**Team no. 9 – Cognitive analysis**

**Join Event**

* **User clicks the Events tab, he is redirected to the events page**
  + *Will the user be trying to produce the effect?* Yes, without this he will not be able to get to the join event page.
  + *Will the user see the correct control?* Yes, by clicking on the events tab he will be brought to the events page
  + *Will the user see that the control produces the desired effect?* Yes, by clicking the user will see the change from the current page to the events one.
  + *Is there another control that the user might select instead of the correct one?* No, there is only one tab called events
  + *Will the user understand the feedback to proceed correctly?* Yes, the switching of pages will help the user understand that he is on the right track.
* **User clicks on the Join events on the left side**
  + *Will the user be trying to produce the effect?* Yes, this button brings him to the join events page
  + *Will the user see the correct control?* Yes, there is only one button that is called “Join events” so that the user will not get confused
  + *Will the user see that the control produces the desired effect?* Yes, the user will see that the page changes to the “Join events” one
  + *Is there another control that the user might select instead of the correct one?* There is a dropdown on the events tab that brings you to the same page, it could be considered the correct one.
  + *Will the user understand the feedback to proceed correctly?* Yes, by bringing him to the join events page, he can see events that are upcoming.
* **On the join events page**
* **on the right side, the user can put certain filters on the events that will appear (sport, skill level, reviews, price, location, number of participants)**
* *Will the user be trying to produce the effect?* Unless the user has no preferences, he will want to add some filters to his search
* *Will the user see the correct control?* There’s dropdowns and sliders that are named and a button called “Apply filters” which should indicate the correct control.
* *Will the user see that the control produces the desired effect?* The filters chosen by the user will appear on the top side, under “Search”
* *Is there another control that the user might select instead of the correct one?* No, the controls are intuitive.
* *Will the user understand the feedback to proceed correctly?* By showing the filters applied and modifying the events shown, the user will understand the feedback.
* **In the middle on the top user can see the filters that have been applied and can search for events by name**
* *Will the user be trying to produce the effect?* If a user knows the name of an event and wants to search the events he will use this.
* *Will the user see the correct control?* Yes, there is only one input for searching.
* *Will the user see that the control produces the desired effect?* By introducing a name in the search, the list of events will change
* *Is there another control that the user might select instead of the correct one?* No, there is only one input on the page.
* *Will the user understand the feedback to proceed correctly?* Yes, the list of events will change.
* **Right in the middle of the page, the events that correspond to the filters**
* *Will the user be trying to produce the effect?* Yes, the user will see the list and the changes that are applied to it.
* *Will the user see the correct control?* Yes, the list is a scrollable one and it shows the name of event and a short description
* *Will the user see that the control produces the desired effect?* Yes, by scrolling he will see the list changing and by clicking he will see details.
* *Is there another control that the user might select instead of the correct one?* No, there is only one way to join an event
* *Will the user understand the feedback to proceed correctly?* By clicking one of the events, he will see that he gets the details corresponding to that event
* **Below the events the user has the join event button, by selecting one of the events and then clicking the button, he will join the event**
* *Will the user be trying to produce the effect?* Yes, only by selecting an event and then clicking will he be able to join
* *Will the user see the correct control?* There is only one join button and if no event is selected an error message will be shown.
* *Will the user see that the control produces the desired effect?* A confirmation box will be shown after selecting and clicking.
* *Is there another control that the user might select instead of the correct one?* No, only one button that allows the join
* *Will the user understand the feedback to proceed correctly?* Yes, the confirmation box will tell him that he has joined that event.

