**Field Notes— Low Fidelity Prototype – Team Annex**

**Interview 1 3-18-13**

**Start Time: 8:05am End Time: 8:23am**

**Interviewer: Richard Blotevogel Interviewee: Cody Weber**

**Human Computer: Brian Olsen Note Taker: Joshua Koehn**

Cody is a Junior in the CS department. He has 1 year of computer experience and uses Firefox and Netbeans. He used to own a tablet and is slightly used to the engineering building.

He did a good job going through the walkthrough. He used the back button instead of the floor layout button to return to the map.

He did not think that the interface was cluttered. He initially thought that it would be easier to look for the room yourself than to use the map. He thought that the directions and layout was easy to follow, He also thought that the display and the arrows were good. He did not know that the ‘Floor Layout’ button would take him back to the map, because the wording was confusing. He said that he would not have known that he could touch a room to see its information without being told. He did not think that a list of room numbers would be more efficient.

He thought that the interface was very clear and simple, and he liked the floor layout. He also thought that the wording was a little confusing.

He did think that he would use a kiosk like this if it were actually implemented. He did think that the directions should be easier to find. He also inquired about if the kiosks would be implemented or not.

Ideas:

* He used the back button, so maybe the floor layout button is not needed or change wording
* Pulling up directions took too long.
* Add a label to the map to instruct user to touch the rooms to pull up room information
* Ability to search through a list of room (instead of) or (in place of) clicking on the map
* Change some confusing wording

**Interview 2 3-18-13**

**Start Time: 10:17 am End Time: 10:31 am**

**Interviewer: Brian Olsen Interviewee: Thomas Bauer**

**Human Computer: Joshua Koehn Note Taker: Richard Blotevogel**

During the warm up session with Thomas, he stated that he has used tablets before but prefers to use a laptop. Thomas notified Brian that he is familiar with the building and in fact used the sign by the spiral staircase to find his way to the classroom.

During the walkthrough phase, Thomas used the map to pull up the room. It seemed as though it was his first instinct to click the room on the map, instead of looking for a button to click to lead him into a page with room numbers listed. From the floor layout screen, Thomas was able to find the information about the faculty and staff with ease. When asked to view Dr. White’s information, Thomas clicked the image of Dr. White without hesitation. He was able to tell what Dr. White’s office number and hours were. He was then asked to get the directions to Dr. White’s office, which he did with ease. When asked to find room 3075, however, he did have some difficulties finding the room on the map.

Thomas stated that the map was too small and that the banner is too large. He, also, stated that there were some rooms that were hard to select and find. When viewing individual rooms, he preferred to click the rooms, but suggested that a separate page be created that would list the rooms. He did like that each individual page was consistent and the colors seemed appropriate for the school. He felt that there should be a button to go back to the map view without having to back out of multiple screens.

Ideas:

1. Shorten the banner and increase the size of the map
2. Use multiple options to view the room numbers
   1. When viewing office numbers, list the staffs name not the number.

**Interview 3 3-20-13**

**Start Time: 10:35 am End Time: 10:47 am**

**Interviewer: Joshua Koehn Interviewee: Paul Pinneo**

**Human Computer: Richard Blotevogel Note Taker: Brian Olsen**

Paul is a Junior in Computer Science. His computer experience spans years. He uses applications such as Firefox, IDE’s Word Excel. He does own a tablet and has had it for 2 months

Paul went through the interview with ease. He didn’t have much issues finding out how to enter into the program and how to navigate through our windows. He did seem to have some slight issues with pulling up the directions from the faculty information dialog. As far as, bringing up the specific rooms he preferred clicking on specific rooms from map or dialog. He likes the map not a list style. He said maybe to bring up both options

User states that the buttons being in the same spot made it easy to find. He felt the interface was fairly intuitive to use. He did say he liked how our directions were displayed in a list paired with a map.

Talking to the subject mentioned it would have been useful to have a quick return to main menu button

Ideas:

Since the user did seem to have some slight issues with pulling up the directions from the faculty information dialog, we should reconsider how this is displayed.

Maybe bring up both styles of opening a room. Style A – click on the map. Style B – Bring up a room list.