it will cost for them to complete their packing list and plan meals for the entirety of their trip. The calculator takes items that are not checked off on the packing lists and allows users to select if they will borrow/own that item, if they will rent that item (with estimated cost of renting), or if they will buy that item (with estimated purchase price). The calculator also asks how many meals total the user



would like to have on the trip. The calculator than creates a breakdown of expenses using users input of gear needed, meals planned, and gas based on how far the location is and provides a total cost, as well as an individual cost based on an even split between the number of friends who have already accepted the trip.



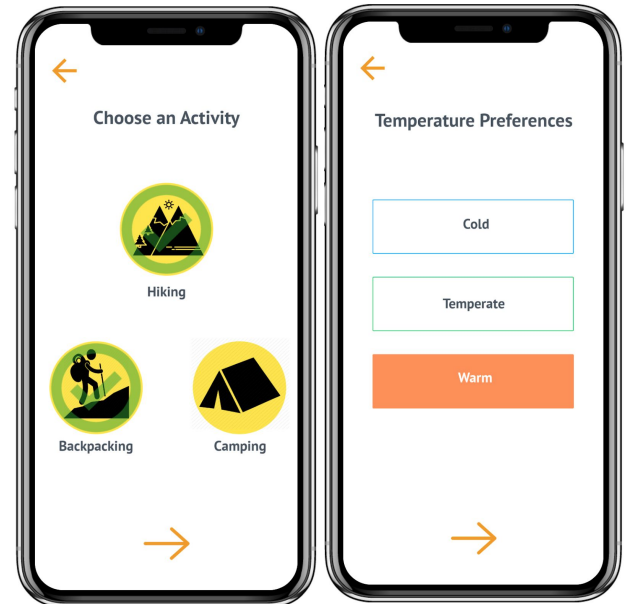
Create Trip Flow

This is the entire flow of actions that allow a user to create a trip, starting from the default “add trip” homepage.

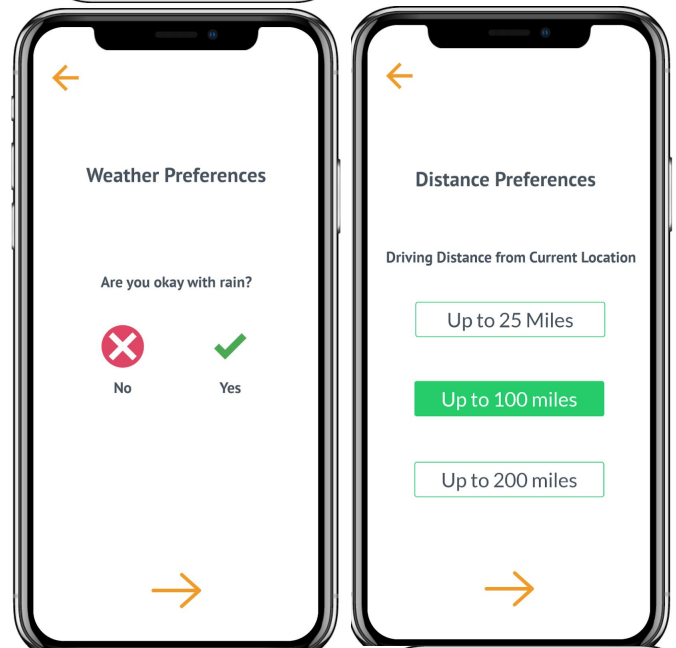
To begin, users select friends to add to the trip. After adding friends, the next page allows users to choose dates. If they select only one day and then proceed to the next page that will result in a one-day trip. By selecting two separate days, the trip will highlight the range selected and create a multiple day trip.



At the next page, users select which activities they are interested in having at the location. They can select multiple, one, or none. Next is temperature preferences. Users select the range of temperatures they would prefer for the trip. This preference does have the possibility of being ignored depending on the time of year/distance the user is willing to travel.



Users are asked in Weather Preferences if they are okay with rain during their trip that way they can be alerted if the weather isn't something they are comfortable with. Continuing through trip creation, the user is asked how far they are willing to travel to a location.



To keep the user informed of the process, a loading page with a progress bar is displayed while the app creates a list of possible locations. GetLost then provides the user and friends invited with a list of possible locations that match their preferences. They can like or dislike locations, and the most liked location is made the trip destination.



Search Locations

Instead of entering preferences and then picking a location, users have the option of searching locations, and then starting the create trip flow from the searched location.



Full Task List

- A. Planning a Trip: The main functionality of this service is to help users plan outdoor trips, like hiking or camping.
 - a. Find New Locations: The app will have functionality to help users find new locations, backpacking routes, and camp spots to enjoy the outdoors in.
 - i. Search: Users can search for specific locations
 - ii. Personalized Recommendations: When a user creates a trip, they will be asked a series of questions about the trip to create a list of recommendations that a user and their friends can like or dislike.
 - b. View Locations: After finding a location through search or recommendations, users will be able to view and compare different sites and activities.
 - i. Ratings: Locations and routes will have ratings and reviews by other users so that people can share their personal experiences.

