

FIND MY ROOMMATE

INFO-I 300, Sitha Team 5

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MID-FIDELITY PROTOTYPE



For our mid-fidelity prototype, our overarching goal was to demonstrate methods in which users could **identify roommate recommendations, research dorms on the IU campus, and even utilize a basic messaging function for conversing with other users.**

To translate our low-fidelity prototype to mid-fidelity, we used a web-based prototyping tool called **Figma**, which allowed us to incorporate a sequence of screens that support four tasks highlighted in the subsequent pages. For the most part, the mid-fidelity prototype replicates our low-fidelity prototype from the concept stage.

Figures 1-5 illustrate the supplementary routes and overlays that reside on the home page of our application.

Figure 1:
Navigation sidebar to access other pages within the application

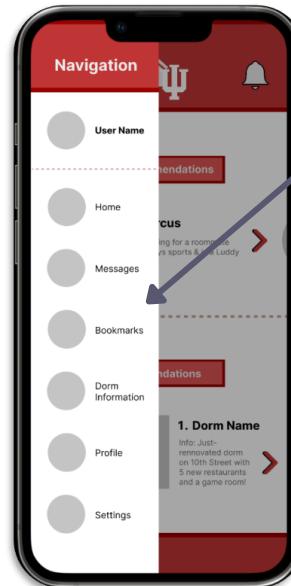


Figure 2:
Home page containing roommate and dorm recommendations

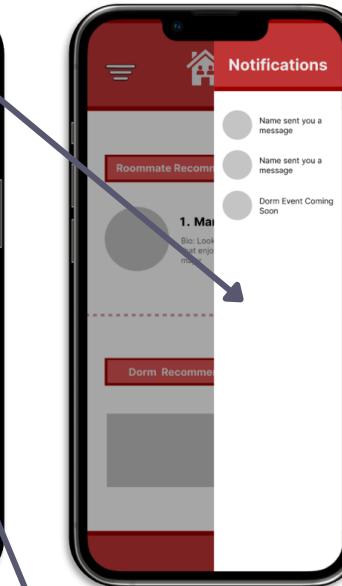


Figure 3:
Notifications for recent roommate messages, upcoming dorm events, etc.



Figure 4:
Dorm recommendations page, ranking dorms based on lifestyle surveys

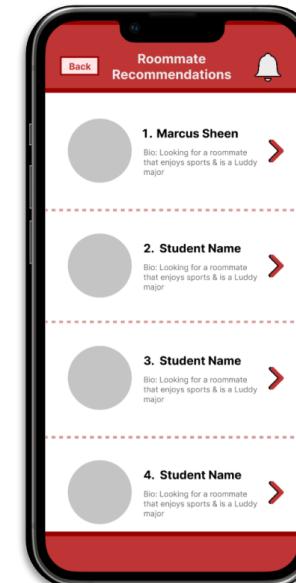
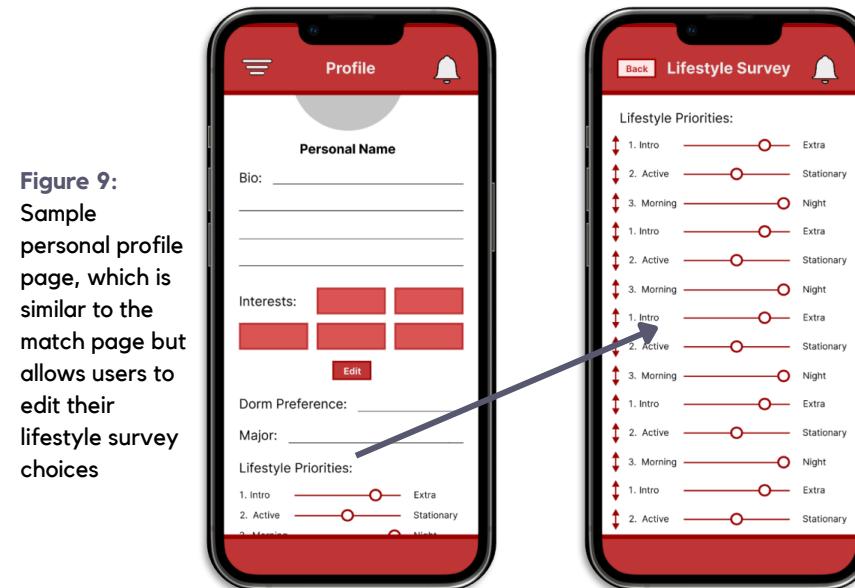
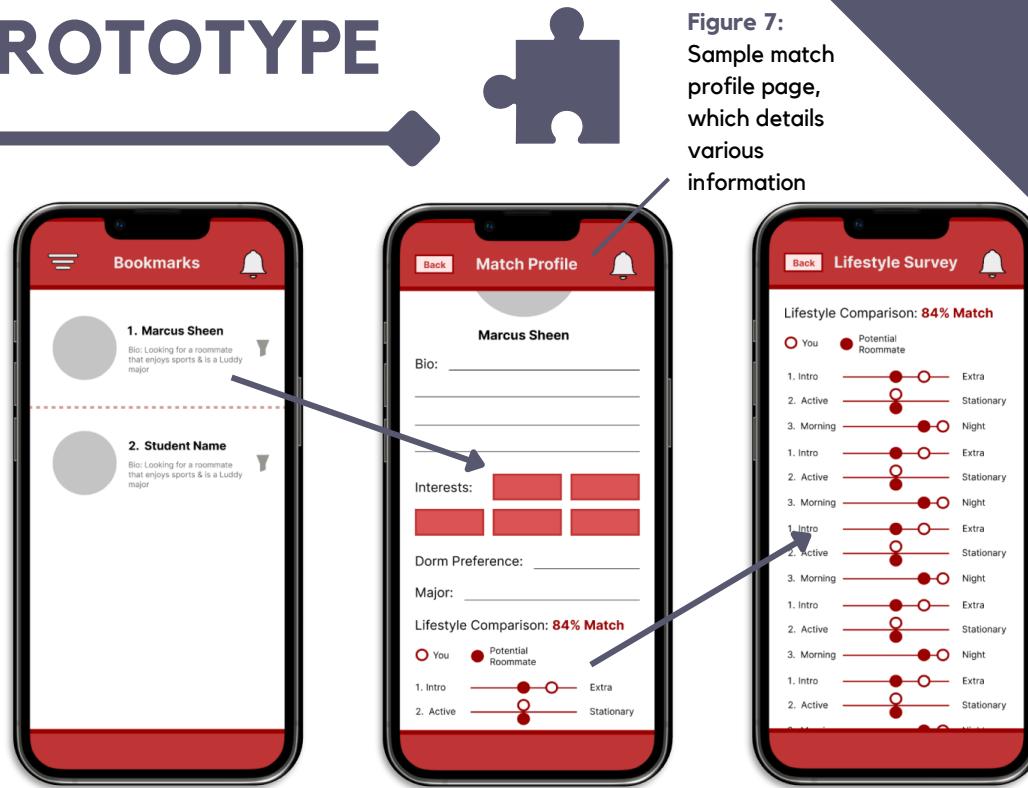


Figure 5:
Roommate recommendations page, ranking roommates based on lifestyle surveys

MID-FIDELITY PROTOTYPE

Figures 6-10 are similar in scope in that they demonstrate personal and match profiles, which can offer insight into how users may compare regarding lifestyle preferences.

