

HCI - A2

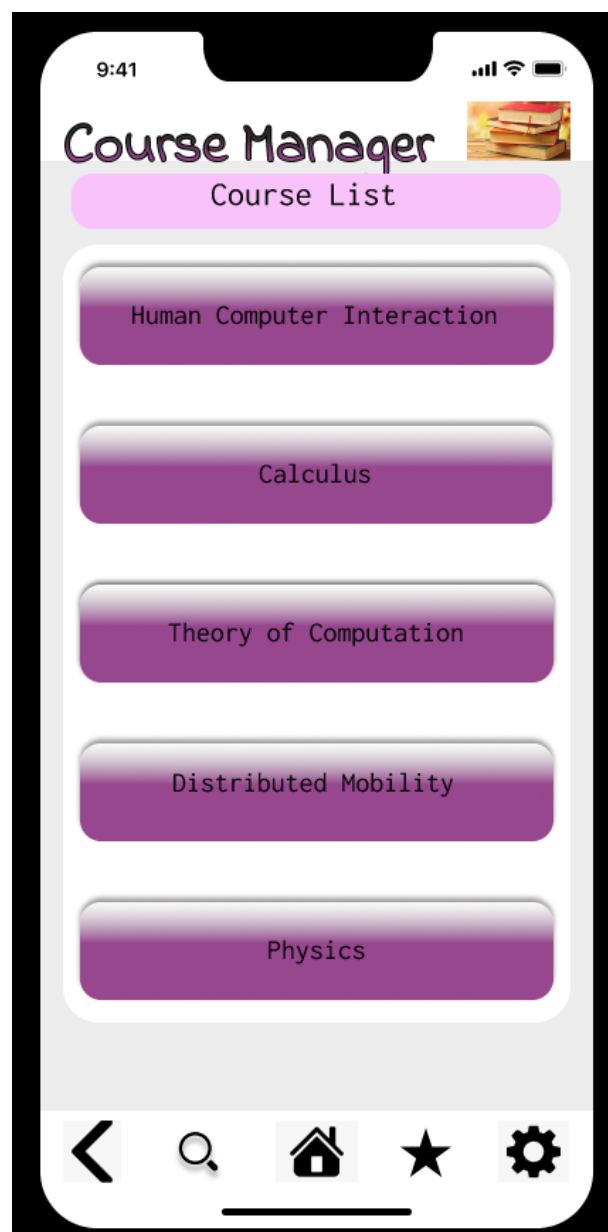
Video Link - [https://www.figma.com/file/PS3hzTK1AJOpC38yNjLLj/Sheridan-Course-Management-\(Copy\)?node-id=118%3A899&t=Wp8gJQYhGwebOINU-1](https://www.figma.com/file/PS3hzTK1AJOpC38yNjLLj/Sheridan-Course-Management-(Copy)?node-id=118%3A899&t=Wp8gJQYhGwebOINU-1)

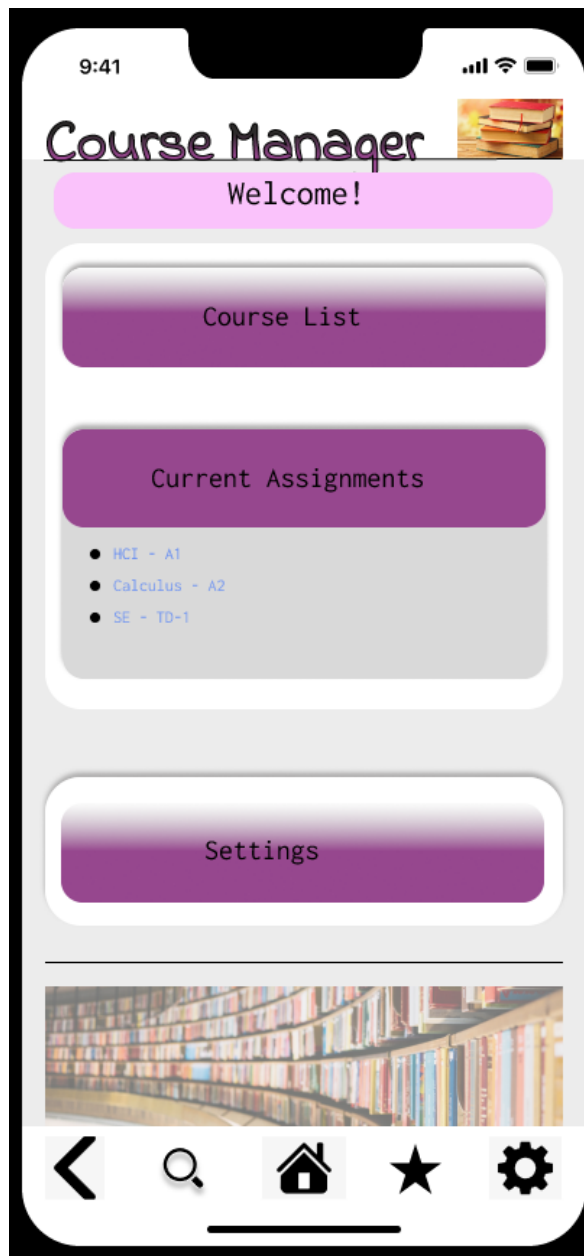
Github - <https://github.com/hurrysg/HCI-A2.git>

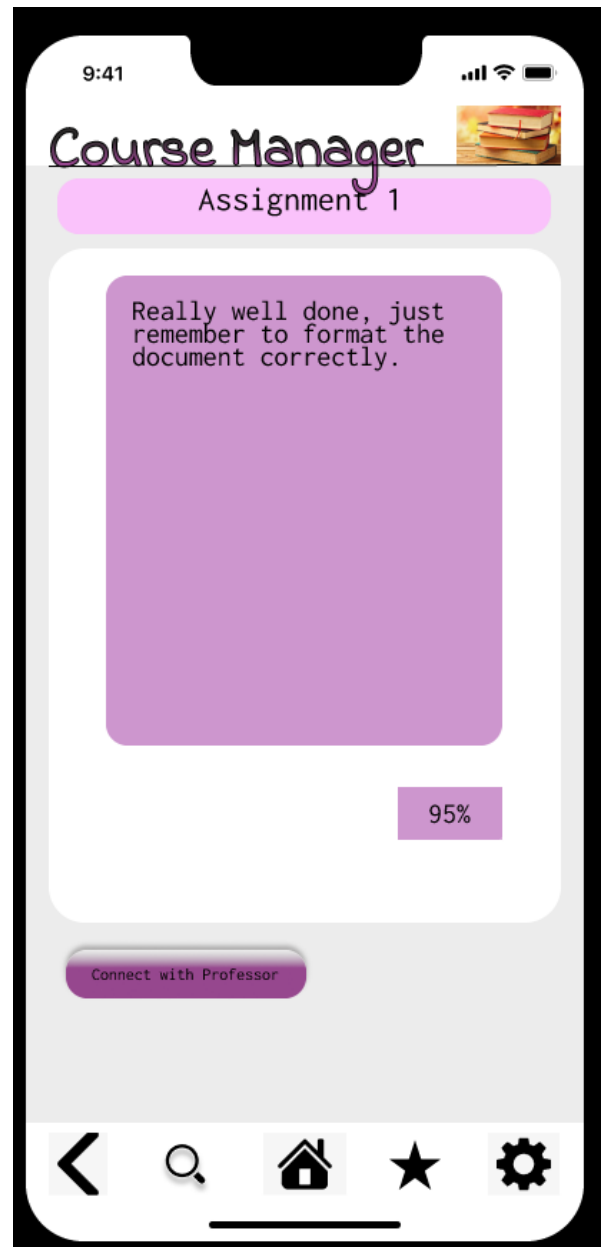
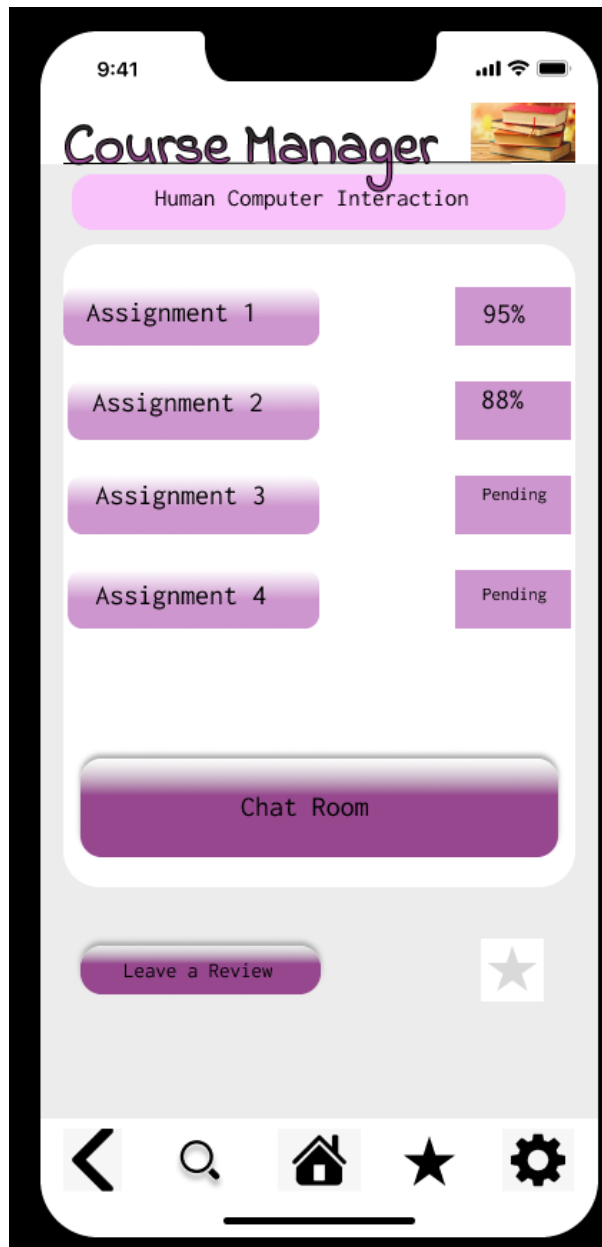
1. The audience(Users) for this app in particular are students, which includes continuing education of those 45+ or not tech savvy.
2. For general students an important need is simplicity. For example, if you want to do X, then X should be very straight forward with minimal clicks or exploring of the app. This is an app for course viewing. So that should be very obvious to navigate. In addition for those of 45+/not tech savvy the simplicity adds, but so