- ii. Pictures: Campsites and hiking routes will have pictures to give users an idea of where they are going, and make it easier to find when they get there.
 - iii. Parking Information: Each location will have clear information on parking. This includes directions to the parking spot, and about how many spots are in the trailhead parking.
- c. Preparing for the Trip: Once a trip has been created, GetLost will prepare different sets of information for them to fill out or view in order to be prepared to get outdoors.
 - i. Inviting friends: Friends are invited during the trip creation flow. From the trip page, users can tap on the Friends button and invite more friends or check the status of invited friends.
 - ii. Packing lists: GetLost will provide activity-dependent and weather-dependent packing lists to cover everything the user will need in the outdoors. These lists will be checklist the user can mark off as they gather their materials. The content will change as more users join a trip.
 - 1. Group packing list: When camping, there are some items you only need one or two of. For example, in a group of four people, only one person needs to bring a camping stove, and you might need only two 2-person tents (or one 4-person tent). These items will be put into the group packing list, and when a group member updates the list all members will be able to see that change.
 - 2. Individual packing list: Other items are inherently individual (think clothing, a backpack, or toothpaste). Each individual will have an individual checklist of the items they personally need to bring.
 - iii. Emergency services
 - 1. Local services: Users will be provided with local emergency services near their location.

2. Emergency contact: Users will be prompted to create an emergency contact for their trip. This user will receive an automated text message with the details about the trip including the location and planned trip duration. This ensures that if something goes wrong, there will be someone notified and capable of contacting emergency services.
- iv. Budget calculator: Trips will have an optional budget calculator. Users can select items on their packing list (like food, sleeping bags, tents, etc) that they will either need to rent or purchase. The calculator will also take into account the cost of gas from the users home location to the campsite. It can then provide all the group members an estimated cost for the trip.

Usability Specification

Our goal is to have a system that is at or above the desired level in terms of learnability, errors, and subjective satisfaction. We want a coherent, easy to follow design that is more than just functional, but also enjoyable for the user. By proctoring a usability evaluation with several points of examination such as a “think aloud” observation and a questionnaire, we can evaluate the usability of the application and use that data to improve the overall design. Some metrics we will measure our usability against include:

- Length of time for a new user to create a new trip through the questionnaire trip flow is under 3 minutes
- A user, starting from the home page, is able to find the chat page in under a minute
- New users can fill out the budget calculator and figure out how much money they will need for a trip in under 2 minutes
- Users can correctly answer which friends will be joining them on their trip in under 2 minutes
- Users can mark personal items off of their packing list in under 2 minutes
- >85% of users tested mark system simplicity as a 7 or above, where 10 is very simple and 1 is complex

Evaluation Plan

Interview Questions

Before testing Questions in either a google form or asked in person:

- How do you typically go about planning a hiking or camping trip?
- How often do you go hiking or camping (alone or with friends)?
- What, if any, tools/apps/websites do you use when planning a trip?
- Who do you go hiking or camping with?
- When you are going to a hiking location you have never been to before what do you need to know before getting there?
- How experienced are you with smartphone apps?
- On a scale of 1-10, how familiar are you with camping supplies?

Benchmark Tasks

We will evaluate the usability and efficiency of these tasks to see if any steps are confusing or too time consuming. We can have a team member observe potential users (3 to 5 within-subjects) performing these tasks and have them “think out loud” The team member can time how long it takes, count how many times they need help, and count how many clicks each task takes.

- Create a hiking trip with any preferences you like. Add at least 1 friend.
- From the homepage view the trip you have already created and view the weather for it.
- From the homepage search for locations. Select a location and read the details.
- View a trip you have already created and add 2 friends to it. Then add 4 things to the packing list and assign each item to someone going on the trip.
- View a trip you’ve already created and view emergency information.
- Act like you’ve already gone on the hiking trip and rate it out of 5 stars.

Subjective Questionnaires

- We will use a Google form asking what they thought about the system’s usability, learnability, design, reliability, and validity. Some possible questions could be:
 - On a scale of 1-10 how simple did you find the Get Lost interface to use?
 - How would you compare GetLost to other hiking and trail tools?
 - Were there any colors or design elements that made reading or understanding the content difficult?

- Was the information about each trip location valuable to your decision?
Anything you deemed not valuable?
- Was the process for creating a trip simple or confusing?
- Were there any features not offered that you think would be useful for planning and creating your hiking and camping trips?
- Were there any features or information you deemed unnecessary?