If users finds that potential roommate matches have similarities in terms of interests and lifestyle tendencies, then they are more likely to reach out since this delineates one of the main functions of our housing application.



MID-FIDELITY PROTOTYPE

Given these pages, we wanted to bolster the amount of interactivity between users and felt a messaging function could easily accomplish this.

Figures 11-14 encapsulate several elements of our messaging system, which include a primary page for identifying users to message, a sample conversation screen, a sample new conversation screen, and a message options sidebar for allowing users to facilitate which conversations they want to have.

Figure 11:
Messages primary page, where users can either initiate a new message or open previous ones already created

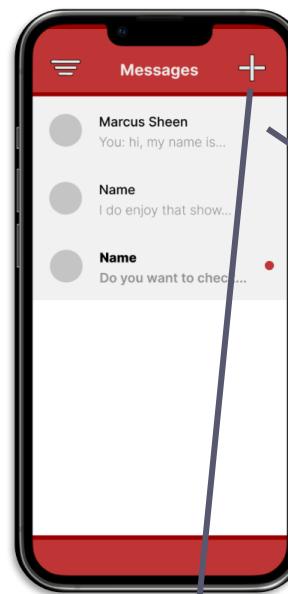


Figure 13:
Sample new conversation page, with a variety options similarly presented for Figure 12

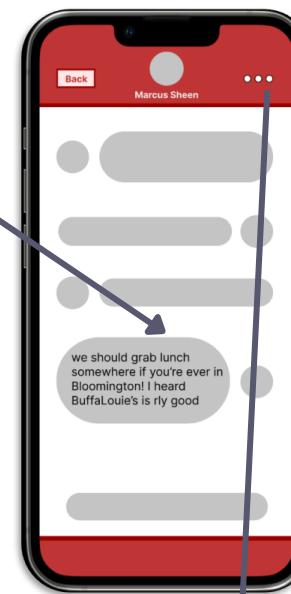
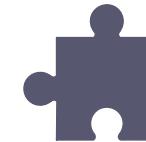
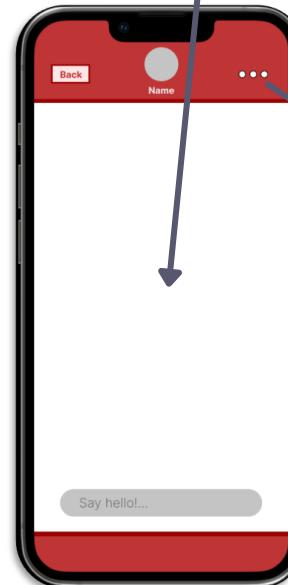


Figure 12:
Sample conversation page, where users can communicate directly with other users or open a sidebar with various options in regard to the match / conversation

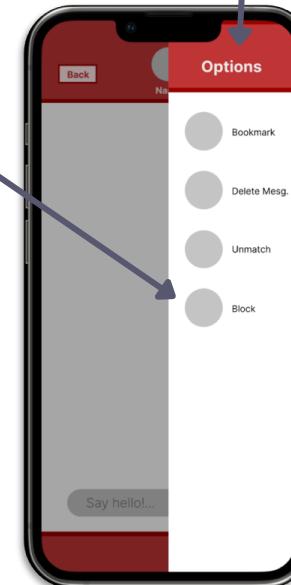


Figure 14:
Sidebar where users can bookmark users for later, delete messages, unmatched with other users, and if necessary, block users

MID-FIDELITY PROTOTYPE

For the final aspect of our application, we wanted to bolster the amount of interactivity between users and felt a messaging function could easily accomplish this.

Figure 15 and **Figure 16** encapsulate several elements of our messaging system, which include a primary page for identifying users to message, a sample conversation screen, a sample new conversation screen, and a message options sidebar for allowing users to facilitate which conversations they want to have.

Link:

<https://www.figma.com/file/TzXHyIAVYSHym1BvRVprkw/Lifestyle-Test-Prototype?node-id=0%3A1>

Figure 15:
Dorms primary page, where users can navigate to individual dorm pages to learn more information such as locations, images, and reviews

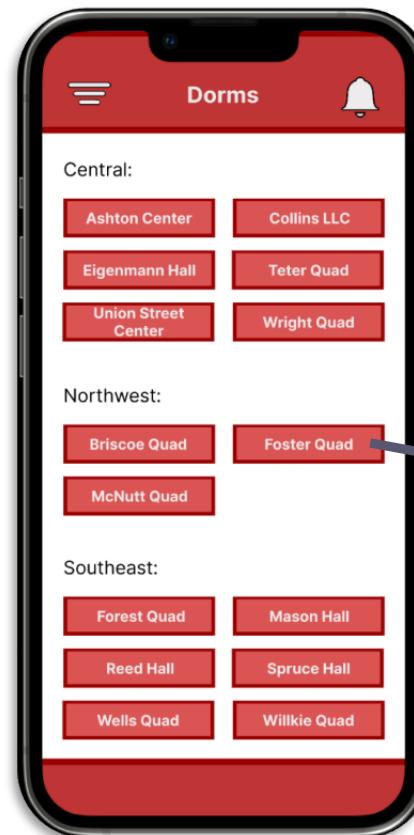
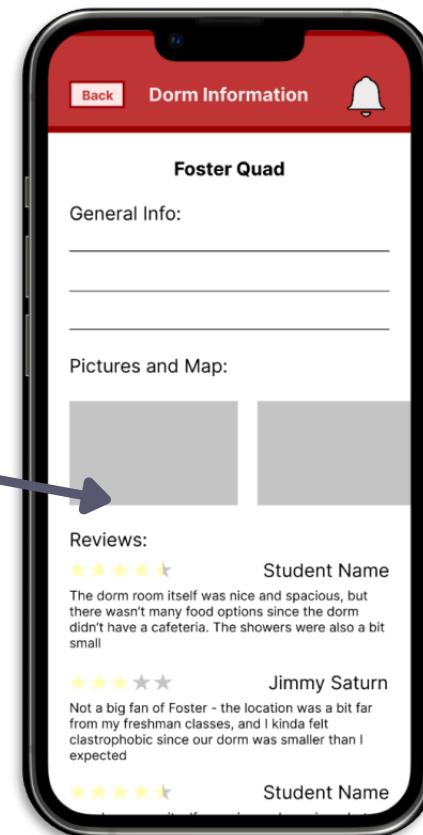


Figure 16:
Sample individual dorm page for Foster, including the information indicated in Figure 15



COGNITIVE WALKTHROUGH



COMPONENTS OF OUR COGNITIVE WALKTHROUGH

Typical User: A typical user for this application is an incoming freshman student who wants to find a roommate prior to filling out IU housing application, research dorms before picking preferences, or a combination of both.

Tasks:

1. From the homepage, find Marcus Sheen in your list of roommate recommendations. Then, locate where you can compare sliders with him on Lifestyle Survey choices.
2. From the homepage, locate the tool bar and find the profile option. Then find your own Lifestyle Survey.
3. From the homepage, navigate to find more information on Foster Quadrangle and Jimmy Saturn's review.
4. You have been messaging back and forth with Marcus Sheen; navigate to your messages and see if he has replied to your restaurant suggestion.

