SENG 310
Milestone 3

Imagine Dictations

June 21st 2017

Juan Comish, Devroop Banerjee, Marcin Leciej, Vince Onochie, Devlyn Dorfer

Use Case 1

Room setup

Connor (the room creator) and his team mates show up for the meeting and Connor must create the room to commence the meeting.

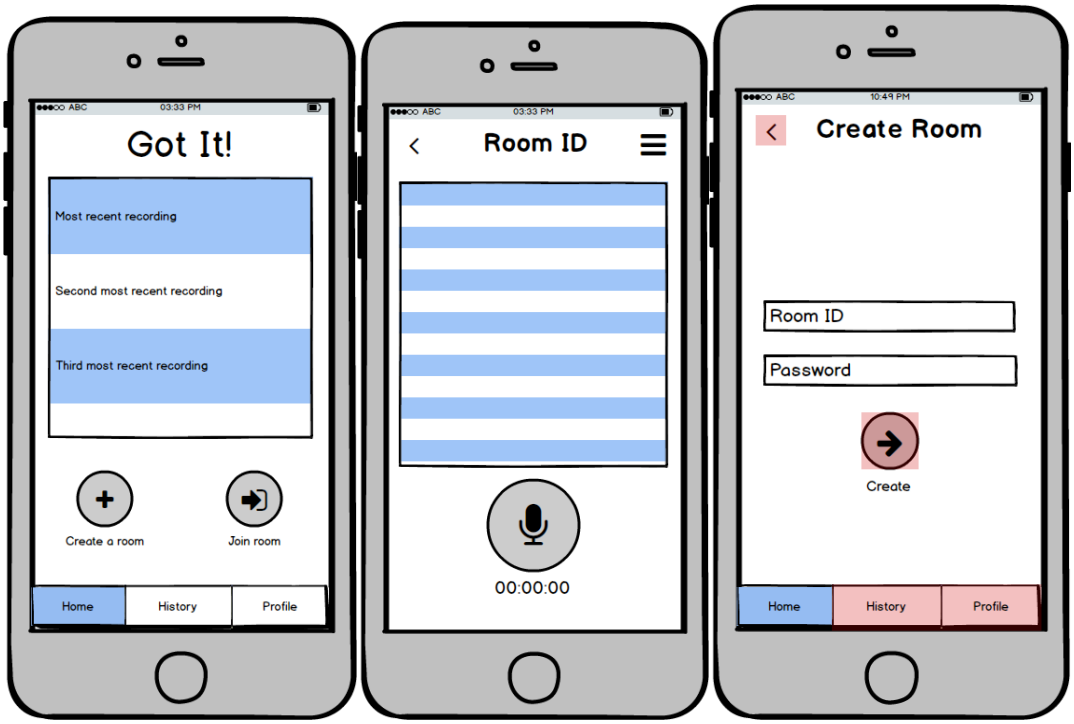
1. The room creator (the user) opens the app.
2. The user proceeds to create a new room.
3. The system prompts the creator to enter a room ID and password.
4. The user sets the room ID and creates the room.

Alternative

4.1 The user enters a room ID that is already in use.

4.2 The system prompts the user to enter a different room ID.

4.3 Return to main case (4).



Use Case 2

Jessica (the room creator) and her team want to start a team meeting together and begin recording the session.

