HCI Assignment 3 - Start Building

Student:
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Important notice --- Read carefully

Remember, this class focuses on interaction, not implementation. We encourage you to make the coolest application you can, but you're not required to use textual programming. If you're most comfortable with graphical tools, we recommend the WYSIWYG web editor Weebly (http://www.weebly.com/) since it provides nice built-in features and hosting.

You're welcome to use PHP/Python/... if you'd like, but that's not required. Your website will have hyperlinks, etc., and that site should include example pages of what a full site would be. For example, you don't need to write any database code; if you have a search results page, just include an example of that page in static HTML.

↙ Show more assignment details

To help your classmates evaluate your work for this assignment, attach a copy of the prototype(s) from Assignment 2 on which you are basing your new prototype for assigment 3. (If you chose to base your new prototype on a combination of your 2 old prototypes, upload both.)

Design brief: Glance

Point of View:

When preparing to travel you need to remember and take care of lots of things. An assistant will collect all required information and guide you through what needs to be done. So you have the overview at a glance, and can relax and focus on the actual goal of your trip.

Protoype I'm going to implement:

assignment_2_prototype_1.pdf (https://coursera-uploads.s3.amazonaws.com/user-773f7684ef556bc380a1cac7/18/asst-3/18-4fea3a086b6c85.00481044.pdf)

I'll use part of this prototype to implement a story-telling start wizard for input of initial data:

assignment_2_prototype_2.pdf (https://coursera-uploads.s3.amazonaws.com/user-773f7684ef556bc380a1cac7/18/asst-3/18-4fea3a3be61684.28394233.pdf)

Also, paste all the heuristic evaluation feedback that you obtained for Assignment 2. Include feedback from all sources, including friends not doing this course, etc. Group similar feedback together.

If you didn't get any feedback at all, either (a) go through the list of heuristics yourself and find any that are violated, or (b) ask a friend for help (we recommend (b): it is easy to overlook your own mistakes).

There was no useful feedback at all as part of the peer review.

The following feedback was obtained from other sources:

Feedback Assignment 2

Prototype 1

General:

Visibility of system status:
* Are changes instantly saved? Maybe this should be shown by notifications

Details screen:

User control and freedom:
* How does the user get back to the overview?

Help and documentation:
* How do users know that clicking the items shows an in-place editor?

Main navigation screen:

User control and freedom:
* Can sections be added/removed/sorted? If yes, how?

Start screen:

Match between system and the real world:
* It could be helpful to have a "from:" and "to:" at the date widgets to make clear, which widget is settings which date.

User control and freedom:
* I assume there will be an overview of planned trips. Then the start screen also needs a back button.

Prototype 2

User control and freedom
* At "add item" and "at section" it's not clear to me if and how the action can be cancelled.
* How can the place, date or items be edited/deleted?

Visibility of system status:
* Could be helpful to inform users about instant save (assuming it does it this way).

Flexibility and efficiency of use:

* Mandatory data could be requested without having to slide out the widgets first.

PROTOTYPE 1:
- I don't understand the connection between the map and the to-dos listed below this section. It's mainly a problem with the label "Map", and I'd suggest calling it something more descriptive (e.g. Planning, Preparations).
- The edit button inside the header of the main screen is a good idea, however I would expect the whole box to be clickable and lead to some sort of input option. You can probably just make the text field editable on click which would increase efficiency without losing control.
- There is no way to edit to-do-items. Users might mistype or need to change something.
- It's not clear where the to-dos come from. I assume some of them are auto-suggestions which is a good idea but I miss some sort of marking them as such. That would make things more obvious, and avoid confusion regarding automatic vs manual entries. I could imagine deleting the

wrong items or wondering about how on earth I came up with a particular task...
- I miss a profile screen that shows where all the auto-generated content comes from. At least the pictures will have to be imported from somewhere. Can the user tweak the suggestions for to-dos? A user could set something like: no socks needed above 20° C, double the amount of t-shirts instead.

PROTOTYPE 2:
- I like the storytelling approach for the trip in combination with the "set-up wizard". I'd keep that! :)
- It is not obvious what the sections are, and what they are good for. In the end, it boils down to a list of stuff to sort out before traveling. Maybe an auto-sorted list could work better than forcing the user into pre-defined categories, or displaying all categories right after the trip details are entered; even if they are empty. Categories are much more obvious in the first prototype.
- I don't see an option to edit the trip details. Ideally, clicking on the "story" would enable editing.
- The option to delete or edit to-do-items is missing.
- The summary is hidden way down at the bottom. It's an important piece of information, I'd move it up - maybe straight above or below the map.

