HUMAN COMPUTER INTERACTION

Project 2 – Design and Prototyping

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TASK 1 (A)

a)

- A map: design for the navigating aspect should make the user familiar with it and seems to use a real map and show him what he can do with this
- A classroom: The background should be a classroom while showing the exercise, so that the user get's a hint that he learn something and a proper atmosphere
- The User could get a symbol of a sport runner that "run" over screen with several others and show him at this way how good he is in compare
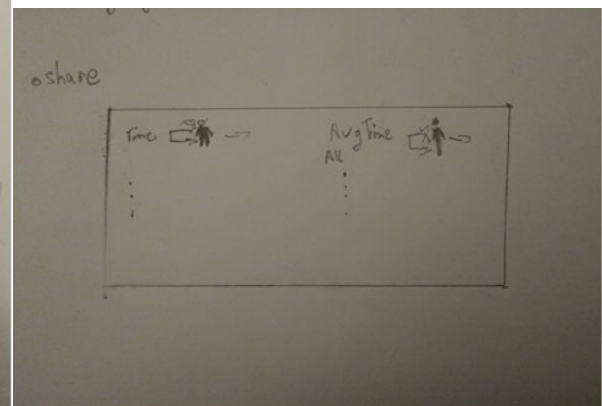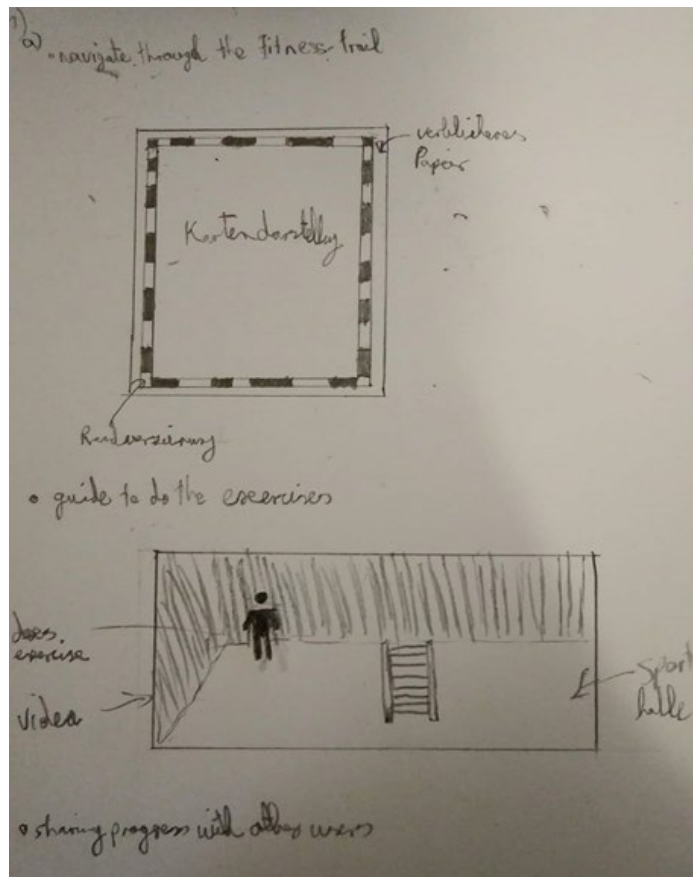
b)

- Instruction – User issues command by selecting options via menus (e.g create a new list)
- Manipulating and Navigating – Acting on objects and interacting with virtual objects such as scrolling, selecting, opening, closing, and zooming.

c)

- Menus – Possible user actions are listed on the screen and the user can select one of them
- Graphical direct manipulation – The objects used in the application are graphically represented on the screen and the user can manipulate them directly by pointing, clicking, dragging, typing, etc.

d)

- The interaction mode which is suitable for the app would be "Instruction" as user's capability to interact with the different options like navigating or guiding to the exercise

a)

- The product will show different exercise to complete and navigate though them, if the user input that he complete it (or skip), it will go on and mark it with color. Also show guides how to use them if the user ask for it
- Options under user control:
    - Guide though the path
    - Sharing with others
    - Guide for a exercise
    - Allowing user to track progress (with questioning him at the start of using the app)

b)