**Create Event**

* **User clicks the Events tab, he is redirected to the events page**
  + *Will the user be trying to produce the effect?* Yes, without this he will not be able to get to the create event page.
  + *Will the user see the correct control?* Yes, by clicking on the events tab he will be brought to the events page
  + *Will the user see that the control produces the desired effect?* Yes, by clicking the user will see the change from the current page to the events one.
  + *Is there another control that the user might select instead of the correct one?* No, there is only one tab called events
  + *Will the user understand the feedback to proceed correctly?* Yes, the switching of pages will help the user understand that he is on the right track.
* **On the right side of the page, there’s a list of options he click on ‘Create event’, which will redirect to the create event page**
  + *Will the user be trying to produce the effect?* Yes, this button brings him to the create events page
  + *Will the user see the correct control?* Yes, there is only one button that is called “Create events” so that the user will not get confused
  + *Will the user see that the control produces the desired effect?* Yes, the user will see that the page changes to the “Create events” one
  + *Is there another control that the user might select instead of the correct one?* There is a dropdown on the events tab that brings you to the same page, it could be also considered the correct.
  + *Will the user understand the feedback to proceed correctly?* Yes, by bringing him to the create events page, he can see the information he needs to introduce for creation.
* **The user will introduce the needed information (name, required number of participants, price, address, sport, skill level, type, additional information, date, location)**
  + *Will the user be trying to produce the effect?* Yes, user needs to introduce the information to create an event
  + *Will the user see the correct control?* Yes, each information that needs to be introduced has been labeled
  + *Will the user see that the control produces the desired effect?* Once introduced or selected, the information will remain there until the user changes pages or presses the save/cancel button
  + *Is there another control that the user might select instead of the correct one?* Each input that needs to be introduced has been labeled so as not to confuse the user.
  + *Will the user understand the feedback to proceed correctly?* Yes, same answer as the question above.
* **The user will be able to click the create button which will redirect him to the creation confirmation page**
* *Will the user be trying to produce the effect?* Yes, user needs to press this button to create the event
* *Will the user see the correct control?* Yes, there is only one button that is called “Create” so that the user will not get confused
* *Will the user see that the control produces the desired effect?* Yes, the user will be shown a confirmation box that says that the event has been created
* *Is there another control that the user might select instead of the correct one?* No, there is only on button that is called “create”.
* *Will the user understand the feedback to proceed correctly?* Yes, the create button will be near the form so that they are clearly related.
* **the cancel button which will redirect him to the join event page**
* *Will the user be trying to produce the effect?* Yes, user can press this button to cancel the event creation
* *Will the user see the correct control?* Yes, there is only one button that is called “Cancel” so that the user will not get confused
* *Will the user see that the control produces the desired effect?* Yes, the user will be brought to the Join events page
* *Is there another control that the user might select instead of the correct one?* No, there is only on button that is called “cancel”, though he can cancel the creation by changing pages(clicking on other tabs).
* *Will the user understand the feedback to proceed correctly?* Yes, the cancel button will be under the form so that they are clearly related.

**Review a person you’ve played with**

* **User clicks on the events tab and he is redirected to the events page**
* The user will try to see the events page
* The user will see the correct control as the button is situate in the nav bar
* Yes the user will see that he is redirected to a page redirected to the main events page
* There is no other control that would suggest the redirection to the events page
* Yes, the action that represented a decision point will suggest that the right step has been taken
* **User clicks on the Recent events button from the left part of the page**
* This step is not obvious for achieving the final goal (review a player)
* The user will see the control as the button is situate in the left part of the page in a menu with big size
* The user will realize that he is redirected to the recent events page
* The is no other control that would suggest the redirection to the recent events page
* Same as above
* **On the Recent Events page on the left side the user can see several people with which he has played sports in the past**
* The user will try to produce the effect as this page suggests that it contains past events information namely the players with which he has played with
* The user will see the control as the form is occupying almost half of this page
* The user will realize the effect that the button will produce as it has the effect written on it
* There is no other control that would suggest this action
* There is no decision point in this action
* **Under the list of users there is a button. If the user clicks on that button the can start reviewing the players from the list**
* The user will try to produce the effect
* The control is suggested by the name of the button
* The user will see the effect as he will be redirected to the review form
* Same as previous
* There is no decision point in this action
* **The user will complete the form and will submit the review by pressing the button**
* The user will try to produce the effect
* The control is obvious as the form fields and the button both will have labels
* The user will see the effect as a message will pop up notifying him of the success of the operation
* Same as previous
* Same as step 2

Mentions: The improvement that we should be making is suggesting the user that the first 2 steps can lead to the review form of players with who he has recently played as the first two steps do not suggest the final outcome

