CZ2004 HUMAN COMPUTER INTERACTION

LAB Deliverables: Evaluation Report

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Evaluation Report

[1] Consistency

The layouts have consistency sequence of action at the top portion of the layout in terms of display pictures, account name and navigation bar. Specifically for; the main page, view tasked page, archives page and timeline page. However, the consistency description for date created and date modified does not exist in most cases. Therefore, the description of the position can be shifted into a navigation bar or substitute by a less informative description such as an information icon. When the user hovers or click. Users must be able to view the description when necessary. This is to ensure top layout remain consistent when navigating throughout the application.

The layout terminologies have consistency to a certain extent such as the back button "<" which allows the user to return to the main task list page. Specifically, achieve the page, view tasked list page, timeline page except for new task list page in Lo-Fi page 3, it should exist in that particular layout as well. However, the inconsistent layout terminologies do exist. For instance, the undo icon is missing while the trash icon exists in the archive page. Unlike, the main page, it has both trash icon and "undo" icon. A suggestion would be adding the undo icon in archive page. A scenario where the user accidentally deleted one of the archive tasks can undo and retrieve it back as it does on the main page. All in all, this would ensure terminologies consistency throughout the application.

[2] Universal usability

The idea of the application is to mimic solitaire card games. To implement this idea into the task list form, which implies the best target audiences is someone who has experience in solitaire card games. Although such a unique idea was indeed innovative, it has rooms for improvement when comes to universal usability. For example, if the user has no experience in solitaire card games. There should have an informative guideline to assist users who have no experience in it or users who like to explore the possible features of the application, possible shortcuts, tips and tricks as well as for the friendliness towards disabled people. These are the various possible suggestions. Firstly, a help icon is provided with step-by-step guidelines. This aid novice user. Secondly, a new function called "settings" placed in the navigation bar, the settings should consist of a certain magnitude of aid towards people with disabled. An example is to design a patterns recognition should the users be colour deficiency. Thirdly, another new function placed in the navigation bar called "shortcuts/commands" to increase the productivity of the application. Such function usually intended for expert users. Thus, the suggestion mentioned is to ensure it supports diverse user group for the application.

[3] Informative feedback

Unfortunately, there is a lack of clarity or description to justify any form of informative feedback base on the refer lo-fi design. Information feedback can be referred on page 1, the main page has 2 yellow highlighted boxes and a star on each of the top right corner which suggests the importance of the task ABC and XYZ. Assume that the highlighted boxes occurred when the user hovers their cursor on the task to indicate which task they are referring to, especially when the task is cluster as a form of the desk as shown in the bottom of the task ABC or task XYZ. But due to the lack of information that implies such consideration, it is difficult to justify. There are various suggestions. Firstly, having some consideration of user's action such as hovering different elements of the interfaces. For example, to show that the task is drag-able, when the user hovers the task, it can enlarge slightly and "shake-left and right rapidly" during drag action. Secondly, some consideration when user encounter errors or warning. For example, a warning message-box pop-up stating user confirmation of their action when deleting a task. Thirdly, during drag & drop action, there should have a thin highlighted form of adaptive slots such that user aware which place they can drop their "card"/task. Lastly, implement a variation of colors or pattern highlights during hovering the tasks can alert the user in regards to the urgency of the respective tasks. All suggestions mentioned can be in a form of description to notify the reviewer of such consideration exists. It need not be in an illustration formed. To sum it up, for every user action it should provide feedback depending on the frequency of the affected task.

[4] Yield closure

The lo-fi design has yield closure to a certain extent such as status ias follows; not started, in-progress, completed, up-coming via different color indication shaded, green, orange, pink respectively. This provides a sense of accomplishment. However, it can be improved further to allow the user to be aware of their current accomplishments and the remaining tasks to be done in order to reach the goal. A suggestion is to have an indicator or text stating the number of the task done or the remainder of the task over by the number of created tasks in the

task-list, place it in task-list page either on the Left-Hand Side or Right-Hand Side of the layout. It can represent actual value or percentile or both.

[5] Reversal of actions

The lo-fi design has a reversal of actions evidently shown in the main page such as the "undo" icon. There was a missing icon in the design aforementioned in the 1st golden rule "consistency". An improvement on "undo" is to allow users to have a certain freedom of reversal of actions. For example, when the user needs to re-do X number of actions, to prevent user over clicking the undo button. The undo could provide functions such that users can choose which specific action they want to return. A suggestion, when the user hovers onto the undo button, it will recreate and drop 1 icon below. That icon called "multiple returns" will allow the user to choose how many previous actions in one click. This is to ensure flexibility in the reversal of actions.

[6] Internal Locus of Control

The lo-fi design ensures the user to be in charge of the interface. For example, when the task is created or modified, the user can choose to close it by pressing the closed icon as shown on page 2 and 3. However, there is a lack of information about the user actions towards interface elements will be responded in the lo-fi design. For example, on page 2, the task details have no suggestion on whether user key in the start date manually or guided. Guided key in referring to an interactive calendar or drop-down menu of all possible days, months or years. This applied to all textbox in the interface such as the search bar on page 3. Such consideration helps reduce tedious actions for the user input.

[7] Memory Load

The lo-fi design does an excellent job in reducing short-term memory load by ensuring the display interface is clear-cut. The main page has minimized descriptions namely; account detail; email and account name, task name up to a maximum of **5** while other is hidden in the stack, task-list; name, date creation and modify. Other information is kept hidden with the used of the navigation bar and task dependencies tab. However, there are rooms to further reduce the memory load. A suggestion mentioned certain text can be removed when the icon appears. For example, "undo" text can be removed on page 2. Another suggestion, the description should be displayed where users would be frequently relying on. Some text can be hidden in the task operation unless is justified such as personal email and date creation that matter in the main page.

[8] Error prevention

There is no description or justification that suggest error prevention. Some concern arises regards to usage of the application. Firstly, there should be a mechanism to prevent accidentally closed on the window. There should be a warning message that prompt user to re-consider the action to prevent loss of information. Another concern, when user misused the drag and drop actions, there should be a preventive mechanism in place. A suggestion has been mentioned in the "Informative Feedback" section. Finally, it is crucial to understand all possible user's actions in order to reduce the error rate by providing error messages.

[9] Additional Comments

User consideration is the main priority in designing of a lo-fi prototype. Description and justification in according to Ben Shneiderman's 8 golden rules are vital in the design for the reviewer to evaluate better.