
FiTracks

User Interface Design

Submitted to:

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for the course
CS 191 Software Engineering I
of the
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Unique Reference:

The documents are stored in the <https://fitracks.wordpress.com> in the Project Deliverables Section or can be accessed through <http://bit.ly/FiTracksDesignEngineering>. The interviews can be accessed in this link: <http://bit.ly/InterviewFiTracks>

Document Purpose:

This document is provided to keep record of the participant's answers and feedback for testing our UI Prototype Design.

Target Audience:

This document serves its purpose for the people who will test and evaluate our UI Prototype Design.

Revision Control:

<i>Revision Date</i>	<i>Person Responsible</i>	<i>Version Number</i>	<i>Contribution/Modification</i>
10/11/18	Ian N. Villanueva	1.0	Initial Document; Prepare the consent form; Added Document Purpose and Target Audience;
10/12/18	Ian N. Villanueva	1.1	Added parts in Participatory Design Guide and Protocol (Target Participants, Participatory Design Protocol)
10/13/18	Ian N. Villanueva	1.2	Added Participants in Participant Schedule, Video Transcription and Observation Summary
10/16/18	Glenn Karlo D. Manguiat	1.3	Unique Reference; Sample Screenshots of Prototype; Invision Link
10/16/18	Trina B. Aguilana	1.4	Added Participants in Participant Schedule, Video Transcription and Observation Summary

I. Participatory Design Guide and Protocol

This section provides the instructions on how to conduct a participatory design to assess the usability of the prototypes.

A. Purpose

The purpose of the participatory design is to gather information on how users will interact with the application. It is also done to assess the usability of the application.

B. Target participants

Mostly, the target participants for the participatory design interviews are students from the University of the Philippines, Diliman, Quezon City.

C. Participant's Consent

Participants will sign a consent form to participate in this activity. One copy of the informed consent should be given to the participants, and a second copy should be kept by the team. Participants should be informed that a video recording will be used as data collection.

The participation in this study is completely voluntary, and the participants may refuse to participate or withdraw from the study without penalty or loss of benefits of the group. They may withdraw by informing the team that they no longer wish to participate (no questions will be asked).

D. Data Collection

The participatory design are recorded if agreed by participants, and transcribed verbatim for analysis. The recordings need to be securely stored. The transcription shall not contain information that would allow individuals to be linked to specific statements. Confidentiality will be strictly preserved. Another member of the team may take down notes. The notes will be analyzed later.

E. Schedule of the Participatory Design

The participatory design can last about 30 minutes.

Participant	Date and Time	Venue
Patrick Sanchez	Oct 12, 2018 - 3:30pm PST	Teaching Lab 3, UP Alumni Engineers' Centennial Hall, College of Engineering, University of the Philippines, Diliman, Quezon City
Nikki Balugay	Oct 12, 2018 - 5:00pm PST	Teaching Lab 3, UP Alumni Engineers' Centennial Hall, College of Engineering, University of the Philippines, Diliman, Quezon City
Brandon Martin	Oct 12, 2018 - 5:30pm PST	Teaching Lab 3, UP Alumni Engineers' Centennial Hall, College of Engineering, University of the Philippines, Diliman, Quezon City

Bianca Bueno	Oct 16, 2018 - 2:05pm PST	Serials Engineering Library II, UP Alumni Engineers' Centennial Hall, College of Engineering, University of the Philippines, Diliman, Quezon City
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F. Participatory Design Protocol

Welcome: Welcome and thank you for volunteering to take part in this participatory design. You have been asked to participate as your point of view is important. I realize you are busy and I appreciate your time.

Introduction: This participatory design is to gather views and opinions about our UI Prototype Design and to help us understand how you will be interacting with our UI prototype.

Anonymity: Despite being recorded through a video, I would like to assure you that the discussion will be anonymous. The transcribed notes of the participatory design will contain no information that would allow individual subjects to be linked to specific statements. You should try to answer and comment as accurately and truthfully as possible.

The app that we are developing (FiTracks) is a health and fitness management record app in which you can view and keep track of your meal/water intakes.

Task Description participants needs to perform:

1. Maintain intake records (including add, edit and delete functionality): The user will be able to maintain his/her intake records as well as keep track of his/her food and water intake. The user can add, edit or delete his/her food and water intake whenever he/she wants to.
2. View current intake status: The user can view his/her own user profile where he/she can see his/her current meal/water intake.