CONCLUSION:
In my opinion, prototype no. 1 works better. It's more obvious in many ways and feels less clunky. However, the wizard and the resulting "story" in prototype no. 2 are great ideas. I suggest merging them into the 1st proto, and build from there.

Feedback Assignment 2

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Prototype 2

User control and freedom
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can be cancelled.
* How can the place, date or items be edited/deleted?

Visibility of system status:
* Could be helpful to inform users about instant save (assuming it does it this
way).

Flexibility and efficiency of use:

* Mandatory data could be requested without having to slide out the widgets
first.

List the changes you are making to your prototype, based on the heuristic evaluation(s) you received on Assignment 2.
The goal is not necessarily to address each feedback item in a separate change, but to make meaningful changes that
address feedback. You can ignore some feedback, but say why.

I chose to implement Prototype 1, using some elements of Prototype 2.

Addressing results of heuristic evaluation

Evaluation 1:

* Add page to manage list of trips and add a link to it on the home screen and
the start page
* Add a settings page to manage the initial auto-suggestions of todo items for
trips
* Consider leaving out the pictures per todo item. On one hand good meaningful
pictures might help users to get a better overview, on the other hand they
could be distracting, especially when they are not matching the item well. I'll
do the first version without pictures, and maybe later try a variant with
pictures and get user feedback which is the better one.
* The auto-suggestion settings page will come with a help text
* Add a remove button on the details page for each section to remove the
section. To prevent user errors there will be a way how to undo removal of a
section in case the user selected it by accident. I'll do this, if time permits,
otherwise I consider this out of the scope of the project for now.

Evaluation 2:

* Rename the section "Map" to "Plan"
* Make the whole header box on the main screen clickable and go back to start
screen when it's clicked, where the data can be edited. I won't make it inline
editable, to keep editing consistent and always use the same screen (the start
screen) to edit this data.
* Todo items will have inline-editing of their text when clicking on the text
* Mark auto-suggested items as such. Let this mark go to the auto-suggestion
managment page when clicked
* The auto-suggesion management page will work as the profile screen for
auto-generated content
* Use the initial pages to set up the location and date from the second
prototype (the "setup-wizard") as start screen. So we start with story-telling
and then use the clearer structure of the first prototype to manage what needs
to be done.
* Possibly add the story as one section in the main screen. I'll try that as an
option, if I have enough time.

Evaluation 3:

* Add notification, when data is saved
* Add a back button on the details screen
* Show an edit icon on hovering the items to show that they can be edited by clicking
* Sections can't be sorted to keep the layout consistent and simple. Removing sections will be added as described above. Adding and removing sections I consider out of scope for now, to keep the effort realistic. Maybe I'll add a "Misc" section for adding arbitrary items.
* The story set up wizard will make it explicit what the from and to dates are.
* Link to trip overview will be added, as described above.

Create an implementation plan in Google Spreadsheet, share it to "Anyone with the link" (http://support.google.com/drive/bin/answer.py?hl=en&answer=2494886&rd=1), and post the link (URL) of the spreadsheet below.

The implementation plan is, for now, for development-related tasks (in a later assignment, we'll ask you to add user-evaluation tasks as well). So please plan out until July 3rd

https://docs.google.com/spreadsheet/ccc?key=0Ah0HNPXlElpWdGR6c3hJcHp2ajFBV0lKV1VWbWNzNnc

Post a link (URL) for your prototype.

http://iwilltravel.herokuapp.com/

I will travel

Where?   London

When?   06/30/12 📅   07/01/12 📅

Continue

London   June 30th 2012   2 days   Edit   6/15 done

Map
1/3 done

Weather
Saturday
Sunday
2/2 done ✓

Clothes
3/7 done

Pictures
0/1 done

>

London   June 30th 2012   2 days   Edit   3/12 done

Pictures

☐ Book ticket for big wheel   X

+ Add Item

0/1 done

London   June 30th 2012   2 days   Edit   3/12 done

Map

☑ Book flight   X
☐ Book hotel   X
☐ Exchange money   X

+ Add Item

1/3 done

London   June 30th 2012   2 days   Edit   3/12 done

Weather

☑ Sun screen   X
☑ Umbrella   X

+ Add Item

Saturday
Sunday

2/2 done ✓

London   June 30th 2012   2 days   Edit   3/12 done

Clothes

☑ 2 Pair of socks   X
☑ 2 Underwear   X
☐ 2 T-Shirts   X
☑ 1 Jeans   X
☐ 1 Jacket   X

3/7 done

Panel 1

I will travel.