- It has to be sequential as one function must be performed before another (e.g user must do exercise before sharing it to other users)
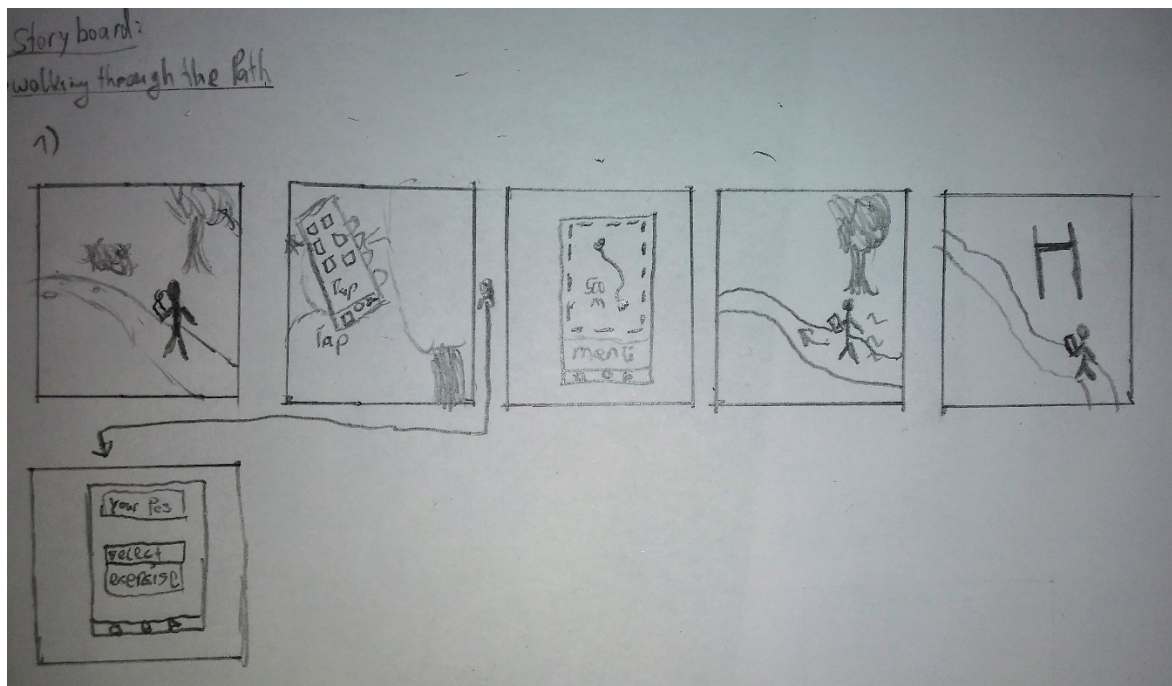
c)