To begin the process of predicting task and interface issues that users may come across, we proceeded with a cognitive walkthrough process. This process, used for four different tasks on the subsequent pages, is beneficial for the scope of our iterations since we can apply a "typical" user for our application and theoretically have this user walk through steps for accomplishing these tasks.

As a team, we felt that this inspection method was more beneficial for our prototype since we have many different links and ways in which the user can interact with our interface. By having a typical user question and note any downsides with these interactions, we can improve the flow of our application so that real users don't feel overwhelmed or confused in the user study stage.

*Data for each task located in Appendices A-D

TASK 1: LIFESTYLE COMPARISON

Task:

From the homepage, find Marcus Sheen in your list of roommate recommendations. Then, locate where you can compare sliders with him on Lifestyle Survey choices.

Takeaways:

- Some of steps rely upon inferences from the user; we may want to make the pages more "explicit" so that users do not need to accomplish steps based on inferences.
- We didn't add elements on the pages to visualize certain steps for the user. To mitigate this, if applicable, we need to add in elements like scroll bars for helping guide the user.
- We may want to include scenarios so that the user knows the importance of each step. Specific steps with no context could have a bit of background information to make it more understandable given the task.

Figure 17:

Cognitive walkthrough process with arrows based on steps and feedback



TASK 2: PERSONAL LIFESTYLE SURVEY

Task:

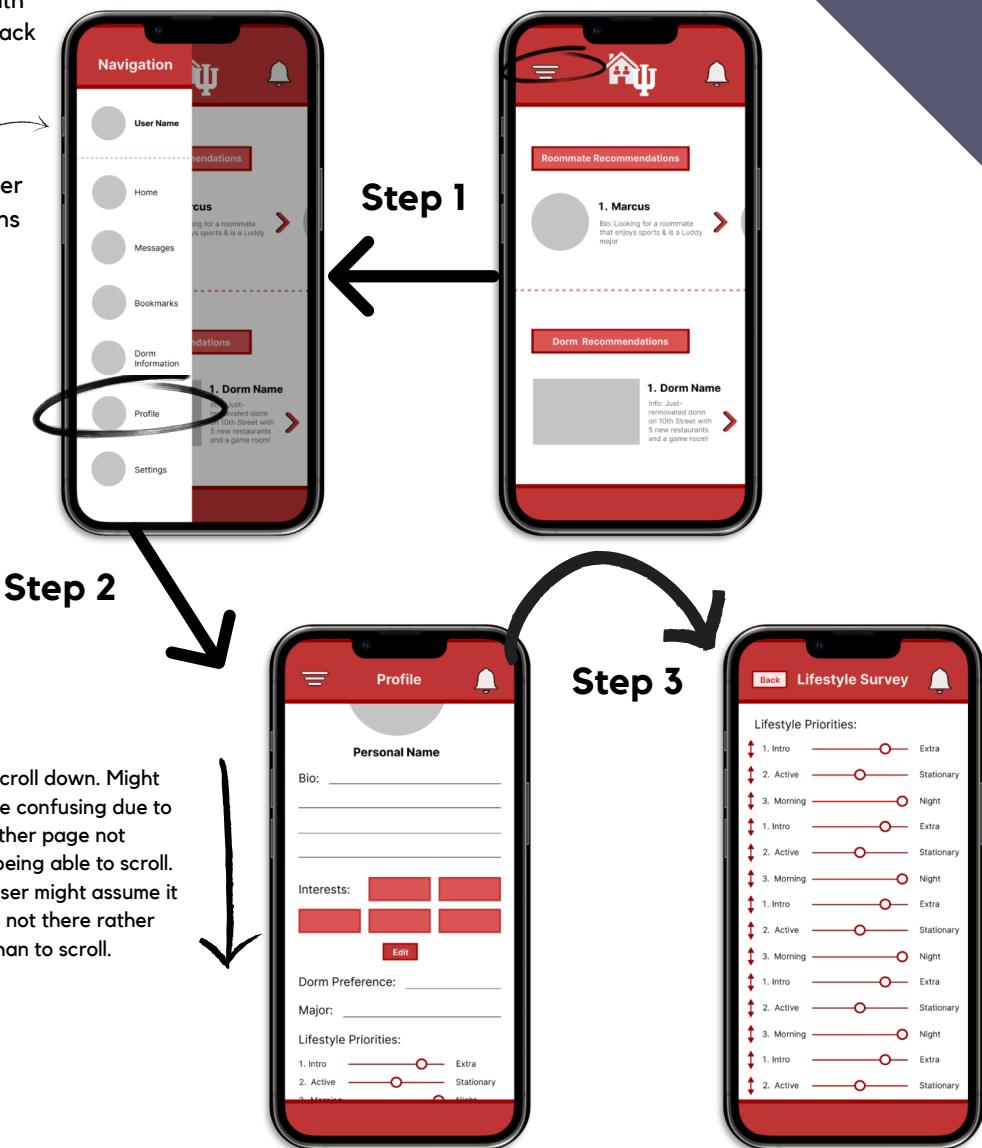
From the homepage, locate the tool bar and find the profile option. Then find your own Lifestyle Survey.

Takeaways:

- There is something that might trick the user. The User Name option at the top which might be clicked instead of profile. One needs to be edited out. It also might not be clear that they need to scroll since the profile page already looks complete without scrolling.
- The buttons are all clearly displayed and easy to follow except scrolling. It might not be clear that they need to scroll since the profile page already looks complete without scrolling and the homepage did not have a scrolling option which could lead the user to thinking it is not a feature on other pages.
- The user will just need to assume from past experience with apps that they are doing the right actions. They will just be assuming until they find it.

Figure 18:

Cognitive walkthrough process with arrows based on steps and feedback



TASK 3: DORM INFORMATION

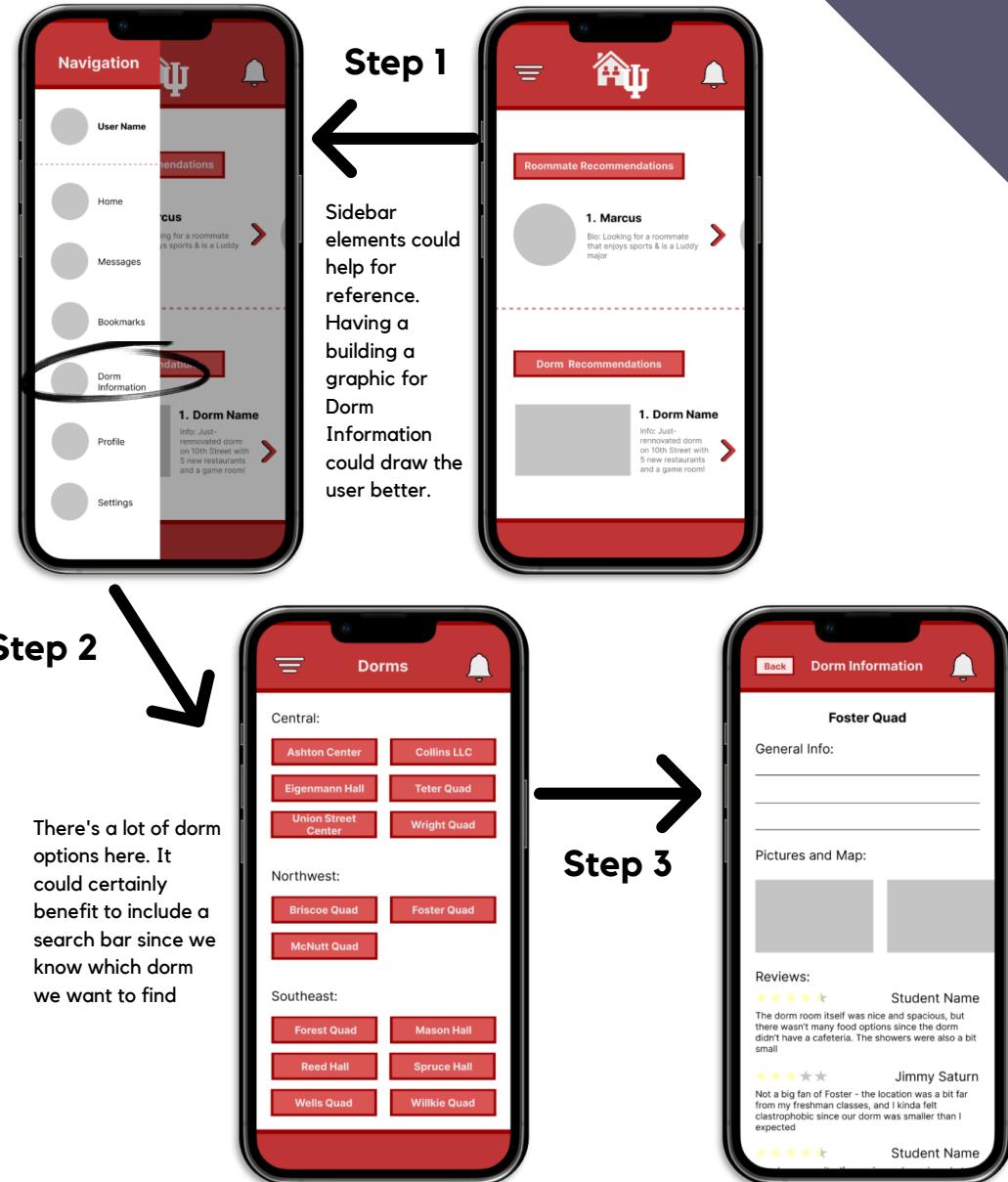
Task:

From the homepage, navigate to find more information on Foster Quadrangle and Jimmy Saturn's review of the dorm.

Takeaways:

- Initially the user might look towards the "Dorm Recommendations" when looking for Foster, this is a route you can take to find more information but the direct route is through the sidebar.
- The list of dorms is all divided by neighborhood under the "Dorm Info" tab, this makes sense in the practical sense however visually can be overwhelming to the user with so many dorms listed on the screen.
- The user will have to be aware and knowledgeable of the three dashed side bar with all of the various tabs you can open up to navigate to this and the other tasks.

Figure 19:
Cognitive walkthrough process with arrows based on steps and feedback



TASK 4: FIND A MESSAGE

Task:

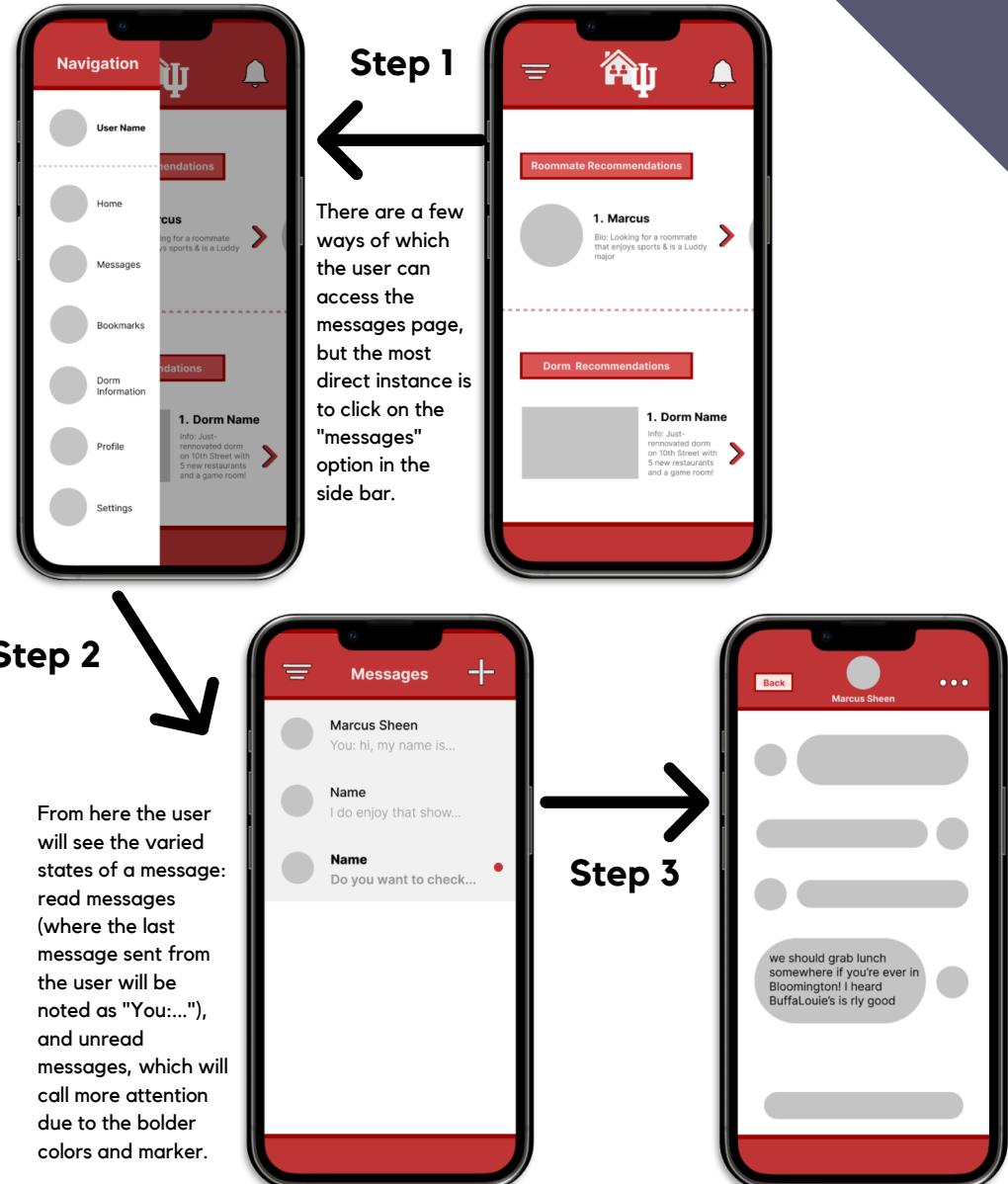
You have been messaging back and forth with Marcus Sheen; see in your messages if he has responded to your restaurant suggestion.

Takeaways:

- The notifications tab on the right might be deceiving when trying to navigate to the new message.
- When on the messages tab we found that it is easier for the user and more visually appealing to bold the new message to make it that much easier to identify the new unread message.
- The user might look for the message in the roommate recommendations under Marcus Sheen's profile.