Start Recording

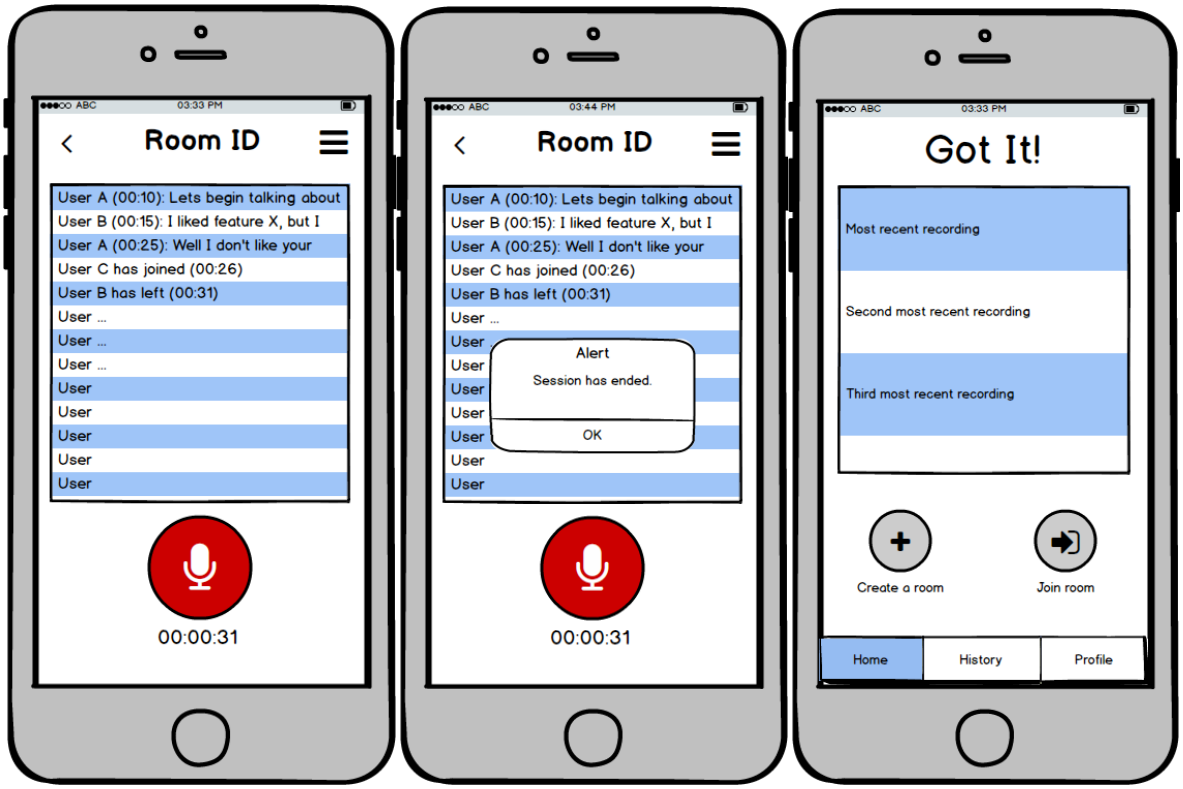
1. The room creator indicates that the recording should begin.
2. The system indicates to all users in the room that a recording session is beginning.
3. The system begins recording.

Use Case 3

Ending a session

Connor (room creator), and his team have completed a work session together and are ready to save their work.

1. The Room creator ends the recording session.
2. The system ends the recording session for all connected users.
3. The system notifies users the session has ended and are returned to the homepage.
4. The system sends the session data to all connected users.



Use case 4

History Access

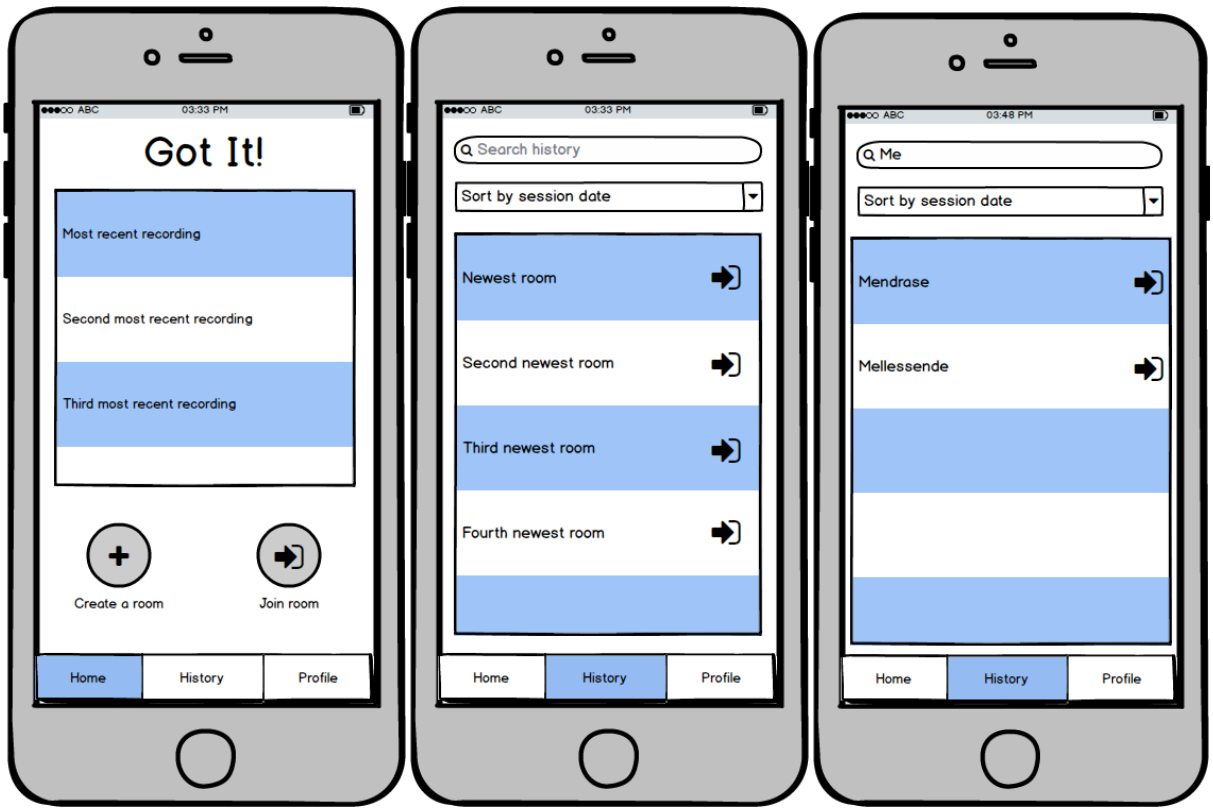
Connor (the user) wants to access meeting data from a week ago.