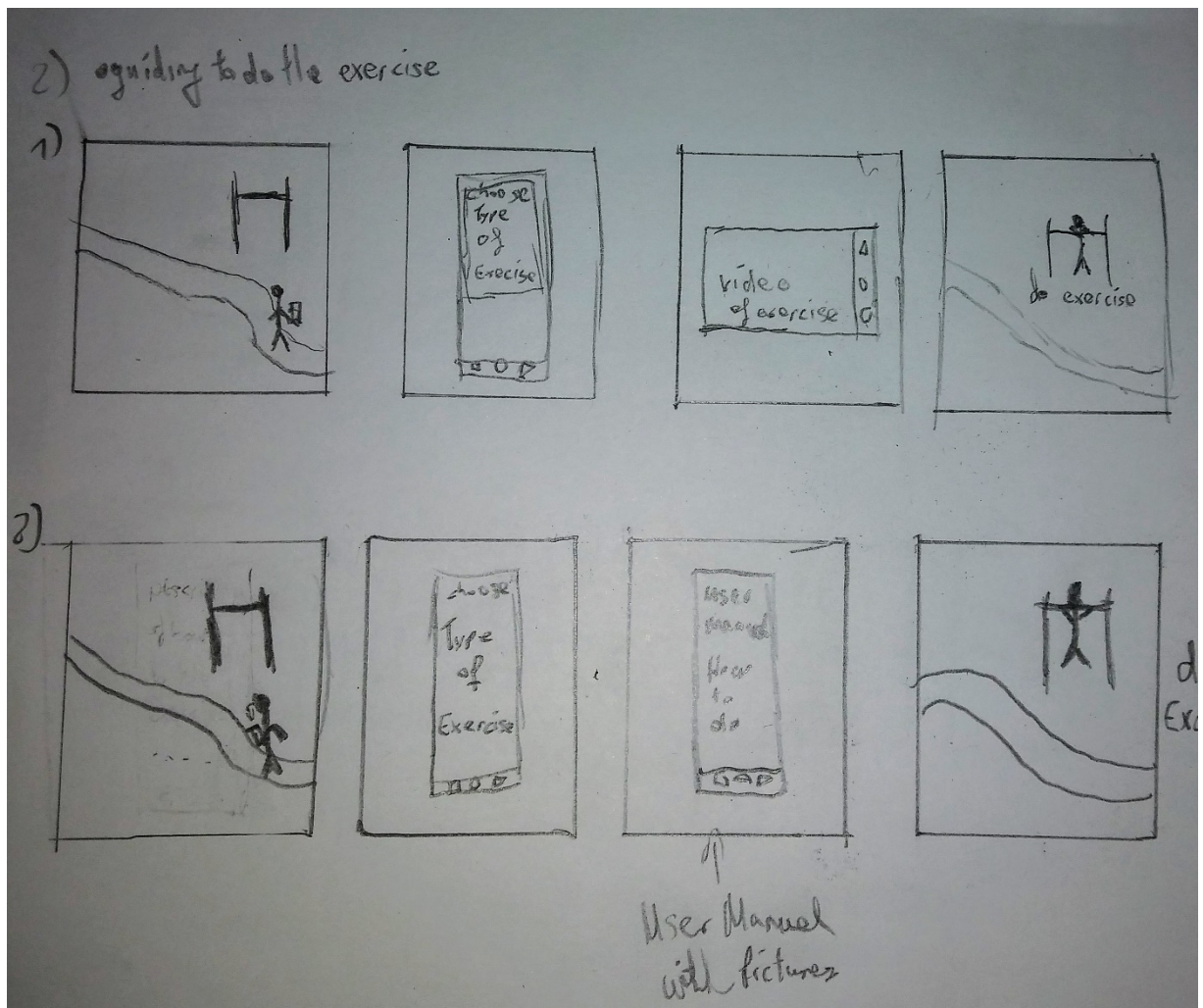- Storing video guides for the exerciseGraphical direct manipulation

a)

- navigating through the fitness path

a)

- guiding to do the exercise

b)

- Feedback for 1.1

  - not that helpful
  - starts at the trial already

- Feedback for 1.2

  - could have used the navigation at home

- Feedback for 2.1

  - short storyboard
  - no interaction with app after video

- Feedback for 2.2

  - description is probably not enough
  - short one

c)

- For 1 i choose the 2nd Storyboard, because it's quit more realistic that a potential user is not at the path already and start using it earlier.
- For the other task I choose the one with the video because it is probably more useful as a

Prototype 1: -

- Discussion

  - Main screen is divided into 4 blocks
  - On the top left block, there is a menu button
  - On each of the other blocks, there is a picture for one of the exercises
  - When the menu button is clicked, a menu is opened which covers the whole page of the App.
  - First item on the menu is a "Navigation" button which shows a map of the fitness trail
  - Second item on the menu is an "Exercise Vids" button which shows videos of how to do each of the exercises
  - Third item on the menu is an "Instructions" button which shows instructions for each of the exercises
  - Fourth item on the menu is an "Achievements" button which shows the progress metrics for the user
  - Fifth item on the menu is a "Share" button which shows different social media icons where user can share his progress on
  - Sixth item on the menu is a "Profile" button which shows the profile of the user and his personal data
  - Seventh item on the menu is a "Logout" button which allows user to log out

- Feedback

  - All users agreed on the easiness of navigating through the App
  - They managed to know how to find what they are searching for on the menu
  - One user said that main screen wilt be very attractive with the photos of exercises on it

Prototype 2: -

- Discussion

  - Main screen contains only one big menu
  - All the buttons discussed above in the first prototype are present on this menu

- Feedback

  - All users could easily navigate through the App
  - One user commented that it's like the "Mensa" App
  - One user said that main screen is very simple, but not very informative, it has only buttons

