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

**Interview 1 3-27-13**

**Start Time: 10:47am End Time: 11:02am**

**Interviewer: Richard Blotevogel Interviewee: Andrew Stubblefield**

**Note Taker: Joshua Koehn Observer: Brian Olsen**

Andrew is a senior in the CS department. He has 15 years of computer experience and uses chrome, Visual Studio, starcraft, scheme. He has owned a tablet for 3 years and is familiar with the Engineering Building.

He did not think that the display was cluttered, but he did think that the room numbers were small. He thought that the floor layout was easy to read. He also thought that it was easy to pull up directions to a room. He thought that some of the arrows on the map were confusing, but thought that the directions would be fairly clear when we finished implementing the written instructions. He thought that the color-coding on the room list was good, as it narrowed down the possible choices for the room that you were looking for. His preference was to use the map to access each room, but he thought that seeing the list of rooms was good as a back-up. He thought that the application was easy to use, but that that the buttons should depress when they are clicked on.

He thought that the interface was simple and straightforward to use. He did not like how the building extension was added and removed and the locations of some of the arrows on the map. He did not think that he would use this application unless he was going somewhere in the building extension. His one wish for the design was that the building extension was shown the whole time.

Ideas:

Make it easier to remove the building extension (fix wording, depress button when selected, etc.).

If we have time, when a button is selected, show it as being depressed.

Show building extension the whole time.

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**Interview 2 3-27-13**

**Start Time: 11:19am End Time: 11:34am**

**Interviewer: Joshua Koehn Interviewee: Erin Gourley**

**Note Taker: Brian Olsen Observer: Richard Blotevogel**

Erin is a computer science major currently in her freshman year. She has about 6 years of general computer experience. She uses common applications like Firefox and Word. She has owned a tablet for the past year and so we know she has some experience with touch screen applications. She has also stated that she has a good familiarity with the engineering.

As Erin walked through the program she was able to do a good majority of simple tasks. When asked to display information from a room on the first floor her first reaction was to click on the map. We are seeing a trend in users that want to use the “click-on-map” functionality. We guided her to use the “View Rooms” button to open the room. Once the Erin was accustomed to using the side button to access the rooms she used the same method to open the other room we had set up on Floor 3.

Erin seemed to be pleased with the application except for the amount of windows we had popping up. She doesn’t like the amount of windows we have but said that she knew where to go in most cases. She said she liked our directions view, and she wanted less windows as her design wish.

Ideas:

Work on making the complexity of the navigation through the windows more manageable.

Make the map clickable to open a room.

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**Interview 3 4-1-13**

**Start Time: 9:36 am End Time: 9:48 am**

**Interviewer: Brian Olsen Interviewee: Cathy Casey**

**Note Taker: Richard Blotevogel**

Cathy is a Sophomore in Computer Science and Electrical Engineering. She has about 10 years of computer experience. She uses applications such as Google Chrome, Microsoft Office, and Visual Studio. She does own a tablet and has had it for several months. She is, also, familiar with the Engineering building.

Cathy had some minor issues when viewing the interface. When asked to view information for a room she took some moments before she clicked on the view rooms button, but when she found it she was able to easily read the information that was displayed. When viewing the directions, she stated that she liked the arrows that were displayed in the navigation. When going back to the floor plan, she had to back out of several windows before she got to the screen. Found out how to get to the instructors information quickly. When viewing the list of faculty, clicked the picture of Dr. White to view the information. She was able to get the directions to the faculty’s office with ease. When asked to view the building extension, was able to add it easy but found it difficult to remove the extension.

User stated that the buttons were a good size for a touch screen interface. She did really like the arrows in the navigation. She stated that she liked the way the directions interface looks. The only dislike was that it was difficult to remove the building extension.

Ideas:

Make a new button that will make it easier to go back to the floor plan.

Change the building extension so it is easier to add or remove the extension.