Project Milestone 3 - Prototyping

Names of all group members: Mohsena Ashraf, Mohammad Imrul Jubair

Project Name: Luck of the Pot

A. Prototype

- Task – 1:
  https://www.figma.com/proto/7z2ieaa2q1g2D6OUwGYCH5/Luck-of-the-Pot-task-1?type=design&node-id=1-4&t=Dnm5SMpCcBlblwHo-1&scaling=scale-down&page-id=0%3A1&starting-point-node-id=1%3A4&mode=design

- Task – 2:
  https://www.figma.com/proto/3FHlZpRitWdnqKkTD10nx9/Luck-of-the-Pot-task-2?type=design&node-id=201-87&t=zPOGTpIOjjNf0NLF-1&scaling=scale-down&page-id=0%3A1&starting-point-node-id=201%3A87&mode=design

- Task – 3:
  https://www.figma.com/proto/XfEL5hJsGXHq7xJDjp4Aev/Luck-of-the-Pot-task-3?type=design&node-id=201-87&t=LLsZgm5xU8EvEcqe-1&scaling=scale-down&page-id=0%3A1&starting-point-node-id=201%3A87&mode=design

B. Study Design

B.1. Scenarios

B.1.a. Scenario - 1

Ashik is a member of Bangladeshi Student Association (BSA) at CU Boulder and recently he took the responsibility to organize an event. It will be a party from BSA to welcome newly joined Bangladeshi students at CU Boulder. The event would work in the form of potluck. Since Ashik is the initiator of this event, he wants to create a digital platform so that he can interact with the participants and other organizers. He started using an app called "Luck of the Pot" and created an account to use it further.

Task: Create an event in the prototype with the following details:
- Event name "BSA Welcome".
- Date and time: Jan 11, 2024, 11:45 AM
- Location: 1475 Folsom Street
- Food preference: Non veg with Halal meat option

B.1.b. Scenario - 2

Ashik successfully created an event called "BSA Welcome" in the Luck of the Pot app. Now he wants to share the event with his community. His plan is to copy a link to this event and text it to one of his friends first. He copied the link and sent it to his friend. Surprisingly, he found that the event cannot be held because of several issues. Therefore, Ashik needs to delete the event unfortunately.

Task: Copy a link to the event "BSA Welcome" in the prototype. Then go back and delete the event.

B.1.c. Scenario - 3

Ashik created an event called "BSA Welcome" in the Luck of the Pot app. The event already has few participants via the app and he assigned different items to different participants already. But he is looking to invite two other friends. Hence Ashik added two friends with their corresponding emails. He also checked the current list of participants.

Task: Go to the "BSA Event" in the prototype. Add two participants with their email addresses (tohapia@gmail.com and riabuj@hotmail.com). Then check the current status of the participation and explore who is attending, who is not and who did not respond yet.

B.2. Script for Usability Test

B.2.a. Introduction

We used the following description for introduction:

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        Hello XYZ, Thank you for participating in this study. In
this study we want to test our prototype of the app called
"Luck of the Pot". This is a digital platform that allows users
to create a potluck event. The purpose of this app is to make
proper food and item management while organizing a potluck
event. In this study, you will be asked to perform a few tasks
based on some given scenarios.
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B.2.b. Study task

We showed the study participants some demonstrations and examples of interaction with figma. None of those demos are related to our tasks. This helped the participant to adjust with the environment. Therefore we presented the scenarios in front of them (from B.1) in the order and did not provide any hints.

B2.c. Questions

General Questions:
1. Did you find the GUI user-friendly?
2. Were the icons sufficient enough to perform the tasks?
3. Did you face any situation where you could not find any clue on what to do next?

Specific questions:
1. Task - 2: Were you able to go back successfully after copying the link?
2. Task - 2: Did the error message work well?
3. Task - 3: Were you able to comfortably find the option of adding participants on the homepage?
4. Task - 3: Were you able to comfortably find the option of checking the current number of participants on the homepage?
5. Task - 3: Could you understand different items assigned to different people?