Conclusion: Of all the things that you mentioned today, what would you say are the most important thing that we (developers) need to keep in mind. Thank you for participating! This has been a very successful discussion. Your opinions will be a valuable asset to the study. We hope you have found the discussion interesting. If there is anything you are unhappy with or wish to complain about, please contact the local PI or speak to me later.

Limitations: The prototype was tested by the participants in a laptop since the prototype won't render properly on a mobile device.

G. Participatory Design Notes

Video Transcript:

Participant 1: **Patrick Sanchez**

Ian: So kungwari mat ittype ka tas naitype mo na yung username at password tas click mo na yung ok button

Patrick: Ok.

Ian: Mag-i-initialize na yung loading screen. Check mo yung view profile para makita mo yung mga nilagay mo na diyan. So wala pa siyang laman since prototype palang naman and press mo na uli yung home button. Next naman is pindutin mo yung food intake and again wala pa siyang laman since prototype palang naman. Press mo uli yung home button tas next naman is yung water intake. Dito mavview mo yung mga na intake mo na and next is pa click yung next button tas next is for example mag aadd ka na ng new intake record so pindutin mo yung plus/add button, kungwari may naenter ka ng data now press mo na yung ok button para ma add na siya. So now na add na siya dun sa next page, click mo siya, yung new record tas try mo

siya iedit using the pencil button tas click mo yung keyboard tas yung ok button para ma update na yung record. Tas pakiclick uli yung same record na yun tas try mo siya idelete using yung delete button tas confirm using yung yes button and yun that's it.

Ian: So, ano naman masasabi mo about sa prototype namin?

Patrick: Bakit merong delete button sa mga food and water intake?

Ian: For example, nagkamali ng lagay yung user or may gusto siyang idelete or baguhin yung nakalagay na record

Patrick: Ano naman yung mga laman dun sa view profile

Ian: Yung laman is yung personal details like yung birthday, weight, height and etc.

Patrick: Ah ok. Ok naman yung UI prototype niyo.

Ian: So, sa lahat ng mga nandiyang, ano yung mga importanteng bagay na kailangan naming matandaan?

Patrick: Yung sa profile, dapat madepende dun yung food intake niya kung ok ba yung food intake niya

Ian: Ah yung status niya?

Patrick: Oo, kung healthy ba siya. Parang siguro yun, maganda kung mapapakita yung health status niya.

Glenn: Yung design

Patrick: Ah yung design ok naman, maganda nga eh, galing nga nung logo eh. Sino gumawa nito? Kayo, syempre kayo. Maganda sa mata, hindi siya yung masakit, kasi yung sa iba yung colors masyadong bright, yung sa inyo maganda yung color combination.

Ian: Ah sige, Thank you!

Participant 2: **Nikki Balugay**

Ian: So ito yung pag pinress mo na yung app ito dapat yung lalabas yung loading screen. So yung FiTracks yung app namin is a health and fitness record management system. Dito pwede mo iview yung profile mo at yung current intake status mo like yung food and water intake and pwede ka rin mag add, edit and delete nung mga existing intake records mo. So swipe to start, ayon kungwari na enter mo na yung username at password mo then click ok. So ito yung home screen, try natin yung my profile so dito dapat lalabas yung contact details, birthday, weight and height, and yung health status mo kung healthy ka pa ba. Tas next naman is yung food intake and dito dapat lalabas yung mga food intake mo like adobo tas kasama na yung food info such as calories dapat dun sa makikita mo. Next is yung water intake naman, yung symbol na ito is yung for example uminom ka ng water from a normal glass and yung symbol naman na ito is kapag uminom ka sa water bottle. Yung numbers naman na nakikita mo are just placeholders for other water intake records. Tas yung next page button is para manavigate yung next page once na napuno na yung former pages. Try natin mag add, ayon so madadagdag dapat dun sa next page yung new water intake tapos click natin yung kakaadd lang natin na record ayon tas try natin iedit using yung pencil button ayon tas click ok para mapalitan na tas next is kapag gusto mong idelete yung record na yun click natin uli yung record na yun and press yung delete button and press yes para madelete na siya tas yun sa home page na.

