INFO31179 Human Computer Interaction
Assignment One
February 23 2025
Muhammad Choudhary
991630737
Application Name: CourseManager

Recorded video for Participant Number One and Two: https://youtu.be/AXUr6qxddNw

Figma Design Link:
https://www.figma.com/design/0mlaBtG5eJV11L8ooeiEgF/muhammad_choudhary_a3?node-id=0-1&t=nZly3j39FpJRPr1d-1

Github link for design: https://github.com/freeHashBrown4/muhammad-choudhary-hci-a3

Part One:

Here are a list of 10 main functionalities of my app:

1. View course materials such as lecture notes and slides
2. Submit assignments
3. Each course has a dedicated group chat where students can discuss amongst each other
4. Calendar to view all upcoming assignments and quizzes
5. View grades and feedback: Students can view grades and feedback for specific assignments
6. Set specific notifications for assignment and group chats
7. Offline mode: Students can download all the course content

Here are my top five functionalities of my app:

1. View course materials such as lecture notes and slides
2. Submit assignments
3. Each course has a dedicated group chat where students can discuss amongst each other
4. Calendar to view all upcoming assignments and quizzes
5. View grades and feedback: Students can view grades and feedback for specific assignments

Part Two:

Participant One:
Name: Hamza Choudhary
Participant Number: One

Participant Two:
Name: Hamid Choudhary
Participant Number: Two

Part Three:

Usability Metric One: How long on average did it take a user to complete a task

Usability Metric Two: The average amount of errors made during a task

Usability Metric Three: The average number of clicks a user makes to complete a task

Usability Metric Four: Average score of how easy or hard all the tasks were

Participant Number	Metric One	Metric Two	Metric Three	Metric Four
One	25.4 sec	1.4	3	1.4
Two	25 sec	1.8	3	1.6

Usability Metric Six: The amount of users that successfully completed each task
This usability metric has a separate table that shows if a task was completed or not:

Participant Number	Task One	Task Two	Task Three	Task Four	Task Five
One	Completed	Completed	Completed	Completed	Completed
Two	Completed	Completed	Completed	Completed	Completed

Summarizing Result:

Participant One found all the tasks fairly easy to complete. He found the landing page for the course very confusing. Navigating to the grades page was also very difficult for this participant. The grades page also had a very difficult to understand because it was too crowded with information. The participant also did not like that the edit button option was very small in the group chat. The participant really liked that you can see all the courses that the student is enrolled in.

Participant Two found all the tasks easy to complete except for task number 3. The participant found it difficult to navigate to find the grade and feedback for the assignment. He got confused between the buttons. He assumed that the assignment button would have the feedback for the assignment.

Both participants found that the navigation was easy to navigate and found the error messages very useful. The number of clicks to complete a task are the same amongst both the participants. However, the number of errors is slightly more in participant ones testing compared to participant two.

Please scroll to the next pages to see the signed consent forms, the task script and all the screenshots of the applications:

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Consent Form

The application CourseManager is being developed as part of the coursework for course INFO 31179 at Sheridan College. Participants in the usability evaluation of the application provide data that is used to evaluate and modify the interface of the application. Data will be collected by interview, observation and questionnaire.

Participation in this experiment is voluntary. Participants may withdraw themselves and their data at any time without fear of consequences.

Participant anonymity will be provided by the separate storage of names from data. Data will only be identified by participant number. No identifying information about the participants will be available to anyone except the student researchers and their supervisors/teaching staff.
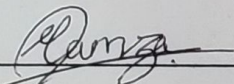
I hereby acknowledge that I have been given an opportunity to ask questions about the nature of the experiment and my participation in it. I give my consent to have data collected on my behavior and opinions in relation to the usability evaluation.

I also give permission for images/video of me using the application to be used in presentations or publications as long as I am not personally identifiable in the images/video. I understand I may withdraw my permission at any time.
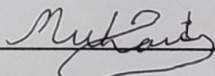
Name __HAMZA CHOUDHARY__

Participant Number __One__

Date __Feb 24 2025__

Signature __Hamza__

Witness name __Muhammad Choudhary__

Witness signature __Muk'aut__

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Name ___Hamid Choudhary_____

Participant Number ___Two_____

Date ___Febuary 24_____

Signature___Hamid_____

Witness name ___Muhammad Choudhary_____

Witness signature___Muhammad_____

User Testing: Task Script

I am a student at Sheridan College. For one of our courses, I am working on the development of the CourseManager application.

I have developed a prototype which simulates some aspects of the final system. What you will see is not a working system. Only pages relevant to the tasks I will ask you to complete have been mocked up. In addition, some links and functionality will not work. In order evaluate the prototype and concept, I would like you to interact with the prototype and then give me your honest opinions. Any problems you find will help me improve the prototype.

The testing session will consist of two parts:

1. Completion of three tasks using the prototype, where you will be asked to verbalize your thoughts and opinions as you use the prototype
2. A brief interview to find out your opinions

I will run the session while taking notes. During the session, you are encouraged to ask questions but I may not be able to respond to them at that time. I will be able to answer all questions at the end of the session. The session should take about 20-30 minutes. You can end the testing at any point in the session if you feel uncomfortable.