Figure 20:

Cognitive walkthrough process with arrows based on steps and feedback



INSPECTION SUMMARY



Based on our feedback after conducting cognitive walkthroughs for our four tasks, we identified and prioritized the following issues that should be addressed within our iterations:

1. **Authenticity**

- The mid-fidelity prototype worked for the sake of interaction, but many elements need to be more realistic to try to "evoke" high-fidelity.
- User and dorm pictures need to be included, the messaging function could probably integrate a UI kit to add realism, and pages could be formatted better to clean whitespace.
- For a few of our tasks, visual elements could have significantly improved the cognitive walkthrough processes. Users can identify Marcus Sheen more easily based on a profile picture, who was included in 3 of our tasks.

2. **Duplicate Placeholders**

- Some placeholders need to be eliminated in order to avoid confusion. An example is the User Name option on the toolbar that might be clicked instead of the profile option.

3. **Navigation and Flow**

- Especially during the early stages of prototyping, there were a few concerns as to how we could make navigation of the app easier due to the amount of pages we needed for the whole app.
- The navigation side bar has helped group certain categories such as Profile, Dorm Information, etc. The improvement of adding visual icons to the options has also aided to app navigation overall.

4. **Enhancement**

- Going from the mid-fidelity prototype to high-fidelity prototype, the application needed an overall enhancement, starting with adding pictures of people and building to adding details of each profile.
- By enhancing the app as a whole, this obviously makes it easier to use and more user-friendly.

ITERATIONS

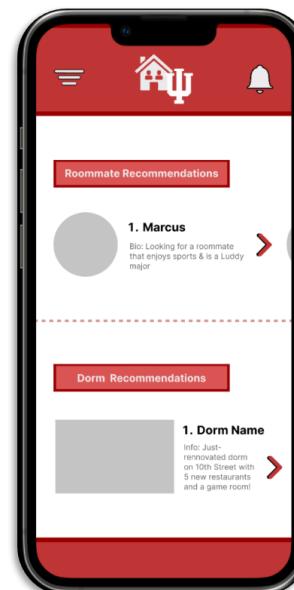


The following iterations take into consideration issues that we discovered within our cognitive walkthroughs and try to coalesce improvements into a finalized high-fidelity prototype. Not all iterations are pertinent based on the walkthroughs, which is why some pages may have basic changes while others have more relevant changes.

Figure 22 shows updates to our homepage, which add match profile as well as dorm names and pictures.

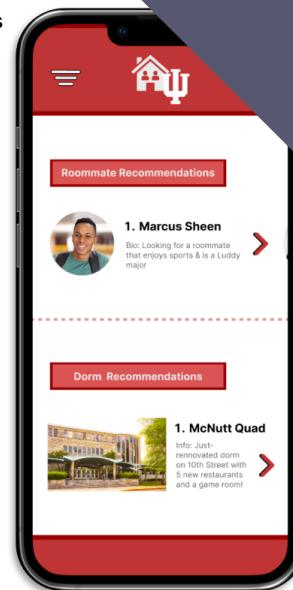
Figure 24 adds a search bar based on feedback from the Task 1 cognitive walkthrough in addition to match names and pictures like the homepage. Having a search bar allows users to easily find others in the application rather than searching manually.

Figure 21: Home Page with recommendations



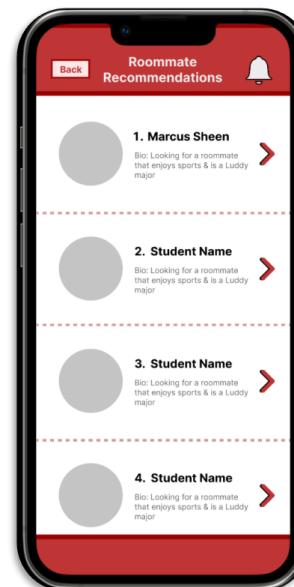
BEFORE

Figure 22: Routes now with pictures



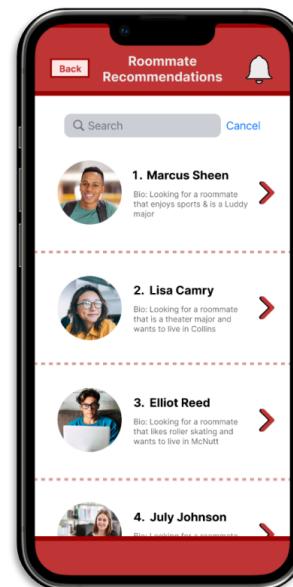
AFTER

Figure 23: Roommate recommendation link



BEFORE

Figure 24: Updated link with search bar



AFTER

ITERATIONS



For **Figure 26**, we noted within our walkthrough that certain pages can contain many different links that may be difficult to manually locate. Within the dorm recommendation page, having a search bar gives users more optionality if, given the circumstances, they already have an idea of which dorms they may be interested in.

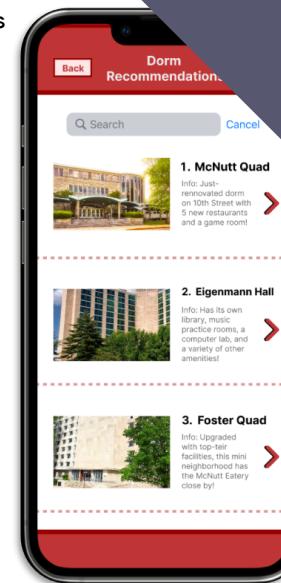
As shown, we included the same functionality for **Figure 28**. Because we can assume that there may be hundreds to thousands of incoming students using this application for the purpose of finding roommates, we want to give users the opportunity to quickly find and bookmark users that they may have overlooked previously.

Figure 25: Dorm recommendations page



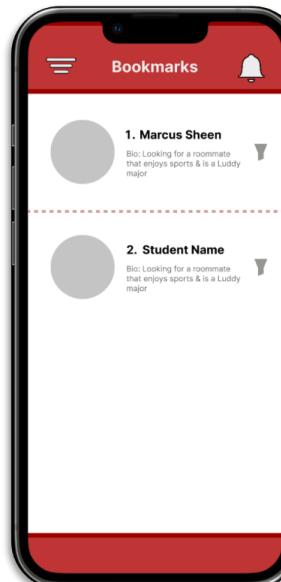
BEFORE

Figure 26:
Routes now
with pictures
and search
bar



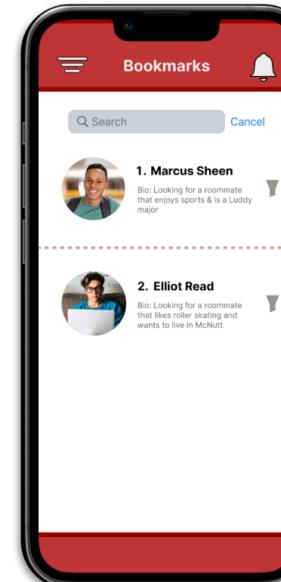
AFTER

Figure 27: Sample bookmarks page for narrowing users



BEFORE

Figure 28: Updated page with
search bar and pictures



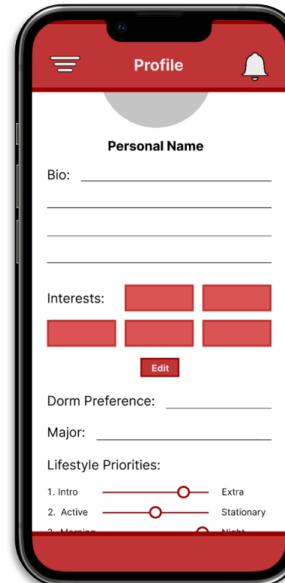
AFTER

ITERATIONS



In **Figure 30** we created a basic profile page that included content such as a bio, interests, dorm preferences, major, and lifestyle priorities. Our prototype was just a wireframe and gave us an idea of how we wanted the page to be laid out. We were able to bring the page to life in our high-fidelity prototype by adding a picture, name, and personality to the profile page.