**Setup preferences in order to get events recommendations**

* **User clicks on the Profile tab and he is redirected to his profile page**
* Given the fact that the final outcome is an event which affects the profile setting, yes
* The control will be seen as the button is situated in the navigation bar
* The user will see the effect as he will be redirected to the profile settings page
* There is no other control that suggest this outcome
* Yes, the switching of pages will help the user understand that he is on the right track.
* **In the left the users clicks on the Preferences button and is redirected to his preferences page**
* The user will try to access the preferences page in order to set them as he desires
* The control will be seen as the button is situated in a menu in the left side of the page
* The outcome is visible as the user will be redirected
* The settings button might suggest the user that there he can set the preferences
* Same as previous
* **Here a couple of setting can be set (time period of the events, duration, etc)**
* The user will try to set the settings
* The user will see the correct control as each setting that can be changed has a label
* The outcome is visible as the setting will change
* Same as step 1
* Yes, the setting will change and the user will see that
* **After the user sets all the information he wants , he can press the search button**
* The user will want to produce the effect after he has changed the settings
* Yes, the submit button is labeled and situated in a visible spot
* The outcome is visible as a message will pop up
* Same as previously
* Yes, the pop up message will help the user understand that he is on the right track.
* **The user will be redirected to the main page where the first events that are displayed meet the standards that were asked by him**
* Yes, the user will want to see the events which meet his preferences
* Yes, the user will be able to see that the events are meeting his preferences
* The outcome is visible
* There is no action in this step
* There is hint to the user that he might have done something wrong in the flow

**Real-time messaging with other users**

* **User clicks the button with the Message icon that is floating on the left-middle side of the page; a small chat window appears from the left side of the page and presents the most recent conversation**
  + *Will the user be trying to produce the effect?* Yes, if he wants to communicate with other users
  + *Will the user see the correct control?* Yes, the button is placed on the home page of the application and has a fixed position, so it is in the sight of the user at all times
  + *Will the user see that the control produces the desired effect?* Yes, a small chat window will expand from the left part of the
  + *Is there another control that the user might select instead of the correct one?* No, at least not in the vicinity of the Chat button
  + *Will the user understand the feedback to proceed correctly?* Yes, since the visual effect is considerable
* **The user types a message in the input box**
  + *Will the user be trying to produce the effect?* Yes, if he wants to communicate something
  + *Will the user see the correct control?* Yes, the input field occupies the bottom of the chat window and is clearly marked as a user input zone
  + *Will the user see that the control produces the desired effect?* Yes, the text he types will appear in the input box
  + *Is there another control that the user might select instead of the correct one?* No, there is only one input field in that part of the page
  + *Will the user understand the feedback to proceed correctly?* Yes, since the visual effect is considerable
* **The user clicks the Send button**
  + *Will the user be trying to produce the effect?* Yes, because only by submitting the message, it will reach the receiver
  + *Will the user see the correct control?* Yes, the Send button is location very close, on the right side of the input area and there is no other control with a similar look in the area
  + *Will the user see that the control produces the desired effect?* Yes, the message will appear in the conversation as a bubble, with an animation
  + *Is there another control that the user might select instead of the correct one?* No, there is only one other button in the chat box, marked differently and with another purpose
  + *Will the user understand the feedback to proceed correctly?* Yes, since the message will clearly appear in the conversation history part of the box
* **The user clicks the “More” button; the main conversation page opens up, with all the conversations of the user**
  + *Will the user be trying to produce the effect?* Yes, because the message box only shows the last active conversation and doesn’t provide other options
  + *Will the user see the correct control?* Yes, the button is less visible than the Send button, but the Chat box itself only has these 2 buttons; Also, the button is located at the top of the box, in the header area
  + *Will the user see that the control produces the desired effect?* Yes, the page redirects and loads a whole new context
  + *Is there another control that the user might select instead of the correct one?* No, there is another button in view, but it has a clearly defined, different purpose
  + *Will the user understand the feedback to proceed correctly?* Yes, the page that is loaded clearly presents the new context, the purpose and the features available to the user