Do you have any questions?

If you feel comfortable taking part in this testing session, please sign the consent form.

Tasks

Using the prototype, you will be asked to perform three tasks. While you are performing the tasks, please try to say your thoughts **aloud**. If you become quiet, I may ask questions to find out what you are thinking or remind you to speak your thoughts aloud.

Task 1
Please navigate to the settings page and view the different accessibility settings

Task 2
Please navigate to the calendar and view the assignments due on February 4

Task 3
Please find the grade and feedback for assignment one in the Programming Principles Course.

Task 4
Please submit an Assignment Two for the Programming Principles Course

Task 5
Please navigate to the group chat for the Programming Principles Course and view the latest message. See if you can open the keyboard and find the edit option for the latest message that was sent.

[After completion of each task, ask the following question.]

On a scale of 1-5, how difficult was this task to complete? (1 being the easiest)

Semi-structured Interview Questions (Post-test questions)

Now I would like to ask you a few questions to find out what you think of the prototype. [The following questions should be asked in each session. Other questions may be improvised to solicit further information from the participant.]

1. What aspects of using prototype (application) were problematic or confusing?
2. Did you notice any features that you like?
3. Did you notice any features that you dislike?
4. Which terms, labels or navigation elements are confusing or require clarification?
5. Do you have any suggestions for improvement?
6. Would you like a different color for the UI?

7. Was the application easy to navigate, as in, were you easily able to identify where to go and how to get there?
8. Were the error messages helpful in understanding why the assignment one was not submitted?

Course List

PROG3541 Programming Principles

Winter 2025

HIST2545 Early Medieval History

Winter 2025

MATH2564 Discrete Mathematics

Winter 2025

HIST1025 World War 1 in Europe

Winter 2025

Calendar   Courses   Chat
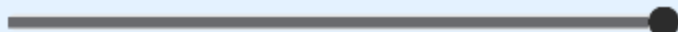
Settings

Adjust Font Size

− | +

Dark Mode

Contrast 100%

🌐 Change Language

Calendar

	February	
←		→

S	M	T	W	T	F	S
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	

Assignment One
HIST2545

| Calendar | Courses | Chat |

Calendar

S	M	T	W	T	F	S
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	

Assignment Two
MATH2564

Quiz One
HIST1025

Calendar   Courses   Chat

PROG3541 Programming Principles ?

📄 **Course Information**

📅 **Schedule**

📄 **Content**

✏️ **Assignments**

📊 **Grades and Attendance**

⬇️ **Download All Content**

———— Recently Viewed ————

📄 **Week Two**

📄 **Understanding Variables**

📅 Calendar   ☰ Courses   💬 Chat

Inquiries

⚠️ **How to submit my assignment?**

⚠️ **How to change the font size?**

⚠️ **Where can I find the course content?**

⚠️ **Where can I view my assignments?**

← Grades and Attendance ?

Attended: 14   **Missed: 2**

ⓘ View Feedback

A1	A2	A3	Quiz 1	Midterm
87%	56%	77%	66%	82%

↗ Assignment One

📅 Calendar   **≣ Courses**   **💬 Chat**

- 📋 **Assignment One**

- 📋 **Assignment Two**

- 📋 **Assignment Three**

Assignment One Feedback

The fourth and fifth question was answered incorrectly. Also, make sure to put all files in a zip folder before submitting.

Assignments

✎ **Assignment One**

✎ **Assignment Two**

✎ **Assignment Three**

← Assignment Two ?

Due Date: 🔊

Monday January 20 2025 11.59 PM

Instructions:

Complete the programming problems under week 1 and submit solutions

Add a file
Only .pdf and .txt files are accepted

⬆ Submit

Calendar | Courses | Chat

Due Date:

Monday January 20 2025 11.59 PM

Instructions:

Complete the programming problems
under week 1 and submit solutions

Submit Assignment

Are you sure you want to submit your
assignment?

| Yes | No |

Calendar   Courses   Chat

← **Assignment One**

Due Date:

Monday January 20 2025 11.59 PM

Instructions:

Complete the programming problems under week 1 and submit solutions

Submission Error

There was an issue submitting the assignment. Please check if you have submitted the correct file format.

Try Again | **Learn More**

?

Calendar · Courses · Chat

Courses Group Chat

PROG3541
Programming Principles

HIST2545
Early Medieval History

MATH2564
Discrete Mathematics

HIST1025
World War 1 in Europe

Calendar

Courses

Chat

Settings

Notifications

PROG3541 Programming Principles Group Chat

John Doe   7:08 p.m.
Hello Everyone !!!

Jane Doe   7:12 p.m.
Hi John !!!

Sally Smith   7:13 p.m.
Hi Jane and John !!!

•••   7:23 p.m.
Hey Everyone !!!
✓✓

Type Message ...

"The"   the   to

q w e r t y u i o p

a s d f g h j k l

z x c v b n m

ABC   space   return

PROG3541 Programming Principles Group Chat

John Doe   7:08 p.m.
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Hey Everyone !!!

✏️ Edit

🗑️ Delete

🗐 Copy

↗️ Share

Type Message ...

Calendar   Courses   Chat