Prototype 3: -

- Discussion

  - Main screen into three main blocks
  - First block is a text acting as a description for the App
  - Second block is containing some pictures of the exercises
  - Third block contains all the buttons discussed above in the first prototype

- Feedback

  - Two users said that main screen has too much things so they got overwhelmed
  - One user said that it's good to have a description
  - All users said that it's hard to navigate through the app with menu buttons all at the bottom of the main screen

Prototype 4: -

- Discussion

  - It's very similar to prototype 3
  - Only the menu items are present on the left, and the buttons have only logos instead of text
  - There is a section at the bottom which states "who we are?", it shows information about the development and designing team

- Feedback

  - All users found the main screen a little overwhelming when navigating, but quite informative
  - Two users said that the logos on the button are more attractive that just writing text

Prototype 5: -

- Discussion

  - Main screen is divided into three blocks
  - First block contains the menu buttons with only logos on it
  - Second block has a text which acts as a description for the App
  - Third block is divided into two buttons,
  - First buttons when clicked opens a photo gallery for the fitness trail
  - Second button acts as a log out button

- Feedback

  - Two users didn't like the idea of adding a photo gallery button for the fitness trail on the main screen
  - One user commented that there the log out button is quite large and takes a lot of space on the main screen
  - One user said that the design won't be attractive

TASK 4 (C)

Prototype 1: -

- We choose this model because according to the feedback, all users agreed on the easiness of navigating through the app. It's simple and explanatory at the same time. Also adding photos of some of the exercises on the main screen will motivate people to click on them and know how they can do it. In addition, when the menu opens, it will take the whole screen, so there will be enough space to write text on each button describing what it's actually referring to.

Prototype 4: -

- We choose also prototype 4 because it has more information on the main screen. It has some pics of the exercises also, so these will help users click on them and try them like in prototype 1. Adding also the menu icons on the left is quite similar to most apps currently in market. Therefor users will be familiar with the design and won't get very confused. In addition, adding a description on the main screen will help users to be introduced to the app.

Prototype 1: -

- User 1 Feedback
  - User 1 asked what will happen when you click any of the pictures on the main screen
  - On the "Achievements" screen, user 1 asked about how they get to know the points calculated on each day
  - User 1 found navigating around the app is easy

- User 2 Feedback
  - On the "Share" screen, user 2 didn't know what will be exactly shared when they click on any of the social media icons
  - User 2 liked the idea of the pictures on the welcome screen, but suggested to be videos instead of pictures

- User 3 Feedback
  - User 3 stated that it's simple to get to the instructions of any exercise
  - User 3 asked about more details on the "achievements" screen, like how much time is spent on each exercise

Prototype 4: -

- User 1 Feedback
  - On the "Navigation" screen, user 1 asked why there isn't a slot where user can change the source location
  - On the "Instructions" screen, user 1 found it hard to use the search textbox to get information

- User 2 Feedback
  - User 2 didn't understand some of the icons on the menu and what they refer to e.g. achievements icon, user 2 didn't know that it refers to achievements
  - On the "Welcome" screen, user 2 liked the idea of adding a text description for the app

- User 3 Feedback
  - User 3 found some menu icons a little bit confusing regarding what they refer to
  - User 3 thought that there is no need to add "who we are?" section on the "welcome" screen
  - On the "Instructions" screen, user 3 asked what will happen when the user enteres some strange words in the search textbox

Prototype 1: -

- We choose this prototype as navigating around it is very easy according to the feedback we get from most users. They could easily find what they searched for. This was very apparent during the test. More information is added. For example, a new screen is added which has more detailed information about user's progress. In addition, by adding videos instead of pictures on the main screen, this made user try to click on them and explore how they could perform these exercises. Most important is that they could find their way through the design without any struggle.

- Refinements
  - Pictures on the main screen are now turned into videos with play button on it so that user can understand what will happen on clicking on any of them
  - On the "Achievements" screen, a new screen opens when the user clicks on the circle displaying the time spent. This screen shows more specific data by explain how much time spent separately on each of the exercises
  - On the "Profile" screen, photo of a user is added to be recognized easily
  - On the "Share" screen, user can choose which information to share whether his total points only or his rank only