does the simple design. Nothing flashy or technical shortcuts, just tap what you want to see and that's what you see. Including easy to read fonts.
3. Duolingo, Coursera, LinkedIn Learning, Course Hero, Canvas Student.
 - a. Duolingo - The number one complaint that this app is seeming to get is related to a "Health" system which seems with mistakes you lose health and it takes time for health to replenish, and you are unable to move forward when you have no health. Some have stated this a monetization of the app as well, as there is some paywall to bypass this. People do seem to like the actual lessons and quality of learning. Easy to learn fundamentals, keep track of progress and isn't boring.
 - b. Coursera - This app seems to have complaints related to technical help, such as very slow responses. Also some technical bugs like getting stuck on some screens. However, again with this app as well the learning process people are enjoying, interactive learning, easy to use etc.
 - c. LinkedIn Learning - Users seem to have login credential information issues - email not working, sign in loops, library card system not being intuitive. However each issue does seem to have Developer responses just to note. Again here the quality of learning is what people like the most. Courses are easy to find and use as well as helpful.
 - d. Course Hero - Lots of issues with payment and subscriptions. Either overcharging, poor communication. Also users felt limited by choices even with subscription. What people like is harder to tell. A lot of the feedback is just "Good" or "Great" A few people said the help was useful, "even google can't show answers which Coursehero app can."
 - e. Canvas Student - This app had lots of feedback related to freezing and crashing, not being able to login. Some of the positives were good app layout, easy to find things, the content is very useful.