Ian: Tapos na pero, ngayon na nakita mo na kung pano magwork yung app so ano yung feedback mo in terms of design

and usability.

Nikki: Sa design maganda siya, ok ako. Dito, question mabubura ba yung records na ito or forever na siya nandiyan kahit past na yung day na iyon.

Ian: Manual mo siya idedelede

Nikki: Same rin siya sa food intake?

Ian: Yes, manual din.

Nikki: Yung sa profile, paano mo ilalagay yung profile

Ian: Yung plan namin is yung user magiinput nung mga personal details niya

Glenn: You can connect, we connect based from the food and water intake status we can/need to determine the health status of user, develop certain health status given yung mga intake na binibigay nung user.

Ian: Tas meron din yung BMI from weight and height

Nikki: San niyo iinput yun?

Glenn: May edit button kami for it.

Nikki: Maganda naman, makakatulong naman ito, it's good.

Ian and Glenn: Thank you!!

Participant 3: **Brandon Martin**

Ian: So ito yung app namin, yung FiTracks. Yung FiTracks is a health and fitness record management system that can keep track of your current food and water intake. And dun sa profile it can say if you are still healthy or tell what your health status is based on your intakes. So this is the interface and now this is where you type your username and password. Now this is the loading screen and so may 3 buttons, yung water intake, food intake at yung my profile.

Ian: Yung sa my profile, doon dapat lalabas yung personal details mo. Yung sa food intake doon naman dapat lalabas yung mga food na intake mo. Next is yung water intake, ito yung mga current water intake mo, yung numbers are just placeholders. Yung symbol na ito is yung kapag uminom ka sa glass tas kapag ganito yung symbol it means that you consumed water using a water bottle. Tas ito yung next page kapag napuno na ung former page. Tas try natin mag add ng water intake using the add button, ayan kungwari may natype kana tas press ok, tas dito dapat siya malalagay. Tas iclick natin yung new record tas try natin iedit, ayan. Next naman is pag gusto mo mag delete so ayun same process like sa pag edit.

Ian: So basically yung view profile nandoon yung profile status mo. Tas yung sa functions is you can add, edit, and delete yung intake records mo for food and water. So with all that ano yung feedback mo regarding sa UI design and yung functions and capabilities ng app.

Glenn: And further suggestions

Brandon: I mean right off the bat, it really seems tedious to keep adding so do you have another way of adding like maybe voice, through voice? 'Cause that would be easier because I intake a lot of water and I would have to be constantly adding and editing it manually. So it would be more convenient if there is a easier way to input.

Ian: Like may button nalang dito like pag pinress mo automatic na malalagay

Brandon: Yeah. It's just that like you have to do it for all of these

Ian: Like manual input siya.

Brandon: I used to develop an app like these, it would input data rin but what my teacher kept saying is like it's tedious to do it in the first place since manual input. That's my only concern otherwise I think it's gonna be very useful definitely useful. I wish I could see how would they enter input in their profile.

Ian: May edit button din

Brandon: Like when they sign up it would take them through. I guess that's it like the input would just be tedious. Sorry if it's like puro negative

Ian: Ah ok lang, Thank you!

Participant 4: **Bianca Bueno**

Trina: So yung app namin is parang fitness app pero for filipino foods, yung pag-monitor ng intakes if you're trying to be healthy ganun so ito na yung start. Swipe mo lang. So ito yung interface maglologin ka muna bago mo siya magamit. So let's say nag-log in ka muna. So pag gusto mo maginput ng water or food or magview, dito lang yung interface niya.

Bianca: Dito lang?

Trina: So try adding na lang.

Bianca: [adds]

Trina: And ayan na-add na siya. Then pag gusto mo iview, click mo lang. Tapos try editing na lang. Then click ok. Tapos ayan na-edit na siya to 1 liter. Tapos ayan na-edit na siya. Then try clicking na lang ulit.

Bianca: Ito lang ulit?