**Send invitations**

* **The user hovers over the name or the avatar of another user; a tooltip appears, containing the full name, username and avatar of the user and, depending on the privacy settings of the 2 users, some controls with different options**
  + *Will the user be trying to produce the effect?* Yes, because the user wants to create a network of people, he can practice different sports with
  + *Will the user see the correct control?* Yes, the tooltip that appears presents the basic info of the user in question and some options, including one to send an invitation to that user (if the 2 users aren’t already connected), in the form of an envelope-shaped icon
  + *Will the user see that the control produces the desired effect?* Yes, because a tooltip will fade in view on the page
  + *Is there another control that the user might select instead of the correct one?* No, since there will only be a small number of controls in the area of the tooltip and the purpose of each one of them is clearly defined
  + *Will the user understand the feedback to proceed correctly?* Yes, because the tooltip is a simple component suitable for bringing into attention a small number of important details
* **The user presses the “Send invitation” icon**
  + *Will the user be trying to produce the effect?* Yes, because he wants to connect with the other user
  + *Will the user see the correct control?* Yes, there is only a small number of controls on the tooltip and the purpose of each of them is intuitive and clearly defined
  + *Will the user see that the control produces the desired effect?* Yes, a confirmation dialog prompts on the screen, communicating the success or the failure of the operation
  + *Is there another control that the user might select instead of the correct one?* No, because each control will be accompanied by a short explanation on hover and will have a suggestive icon
  + *Will the user understand the feedback to proceed correctly?* Yes, the confirmation will clearly explain the outcome of the action
* **A pop-up is shown, indicating the success of the operation; the user closes the pop-up to return to the main page**
  + *Will the user be trying to produce the effect?* Yes, because the user wants to return to the normal flow after sending an invitation
  + *Will the user see the correct control?* Yes, there is only 1 control on the confirmation dialog
  + *Will the user see that the control produces the desired effect?* Yes, the confirmation dialog closes and the page the user was previously one is shown again
  + *Is there another control that the user might select instead of the correct one?* No, since there aren’t any other controls
* *Will the user understand the feedback to proceed correctly?* Yes, since upon returning to the main page, the result of the action will also be visible in the way the avatar of that user is displayed (the name and avatar will be displayed in a different way)

**Take quizzes to test and improve knowledge about certain sports**

* **From the home page, the user clicks on the left bottom “Test your sports knowledge” button.**
* *Will the user be trying to produce the effect?* Yes, by clicking on the button that says “Test your sports knowledge”.
* *Will the user see the correct control?* Yes, the button will be made as visible and its purpose as clear as possible, and being on the home page will make it as intuitive as it gets.
* *Will the user see that the control produces the desired effect?* Yes, he/she will be immediately redirected to the quiz page upon clicking on the respective button.
* *Is there another control that the user might select instead of the correct one?* No, at least not in the current version of our design. The idea is to find the quizzes page as quickly as possible, and that would be from the home page.
* *Will the user understand the feedback to proceed correctly?* Yes, since the feedback from clicking the button will be to redirect them to the quizzes page.
* **Next, he/she selects from the categories provided the sport to be tested on, the difficulty level and the kind of questions they want to be asked. After setting those three fields, the user clicks on “Start Quiz” to proceed.**
* *Will the user be trying to produce the effect?* Only if he/she sets all of the three fields available.
* *Will the user see the correct control?* Yes, because those are the only fields that will be displayed. And if he/she attempts to begin the quiz without filling in all the options, a pop-up message will appear to urge him/her to do so.
* *Will the user see that the control produces the desired effect?* Yes – if the user fills in all the options and clicks on the “Start quiz” button, he/she will be redirected to the actual quiz page. Otherwise, a pop-up message will appear to urge them to complete all of the fields before attempting to begin the quiz.
* *Is there another control that the user might select instead of the correct one?* No, no other control for this step is available.
* *Will the user understand the feedback to proceed correctly?* As stated before, the user will either be redirected to the page with the actual quiz questions, or will be notified that he/she must complete all the fields in order to proceed.
* **The next page displays the questions and the time left to finish the quiz. The time interval and the number of questions depend on the quiz. After answering all the questions, the user clicks on “Submit”.**
* *Will the user be trying to produce the effect?* Yes – as long as they feel like taking the quiz they enrolled in.
* *Will the user see the correct control?* Yes – it will be specified if the question has one or more correct answers to choose from, the remaining time will be displayed as well, along with the number of questions answered so far. Only after all of the questions have been answered will the “Submit” button will be made available to click on.
* *Will the user see that the control produces the desired effect?* Yes – but only after answering all of the questions and clicking on the “Submit” button. Otherwise, no effect will appear.
* *Is there another control that the user might select instead of the correct one?* No - the available controls will be clear and intuitive for the user, only the “Submit” button can be used for getting to the desired effect.
* *Will the user understand the feedback to proceed correctly?* Hopefully,the user won’t perceive as confusing the fact that the “Submit” button is only available when all the questions are answered. For a more clear perspective, the number of answered questions will be displayed.
* **After this, he/she will be able to see how many answers they got right. By clicking on “OK”, the user will be redirected to the front page.**
* *Will the user be trying to produce the effect?* Yes, since he/she has finished the quiz and viewed the results.
* *Will the user see the correct control?* Yes, since that will be the only button to click on.
* *Will the user see that the control produces the desired effect?* As long as the desired effect is to go back to the main page.
* *Is there another control that the user might select instead of the correct one?* No – at least not in this version of the design.
* *Will the user understand the feedback to proceed correctly?* Yes – they will see that by clicking on the “OK” button, they are redirected to the front page.