Feedback from asking those questions:

The study participant stated that our prototype's GUI was user friendly and easily understandable. Though he stated that it was almost effortless to find the option of adding participants in the homepage, he suggested that we should include future options to assign items to specific participants as an organizer. He also liked the visibility of how many participants are attending or not, or not sure about attending. However, he also mentioned that some of the font sizes can be a bit bigger for better visibility of the event status.
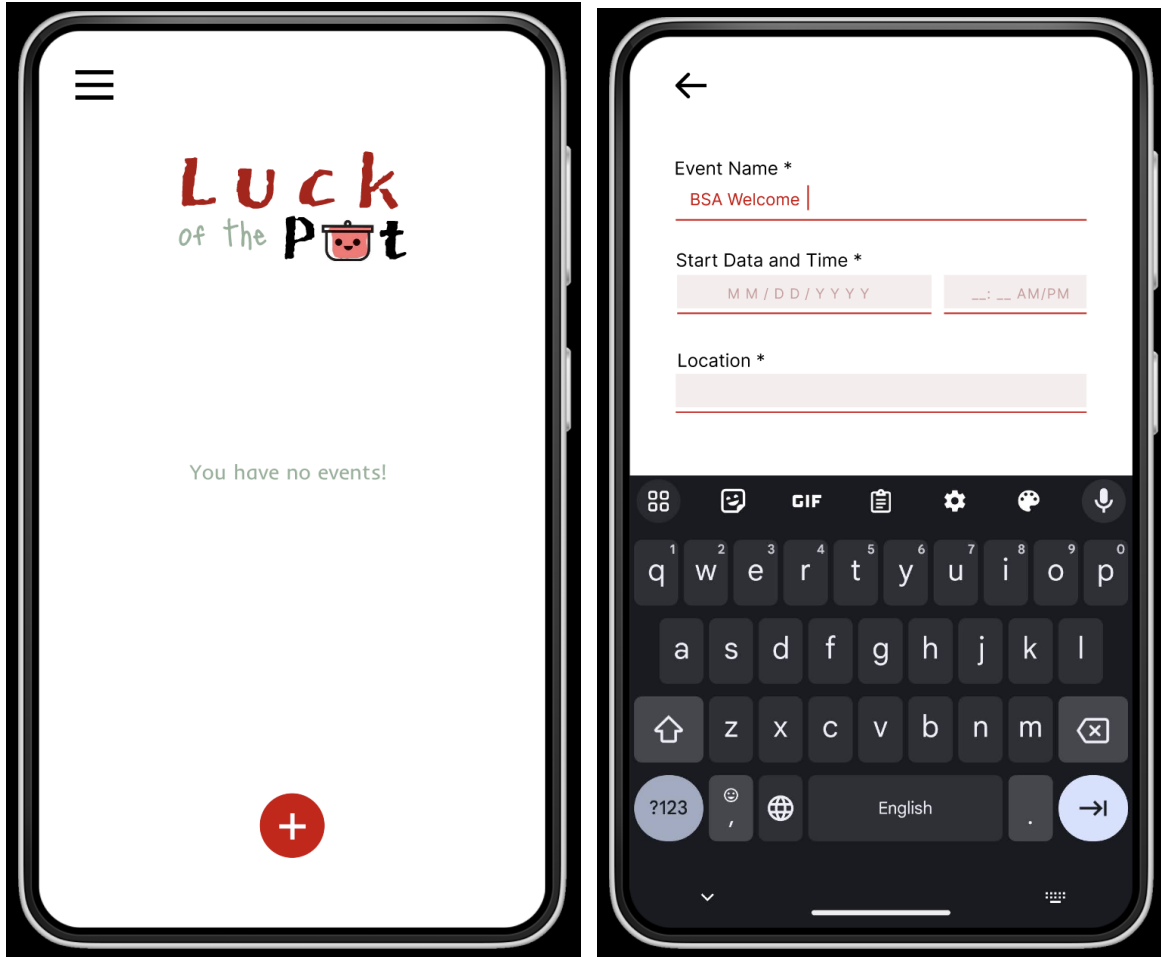
Appendix A