1. The user chooses the option to access history.
2. The system displays all meetings ordered by time.
3. The user enters specific meeting details.
4. The system displays all meetings that match the user's search criteria.
5. The user selects the meeting they desire.
6. The system displays information about that meeting.

Alternative courses

3. The user finds the meeting they were searching for manually.
   3.1. The system displays information about that meeting.

3. The user chooses the option to sort the meetings by different criterion.
   3.1. The user finds the meeting they were looking for.
   3.2. The user selects the meeting they were looking for.
   3.3. The system displays information about that meeting.


ABC 03:33 PM
Got It!
Most recent recording
Second most recent recording
Third most recent recording
Create a room
Join room
Home
History
Profile
ABC 03:33 PM
Search history
Sort by session date
Newest room
Second newest room
Third newest room
Fourth newest room
Home
History
Profile
ABC 03:48 PM
Me
Sort by session date
Mendrase
Mellessende
Home
History
Profile


ABC 10:49 PM
Session Name
1. Discussing the new...
2. UI discussion
3. Building of use cas...
4. Plans for next mile...
5. Weekend Plans
Transcript
Home
History
Profile

Use Case 5

Edit Profile

Connor (the user) wants to edit his profile.

1. User chooses to access their profile.
2. System displays user's profile.
3. User chooses option to edit profile.
4. System displays profile editing screen.
5. User edits options they desire and saves changes.
6. System saves profile changes.

Use case 6

Re-categorizing History

1. The user notices a flaw in the categorization of a meeting in history.
2. The user selects the poorly categorized detail.
3. The system tells the user to place the detail where they would like to move it to.
4. The user indicates where they would like detail to be moved to.
5. The system moves the detail to that spot.


●●●○○ ABC
10:49 PM
UI Discussion
Where to put button A
Should the app be yellow
Is this design fun to use
Results of user testing
User testing methods
Select where to move sub-idea to
Home
History
Profile
●●●○○ ABC
10:49 PM
UI Discussion
1. Where to put button A
2. Should the app be yellow
3. Is this design fun to use
4. Results of user testing
5. User testing methods
Transcript
Home
History
Profile
Tapping menu opens a submenu that allows you to:
- Generate report
- Send to...
- Delete topic
- Redact idea
Tapping dots opens a submenu that allows you to:
- Rename
- Delete
- Move to...
- Copy to...
- Reorder

