



FACULDADE DE  
CIÊNCIAS E TECNOLOGIA  
UNIVERSIDADE NOVA DE LISBOA

Interacção Pessoa-Máquina

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# Fashion Picker

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## Stage 6: Evaluation Results



Fashion Picker

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# Heuristic Evaluation

We will start by addressing the problems that were pointed out in the heuristic evaluation. This evaluation was carried out by Group 20 and can be accessed through our website at the following link:

[https://ipm-grupo24.github.io/assignments/G20\\_Stage5.pdf](https://ipm-grupo24.github.io/assignments/G20_Stage5.pdf)

## No feedback when adding a design

In our project users can add designs by pressing the “Add design” button in their user page. We meant to have a message pop up verifying that the user had, in fact, been able to add their design to the platform, however due to technical and time constraints we were unable to finish adding a notification.

The evaluators also pointed out that there is no visibility on the website of the newly added design, meaning that it only appears on the user page and nowhere else. Ideally, the design would appear at the top of the feed, so the user would know it had indeed been made public and other users on the platform could pick it.

Although we had thought this to be a minor problem, the evaluators found that this was a bigger issue in visibility, so we fixed it by also adding the user’s new design to the feed (rather than just having it on the user’s page).

## ‘Add’ button not changing color

In FashionPicker you can “pick” designs you enjoy by pressing the grey button under a design. When a design has been selected (or “picked”) by the user, the corresponding button should turn into its colorized version in order to give the user immediate visual feedback - showing that their action has been performed successfully.

This was one of the features we had planned since the beginning, however failed to implement in our first computational prototype. We tried to minimize the severity of this issue by instead presenting the user with a success popup. However, and rightfully so, the evaluators found that the user could not possibly remember which designs they’d already picked without the color indication.

We solved this issue for the final prototype, meaning the button now changes color when the user picks a design and goes back to grey when it’s unpicked.

## Positioning of collections' title

Each collection on the website has a name, given by the author at time of creation. In the collections screen, a user can see all the collections on the platform with a thumbnail, "pick" button, and the corresponding title. We chose to place the title above the collection's thumbnail, however the evaluators found that this can lead to confusion, since the collections are displayed in a grid. (The same happens for designs, where we instead have the name of the user who made them, rather than the title.)

This wasn't something we had noticed as developers, however after seeing it pointed out we realized it could indeed be confusing and agreed that a change could be made to the aesthetic. Since the user's vision is attracted to the button, having the title next to it might make it more appealing.

Even though this problem was of low priority the fix was not complicated, so we placed the designs and collections' titles under their respective thumbnails. We ended up agreeing that it looked better this way and added it to the final prototype.

## Add a new Collection button does not work

In our original plan for the project we wanted to have users group several designs so that anyone who visited the website, both casual users and people looking to invest in a design, could tell what designs went well together as well as what people generally liked seeing together.

We left the option in the project, as it was one of our scenarios for the tester users to complete, but were unable to leave it in a working state due to time and technical constraints in the first prototype.

Between the fifth and sixth stages of the project we managed to fix this and get the "Add new collection" button to work as intended, allowing the user access to this new feature and thus making it possible to complete the second scenario. The user can now drag the designs they've picked into a new collection and name it, then submit it to the platform.

## Unspecified missing implementation

This problem is not related to the interface itself, but rather to the previous report. We did not go into specifics about which implementations were missing, which might have been misleading. Both the first issue, with the “pick” button not changing color when pressed, and the issue relating to the second scenario not being available for completion, were things we had in mind but ended up not having the time to implement. In the final iteration of the project however, we managed to fix all the problems pointed out by the evaluators, including these two.

Even though some features had to be left out due to time constraints, we feel that we managed to convey the general usability of the website.