A.1. Task - 1

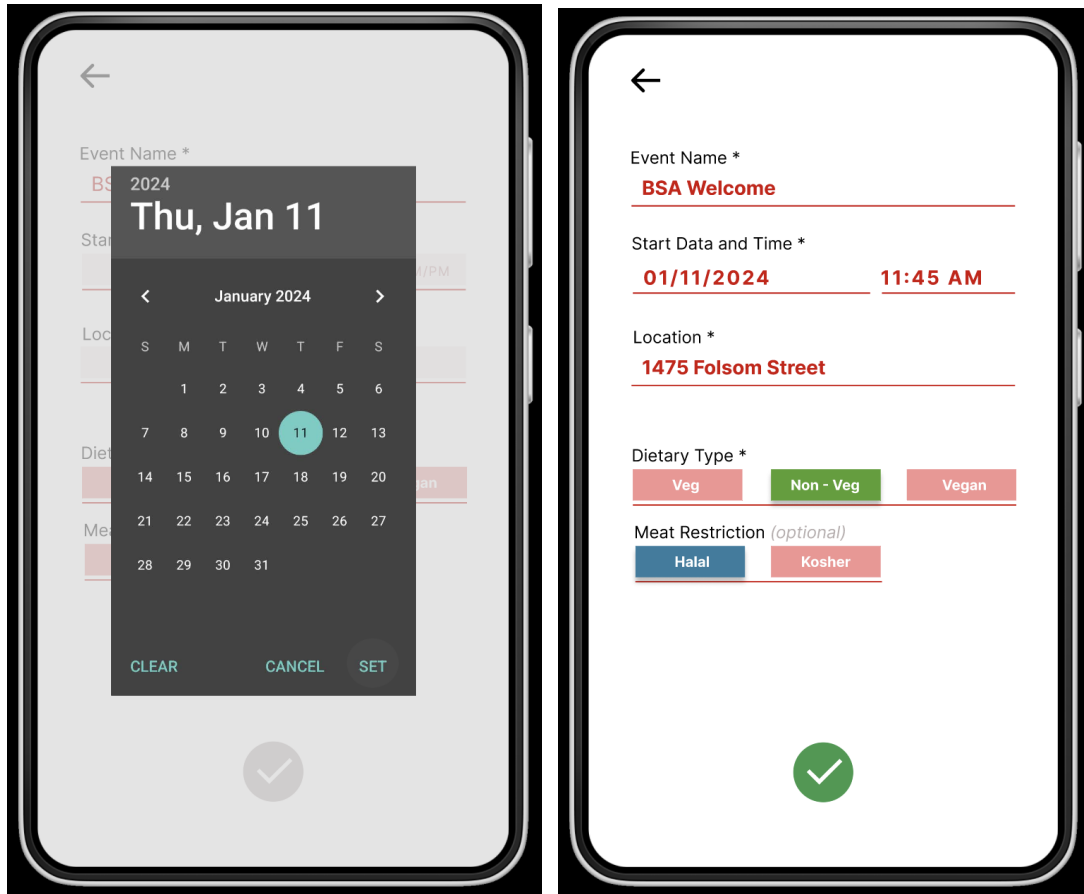Fig 1: Left: homepage of the app. Right: Providing event details