Use Case 7

Room Joining

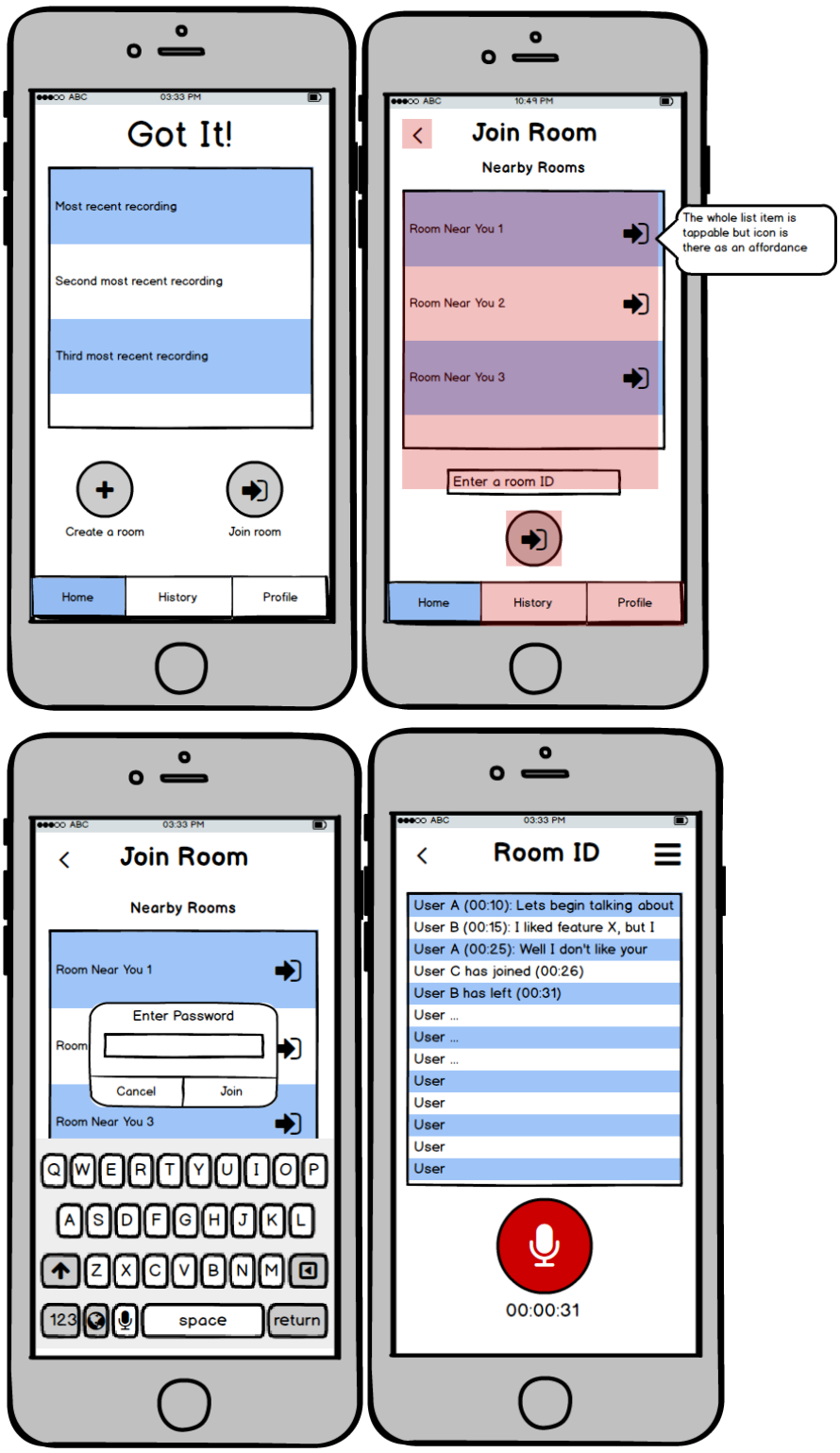
One of Connor's (the user) teammates has created a room and Connor needs to join.

1. The user, on their own device, is prompted for the room ID.
2. The user is prompted for the room password.
3. The user joins the room.

Alternative Scenarios

1.1 A member was unable to join the group so the room creator added the member individually through the room.

1.2 The Room creator denies them access and they are unable to join the room.


Got It!
Most recent recording
Second most recent recording
Third most recent recording
Create a room
Join room
Home
History
Profile
Join Room
Nearby Rooms
Room Near You 1
Room Near You 2
Room Near You 3
The whole list item is tappable but icon is there as an affordance
Enter a room ID
Home
History
Profile
Join Room
Nearby Rooms
Room Near You 1
Enter Password
Room
Cancel
Join
Room Near You 3
Room ID
User A (00:10): Lets begin talking about
User B (00:15): I liked feature X, but I
User A (00:25): Well I don't like your
User C has joined (00:26)
User B has left (00:31)
User ...
User ...
User ...
User
User
User
User
User
00:00:31

Use Case 8

Sharing Session

Jessica (the room creator) and her teammates have just finished their meeting and Jessica wants to share the session with her teammates that couldn't make it to the meeting.

