**Group evaluated**: Skylar, Sophie, Yan

**Prototype name**: Stage Buddy

**Version 1**:

- **Heuristic violated**: Flexibility and efficiency of use; **Severity**: 2; **Description**: In the calendar view, the calendar is displayed by week, with each day of that week shown as a separate column filled in with the scheduled times for rehearsal. I think it would also be a good idea to be able to display the calendar by month, so that rehearsal days/times for the upcoming weeks can be seen at a glance. Otherwise, if the user wanted to see when rehearsals are for three weeks from now, he/she would have to swipe through several screens.

- **Heuristic violated**: Recognition rather than recall; **Severity**: 2; **Description**: In the create a new play mode, the add and delete buttons on the bottom left of the screen are not really all that well placed. First of all, I hardly noticed them when I was looking at the prototype screen. And second, it was sort of unclear what their function was (were unlabeled + and - buttons). I think a good solution to this would be to place them in a more prominent location and perhaps to label them.

- **Heuristic violated**: Recognition rather than recall; **Severity**: 2; **Description**: In the scheduling view, when the user selects a scene, a few scenes right before that scene and a few scenes right after are shown in a small window. In this window, right next to each act/scene label, there are a list of numbers, each with either a plus or a minus followed by a number, such as +2, -1, etc., etc. The significance of these numbers is to let the stage manager know how many more or how many fewer actors there are in another scene compared to the current scene.

- **Heuristic violated**: Flexibility and efficiency of use; **Severity**: 1; **Description**: This version of the prototype is clearly just made for stage managers. However, as a former theater actor myself, I am certain that I would have immensely appreciated having access to the information stored in this app, especially the rehearsal schedule, but other information as well. I'm not sure how feasible this would be for the scope of the project, but it would be great if their were some sort of invite system, where managers could invite their actors, with different permissions to prevent them from overriding the managers' input, to join the app and see what they needed there. Although I'm not listing this issue under the second version, it definitely applies to that one just as well.

**Version 2**:

- **Heuristic** **violated**: User control and freedom; **Severity**: 4; **Description**: This is kind of a no-brainer problem, but it is crucial in the final version of this project not to forget about navigation through the application. This version had no menu bar or back buttons. When I mentioned this during my evaluation, Skylar mentioned an idea that I thought would be really cool. He was thinking to have the menu be a pop-up accessed through a very small button with a small symbol at the bottom of the screen, just like in the Target app. I like this idea a lot, and think it can resolve this important problem well.

- **Heuristic** **violated**: Flexibility and efficiency of use; **Severity**: 3; **Description**: In both the costumes view and the props view, costumes/props are sorted by act/scene. In the current layout, the user must select a scene to view the props or costumes, and only the props or costumes involved in that particular scene are displayed. I think it's pretty important to have the option to view all at once, for several reasons. One, the user may be searching for a particular costume/prop and may not know exactly which scene or scenes it belongs to. Second, the use of the costume or prop may span several scenes and it would be helpful to be able to see this at a glance.

**Overall comments/comparisons**:

- **Heuristic**: Aesthetic and minimalist design; **Description**: One big difference that I noticed between the prototypes, which I think is a major advantage of the second one, is the prevalent use of images and icons. It really plays into the aesthetic and minimalist design heuristic, making the app both quicker and more appealing to navigate. It wasn't until after I evaluated the second prototype that I realized that the first prototype was kind of text-heavy, which can make it a little more slow or dull than if more images and icons are used.

- **Heuristic**: Match between system and the real world; **Description**: The description for this heuristic, which is more or less as follows: "The system should speak the users' language, with words, phrases and concepts familiar to the user, rather than system-oriented terms. Follow real-world conventions, making information appear in a natural and logical order," really struck me as applicable to the way the second version of the prototype presented individualized information within the context of a larger whole. In other words, for example, if the user selects an actor from the list, and then selects the schedule for that actor, instead of displaying a chart with all of his/her rehearsal times, it brings the user to the calendar view and shows all rehearsal times, but with the rehearsal times of the selected actor highlighted. I think this is both a logical and natural way to present the information, and I would suggest that the group keep this layout for the final version, unless things change drastically and this suggestion would no longer be applicable.