Glitch Gang member names and email addresses:

Jenny Nguyen - jtnguy29@uno.edu   Nghi Truong - nbtruong@uno.edu
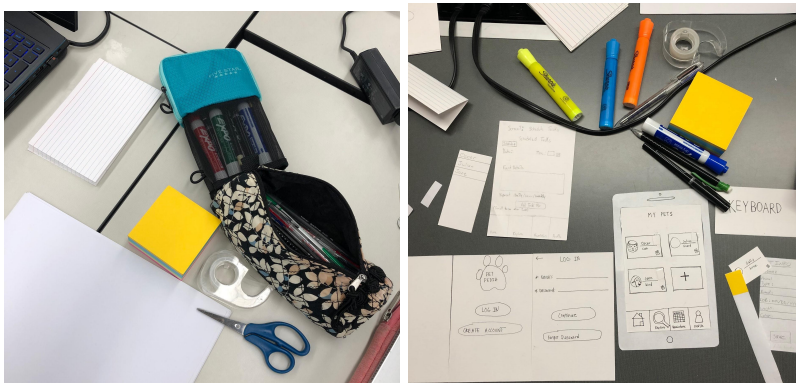
Jennifer Joseph - jjoseph6@uno.edu   Victoria Graves - vbgraves@uno.edu
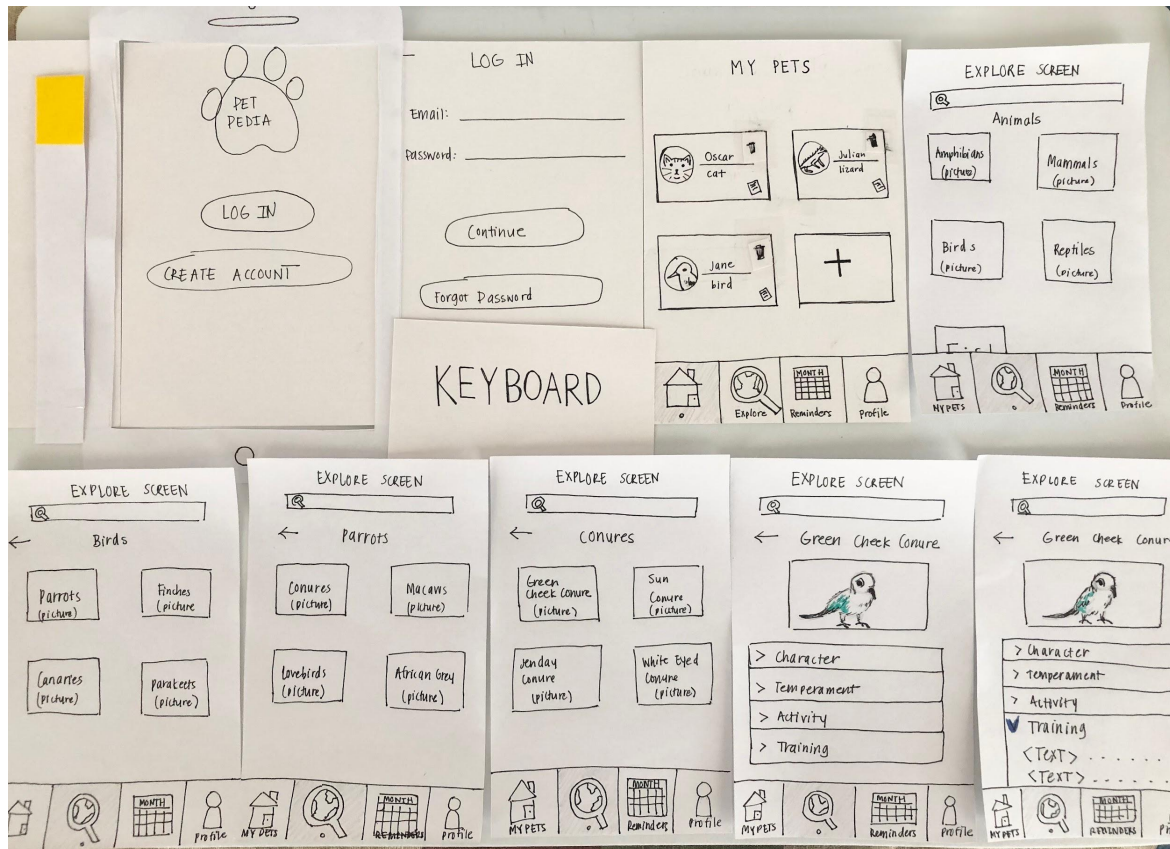
Jarnell Hayes - jjhayes@uno.edu   David Bartholomew- debartho@uno.edu