Figure 29: Sample match page with various info



BEFORE

Figure 30:
Match page updated for "realistic" look



AFTER

Figure 31: Sample lifestyle survey page



BEFORE

Figure 32: Page now illustrating ability to click on sliders for editing



AFTER

For our lifestyle priorities in **Figure 32**, we aimed at making it as customizable and straightforward as possible. We included personality traits such as active/stationary or morning/night so we could make it as personable as we could. In our high-fidelity prototype, we were able to add an actual slider that the user could edit back and forth making the page more interactive.

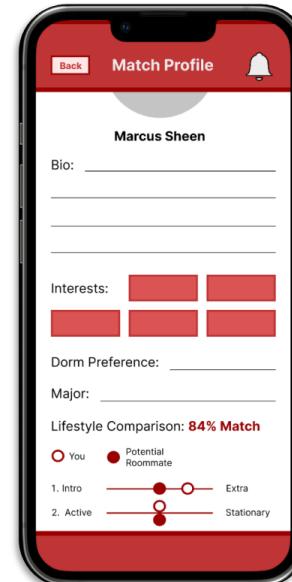
ITERATIONS



As depicted in **Figure 34**, we updated Marcus Sheen's profile page to appear more high-fidelity and adjusted the spacing by removing the horizontal lines on various sections. Within our Task 1 cognitive walkthrough, we noted that we could indicate some form of vertical scrolling for the user, but attempting to do so was infeasible since text would have been difficult to see for users. Thus, we left the overall structure the same.

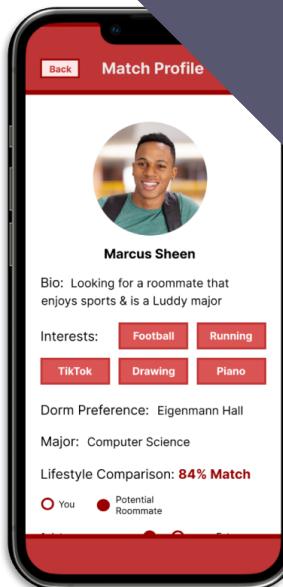
The updated messaging page shown in **Figure 36** is relatively similar after iterating, but we updated the page to accentuate new messages better. Our team rationalized that the messaging component would be an important aspect of our application, so we wanted to make our interface as simple as possible for users.

Figure 33: Sample personal profile page similar to match page



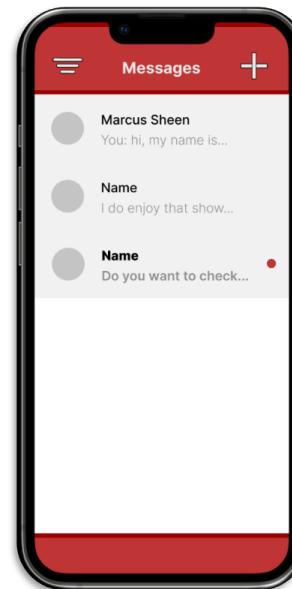
BEFORE

Figure 34:
Personal profile page updated for "realistic" look



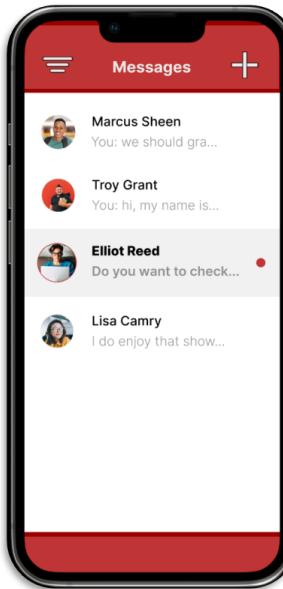
AFTER

Figure 35: Original messaging page for identifying users



BEFORE

Figure 36: Updated layout to include pictures and new messages that are accentuated



AFTER

ITERATIONS



On the messages page, we had to figure out how to incorporate a message bar, profile pictures, and messages while making it straightforward. As shown in **Figure 37** we just put basic placeholders in for the messages when trying to decide how they should be formatted. In our updated **Figure 38**, we were able to format the page and keep it clean and concise, making it easily accessible for the user.

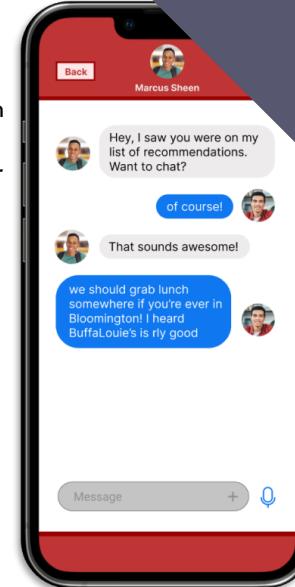
In our new message screen on **Figure 40**, we kept it plain and simple with a profile picture slot on top in addition to a typing bar on the bottom. We were able to update those features in our high-fidelity prototype by adding a picture and enhancing the typing bar for the new message.

Figure 37: Sample conversation page with messages



BEFORE

Figure 38: Page updated to look like a real conversation with new message bar



AFTER

Figure 39: Sample new conversation page



BEFORE

Figure 40: Updated page with new message bar



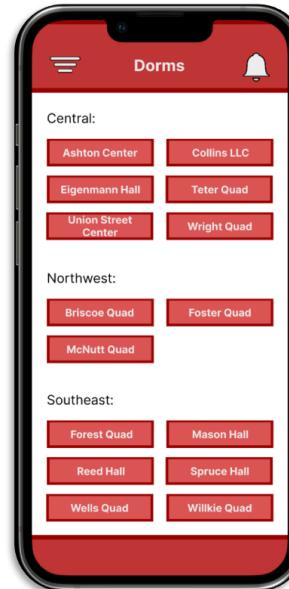
AFTER

ITERATIONS

The main function we integrated in **Figure 42** that helped us iterate upon our mid-fidelity prototype was a search bar. We recognized how users may feel overwhelmed when navigating to this page, and for this reason, we wanted to reduce the number of results if users thought to search for dorms individually. Likewise, if a user has an idea of which dorms they're interested in, then the user doesn't have to find them manually.

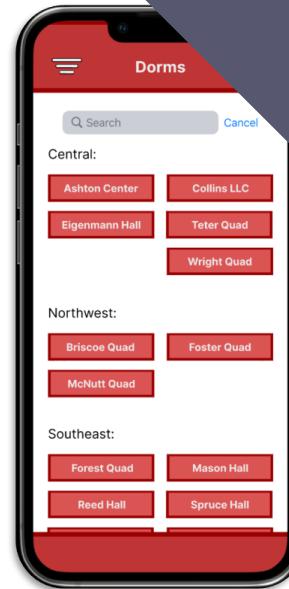
For the updated Foster Quad page in **Figure 44**, we essentially reorganized the page to remove horizontal lines, added pictures/maps to make the page seem realistic, and updated the reviews so that they were not repeat reviews as with the mid-fidelity prototype.

