

Title: Stories That Move

Mission Statement: We aim to engage users in physical activity by creating an interactive storytelling platform where the characters will come to life in the user's real environment and allow the user to become part of the story.

Prototype:

<https://docs.google.com/presentation/d/1NZi4EL1ldrNuUJdKy9yo00GtrRwsj8RLJJfoiFKD1xU/edit?usp=sharing>

Summary of Heuristic Evaluations:

If we were to score our prototype's performance in the different heuristic evaluation areas, the results would be as follows. For the purpose of this exercise we reviewed the responses we received (size of 3) and summarized the responses with performance scores ranging from:

- High (exceeded expectations in the area)
- Good (good features, could be improved)
- Adequate (had coverage in the area but could have designed more deliberately)
- Needs Improvement (area was poorly accounted for and prototype needs improvement)

This was done because we did not explicitly ask that participants quantify the score of our prototype's performance.

Heuristic	Score	Take Away/Suggestions
Visibility of system status	Good	<ul style="list-style-type: none">- Good Visibility- What does ETA means?- More 'Back' Buttons- Explicit Interaction Directions
Match between system and the real world	High	<ul style="list-style-type: none">- Common Icons that are recognizable
User control and freedom	Needs Improvement	<ul style="list-style-type: none">- No indication how to Exit- Want Fast Forward/Rewind
Consistency and standards	Good	<ul style="list-style-type: none">- Unclear what "Look Around" arrows do- Generally Intuitive, but could be more explicit
Error prevention	Adequate	<ul style="list-style-type: none">- Unclear what happens on errors- Simple but would be helpful
Recognition rather than recall	Adequate	<ul style="list-style-type: none">- Storyline option to see progress would help- Alert when exiting
Flexibility and efficiency of use	Good	<ul style="list-style-type: none">- Clever, Simple, Intuitive

Aesthetic and minimalist design	High	- Well designed - Minimal
Help users recognize, diagnose, and recover from errors	Adequate	- Hard to recognize error states - No indication/instructions what would happen on error
Help and documentation	Good	- Help button there - Maybe make a screen showing help topics

As a result of the heuristic evaluations conducted, we were able to identify a few key heuristics where our prototype fell short. Out of all categories, we needed to improve most on User Control. Across the board, testers voiced concerns with not having a clear way of exiting the app at all times (possibly as a result of being unclear what the back button does) and desired more explicit control over the story (suggesting a timeline feature to navigate the story).

Although the testers wanted more control over the story, they generally voiced concerns about having too much freedom in the UI of the app. In the case of Recognition/Recall, Consistency, and User Control/Freedom, users mentioned wanting more explicit feedback and instruction (at least for new users) on how the story/interaction is executed. For example, in the Consistency/Standards heuristic, evaluators desire for “log in fire instruction” to make the task “more concrete” and were unclear “what the < icon and << icons meant on screen.”

The other theme that arose from the evaluation was more explicit handling of errors (in helping users with and prevention). Two users mentioned being unclear what the system “entering an error state would look like” and whether “progress gets saved automatically and at what intervals.”

Revised Prototype:

https://docs.google.com/a/cornell.edu/presentation/d/19QYofxguKcgEJkjx30x_fQq7Fdc4WVfxFq22cDfq-l/edit?usp=sharing