BEFORE PHOTOS:

AFTER PHOTOS:

Notes on User Tasks:

Task 1: Have a user **add a pet** to the "home" screen

The "home" screen/tab includes the ability for the user to add their current pet(s) (made clear by the "MY PETS" title text at the top of the screen.) The app's design is intended to allow the user to perform the "add a pet" function by tapping the plus (+) sign via the "home" tab (the first screen after completing login process), fill out the "ENTER PET INFO" pop-up window's fields (keyboard appears on screen when tapping a field, allowing the user to type in the information), and complete the process by tapping the "save" button.

Stakeholder 1: The user successfully navigated through the login process

He followed the prompts and filled out the information for adding a pet correctly without guidance (with only the explanation of our experiment and the instructions of the task - to "add a pet".) The user understood what the various icons meant, how to navigate through the prototype, and took the steps to add a new pet with ease. As the user navigated the app, he took the appropriate steps in an intuitive manner, fortunately without any difficulties.

Task 2: Have a user gather **training information** on Green Cheek Conures
There are two paths to do so - by either (1) typing keywords included in the animal's name via search bar, or by (2) tapping the "browse" tab and navigating directly to the animal (Birds -> Parrots -> Conures -> Green Cheek Conure)

Stakeholder 2: The user entered the proper information to complete the login process and understood how to navigate properly by tapping the "browse" tab (given only the minimal amount of information needed, just as the previous stakeholder). She tapped the button titled "Bird", (understanding the app's categorization system) and then proceeded to use the search bar function to type in "Green Cheek Conures", which led her directly to the Green Cheek Conure information screen. A photo of a Green Cheek Conure parrot was visible, seemingly striking an interest in the user to learn how to train such an animal, so she scanned the page for the information needed to take care of the bird. This is exciting, as striking interest in our users to learn proper care for pets is one of our primary goals in developing our app!

Synthesis Report Discussing the Evolution of the Paper Prototype
What were common points of success/failure across all participants?
- ➢ The common points of success were that both users had little to no difficulty navigating through the app. We found the decisions we made in altering the icons to be successful due to the users quickly recognizing their intended purposes, such as the plus sign that indicates how to add a pet.
- ➢ A common point of potential failure was that the navigation process felt a bit slow and could use enhancements. For example, when Stakeholder 2 used the search bar feature to navigate directly to portions of the "browse" tab, this brought attention to the need to focus on enhancing the search bar feature, in the event that the user prefers this method over the navigation process by pressing (Animal -> Birds -> Parrots -> Conures -> Green Cheek Conure). The methods we chose to optimize the navigation process is elaborated on in the following sections.

What changes have you made to your materials between sessions?
- ➢ On Monday we had our first on-campus meeting, in which we gathered all the materials needed for the paper prototype. This included index cards, paper, markers, scissors, tape, pens, color markers, and a ruler. We used the paper to mimic an iPhone template. We used the index cards to create the "screens" within our app. We used our other materials to demonstrate more articulate state changes, such as using the scissors to craft smaller segments of paper that were placed on top of certain screens when necessary to emulate "pop-up" windows throughout the task, as well as a "pop-up" keyboard, to signify to the

user that they should begin typing their personalized input. With this adaptation, every time the user needed to input their data, a paper keyboard popped up on the screen, allowing the process to properly simulate the intended application experience. We made these changes after watching an example paper prototype on youtube.
Reference: https://www.youtube.com/watch?v=y20E3qBmHpg

➢ We revised the "home" screen to remove the "three dot" icon intended to serve as a means of a note-taking feature in the "MY PETS" section of the "home" tab, because the three dots were not a clear indication of our "note-taking" feature, and we replaced them with a small "notepad" icon for clarity.

