

Prototype A:

<https://www.figma.com/file/gl4G88uSvuWScP1JSnfHMSTj/HW-Planner?node-id=0%3A1>

Prototype B:

<https://www.figma.com/file/baQRLSulkD1xb1we3zcQCeK7/prototype-2?node-id=0%3A1>

Yuehua Yang Study Session #1 Report

The participant is a 22 years old college student known as Jason.

Yuehua Yang conducted the study

Prototype A: Prototype A has a really clear and contracted design. The user feels really comfortable when testing the prototype and any action is easy to understand.

Prototype B: No big difference with prototype B. But it has different details so some users may feel a little different experience between them.

Participants feedback:

Jason is the participant for my test and he loves most conditions in our prototypes. He noticed prototype A has a great menu button and the menu will appear when we touch that button in each page. Prototype B designs the main menu and back buttons instead of the side menu. Both of them are good designs and he was satisfied with them. Another interesting thing is the color used in prototype B. He noticed that prototype B will use red color for closer assignment and green for the assignment with a long time until the due time. But he suggested that the background color didn't look so good so we could change it.

Study session #2**27 November 2018****Location: Norlin Library****Conducted by: Danny Giger on participant: Jake****Figma Prototype A:**

I conducted my research on Figma prototype A first with my participant Jake. The main thing my participant liked about Prototype A was that you could see a recommended plan for your homework, but said that they thought an option to see an advanced plan, such as what day you should start each assignment and what percent of it you should do would be nice. Something that Jake continued to elaborate on was how the layout was kind of jumbled and difficult to understand. Jake said this was due to how each assignment was just plaintext with a small box per each assignment. He said that more should be done to distinguish the different areas of information per assignment (date due, class, what assignment it is etc.). Jake thought there needed to be some changes to the interface, but liked the information given to him within each page.

Figma Prototype B:

I now showed Jake Prototype B. I could tell just from when Jake saw Prototype B that he was more impressed. He liked the menu page, which had the big buttons to where he could navigate around the app. Jake said that maybe in later versions, new menu options could be added so it wasn't just four large boxes displayed right when you open the app. He thought the information was more neatly displayed, as there was sort of a header for each assignment, then a grey box below with more information however he did still have suggestions on how the Recommended plan could be better improved and also how the information about each assignment should still be organized better. His confusion was the same as prototype A.

Summary:

Jakes insight into our app proved to be valuable as we learned about some strengths/weaknesses in the app. The common confusion I saw that Jake had when testing each prototype was that the information displayed about each assignment was cluttered and that he had to look it over a few times to understand what he was looking at; that was the main area he wanted us to see us review on. Jake said he would be interested in using our app.

Connor Radeloff Study Session #3 Report

My participant is a female who will be known as Ashley. She is a 18 year old freshman attending Regis University.

I, Connor Radeloff, conducted this interview. Due to scheduling restraints, we were not able to do our study sessions with the other group members.

Observations From Prototype A: The user seemed to go through the prototype with ease, no real issues or hiccups. A main point of confusion was on the reminder settings, as the page was not that dynamic with the actual settings, like the buttons didn't work on the actual settings.

Observations from Prototype B: Same situation as the first, the back button helped with navigating menus.

Participant feedback:

Prototype A: The participant tried to click on Your Upcoming Assignments on the first screen, participant did not know why they did that. The participant noted that the sidebar in the prototype was small and information was small, and suggested to make the text bigger or provide more options. They also noted that the color scheme is all over the place, and needs to be toned down. Participant suggested that the settings page have a more standard layout, with layout boxes.

Prototype B: The participant noted that the color scheme was better than the first, and the back button at the bottom was more visible to indicate going back. The main menu yellow buttons do not fit the design well. Noted that the design is very close to the first prototype.

UARs:

Prototype	Heuristic	Tester
Prototype A	All	Danny Giger
Prototype B	All	Yuehua

Prototype A:

UAR #: 1	Good	Rated by: Danny
Name: Informative given for each assignment		
Relevant heuristic: Visibility of system status		
Steps to reproduce: Load up the app, and see the upcoming assignments.		
Detailed explanation: The tester thought that for each homework assignment, there was the right amount of relevant information for each assignment. Including when it was due and what class. The tester didn't think any more information was necessary.		
Possible solution: None needed.		
Severity (low, medium, high, critical): Medium	See also:	

UAR #: 2	Problem:	Rated by: Danny
Name: Information was too compact.		
Relevant heuristic: Aesthetic and minimalist design		

Steps to reproduce: Navigate to either the menu screen, or the recommended plan page.	
Detailed explanation: The tester thought that the information displayed was good, but it was very compact and hard to distinguish from one another. Each descriptive text such as what class it was and when it was due was very close together and was somewhat confusing.	
Possible solution: A solution could be to add a icon/picture for the due date, and then give the rest of the information. This would outline when it was due, and add less clutter.	
Severity (low, medium, high, critical): High	See also:

Usability Aspect Report Template

From Shaun Kane, based on UAR Template from Brad A. Myers and Bonnie John

<http://www.cs.cmu.edu/~bam/uicourse/UARTemplate.doc>

Complete this form *for each* problem or good aspect that you observe.