Figure 41: Dorm main page to access individual dorm pages



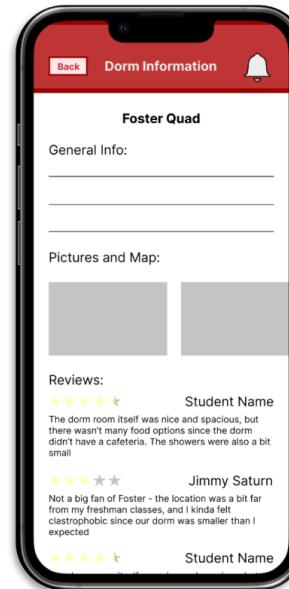
BEFORE

Figure 42: Page now including a search bar function



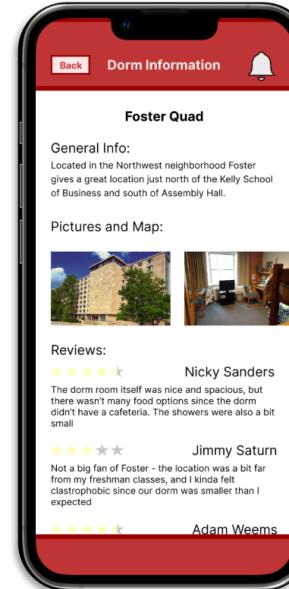
AFTER

Figure 43: Foster Quad page with repeating reviews and basic layout



BEFORE

Figure 44: Updated page with pictures, maps, and realistic reviews from users



AFTER

HIGH-FIDELITY PROTOTYPE



Link: <https://www.figma.com/file/TzXHyIAVYSHym1BvRVprkw/Lifestyle-Test-Prototype?node-id=0%3A1>

While animation works, I haven't found a way to integrate the sliders into the project. The slider keeps trying to move to the frames above rather than acting as a slider within the app itself.

-Luca

HIGH-FIDELITY PROTOTYPE



Link: <https://www.figma.com/file/TzXHyIAVYSHym1BvRVprkw/Lifestyle-Test-Prototype?node-id=0%3A1>

The image displays a high-fidelity prototype of a messaging application interface, featuring four main screens:

- Messages Screen:** Shows a list of messages from various contacts: Marcus Sheen, Troy Grant, Elliot Reed, and Lisa Camry. Each message includes a profile picture, the contact's name, and a partial message preview.
- Conversation Screen:** Displays a conversation with Marcus Sheen. The messages are shown in a bubble-style format with alternating senders. Marcus Sheen's messages are in grey, and the user's messages are in blue.
- New Conversation Screen:** Shows a new conversation with July Johnson. The interface is similar to the conversation screen but indicates a new contact.
- Options Screen:** A sidebar menu with the title "Message ..." containing four items: "Bookmark" (red circle with white icon), "Delete Message" (red circle with white icon), "Unmatch" (red circle with white icon), and "Block" (red circle with white icon).

Each screen has a red header bar. The "Messages" screen has a red header bar with a "Messages" icon and a "+" sign. The "Conversation" screen has a red header bar with a "Back" button, a profile picture, and three dots. The "New Conversation" screen has a red header bar with a "Back" button, a profile picture, and three dots. The "Options" screen has a red header bar with the text "Message ...". The bottom of each screen features a red footer bar with a message input field and a microphone icon.

REFERENCES



Zach Manny Picture (Sidebar / Personal Profile Page / Conversation Page): © Adobe Stock / LIGHTFIELD STUDIOS

Marcus Sheen Picture (Messages Page / Coversation Page / Home Page / Roommate Recommendation Page / Marcus Sheen Page): © Adobe Stock / michaeljung

Lisa Camry Picture (Messages Page / Home Page / Roommate Recommendation Page): © Adobe Stock / BullRun

Elliot Reed Picture (Messages Page / Notifications / Recommendation Page): © Adobe Stock / simona

July Johnson Picture (New Conversation Page / Roommate Recommendation Page): © Adobe Stock / Monkey Business

Carl Acer Picture (Roommate Recommendation Page): © Adobe Stock / BoBoPhoto

Troy Grant Picture (Messages Page / Notifications / Roommate Recommendation Page): © Adobe Stock / bodnarphoto

McNutt Recommendation Picture (Home Page / Dorm Reccomendation Page):
<https://housing.indiana.edu/housing/locations/northwest/McNutt/index.html>

Eigenmann Hall Recommendation Picture (Home Page / Dorm Reccommendation Page):
<https://housing.indiana.edu/housing/locations/central/Eigenmann/index.html>

Foster Quad Recommendation Picture (Dorm Reccommendation Page):
<https://housing.indiana.edu/housing/locations/northwest/Foster/index.html>

REFERENCES (CONT.)



Teter Quad Recommendation Picture (Dorm Reccommendation Page):
<https://housing.indiana.edu/housing/locations/central/Teter/index.html>

Tulip Tree Apartments Recommendation Picture (Dorm Reccommendation Page):
https://housing.indiana.edu/housing/locations/northeast/Tulip_Tree/index.html

Dorm General Info (Foster Page): <https://housing.indiana.edu/housing/locations/northwest/Foster/index.html>

Foster Picture 1 (Foster Page): <https://housing.indiana.edu/housing/locations/northwest/Foster/index.html>

Foster Picture 2 (Foster Page):
<https://www.mydorm.com/colleges/indiana-university-bloomington/foster-hall-northwest-neighborhood/>

Foster Picture 3 (Foster Page):
<https://www.mydorm.com/colleges/indiana-university-bloomington/foster-hall-northwest-neighborhood/>

Foster Picture 4 (Foster Page): <https://housing.indiana.edu/housing/locations/northwest/index.html>

Search Bar UI Kit: [https://www.figma.com/community/file/1088872126493576439/%26-%2F-HIG-%2F-Search-Bar-\(Community\)](https://www.figma.com/community/file/1088872126493576439/%26-%2F-HIG-%2F-Search-Bar-(Community))

Keyboard UI Kit: <https://www.figma.com/community/file/1092790105651695315/iOS-Keyboards>

Add Message Element UI Kit (Conversation Page / New Conversation Page):
<https://www.figma.com/community/file/1058400764895301459/Direct-Messaging>

APPENDIX A



Cognitive Walkthrough - Task 1

1. Scan the homepage and identify Marcus Sheen's profile as one of your roommate recommendations
 - Will users know what to do?
 - Marcus Sheen's profile appears as the first recommendation in the roommate recommendations section. For this reason, we feel that users would have a pretty good idea of scanning the homepage, which is relatively simple within itself, to find Marcus' profile.
 - Will users see how to do it?
 - This action is dependent on whether users will have an idea of what the application is used for. If they know that Marcus Sheen is another user, then they will look for pictures, names, or other information to find him.
 - Will users understand from feedback whether the action was correct or not?
 - This step is a bit ambiguous and requires the next step for getting feedback.
2. Click on the small arrow next to his bio information
 - Will users know what to do?
 - Assuming that the users have identified Marcus Sheen's profile and recognize what an arrow looks like, they should know that clicking it will cause some effect.
 - Will users see how to do it?
 - Although there's nothing that directly points to the arrow from the previous step, we believe that it's something simple enough that the target demographic would have a good idea of what to do.
 - Will users understand from feedback whether the action was correct or not?
 - Since clicking buttons on the homepage transitions users to various pages, they should easily be able to determine whether they correctly clicked the arrow leading to Marcus Sheen's profile page.