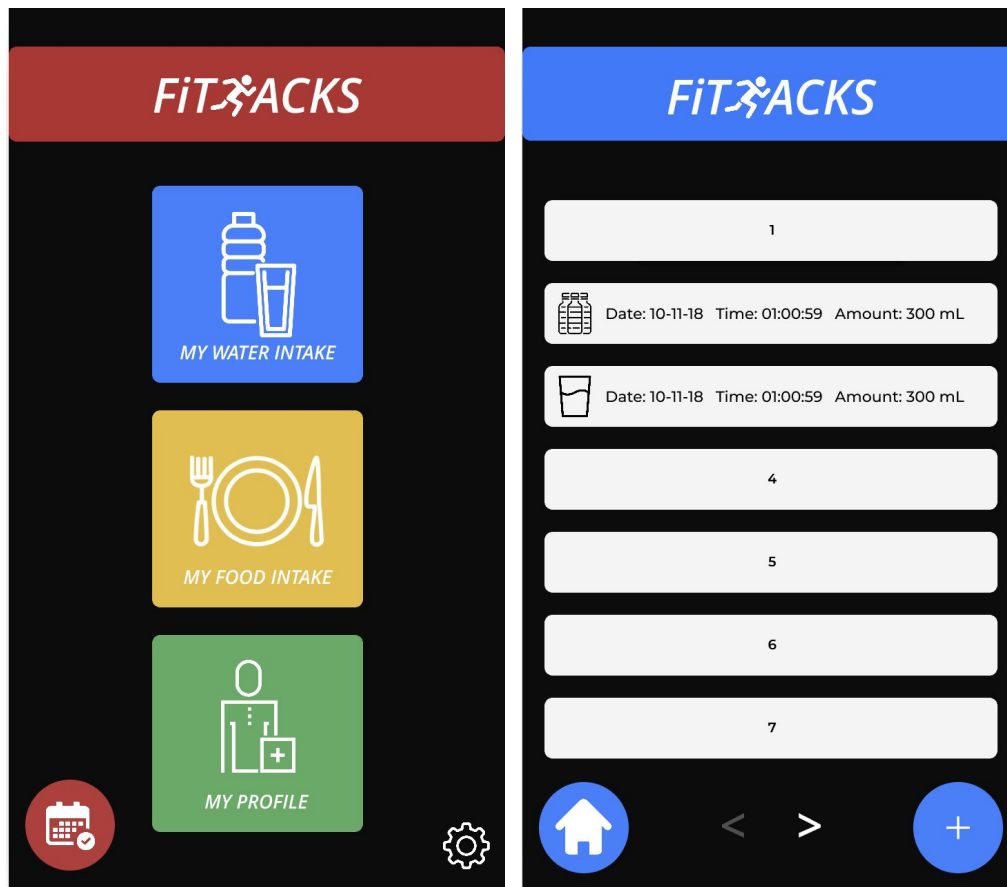
Trina: Yep. Tapos try deleting it naman. Click mo lang tapos ayan magtatanong yung app if gusto mo idelete. Then after deleting it pwede ka na bumalik tapos ayun na.

