E-Reader: Form Responses

(22K-5155, 22K-5159, 22K-5161)

HCI Project Survey:

(E-Reader Cognitive Walkthrough)

Name: *

Miss Naz

E-Reader

An application to provide an easy access to digital books.

First Impression of the UI: *

Good

Is the basic navigation clear and understandable? *

🔘 Yes

⚪ No

If no, state a reason.

Description is missing. You should add highlighter.

Do users understand the purpose of each interactive element? *

(●) Yes

(○) No

If no, state a reason.

Does the placement of elements and information make sense to users? *

(●) Yes

(○) No

If no, state a reason.

Will the user try to achieve the right result? *

(●) Yes

(○) No

If no, state a reason.

_____

Is the language and terminology used in the prototype easy to understand? *

🔘 Yes

⚪ No

If no, state a reason.

_____

Will the user notice that the correct action is available? *

🔘 Yes

⚪ No

If no, state a reason.

_____

Will the user associate the correct action with the effect they're trying to achieve? *

( ) Yes

( ) No

If no, state a reason.

After the action is performed, will the user see that the progress is being made towards the goal? *

( ) Yes

( ) No

If no, state a reason.

With some changes, like add customized highlighter. Overall design is good.

Google Forms

HCI Project Survey:

(E-Reader Cognitive Walkthrough)

Name: *

Samia

An application to provide an easy access to digital books.

First Impression of the UI: *

UI was very simple but appealing. Very organized designing. Each and every feature for e-reader is researched.

Is the basic navigation clear and understandable? *

◉ Yes

○ No

If no, state a reason.

Do users understand the purpose of each interactive element? *

(•) Yes

( ) No

If no, state a reason.

_____

Does the placement of elements and information make sense to users? *

(•) Yes

( ) No

If no, state a reason.

_____

Will the user try to achieve the right result? *

(•) Yes

( ) No

If no, state a reason.

Is the language and terminology used in the prototype easy to understand? *

🟢 Yes

⚪ No

If no, state a reason.

Will the user notice that the correct action is available? *

🟢 Yes

⚪ No

If no, state a reason.

Will the user associate the correct action with the effect they're trying to achieve? *

◯ Yes

⦿ No

If no, state a reason.

There are two types of save icon buttons with two different functionalities that can confuse the user that which type of save that button does.

After the action is performed, will the user see that the progress is being made towards the goal? *

⦿ Yes

◯ No

If no, state a reason.

Google Forms

HCI Project Survey:

(E-Reader Cognitive Walkthrough)

Name: *

Maryam

E-Reader

An application to provide an easy access to digital books.

First Impression of the UI: *

Vibrant and pretty to look at with all features of a normal e-book covered with new features like logs that is my personal favorite. Overall a good interface with all important functionalities covered. Good effort to cover all features.

Is the basic navigation clear and understandable? *

◉ Yes

◯ No

If no, state a reason.

Do users understand the purpose of each interactive element? *

◉ Yes

○ No

If no, state a reason.

Does the placement of elements and information make sense to users? *

◉ Yes

○ No

If no, state a reason.

But can be confusing with so many buttons at every page.

Will the user try to achieve the right result? *

○ Yes

◉ No

If no, state a reason.

Can be confused between two saved buttons on either home page or chapte page of user

Is the language and terminology used in the prototype easy to understand? *

◉ Yes

○ No

If no, state a reason.

Will the user notice that the correct action is available? *

○ Yes

◉ No

If no, state a reason.

Can be decided after the prototype is implemented so I am unsure if this will work in yoyr favor

Will the user associate the correct action with the effect they're trying to achieve? *

(•) Yes

( ) No

If no, state a reason.

After the action is performed, will the user see that the progress is being made towards the goal? *

(•) Yes

( ) No

If no, state a reason.

Google Forms

HCI Project Survey:

(E-Reader Cognitive Walkthrough)

Name: *

Moosa zk

An application to provide an easy access to digital books.

First Impression of the UI: *

Brilliant

Is the basic navigation clear and understandable? *

○ Yes

◉ No

If no, state a reason.

The log button looks like the edit button

Do users understand the purpose of each interactive element? *

(●) Yes

(○) No

If no, state a reason.

....

Does the placement of elements and information make sense to users? *

(○) Yes

(●) No

If no, state a reason.

You could have one button in the top app bar.
....

Will the user try to achieve the right result? *

(●) Yes

(○) No

If no, state a reason.

....

Is the language and terminology used in the prototype easy to understand? *

◉ Yes

○ No

If no, state a reason.

....

Will the user notice that the correct action is available? *

◉ Yes

○ No

If no, state a reason.

....

Will the user associate the correct action with the effect they're trying to achieve? *

( ) Yes

( ) No

If no, state a reason.

....

After the action is performed, will the user see that the progress is being made towards the goal? *

( ) Yes

( ) No

If no, state a reason.

....

Google Forms

HCI Project Survey:

(E-Reader Cognitive Walkthrough)

Name: *

Hashir shahzad

E-Reader

An application to provide an easy access to digital books.

First Impression of the UI: *

Excellent

Is the basic navigation clear and understandable? *

◉ Yes

◯ No

If no, state a reason.

Do users understand the purpose of each interactive element? *

○ ● Yes

○ No

If no, state a reason.

Does the placement of elements and information make sense to users? *

● Yes

○ No

If no, state a reason.

Will the user try to achieve the right result? *

● Yes

○ No

If no, state a reason.

_____

Is the language and terminology used in the prototype easy to understand? *

⦿ Yes

◯ No

If no, state a reason.

_____

Will the user notice that the correct action is available? *

⦿ Yes

◯ No

If no, state a reason.

_____

Will the user associate the correct action with the effect they're trying to achieve? *

(●) Yes

(○) No

If no, state a reason.

_____

After the action is performed, will the user see that the progress is being made towards the goal? *

(●) Yes

(○) No

If no, state a reason.

_____

Google Forms

HCI Project Survey:

(E-Reader Cognitive Walkthrough)

Name: *

Talal Bin Naveed

E-Reader

An application to provide an easy access to digital books.

First Impression of the UI: *

Eye catching

Is the basic navigation clear and understandable? *

◉ Yes

◯ No

If no, state a reason.

Everything was good except for one edit button

Do users understand the purpose of each interactive element? *

(●) Yes

(○) No

If no, state a reason.

Does the placement of elements and information make sense to users? *

(●) Yes

(○) No

If no, state a reason.

Will the user try to achieve the right result? *

(●) Yes

(○) No

If no, state a reason.

Is the language and terminology used in the prototype easy to understand? *

◉ Yes

○ No

If no, state a reason.

Will the user notice that the correct action is available? *

◉ Yes

○ No

If no, state a reason.

Will the user associate the correct action with the effect they're trying to achieve? *

○ Yes (selected)

○ No

If no, state a reason.

_____

After the action is performed, will the user see that the progress is being made towards the goal? *

○ Yes (selected)

○ No

If no, state a reason.

_____

Google Forms