Add location

Panel 2

I will travel.

Add location

London | Ok

Panel 3

I will travel to London.

Add date

Panel 4
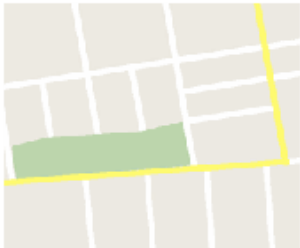
I will travel to London.

Add date

From 06/30/12
To 07/01/12

Ok

Panel 5

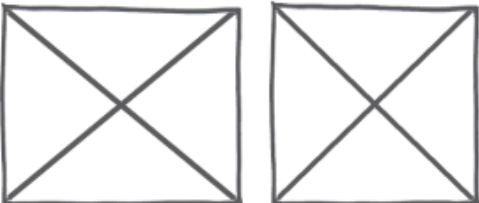I will travel to London. from Saturday, June 30th 2012, to Sunday, July 1st 2012. That's 2 days.
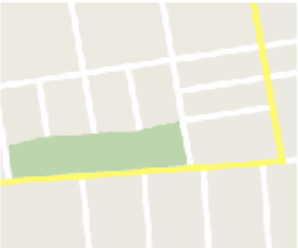
Todo

☑ Book flight
☑ Book hotel
☐ Exchange money

Add item

Weather

Saturday   Sunday
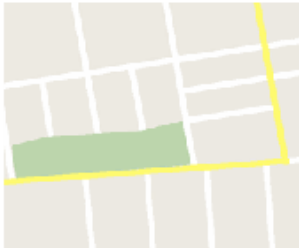
Todo

☑ Sun screen
☑ Umbrella

Add item

Add section

Summary

4 of 5 items are done
I'm almost ready to fly.

Panel 6

I will travel to London. from Saturday, June 30th 2012, to Sunday, July 1st 2012. That's 2 days.
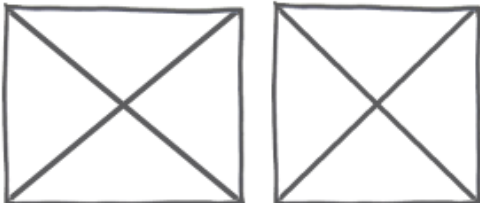
Todo

☑ Book flight
☑ Book hotel
☐ Exchange money

Add item

Weather

Saturday   Sunday

Todo

☑ Sun
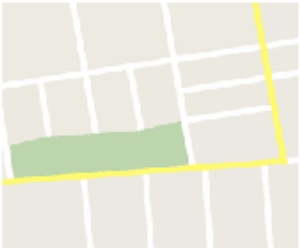☑ Uml   Add item   Jacket | Ok

Add section

Summary

4 of 5 items are done
I'm almost ready to fly.

Panel 7

I will travel to London. from Saturday, June 30th 2012, to Sunday, July 1st 2012. That's 2 days.

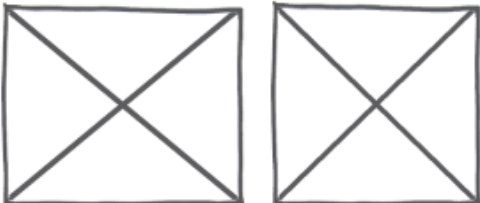**Todo**

☑ Book flight
☑ Book hotel
☐ Exchange money

Add item

Weather

Saturday   Sunday

Todo

☑ Sun screen
☑ Umbrella
☐ Jacket

Add item

Add section

Summary

4 of 6 items are done
I'm ready to fly soon.

Panel 8

I will travel to London. from Saturday, June 30th 2012, to Sunday, July 1st 2012. That's 2 days.

Todo
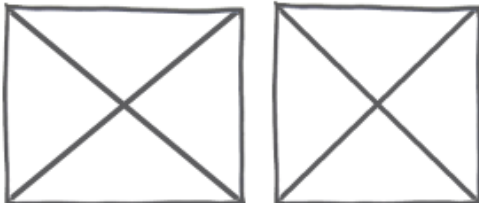
☑ Book flight
☑ Book hotel
☐ Exchange money

Add item

Weather

Saturday   Sunday

Todo

☑ Sun screen
☑ Umbrella
☐ Jacket

Add item

Add section   ◉ Clothes   ○ Pictures   Ok

Summary

4 of 6 items are done
I'm ready to fly soon.