### FIT2001: Systems Development – Workshop 8

#### Objectives:

 Develop the skills to assess the functionality and usability of an interface design of a system

## Activity 1: Review QUIZ (~20 mins)

- Sign into FLUX (flux.qa).
- Step 1: Join an Audience
  - Hit the "+" button in the top right of the screen.
  - Type the 6 character 'Audience code' provided by your Tutor. Note that this code is case sensitive.
  - Click "Join". You'll now see Presentations pop up when your Instructor begins the Quiz
- Step 2: Join a Presentation
  - Once your instructor starts a Presentation, click the Presentation card to join. From here, you will be greeted by FLUX activities for you to participate in.
- Workshop Topic Review

## Activity 2: Usability Review (~40 minutes)

- Task: Class review and discussion of the usability of specified functions of the Airbnb site using the following
   5 criteria:
  - Learnability: How easy is it for users to accomplish basic tasks the first time they encounter the design?
  - Efficiency: Once users have learned the design, how quickly can they perform tasks?
  - Memorability: When users return to the design after a period of not using it, how easily can they
    reestablish proficiency?
  - Errors: How many errors do users make, how severe are these errors, and how easily can they recover from the errors?
  - Satisfaction: How pleasant is it to use the design?
- For further practice, consider reviewing the following sites in your own time:
  - https://www.budget.com.au/
  - https://www.lingscars.com/

## Activity 3: Functionality and Usability Review (~70 minutes)

- Work with your Assignment Team members (online: in a breakout room)
- Task: A new graduate has just joined your organisation and has created a series of mock-ups for the Pick-up and Delivery function for On the Spot Courier Services. She has contacted you the HCl expert in the organisation, to review the functionality and usability of the mock-ups before she shows them to the client.

See system description and mock-ups below.

- Does it meet the business requirements? What is missing?
- Are the prototypes usable? How would you improve the usability?
- Be prepared to report on the business functionality and usability and your recommendations for addressing them.
- NOTE Use the Usability review questions available in your Workshop 8 resources to help with assessing your usability (~35 minutes)
- Class discussion of functionality and usability of the prototypes (~35 minutes)

### **Basic current system functionality for On the Spot Courier Services**

When Bill Wiley receives a request for pickup, he enters the pickup information on a form and processes the payment. If the payment is approved, he contacts his courier staff with the pick-up and delivery information. When they pick up the package, they ring Bill to inform him that they have picked up the package and he notes it on the form. They also ring him when the package is delivered, which Bill also notes on the form. The package has to be signed by an approved person before it is delivered.

#### Proposed system functionality - Notes from first interview with Bill Wiley

Bill wants his customers to be able to get a quote for their job instantly online, and if they are happy with the quote, they should be able to make their booking – they should not have to re-enter all their details. Customers should also be able to make a booking without getting a quote. They should also be able to modify and cancel their booking up to 12 hours before the pickup time. Jobs should be paid in full online using either credit card or PayPal. He would like his customers to have the option to track their delivery.

Bill is keen to know about all bookings, so while the business is still small, he wants to get an SMS for every new booking made, and also if the booking has been modified or cancelled. He also wants to be able to answer any queries about any booking if a customer rings the company. He is also very keen to know if there is an issue with a job e.g. If the goods have not been picked or delivered at the specified time, the goods can't be delivered because the approved person is not there, etc.

Once a booking is made, Bill would like the system to automatically allocate the booking to one of his couriers based on their current bookings, and he wants to know as soon as a courier is close to capacity on a given day, as he may have to organise additional casual couriers.

It is very important that the system makes it easy for the couriers to access all the information they require on

their mobiles. They should be able to see their schedule, and any additions or changes to the schedule should be highlighted until confirmed by them. They should also be notified by SMS and email when there are any additions or changes to their schedule. Bill wants to be able to view the schedules and see what jobs have not been confirmed.

Couriers should be able to easily confirm the time that they have picked up /delivered the goods for a job, and be able to note any issues. They should also be able to just click on the address of their next stop and it should automatically show the quickest route from their current stop, on their phone GPS.

Bill would also like to know how the business is going, so he wants to track for any time period:

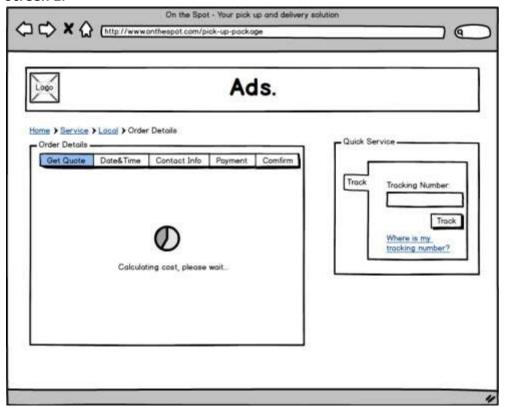
- Conversion rate of quote requests to confirmed booking
- Booking income
- Punctuality rates of his couriers

Bill is hoping to have lots of repeat customers, so he does not want to see the full list of all the bookings for each customer. He wants them ordered so that the most recent are first and it is easy to find a particular booking, and maybe anything older than a year should be filed.