Fig 2: Left: providing event date. Right: Finishing stage of event creation.
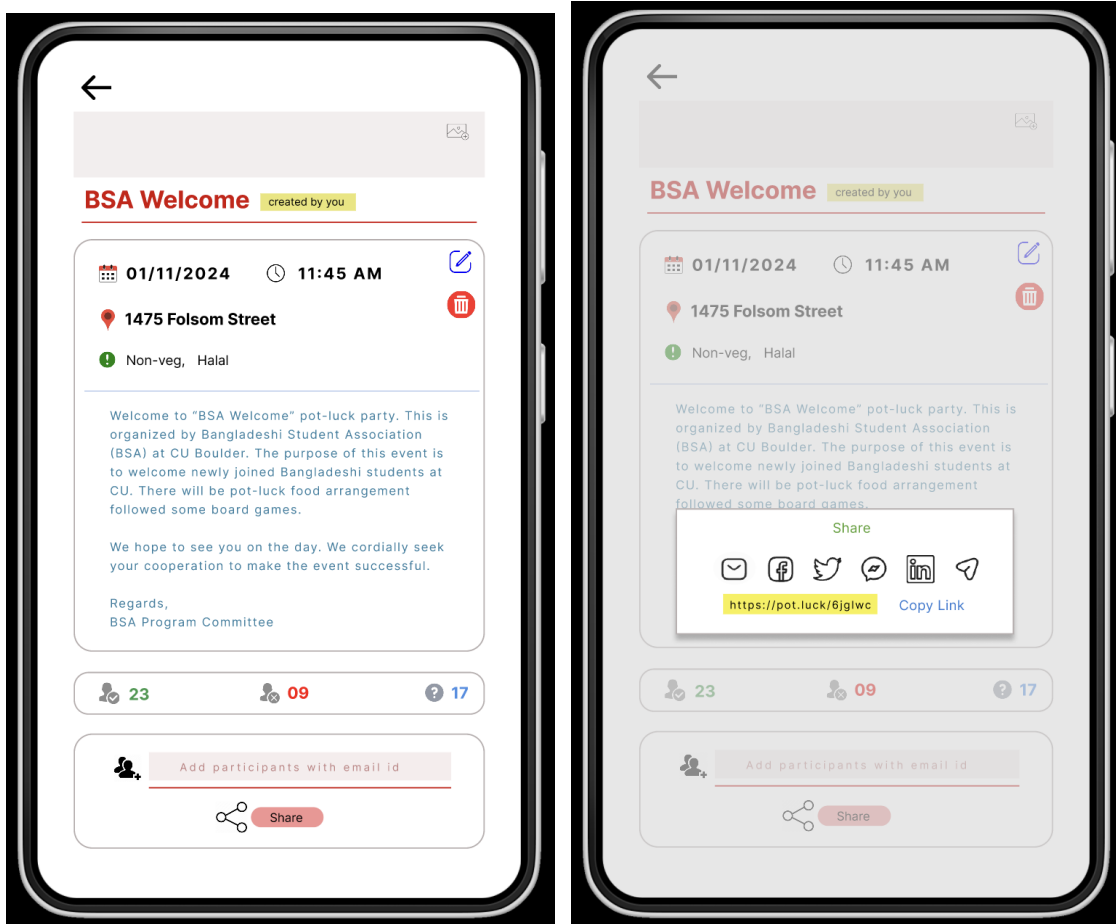
A.2. Task - 2

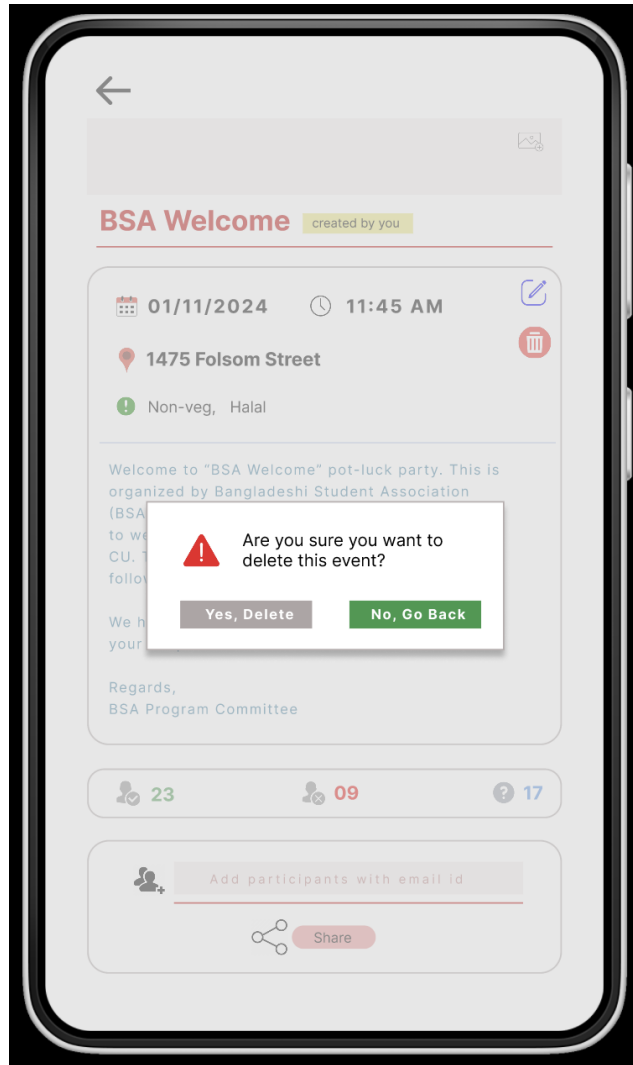Fig 3: Left: Event page details. Right: Copying link to the event.