**Set reminders to notify users some period of time before the event**

* **From the home page, the user clicks on the EVENTS tab.**
* *Will the user be trying to produce the effect?* Yes, since their purpose is to navigate to the page dedicated to setting or viewing notifications for a specific event they joined.
* *Will the user see the correct control?* Yes – the navigation bar will have large, distinguishable tabs with labels describing exactly what their content is: HOME, EVENTS, GROUPS, PROFILE. Thus, the user will simply have to click on the EVENTS tab.
* *Will the user see that the control produces the desired effect?* No, not at first – right after clicking on the tab, he/she will be redirected to the “Join event” page.
* *Is there another control that the user might select instead of the correct one?* Yes – the user might directly try to access the Reminders page by hovering over the EVENTS tab and clicking on the “Reminders” option form a drop down list that will appear as a consequence.
* *Will the user understand the feedback to proceed correctly?* He/she might be confused by the fact that the page they will be redirected to is the “Join events page”, but the “Reminders” option will be visible on the left side of the page.
* **Then, the user is redirected to the “Join event” page from the Events section. From the left side menu, they select the “Reminders” option.**
* *Will the user be trying to produce the effect?* Yes, by selecting the correct option from the left side of the page.
* *Will the user see the correct control?* Yes, since that is the only control for accomplishing the task of setting a reminder available on the pages from the EVENTS tab.
* *Will the user see that the control produces the desired effect?* Yes – upon clicking on the “Reminders” option, they will be redirected to the page responsible for setting and viewing the reminders.
* *Is there another control that the user might select instead of the correct one?* No, not in the current version of the design.
* *Will the user understand the feedback to proceed correctly?* Yes, after this step, the user will be redirected to the desired page.
* **All their notifications for the upcoming events will be displayed on the “Reminders” page. On the right side of the page, he/she can set new reminders. To do that, the user must choose a future event from a drop down list of events they have joined, as well as the amount of time the user wants to be notified before the event and the frequency of the reminders.**
* *Will the user be trying to produce the effect?* Yes, by completing all of the fields available in the “Create notification” form.
* *Will the user see the correct control?* Yes, since it is the only control available for setting a reminder on this page.
* *Will the user see that the control produces the desired effect?* Not directly, only after clicking on the “Add reminder” button.
* *Is there another control that the user might select instead of the correct one?* No, no other control is available.
* *Will the user understand the feedback to proceed correctly?* At this step, there is no concrete feedback.
* **He/she proceeds by clicking on the “Add reminder” button to set the new reminder.**
* *Will the user be trying to produce the effect?* Yes, at this point, all the user has to do is click on the button to actually create the reminder for the desired event.
* *Will the user see the correct control?* Yes – no other control is available for adding a reminder on this page.
* *Will the user see that the control produces the desired effect?* Yes – a pop-up message will appear to inform the user that the reminder has been set, and it will also appear on the list of notifications in the middle of the page.
* *Is there another control that the user might select instead of the correct one?* No, no other control is available in this version of the design.
* *Will the user understand the feedback to proceed correctly?* Yes, after clicking on the button, he/she will be informed that the desired effect was obtained, and that will be visible on the current page.