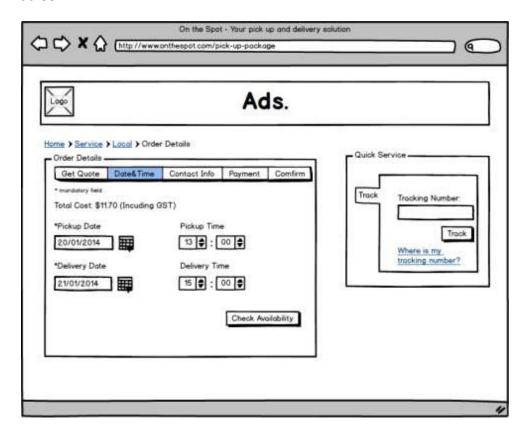
Bill would also like a 'Frequently asked questions' section, where customers can find out information like the areas that the company covers, and the types of goods – dimensions, etc. they are willing to deliver.

# Prepared mock-ups by new graduate:

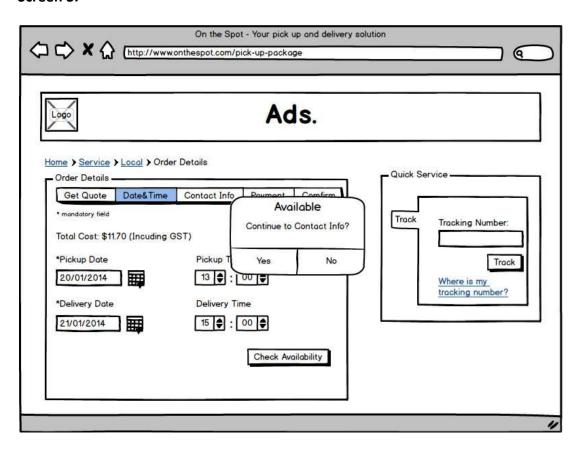
### Screen 1.



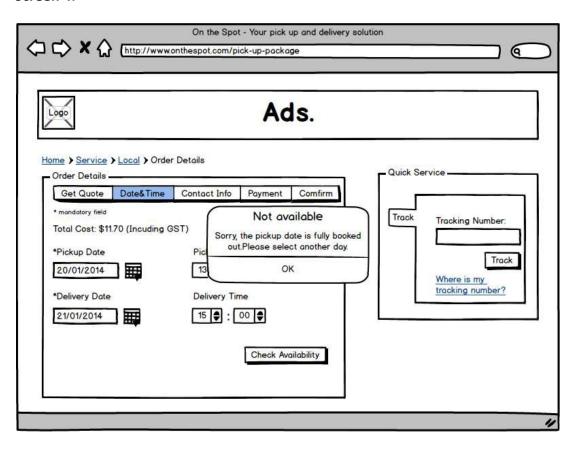
#### Screen 2.



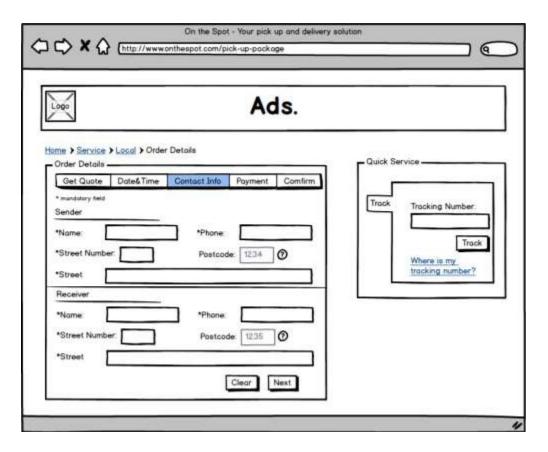
#### Screen 3.



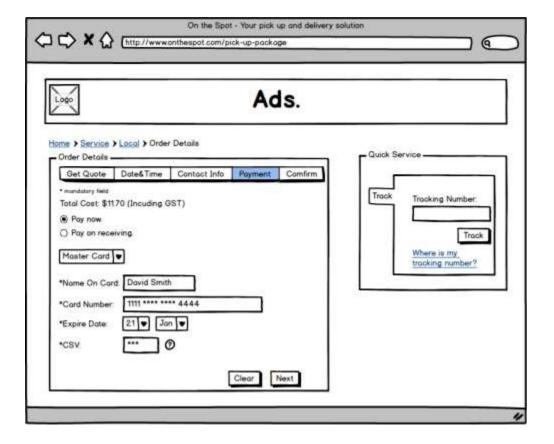
#### Screen 4.



