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Assignment 2

Weather.com

Part 1: Bringing Requirements to Life

(A) Pitch a new Software Project.

a. **A project name**
    i. Travel Assistant
b. **Descriptive pitch (max 100 words)**
    i. Travel Buddy is a software system related to weather.com where users will select the location and timeframe of their travel to receive travel recommendations based on their interests and the weather in their current location. Users can use the software to make travel plans and become informed and adapt their travel or day to day plans according to the weather status in their desired location. The user can use the software to become informed of the special weather in the area in relation to inclement weather in addition to receiving notification about problems in the area.
c. **Explanation of the project's connection with the website**
    i. This project will utilize the information provided from the weather app website by taking the morning, afternoon, and evening weather conditions to use the information to recommend activities, food, and events in the area.
d. **Description of the purpose and benefits of your proposed project.**
    i. The purpose of the project is to help travellers or people new to the area to get to know the location in the days that they have available to best utilize their free time. The user can become informed about the special weather conditions in the area beforehand to use this information about things to look out for in addition to planning packing clothing attire based on the weather. During their trip they can get activity recommendation which will guide the user to must see locations, activities or food locations based on their preferences to get a personalize travel experience. A final benefit of this system is to inform the user about special weather conditions in the area so that they can become informed about any possible dangerous or unfortunate weather conditions.

(B) Identify Personas

- Identify **two** personas that represent important and distinct kinds of users. For each, create a persona description (as in Fig 11.7 or 11.8 in the textbook). For high marks, your personas should help discover/explain functionality(ies) in your system, and should not be generic (i.e., should not apply to any system). Each persona should:
    e. Be on a single page
    f. Have a name, and tag (e.g., Sam; Family Traveller)
    g. Show details for their biography, motivations, and frustrations
    h. Show images depicting the persona and their interests
    i. Use no more than 150 words each and no more than 10 images each
    j. If you will incorporate gender inclusive personas, describe this clearly and
    k. provide explanation/justifications for your choices

Persona 1 - World Traveller

Amber; Traveller

Wonderer | Opportunist | Spirited

Goals

- To get to know all the cool spots in their new temporary home as quickly as possible
- To seek current and future adventures quickly and efficiently
- To be able to prioritize activities that fit within her predetermined budget

Motivation

Available activity funds

Tourism

Proximity to location importance

"I want to make most of my adventures to take in as much of the location as I can!"

Age: 25
Work: Hostel receptionist

Frustrations

- Booking activities that are later cancelled due to the weather
- Getting stuck inside on a rainy day
- Weather in different locations can be diverse and unexpected

Personality

Introvert — Extrovert

Thinking — Feeling

Sensing — Intuition

Bio

Amber loves to travel on adventures to explore new locations. She is quickly moving locations and a variation of allocated time to explore the current town she is in. Amber would like to be able to get to know where she is in the free time she has in between her shifts in the hostel reception to fund her trips. She would like a system that gives her personalized recommendations of things to do in the area that works around the weather and her budget in her available time.

Favorite destinations

Persona 2 - Recently Moved

Katelyn; Recently Moved

"I want to get to know my new home town to meet new people and show friends and family my new life!"

Age: 22
Work: Software Developer

Personality

Introvert — Extrovert

Thinking — Feeling

Sensing — Intuition

Explorer | Practical | Efficient

Goals

- To get to know their new home town quickly to become familiar with the best spots in town
- Would like to know places to bring family and friends when they come visiting
- Find the best and unique food spots in town

Frustrations

- The activity recommendations online are mostly geared towards tourists and therefore is more pricey
- Its difficult to get to know a new town with limited hours off from work
- When bad weather comes around, it can get in the way of the day plans where Katelyn is more informed about outdoor activities

Bio

Katelyn recently moved to Montreal for her new Software Engineering role. She is just getting to know the new town and would like to get to know the best spots in town to meet people and show friends and family around town. She finds the recommendations online very geared towards tourism so she would like personalized activity and food recommendations that work around the weather during her limited time off of work.