UAR #: 3	Problem	Rated by: Danny
Name: No help or information given anywhere		
Relevant heuristic: Help and documentation		

Steps to reproduce:	
Detailed explanation: The tester was not sure if the “View” option was clickable or not on the menu page.	
Possible solution: Make the view option underlined to show it is clickable.	
Severity (low, medium, high, critical): medium	See also:

UAR #: 4	Good:	Rated by: Danny
Name: The information for each assignment was consistent across all assignments.		
Relevant heuristic: Consistency and standards		
Steps to reproduce: Go to menu page and read assignment information.		
Detailed explanation: The tester could read one assignment and expect to know what the layout and information would be given with the next assignment.		

Possible solution: n/a	
Severity (low, medium, high, critical): medium	See also:

UAR #: 5	Problem	Rated by: Danny
Name: Navigation bar stretched out over the current page.		
Relevant heuristic: Aesthetic and minimalist design		
Steps to reproduce: Select the navigation button in the top left of every page to bring out the navigation bar.		
Detailed explanation: The tester thought that navigation bar just coming out and overlaying the current page was a bit obnoxious to look at.		
Possible solution: When the nav bar is pressed, it should begin to slide out from the left side of the screen and push the current screen to the right.		
Severity (low, medium, high, critical): Medium	See also:	

UARS for prototype B:

UAR #: HE1	Problem/Good: Good	Rated by: Yuehua Yang
Name: Good color use		
Relevant heuristic: Aesthetic and minimalist design		
Steps to reproduce: Aesthetic and minimalist design, we found some good use in color.		
Detailed explanation: The upcoming assignment page and the recommended plan page use different color to show the importance and left time for the assignments. Green means safe and red means close.		
Possible solution: It is a good aspect so the trade-off could be too colorful for some users don't like it.		
Severity (low, medium, high, critical): medium	See also: Nothing	

UAR #:HE2	Problem/Good: Good	Rated by: Yuehua Yang
Name: Use easy words		
Relevant heuristic: Match between system and the real world		
Steps to reproduce: Match between system and the real world, the words are simple and easy to understand.		
Detailed explanation: All sentences in all pages didn't use any system-oriented terms. The language, words and phrases are familiar to the users.		
Possible solution: It is a good aspect and I think we don't have any trade-off.		
Severity (low, medium, high, critical): medium	See also: Good aspect	

UAR #:HE3	Problem/Good: Good	Rated by: Yuehua Yang
Name: Easy to remember		
Relevant heuristic: Recognition rather than recall		
Steps to reproduce: Recognition rather than recall, the user don't need to recall a lot of information when using the homework planner.		
Detailed explanation: The homework planners are just easy to use and minimize the user's memory load. The user just hit the button and get back after they get the information they need.		
Possible solution: It's a good aspect so the trade-off is minimum.		
Severity (low, medium, high, critical): high	See also: Good aspect	

UAR #:HE4	Problem/Good: Problem	Rated by: Yuehua Yang
Name: Same experience		
Relevant heuristic: Flexibility and efficiency of use		
Steps to reproduce: Flexibility and efficiency of use, probably all have the same speed and experience for everybody.		
Detailed explanation: Our homework tracker is too easy to use. So it may not unseen by the novice user. Probably not allow users to tailor frequent actions.		
Possible solution: Could try to design some complex way to do the action. But it may trade-off for the convenience of our tracker.		
Severity (low, medium, high, critical): medium	See also: Problem	

UAR #:HE5	Problem/Good: Good	Rated by: Yuehua Yang
Name: Easy to remember		
Relevant heuristic: Recognition rather than recall		
Steps to reproduce: Recognition rather than recall, the user don't need to recall a lot of information when using the homework planner.		
Detailed explanation: The homework planners are just easy to use and minimize the user's memory load. The user just hit the button and get back after they get the information they need.		
Possible solution: It's a good aspect so the trade-off is minimum.		
Severity (low, medium, high, critical): high	See also: Good aspect	

UAR #:HE6	Problem/Good: Problem	Rated by: Yuehua Yang
Name: Not allow documentation		
Relevant heuristic: Help and documentation		
Steps to reproduce: Help and documentation, don't have such ability.		
Detailed explanation: Our homework tracker does not provide help and documentation. So it could be hard if the user want to search something		
Possible solution: We could add the function of this and I think that is what we need so there's not much trade-off for this.		
Severity (low, medium, high, critical): high	See also: Problem	

UAR #:HE7	Problem/Good: Good	Rated by: Yuehua Yang
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Name: Easy to get back or exit	
Relevant heuristic: User control and freedom	
Steps to reproduce: User control and freedom, our tracker is easy to exit.	
Detailed explanation: The tracker has a “back” button for every page. So it should be easy for the user to exit when they are getting in trouble.	
Possible solution: Sometimes the user may mistouch the “back” button and that’s a big trade-off for freedom	
Severity (low, medium, high, critical): medium	See also: Good