

SENG 310: Milestone 4**Part 1 - CHANGES:**

Link to updated Use Cases and Prototypes:

<https://docs.google.com/document/d/1ZNLFV6dNmsRXt68z09qR85XxfwzGSbzAWXJ3iXYcfM/edit?usp=sharing>

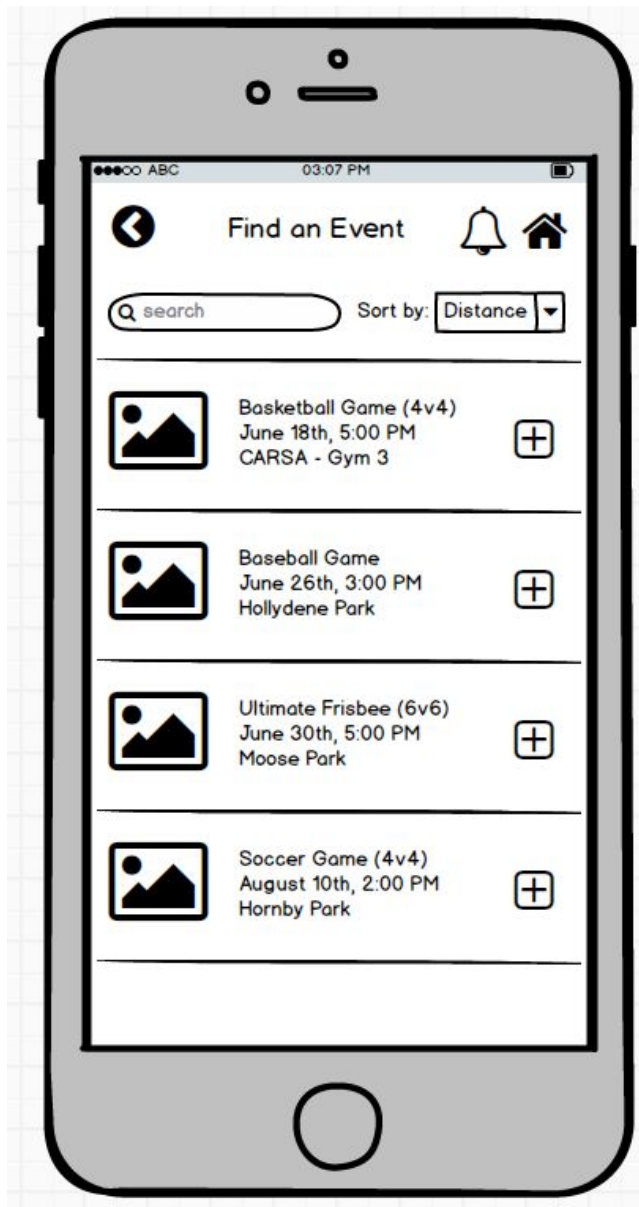
- 1) In the sign-up page, the “signup with Facebook” button is added below the “sign up” button. Users could skip the sign up steps and directly sign up with their Facebook account in their first use of the app.

The reason we added this button is for ease of sign up for first time users who would prefer to sign up with their Facebook accounts. Users who choose this option would not have to create an account from scratch, which saves a lot of time. Their information is uploaded from Facebook and an account is created for them based on their Facebook account.

- 2) In the user profile page, The Facebook button is added in the bottom of the page. The button would transfer users to their teammates facebook account if user signed up with their Facebook before. Only his teammates who are attending the same event with him/her could check his/her Facebook account. Users with their Facebook accounts links may also choose to not have the button on their profile.

The reason why the Facebook link button is added is for future communication between players. Some players who attended the same team sport event may wish to contact each other for many reasons. However, if the user is concerned with their privacy, they may choose to not have their Facebook account show up in their profile page.

- 3) For the list of events within the low fidelity prototype, the “Create” button located at the top right corner has been replaced with a “Sort” button. Once click this button, the drop down menu will appear and show the two different types of classification: Distance and Time. The sort by Distance function will organize the list of events based on distance (from close to far). The sort by Time function will organize the list of events based on the time (from upcoming events to events that are in the distance future). (Prototype shown below)



4) New user registration use case + prototype:

- 1) User opens the TeamUp application
- 2) System prompts user to login or sign up
- 3) User enters username, password, full name, and email
- 4) User clicks sign up and the account is created
- 5) The system emails the user a confirmation link
- 6) The user goes to their email and clicks on the link
- 7) The account is verified
- 8) The user can now access the homepage



Part 2

- What **question(s)** will you try to answer through your user study?
 - 1) How should the homepage be laid out?
 - 2) Where is the best location to place the menu bar? Navigation?
 - 3) How do users prefer to sort the search results? (Distance, time, sport types)
 - 4) Are there any additional features users may want to use?
 - 5) Are the buttons and icons all clearly laid out for the user such that there is no confusion?
 - 6) Is the workflow efficient for the user? If not, what can be changed?

- Which **users** will you recruit to try out the prototype? (refer to your personas for guidance!) How many? How will you **recruit** them?
 1. Recreational team sport players
 2. Official team sports players
 3. Users that usually don't play team sports

For the purpose of evaluating our low fidelity prototype, should recruit at least 5 users from the above user types. Five users is a suitable amount for implementing this task because 5 users can often catch up to 75% of issues. On the other hand, too many or too few users can often lead to bias/inaccurate result. The recruitment of these 5 users can be gathered through mutual friends, volunteers, and sports players.

- Which **tasks** will you ask your user to perform? Why those tasks? (refer to your use cases!)

1. User registration and login in, because we want to know that type of information that user would think is necessary, also if they have some additional information would they want to know about their members. And then let the users to login in the app to see if our login in function works.
2. Team creation, we would like to know if our create team page have contain all the information for creating a new team.
3. Join an event, we want to know if join an event is easy enough for the users and if search page works well and can the users sort events by distance and starting time.

- **Where** will you perform the study? Why this setting?

Empty classroom with a whiteboard to write down the tasks the users are going to complete on the application.

- **When** will you conduct your study? (Note: in order to incorporate user feedback in your final prototypes and to describe this feedback in your final report, the evaluation should be completed before July 20th but probably this should be done earlier).

Tuesday, July 18th, 2017

- What kinds of **data** will you collect (e.g., survey, interview, observations, logging data)? How will you collect this data? How will you **analyze** this data?

Kinds of data: The notes taken during observation and interviewing with questions at the end of observations

How: Recruit our users observe them while they are using our application. We will take notes during the process on how whether they had problems or confusion with the system, how quickly and easily they accomplished the tasks, and whether they were happy or frustrated during the process. Then we will interview them and ask about how they felt when using our application, anything they liked or disliked, and whether or not it was a good experience overall.

Analyze: We will examine the data we have collected and discuss amongst ourselves how to improve the prototype through usability and user experience goals.

- How/when/with whom will you **pilot** your study design?

How: We will get together as a group and run through the usability study from start to finish. We will practice the introduction and do a quick run through of the tasks the users will carry out. Lastly, we will practice asking the interview questions after the observations.

When: Monday, July 17th, 2017

Whom: Team members - git rekt

- What **roles** will your team members play in the evaluation? (Note every team member should observe at least one — preferably more — users using the prototype.)

Note taker: Grace Kang

Facilitator: Paul

Equipment Operator: Brook Jin

Observer: Everyone

Recruiter: Everyone

The Lone Evaluator: Andrew Xu