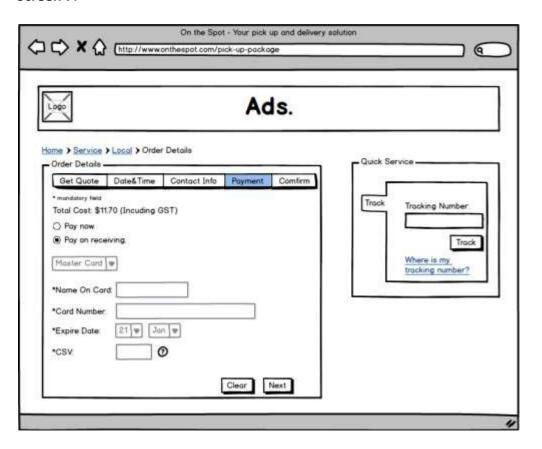
#### Screen 5.



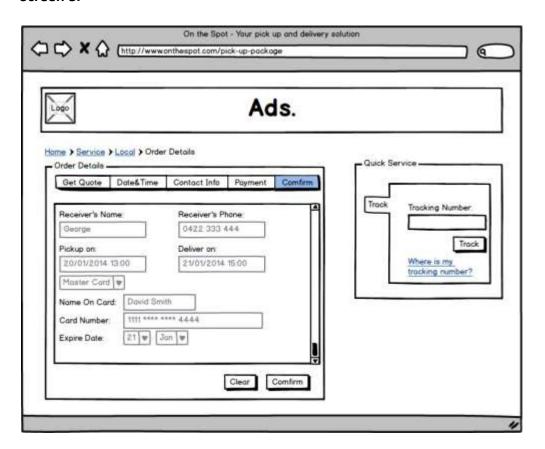
#### Screen 6.



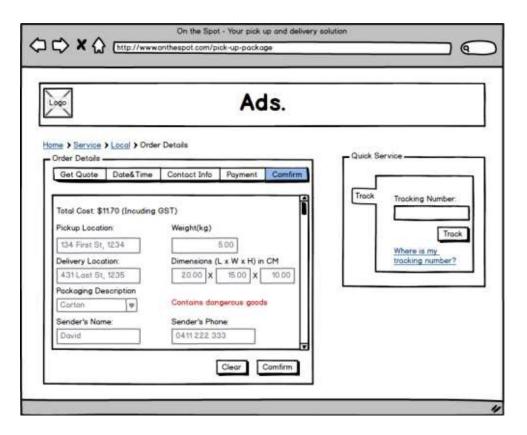
#### Screen 7.



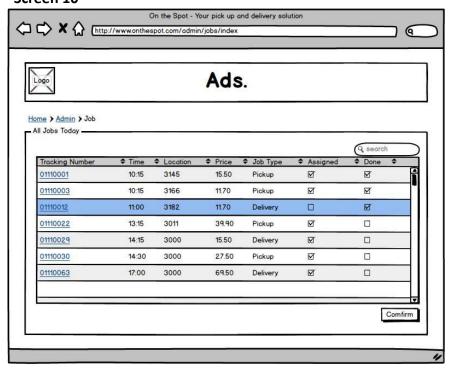
#### Screen 8.



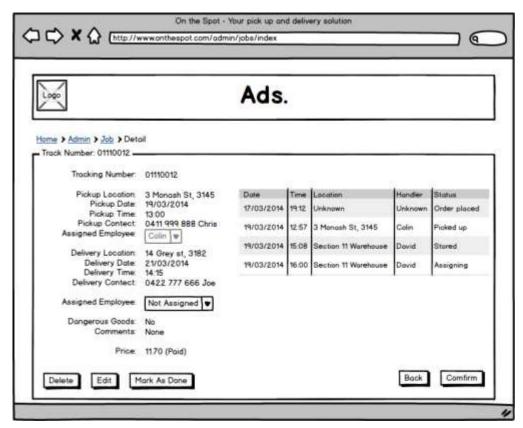
#### Screen 9.



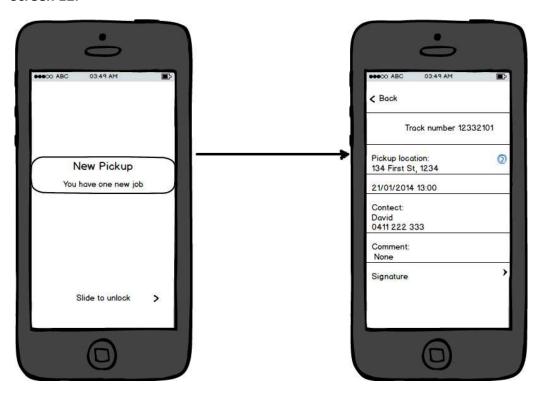
#### Screen 10



#### Screen 11.



#### Screen 12.



# **Activity 4: Assignment 2 Working time (if time permits)**

· Work on Assignment 2 with your team