1. Room creator views their history and chooses the session they just created (see use case 4).
2. Room creator chooses the share option.
3. The room creator is given a list of formats and ways to share the session.
4. Room creator chooses to print the session data via a wireless printer.
5. The system sends the session information to the printer, along with any relevant notes that were added.
6.

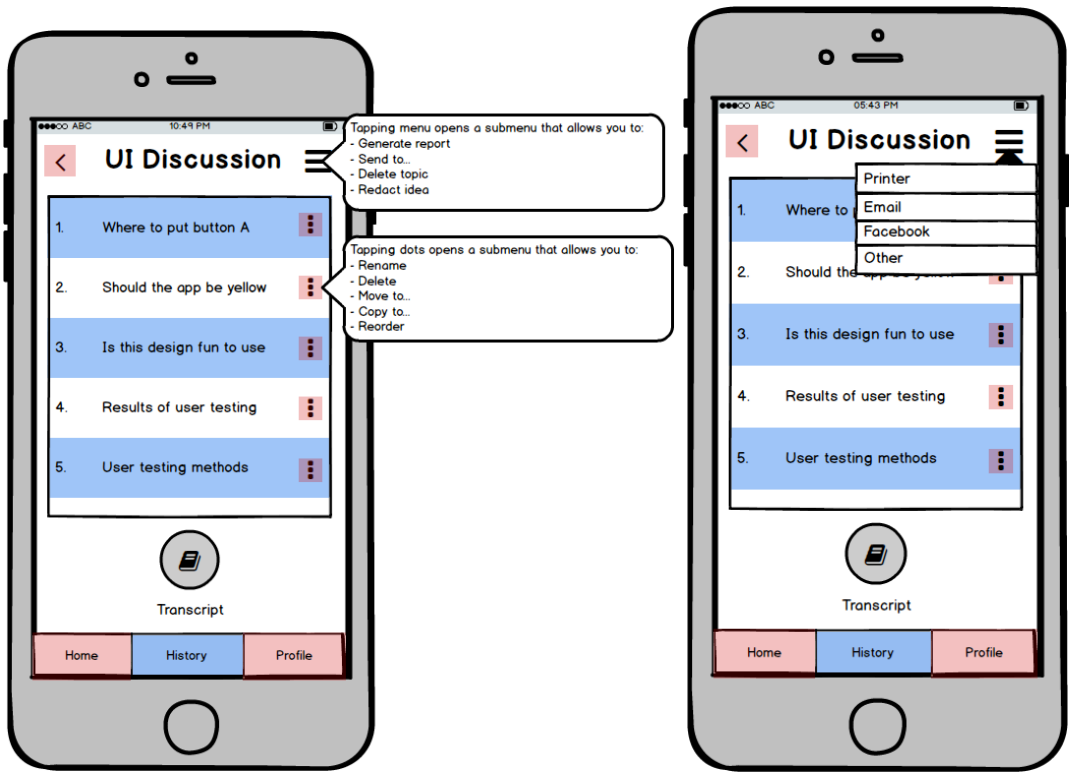
Alternative courses

4. User wishes to send the session data to a different application.

4.1 User chooses "send to…" option.

4.2 User is prompted to choose an application or service to send the document to.

4.3 The system responds by opening the chosen application with the session PDF by opening a mail window with the PDF as an attachment.


ABC
10:49 PM
UI Discussion
1. Where to put button A
2. Should the app be yellow
3. Is this design fun to use
4. Results of user testing
5. User testing methods
Transcript
Home
History
Profile
Tapping menu opens a submenu that allows you to:
- Generate report
- Send to...
- Delete topic
- Redact idea
Tapping dots opens a submenu that allows you to:
- Rename
- Delete
- Move to...
- Copy to...
- Reorder
ABC
05:43 PM
UI Discussion
Printer
Email
Facebook
Other
1. Where to
2. Should the
3. Is this design fun to use
4. Results of user testing
5. User testing methods
Transcript
Home
History
Profile

Part 1

Adjustments made to use cases and mockup

As per the recommendations of Studious Fish and our lab TA, we have

- Asserted each use cases handles exactly one function of the design to have the use cases be more useful for our own evaluation and user testing (we will have users complete these tasks in our tests- more in part 2).