APPENDIX A (CONT.)



Cognitive Walkthrough - Task 1

3. Continue to scroll down his profile page until reaching the bottom of the page containing the Lifestyle Survey comparisons

- Will users know what to do?
 - This step mentions "scrolling" and "the bottom of the page," so users will probably know that scrolling will allow them to reach the bottom of the page; they also cannot see the lifestyle survey comparisons, so being given this information may help them rationalize that there's more to see on the page to proceed with this step.
- Will users see how to do it?
 - The screen itself cuts off elements required for this step, which means that users may not be able to see how to accomplish the task without explicitly being indicated of this issue in the step.
- Will users understand from feedback whether the action was correct or not?
 - The page is easily scrollable, and if users determine that the page can be scrolled up vertically, then they should easily understand that their action is correct once more information from the page pops up.

4. Click the "See More" button to observe the full list of Lifestyle Survey choices between you and Marcus

- Will users know what to do?
 - Again, assuming that they completed the last step correctly, users should know what to do since the "See More" button is identifiable on the page.
- Will users see how to do it?
 - Users will not "see" how to do it since clicking a button relies mostly on inference, but the action itself should be straightforward enough for our target demographic.
- Will users understand from feedback whether the action was correct or not?
 - Clicking the button directs users to a new page, and since this is the only button on the page apart from the banner buttons, users should pretty easily understand from feedback that they were able to accomplish this task.

APPENDIX B



Cognitive Walkthrough - Task 2

1. Find the tool bar icon in the top left to bring up tool bar.
 - Will users know what to do?
 - Yes, because if the tool bar icon is universal and the user can clearly see that the Lifestyle survey is not listed on the homepage.
 - Will users see how to do it?
 - Yes, the tool bar is clearly displayed at the top top of the screen.
 - Will users understand from feedback whether the action was correct or not?
 - The toolbar will appear on the side of the page, but the user will still not know if they are heading in the right direction for sure.
2. Select the profile tab to be taken to your profile screen.
 - Will users know what to do?
 - They might be confused by the User Name option on the top that also looks like it takes you to the profile.
 - Will users see how to do it?
 - Yes, the profile button is clearly seen on the left side of the screen listed with the other options. There is no lifestyle so they will know they need to take another step
 - Will users understand from feedback whether the action was correct or not?
 - They will be taken to the profile screen but they still need to put in work to find the Lifestyle survey.
3. Scroll down to find Lifestyle survey.
 - Will users know what to do?
 - They might be confused because the screen looks completed after clicking, but the information needs to be scrolled to. There is no scroll option on homepage, so they might assume it doesn't exist.
 - Will users see how to do it?

APPENDIX B (CONT.)



Cognitive Walkthrough - Task 2

- They will not see how to do it because it is invisible. The scroll option is just a reaction to user input.
- Will users understand from feedback whether the action was correct or not.
 - Yes, the users will see the Lifestyle survey labeled when the scroll down. They will know that they have completed their task at that point.

APPENDIX C



Cognitive Walkthrough - Task 3

1. Navigate to the Dorm Information tab on the sidebar by clicking the 3 dashes in the top left corner.
 - Will users know what to do?
 - Users will be able to know how to find the "Dorm Information" tab because it is instructed in step 1 to click on the 3 dashed lines in the top left corner. There might be confusion if the user doesn't understand the concept of a tab before reading that they have to click on the 3 dashed lines.
 - Will users see how to do it?
 - The three dashed lines are openly displayed in the top left corner and the tab shows up named "Dorm Information" is openly on the left.
 - Will users understand from feedback whether the action was correct or not?
 - The users should understand the feedback because the next page will pop up with a list of dorm names that leads them to their targeted dorm for more information.
2. Click on the Foster button to pull up the Foster page.
 - Will users know what to do?
 - All the user has to do is click on the button "Foster" that is on the "Dorm Information" page.
 - Will users see how to do it?
 - The button "Foster" is clearly labeled on the page with all of the other dorms.
 - Will users understand from feedback whether the action was correct or not?
 - Once the button is clicked it should navigate to the Foster Information page where there is more information on the dorm making it easy to understand the feedback of the action is correct or not.

APPENDIX C (CONT.)



Cognitive Walkthrough - Task 3

3. Scroll down and look at Jimmy Saturn's review on Foster Quadrangle.

- Will users know what to do?
 - This step requires the user to scroll down and look at one of the reviews lower on the page. By not being able to see all the reviews right off the bat the user will most likely know that they need to scroll down to find Jimmy Saturn's review.
- Will users see how to do it?
 - Some of the reviews are cut off so without the instructions of having to scroll down it might be hard for the user to understand what to do next.
- Will users understand from feedback whether the action was correct or not?
 - The users will be able to find the reviews and see what Jimmy Saturn has to say about Foster Quadrangle.

APPENDIX D



Cognitive Walkthrough - Task 4

1. Navigate to your profile page and scroll down to view your Lifestyle Priorities.
 - Will users know what to do?
 - The user should take note of the mention of "scrolling" the page, which will allow the user to find the Lifestyle Priorities and complete this task.
 - Will users see how to do it?
 - Users may not immediately notice the extra content on the page, since the full profile is not viewable without scrolling.
 - Will users understand from feedback whether the action was correct or not?
 - The user will be able to understand the correct action to take once they scroll, as the rest of the profile page will be shown.
2. Below Lifestyle Priorities, select "Edit". On the following page for the Lifestyle Survey, edit your Priority choices.
 - Will users know what to do?
 - The user will know how to navigate to the Lifestyle Survey page, but the task is not as obvious as to how to edit the choices present. They will have a visual indicator with the sliders present.
 - Will users see how to do it?
 - The slider itself is a shape that implies that it is to be used in a sliding manner. The large marker button in the middle will imply that users can interact with this feature.
 - Will users understand from feedback whether the action was correct or not?
 - Once the user is able to discover the sliding function, they will know that they have completed the task correctly.

APPENDIX D (CONT.)



Cognitive Walkthrough - Task 4

3. Return back to your profile page and open the Notifications tab. Once opened, select the notification which has alerted you that another user has messaged you.
 - Will users know what to do?
 - The user should be able to gather what to do from the wording of the task, "returning" to the profile page and "opening" the notifications.
 - Will users see how to do it?
 - To return to the profile page, the user should notice the "back" button to return them. To open the notifications, the bell icon is a near universal icon which is meant to imply an alert, reminder, etc. When the notifications panel is opened, the user will see the options present.
 - Will users understand from feedback whether the action was correct or not?
 - When the user fully completes this part of the task, they will know they have completed it correctly when the Messages page has appeared.
4. In the Messages tab, select your first contact Marcus Sheen. From there, open the messages options and decide if you would like to Bookmark, Unmatch, or Block him.
 - Will users know what to do?
 - The user will need to read/listen closely so that they know they need to click the three dot icon in the upper right corner to open the messages options.
 - Will users see how to do it?
 - After the options tab is opened, the following options are clearly labeled with icons and text that explains the proceeding action.
 - Will users understand from feedback whether the action was correct or not?
 - They will understand that the task is completed once the messages options tab is opened.