➢ We realized the "trashcan" symbol (intended for deleting pets from the "MY PETS" section) should be on each pet's entry, as it could lead to more complications (such as extra, unnecessary steps ultimately slowing down the process for the user) by only having one symbol on the entire screen, rather than alongside each pet's entry.

➢ We also added more details to the icons of our navigation bar so that their representation would be more transparent. For example, when navigating to the "Green Cheek Conure" information page, the user (possibly not being familiar with what a Green Cheek Conure is), may forget that they navigated through the "Parrot" section, before arriving to the Green Cheek Conure page, and get confused. Adding the keyword "Parrot" to the navigation bar, the user can now easily see that they are still looking at a type of parrot, rather than being completely lost in the hypothetical maze of different pathways navigated through to a specific animal. Now, each screen in the "browse" section will indicate the name of the previous screen that led to the current screen, to clarify what section the user is currently in.

➢ We heavily revised the layout of our "home" screen (the first screen that is automatically displayed after the login process is complete.)
  ○ Changes included to the "home" screen were included to improve the task in which the user taps the plus (+) sign to add a new pet, in that a pop up screen now emerges next to the empty pet component. This pop up screen now allows the user to include more details about their pet. Previously, we only planned to include the ability to add a pet's name, photo, and animal type (i.e. "dog"). We decided to include the ability to add the breed, date of birth, weight, and color/pattern for more functionality. For example, if the user chooses to include the animal's precise breed/morph, a link can be included to direct them to that animal's information page in a single click, without the necessity of searching for it via the "browse" tab, if they would like to review such information after becoming an owner of said pet (as the user may still need to reference this information at any time, not just as a research method before obtaining the animal.) We also noted the necessity to include a "save" button upon entering the pet's information and included it in our prototype. Once the user presses the save

button, a pet component represented by the new paper "pop-up" window replaces the previously empty pet component, updating the pet's information.

➢ Near the end of our meetup on Monday, we began brainstorming what task the second stakeholder should perform to best test our app. We sketched ideas about adding pet reminders to the "scheduled tasks/reminders" tab, signified by the calendar icon. The next day, we held a discussion via discord, and agreed that it would be beneficial for our second task to have the user search for training information for Green Cheek Conures via the "browse" tab (signified by the magnifying glass icon.) We also decided to change the icon for the "browse tab", for better clarity of the tab's overall purpose to the user. We merged our ideas into a singular image of a magnifying glass with an earth symbol within it, rather than only the magnifying glass by itself. We felt that this better indicates that the "browse" section is more than just a simple "search" section, in that it has both browsing *and* searching capabilities!

➢ On Wednesday's on-campus meeting, we sketched out the variety of screens needed to perform the second task, utilizing the same materials. Because this task involved a lot of screen alterations, we decided to tape the screens together, simplifying the stakeholders' abilities to navigate our app's prototype.

How did those changes affect subsequent users? Simply put, what did you learn from this exercise?

➢ On Wednesday, we conducted our user studies, asking two students in the UNO library if they would be willing to participate in our paper prototype task, and they kindly agreed. The decisions previously stated regarding changes made to the prototype seemingly contributed a positive effect to our app's overall functionality and ease of use, in that they seemingly made the app easier to navigate and understand, suggested by the lack of issues in our experiences conducting the research with our stakeholders. The changes also made the appearance of the original prototype much cleaner and less cluttered than some of our original designs. We feel the original designs very well could have confused or distracted our stakeholders by an overcrowded screen. For example, the "browse" and "scheduled tasks/reminders" screens contained multiple buttons to press, which we ultimately deemed unnecessary, as the simplification allowed for optimization as far as minimizing the amount of steps the user needed to press in order to navigate through the application.

➢ Watching the stakeholders interact with our app ultimately reassured us that the changes made involving simplification and functionality were beneficial not only from a programming stance, but also for ease of use for stakeholders. We attempted to keep in mind the user's perspective when altering the design choices in our application's prototype.