- Changed the use cases to include relevant step-by-step visual walkthroughs to make the use cases easier to follow.

- Made all buttons more clearly buttons by surrounding them in a circle, and labelling most of the buttons as to what task they perform so users are clearly able to tell that a button is a button.

- Changed the home screen to include a feed containing the most recent recordings (we are also considering allow users to pin important meets in this area (although this is not pictured in the use cases) which can reduce taps required to complete tasks.

- Changed some icons to better relate to the task they perform (ellipse is now used for “see more” rather than a cog (which usually signifies settings))
- Added descriptive headings to each page to better indicate to the user what page they are currently on so user does not become lost or become unsure of the function of the page they are on.

- Removed the “record” button on the home screen (which was for personal recordings) and consolidated the functionality into the “create room” feature to reduce cognitive load on the home screen and allow for space for the new “feed: feature.

- Changed the Join Room page to include a list of nearby rooms to make it easier to join rooms based on location (and possibly prevent manual text entry).

- To join or create a room, users now must include a password to remove the need for the owner to constantly allow users to join the room, which could be disruptive to room owners.

- Added the tab bar to more views for increased consistency and to increase ease of navigation throughout the app.

Part 2

What questions will you try to answer through our user study?

- Was the pathing of tasks appropriate? Did they make sense to the user?
- Were the signifiers strong enough that the user could identify what they needed to do easily?
- Were the users able to quickly complete the tasks they were assigned?
- Are there any "problem areas" in the app in which users frequently have issues?
- Was there any functionality the user was expecting but wasn't there?
- Does the app have a positive user experience?

Which users will you recruit to try out the prototype? How many? How will you recruit them?

One group we will recruit are other classmates for testing because that group will consist of students who would use this app to take notes with groups. Since they are also studying HCI, the will know what to look for and where common problem user issues may arise. We will recruit them by offering to test their applications in return. Another group is business users who would use this app in a professional environment. Our group members have a few friends in this field and we will user test with those people.

Per iteration of the app interface we will recruit 5 people- 4 students and 1 business person. We chose this breakdown because it we have a greater pool of students to choose from versus a few business users.

Which tasks will you ask your user to perform? Why those tasks?

We will ask the users to perform most of the use cases, if not all because it represents the entirety of the application, and they are short enough that the user should be able

to complete all the tasks easily within 15 minutes. We will limit the sessions to 15 minutes so the user does not become frustrated or bored.

Where will you conduct this study?

We will conduct this study on the university campus in an environment in which the user will not be easily distracted and will be able to focus on the app. This will ensure that any problems the user runs into are solely due to the app design and not any external factors. Possible locations include group study rooms or quiet computer labs (such as those in the ELW or ECS). If these are unavailable for the user to test at, we will try to find a suitable alternative and make a note of the location.

What kinds of data will you collect? How will you collect this data? How will you analyze the data?

- Tasks will be timed and compared to the development teams times to complete tasks, as well as the times of the individuals involved in the pilot studies
- We will also watch the users to see if they are visibly confused/angry/enthralled etc.
- Post user test questionnaires will be given to the user and they will be able to complete them to gain insight on internal factors that were not externally visible
- Number of button presses the user makes compared the minimum required

How/when/with whom will you pilot your study design?

We will pilot our study with ourselves and fellow classmates since they are the easiest to recruit and reflect the intended users well. We will begin this process on Monday, July 10th.

What roles will your team members play in the evaluation?

We will have two teams to increase our productivity. One person will manage the stopwatch and tell (verbally) to the user their scenario and the task for each use case. Once the person has completed telling the user what they need to do, the time will start and end when the user reaches the final step of the use case. This member will also be in charge of discontinuing the test should the user become frustrated or angry. Another person will be in charge of watching the user's interaction and how it affects their user experience. Specifically they will be watching for significant mood changes, and attitude the app or the testing team.

The third extra person will count the button presses the user went through to complete the task. This could also be accomplished via a screen record tool, but if the user requests that this method not be used, a person will watch and count instead.