

Task Centered Design Walkthrough Template

Description of task step (Task 1: Dave modifying his house for Halloween)	Does user have training or knowledge to do this step? Is it believable that they would do it? That is, are they motivated?	Comments (including possible solutions)
Dave opens up the application and finds the light that he wants to turn on, change its color and its brightness	The user should know how to do this, they know their house layout and know where the lights that they want to change are	This task is a common enough task that the user will perform - finding lights and changing them. However, may not be a routine task to do all three actions at once
Find the light they want to turn on, click on the light symbol to turn it on	The user should know how to do this. They would be motivated when they want to manage the lights but not travel to any specific light switch and turn it on manually, as it is more convenient	This should be a routine task that the user always performs. We want to make this to be as intuitive as possible (through clear, obvious visual changes)
Hover over the light to access the brightness slider and color wheel. Change the color by selecting a color from a color wheel, and adjusting the brightness slider	The user should know how to do this, but may not realize from the start that you can hover over (hover for one second to bring up the popup) customizable lights and display these options	This should be a common enough task that the user will perform but may not be routine. There should be some indication that you can hover over the icon to access more settings.
Clicks on the bell icon to access the menu to change the sound of the doorbell	They should be trained to be able to perform this step, but again may take a couple of attempts in order to be fully knowledgeable	The task is akin to clicking a lightbulb (and other icons) to change it, so we should make the functionality uniform across the board
Change the doorbell sound in the menu	The user should know how to do this and can customize their doorbell sound. However, the user might not know how to upload sound files in order to change the doorbell.	Can ensure that we follow through with the user's motives by playing back the sound of the doorbell when changing tunes
(After Halloween passes) Navigate back to the doorbell sound menu, and revert the doorbell sound change	The user will know how this is performed because he can just repeat the same process. They will be motivated to revert the changes to a normal state	We can possibly display the previous sound change to make it easier, or even have presets to switch between
Click on the lightbulb that was changed in the main interface and revert the color changes to normal	Again, the user will know how this is performed after completing the previous task to change the color in the first place	Similar idea to the above task: we can have a preset that changes a bunch of devices (eg. lights and doorbell sound)

Description of task step (Task 4: Jeremiah having the ability to turn off his fridge)	Does user have training or knowledge to do this step? Is it believable that they would do it? That is, are they motivated?	Comments (including possible solutions)
Click on devices to find the Fridge in the devices menu	The user will have the motivation to do this because it is an action that is usually not performed that often. The knowledge would require one or two tries to understand how to do this step.	In the case of this task scenario, the task is a routine. However, in general, turning off your fridge is not a routine task but a niche task
Turn the fridge off by clicking the toggle button	The user will need very minimal training for this step, as all you need to do is click the power button. The motivation to do this would be low, as some devices (like a fridge) aren't usually turned off but rather display important information.	Maybe have a warning, displaying "are you sure?", with a checkbox indicating to not show this option again. This is to prevent accidentally turning off devices that are usually never modified
Turn on the fridge by clicking the toggle button again	The user doesn't need any training after understanding how to turn off the device. The motivation would be high (without context of this scenario), to turn on your important devices again.	The application should be able to keep any sort of modifications (if any) that were applied to the device.

Description of task step (Task 5: Stephanie checking her power usage)	Does user have training or knowledge to do this step? Is it believable that they would do it? That is, are they motivated?	Comments (including possible solutions)
Stephanie opens the app and clicks on the roof of the house to access her solar panel graphs	The user should have the knowledge on how to do this. They know what their house looks like, they are motivated.	Very similar to other functions in the application (clicking, simplistic navigation)
She accesses the graphs and looks at them to see how much she generates per day, (week,day,month) by pressing buttons to switch between the graphs	The user should have knowledge on how to do this. The typical user would be motivated to do this, but only on niche occasions. In the case of our task scenario, the user is more motivated to perform the task than usual.	

After she presses a button that lets her calculate if she would have enough power to last through the winter where there is less incoming light	The user will need to be trained to understand how much energy they are using, either through external knowledge or having the application help calculate information for them.	
She cuts back on electricity costs after seeing that she's been too careless with the energy shes been using.	Yes	We could implement a program to gather the amount of energy used and tell her helpful information accordingly.