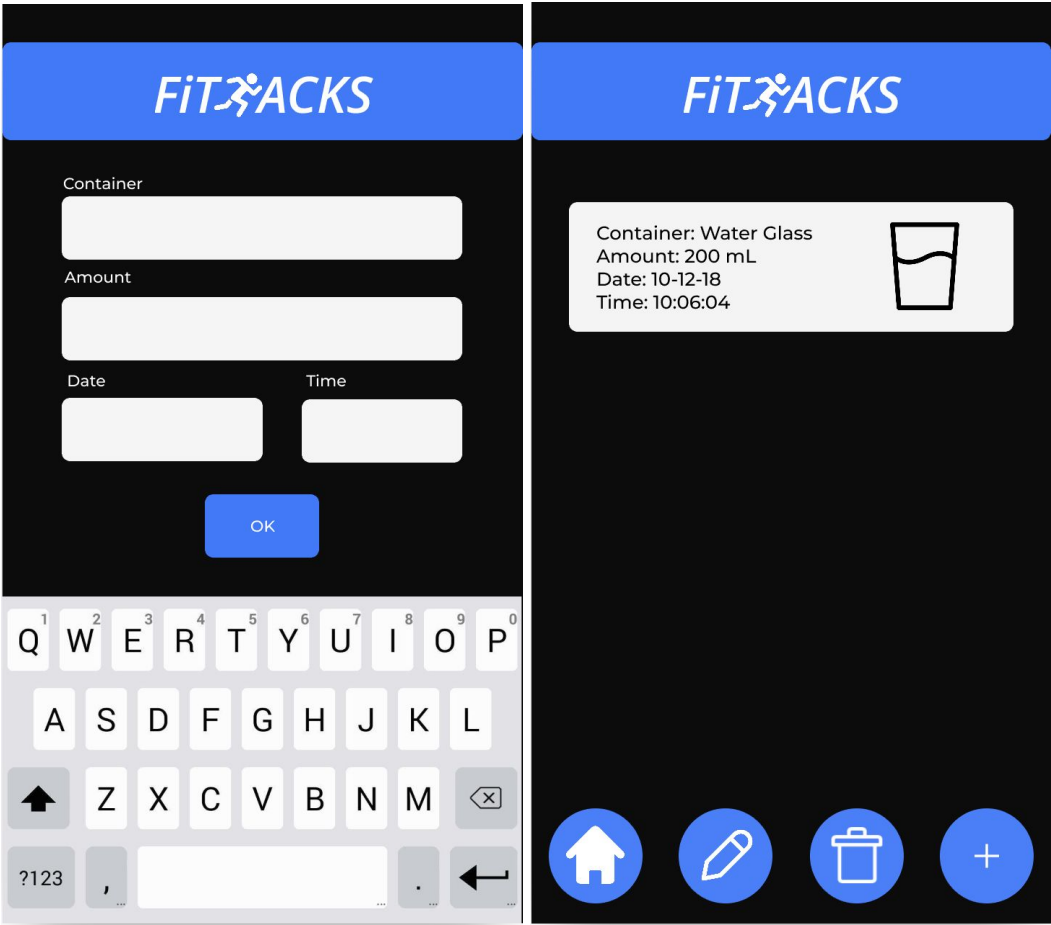
II. Participatory Design Report

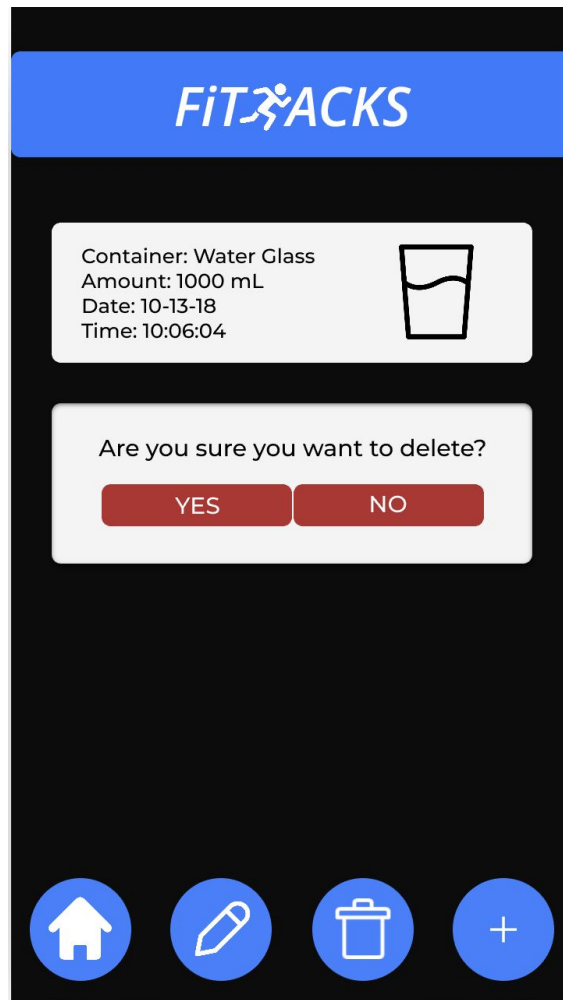
A. Observation Summary and Prioritization

<i>Observation</i>	<i>Prioritization</i> <i>(using MoSCoW)</i>
Add button	must have
Delete Button	must have
Edit Button	must have
Home Button	should have
View Profile	must have
View Food Intake Records	must have
View Water Intake Records	must have
Health Status Indicator	should have
Calendar	could have
Voice Input	could have

B. Sample Screens of the prototype







C. InVision Link:

The prototype of the health and fitness record management system can be accessed in <http://bit.ly/FiTracksInvision>.