Fig 4: Warning message before deleting the event
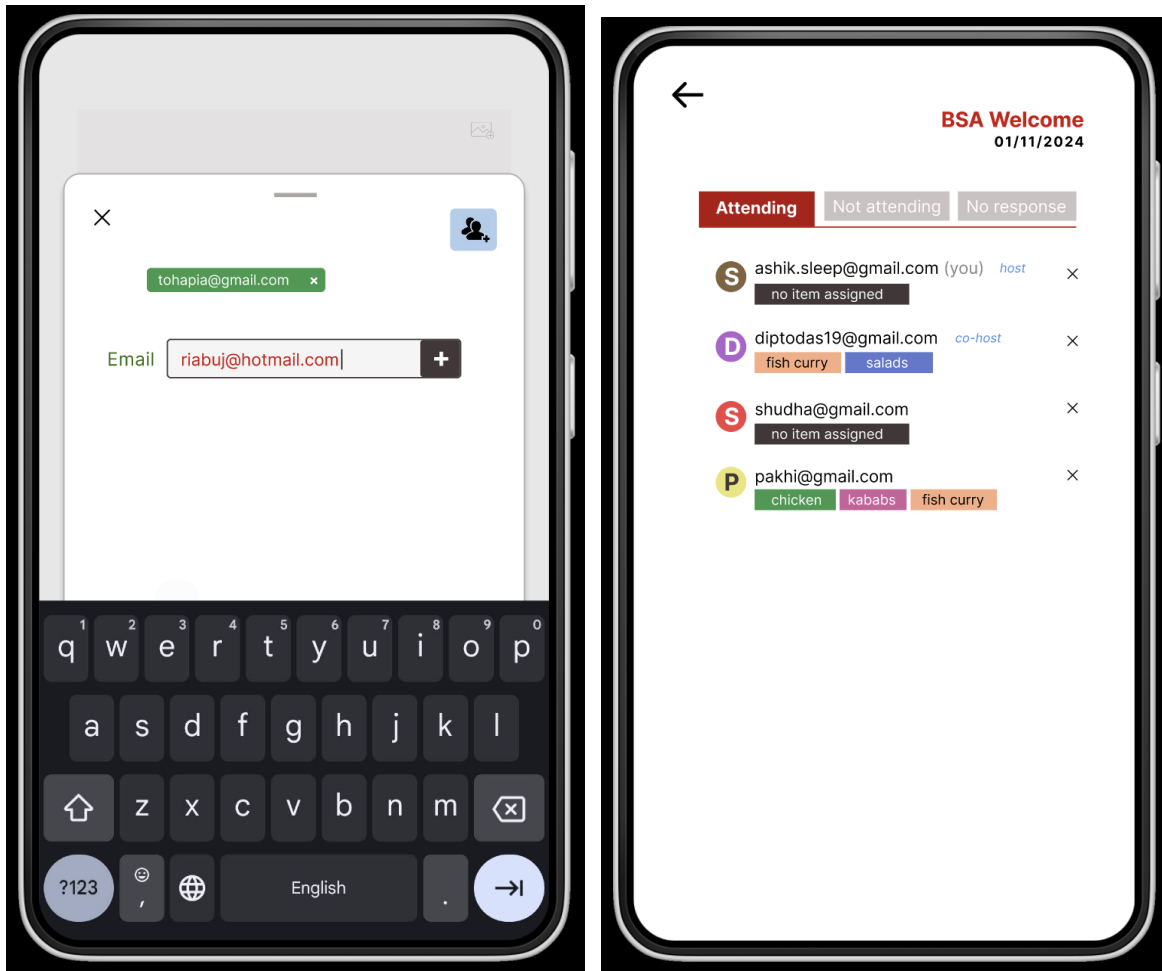
A.3. Task - 3

