

Task Centered Design Walkthrough

Add Task/Project

Description of task step	Does the user have training or knowledge to do this step?	Is it believable that they would do it?	are they motivated?	Comments (including possible solutions)
1). User opens web application	This is a simple action for a user.	Yes, if they want to use the application, they must open it.	Yes	
2.) User logs in	Yes, they have logged in to websites before to save their profile	Yes, because their profile is saved by their username and password	Yes, they need to log in to see their projects and deadlines	
3a.) On the calendar view user clicks on a date in the Calendar	3a) If the user has used it before yes, but a new user may not know that you can click a date to add a project.	No , there is no indication that you can create a project by clicking a date.	Yes, in order to enter a deadline, task and iteration	There could be a functionality where if the user hovers over a date, there can be a change in the mouse cursor or a small popup that says “add”
3b). User clicks the pencil icon	3b) same as above	3b) No , there is no indication that the pencil will create a project	Yes	The pencil icon can have a text label above it that says this icon is used for creating an event or when hovering over it, can say “create”
4) Enter the event type, event name, description, tags, date and number of iterations.	The user would not have training on this, but this is a simple task of entering information	Yes, because the user would like their events to have as much as information as possible. (??)	Yes	
5) Click the "Create Project" button	Yes	Yes, they would want to create their event, so it shows in the calendar	No , they may get confused as to when they will enter the	Filling in the details for the iteration should either be accessed by having the user click on the text field and another popup show up OR a light text below the iterations text field that

			information for their iterations	says they will be able to fill in their information in the text field after they hit "Create"
6). Create iterations	Yes	Yes,	Yes	
7). Click the "Create Iterations" button	Yes, the user needs to be able to finish this task and create their event	Yes, they need to confirm their selections of dates of the iterations for them to show in the Calendar	Yes, they need to confirm their selections of dates of the iterations for them to show in the Calendar	
8). User sees their created project in the calendar	Yes, the user is simply viewing and verifying that the event was created.	No, if they have a lot of events it might be hard to find it at first glance.	Yes, because they want to see the event they created.	Maybe have some way to highlight a recently created event.

View/update progress of projects in Progress view

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1. User opens web application	This is a simple action for a user.	Yes, if they want to use the application, they must open it.		
2. User logs in	Yes, they have logged in to websites before to save their profile	Yes, because their profile is saved by their username and password	Yes, because their profile is saved by their username and password	
3. On the navigation bar User clicks on progress view	Yes, Navigation bar is structured so that it's obvious that it's clickable.	Yes, because it is easily accessible in the navigation bar.	Yes, because they want to view their projects.	

4. Views projects and the iterated progress bars besides them.	Yes, the information is displayed, and the user doesn't have to do anything.	Yes, to be able to see a general view of their progress.	Yes. The information presented shows the progress clearly.	
5. Clicks on an iteration in the progress bar (This would complete the iteration)	No. The progress bar is separated but it may not be clear that it is clickable.	No, it is not obvious that the progress bar is clickable.	Yes, they want to complete an iteration in order to finish a project.	Possible solution: The iterations box should highlight in a different color when the mouse hovers over it
6. Clicks on complete button	Yes. The complete button is clearly clickable.	Yes, if they want to complete a project	Yes, so that they can keep track of projects they have completed	
7. Clicks on the project to view more details.	No, it is not clear that the project name is clickable.	No, if it's not obviously clickable user may not do it.	Yes, they want to view more details on the project more information on a project	Possible solution: Make the project look more clickable. Instead of just plain text, there could be a dedicated button that the user can click to view more details on the project.

View rewards (and use other features such as Share, Connect, Rank)

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1. User opens web application	This is a simple action for a user.	Yes, if they want to use the application, they must open it.	Yes	
2. User logs in	Yes, they have logged in to websites before to save their profile	Yes, because their profile is saved by their username and password	Yes	

3. Clicks on “Rewards” tab on the navigation menu	Yes, the navigation menu is very visible and obviously clickable.	Yes, this the only tab from the main page that will take them to the “Rewards” page right away.	Yes, they want to see the progress on their rewards achievements so far.	
4. View rewards earned by “Projects” and by completed/in-progress	Yes, the layout is very simple, and it is safe to assume that the user has seen a similar layout in the past.	Yes, the page only displays awards.	Yes, this is their main purpose of visiting this page – to see different awards they earned.	
5. Click on a specific reward to view details about the reward	Yes, this is a very simple task of clicking on an icon to reveal more information.	No, they may be unaware that clicking on the icon reveals more details about the awards.	Yes, they want to know what the award was for (what did they do to earn it?)	Simply hovering over the award should reveal the detailed information.
6. Click “Share” tab to share rewards user earned to external social media sites	Yes, almost all applications nowadays have a same feature of being able to share to other social media applications.	Yes, the pop-up menu is very simple, and they just have to click on the social media that they want to share to.	No, the user may not want to share their rewards, but just simply view their progress on it.	
7. Click “Connect” tab to add a friend who is also using the application	Yes	Yes	No, the user may not want to connect with anyone.	Add a “Add User” icon so that the functionality of the “Connect” button is clearer
8. Enter email address of the person you want to add or	Yes, student users should be very familiar with the typical process of adding friends across social medias.	Yes, all that is required is an email address of the person that the user wants to connect with.	Yes, if the user clicked the “Connect” button to add a friend, they would have the intention of adding a friend on the app.	Add a “Quick Add” section to show a list of suggestions of people with mutual friends, so that users can find/gain friends more easily.
9. Click “Add” button and see the confirmation message	Yes	Yes	Yes, after entering the email address they would want to	

			add the person to their friends' list.	
10. Clicks "Rank" button to be taken to the leaderboard page	Yes	Yes, in order to see the leaderboard to check their rank, the "Rank" button is the only clear, visible option.	Yes, if the user has friends connected on the application and would like to see how they are doing relative to their friends. However, no if the user does not have any friends on the app.	Make the button unclickable/deselected if the user does not have any friends on the app.
11. Views his/her rank compared to his/her friends	Yes, the layout depicts a very simple, standard leaderboard table, and the user's rank is highlighted in the table and also displayed at the top.	Yes	Yes, if they clicked on the "Rank" button, they would have done it with the purpose of observing the leaderboard.	