4. Examples of latent needs could include: wanting an easier way to measure larger dimensions that's not as clunky as a measuring tape, and coming up with a windup measuring tape and realizing you need a piece to stop and hold the tape, another could be for reusable water bottles having a separate straw for easy of consumption, and thus concluding you could make reusable water bottles with straws built in.
5. Effective ways to find latent needs are to interview or survey the people with your current expressed needs and see if anything else comes up as well, consult domain experts as well.

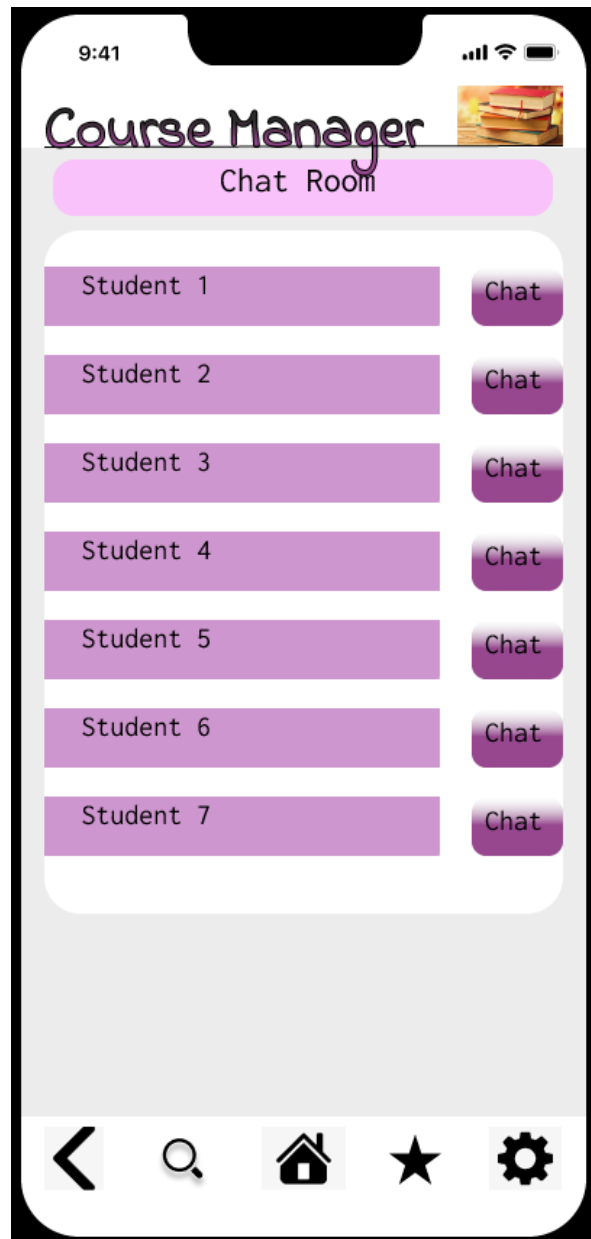
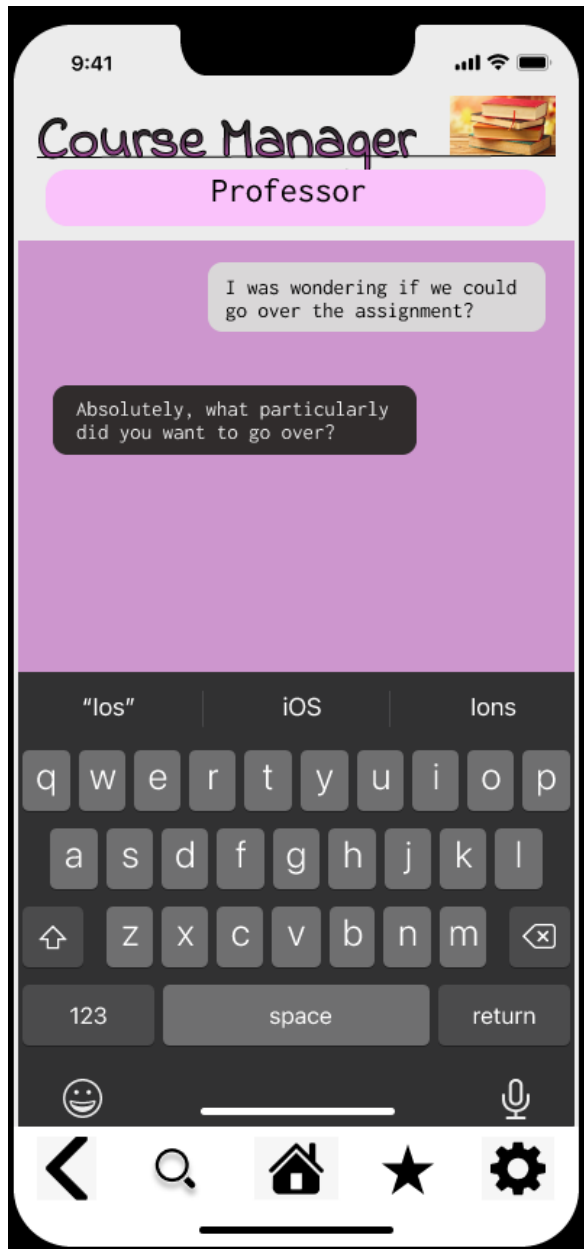
Features/Solutions	Duolingo	Coursera	LinkedIn Learning	Course Hero	Canvas Student	My App
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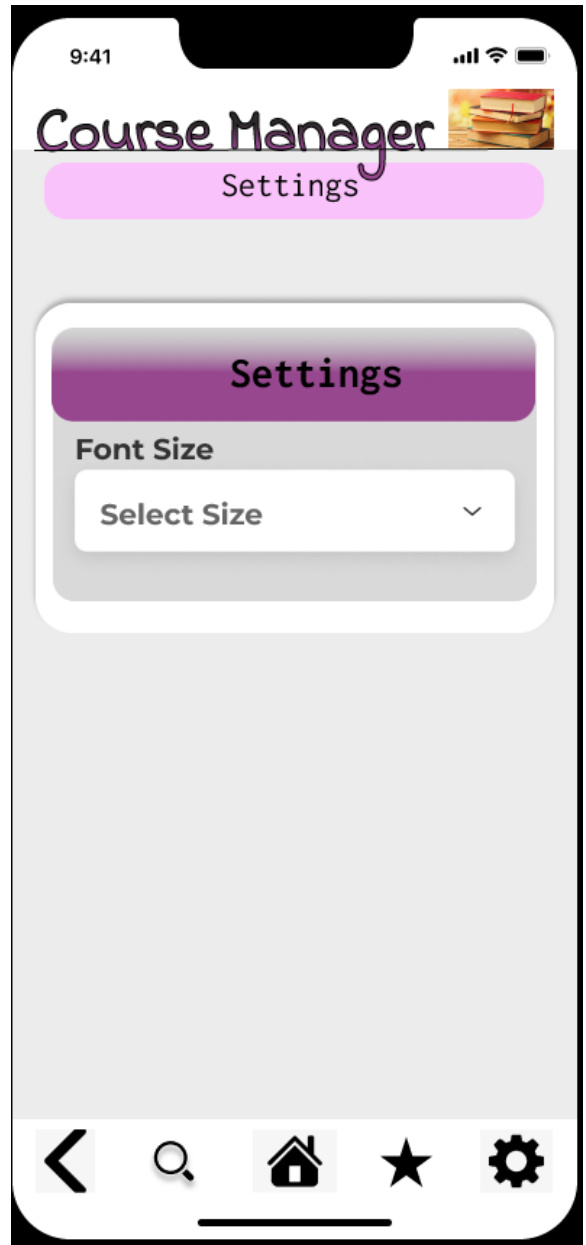
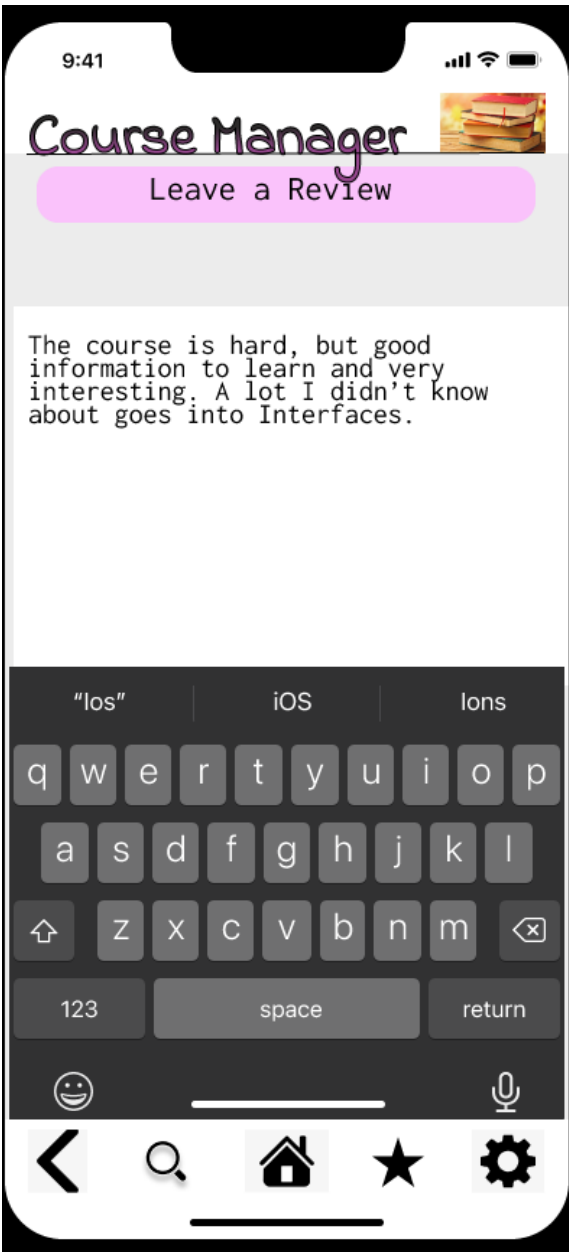
Font size changing	N	Y	Y	N	Y	Y
Search	Y	Y	Y	Y	Y	Y
Chatroom - Students	N	Y	N	N	Y	Y
Chat Room - Prof	N	Y	N	Y	Y	Y
Review Section	N	Y	Y	N	Y	Y
Course Favouriting	N	Y	Y	Y	Y	Y
Assignment Feedback	N	Y	Y	Y	Y	Y