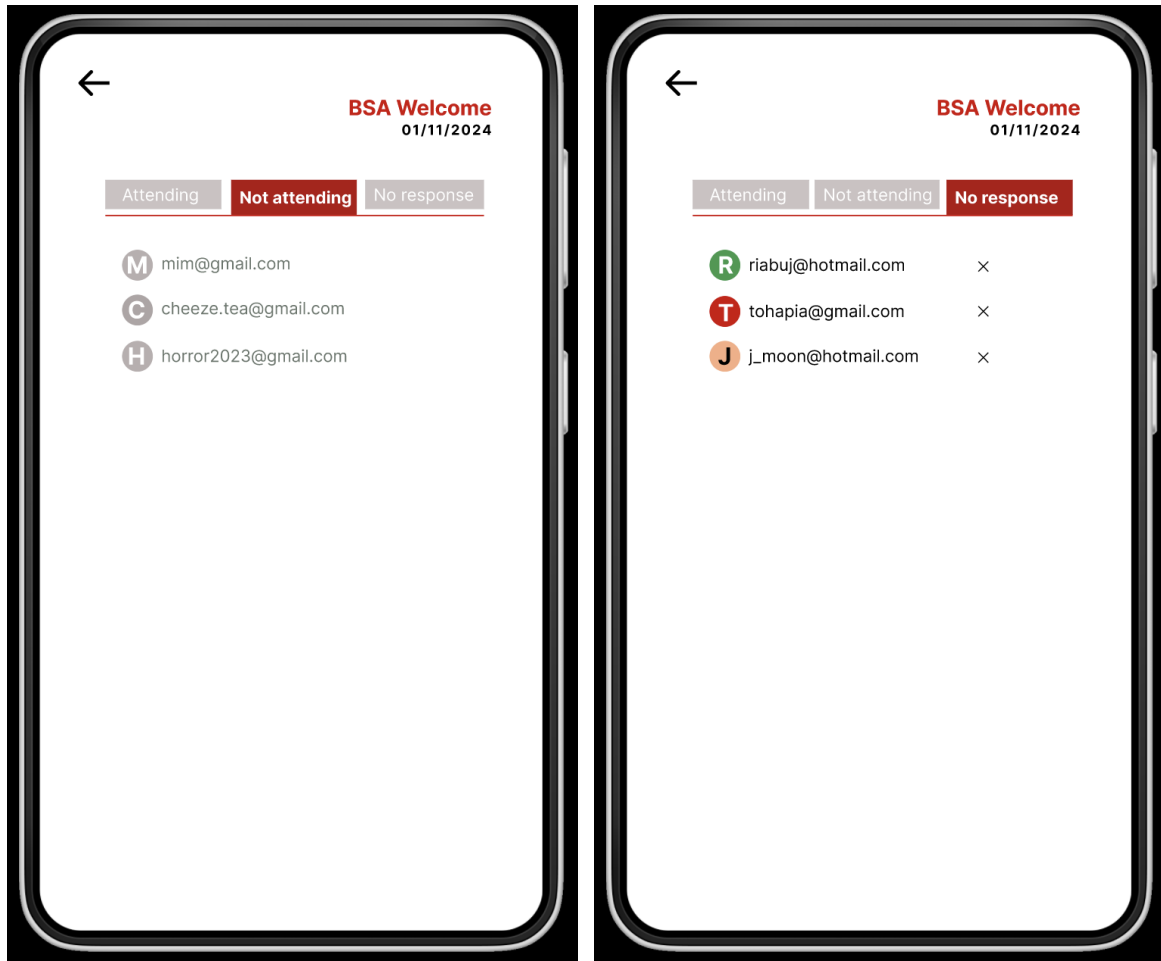Fig 5: Left: Adding email id for inviting people. Right: Participant status (who are attending)

Fig 6: Left: Participant status (who are not attending). Right: Participant status (who did not respond yet)