Score (each category out of 10 points)	10 10/7 = 14%	65 65/7 =92%	45 45/7 =64%	37 37/7 = 53%	50 50/7 = 71%	

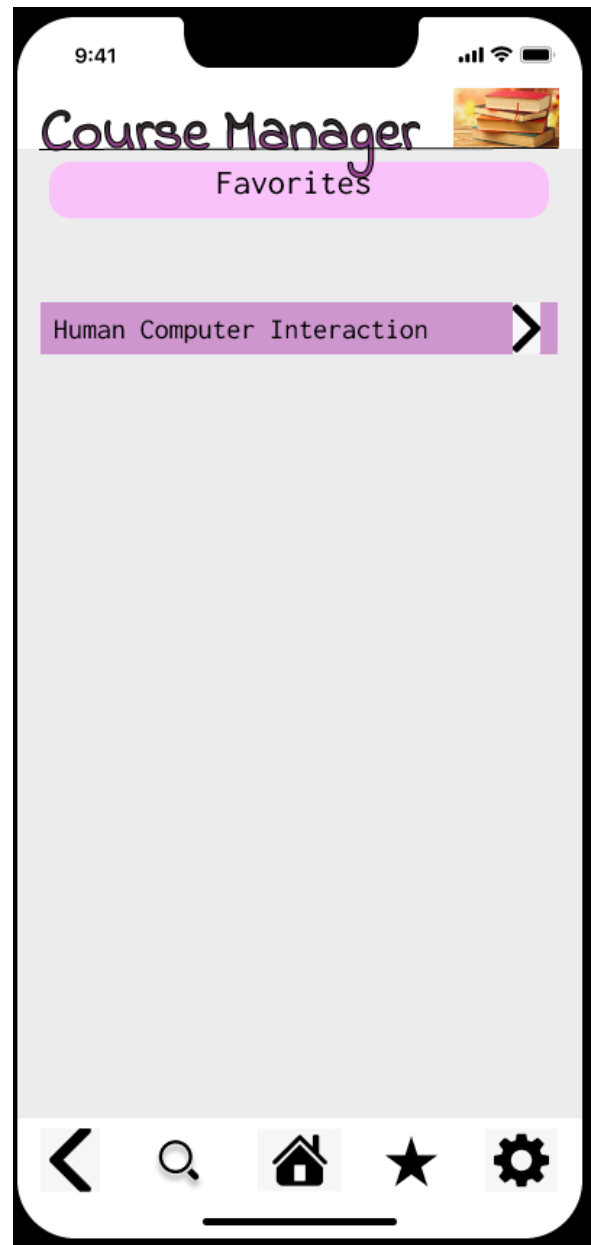
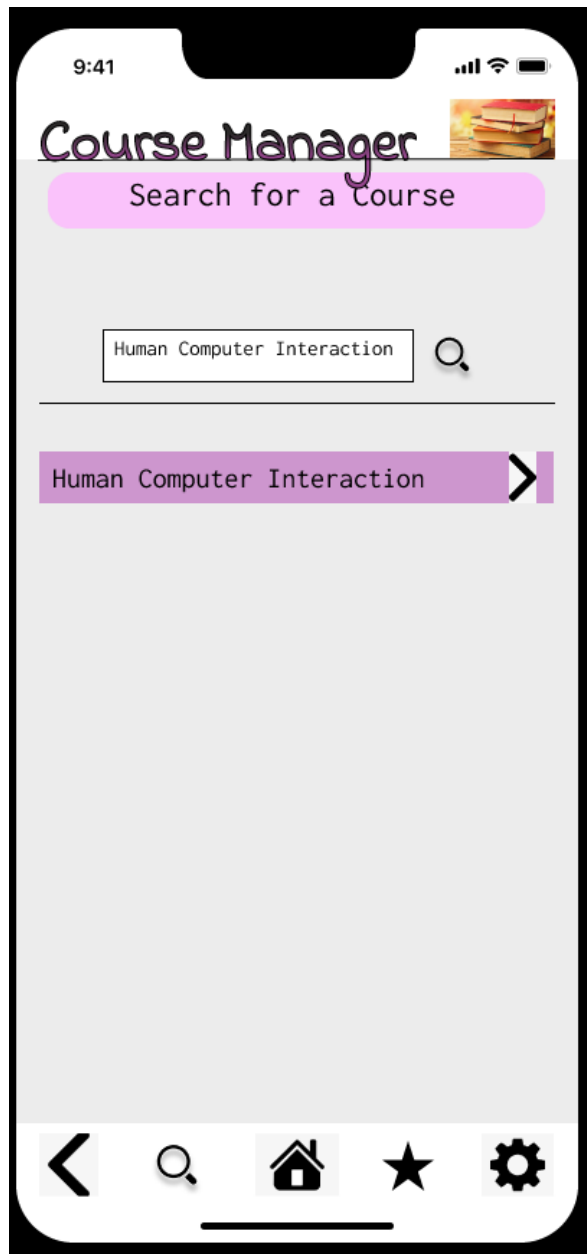












Design Principle	Score (1-5)	Explain your method for improving the design principle for your app, if not applicable please write N/A
Discoverability	3	Make it more clear what are interactables in terms of buttons and what isn't
Simplicity	4	N/A
Affordances	1	Hard to tell what you can interact with, need to relate to physicality of buttons.
Mapping	5	N/A
Perceptibility	5	
Consistency	4	N/A
Flexibility	1	Should have multiple ways to do certain functionalities, like returning to the home screen and going back.
Equity	1	Should have equal ease for students through accessibility options. (Font size)
Ease	5	
Comfort	5	
Structure	2	Should Have better grouping and navigation.
Constraints	5	
Tolerance	4	Easy to go back a page if mislicked on the wrong place
Feedback	5	
Documentation	5	
Average	3.66666667	The average will be calculated automatically. If design principle is not related please put 5 for its score