Motivation

Available activity funds

Tourism preference

Proximity to location importance

Favorite locations

(C) Persona Importance and Impact.

- For each persona, write a paragraph describing why they are important for your project, and how they would likely affect the interaction design. For high marks, your description should speak to the specifics of how the personas would help elicit/explain requirements. (150 words max per persona)

Persona 1 – World Traveller

- The persona of word traveller is highly relevant to the software where the traveller would like to get to know where they are travelling while they have limited time in the location and limited time off from their part time job. It is important for this persona to be able to utilize the software to work activities around the weather in their location. A primary use of this system is to be able to explore the natural disaster/regional information of the page so that the user can be informed about the location that they are currently in. Being knowledgeable about the location is very important to be prepared in the cases that the region is prone to tornadoes, hurricanes, or severe weather. Also, since this persona is a constant traveller, their activity funds may be lower so that is important to include in the system preferences settings.

Persona 2 – Recently Moved

- Having the persona of the recently moved is important for the user to be able to explore the town around their busy work schedule. A main purpose of this persona is to represent day to day activity recommendations where most of the information relating to the activities to do in a place is geared towards tourism, the system preferences can filter the activity recommendations to less touristy activities. Since this persona does not have much free time, the system is important to allow her to get personalized activities quickly with limited searching for the user. With the quick activity suggestions based on the weather, if the current weather is impacting the current day plans the system can help with generating new fresh ideas.

(D) Create a Scenario

- Write a scenario that represents a situation where your system will be used (use the structure as in Fig 11.9 in the textbook). Use at least 150 words and no more than 250 words
    l. Remember your scenario should be relevant to one of your personas.
    m. Make sure the scenario is realistic and represents a significant activity where your project/software would be used.
    n. The sensation should include enough details to make the challenges and benefits evident.

Scenario: Amber really enjoys activities when she's travelling since she's held up in the hostel reception office all day with her best friend and travel buddy Weston. Both her and Weston have hostel reception shifts all week but they both have an open spot on Tuesdays and Thursdays in the afternoon and evening. They are currently located in London England and Amber had planned to take this time to wander around town and along the River Thames. Unfortunately, when Tuesday comes around, it's been raining the entire day but she'd still really like to get out of the hostel to enjoy her time off. Weston suggests this fancy restaurant down the street, but Amber has been wanting to save up for her next planned trip. Amber pulls up the system setting the price preferences and gets to see all the indoor activity recommendations for her area based on the rainy weather. The recommendations include a café and small local shop recommendations along with a fish and chips spot that peaks her interests. She then adds the recommendation to her 'liked' list to help the system with future recommendations and to remember her favorite locations. Amber then drags Weston along for coffee, shopping run and ending the day off with fish and chips for supper on their Tuesday afternoon out.

Part 2: Interaction Types and Prototyping

(A) Planning

- In 300 words max: Consider which interaction type would be best for your system. In particular, compare instruction, conversing, and manipulating. State the advantages and disadvantages of each for your system.

Instructing: Tell the system what to do

- Advantages: Instructing is good for telling the system what to do which would be beneficial for the system preferences. This is helpful to guide the user through the initial system setup so they can get the recommendations.
- Disadvantages: The user does not have much control over the system operation and may be leading the user to a more complex process which can be impeded by user error.

Conversing: Conversing with the system

- Advantages: In the case for conversing, the system is less like a machine and more of a partner in finding solutions which aligns with the 'Travel Assistant' name of the system to give the user a travel assistant.
- Disadvantages: Conversing can lead to many one-sided conversations and in the case of using a chat sort of system. The user may be given too many prompts to handle due to the personalization process and preferences can be lost in the longer conversation.

Manipulating: Manipulate objects like the real world.

- Advantages: Manipulating is a good way of allowing a user to interact with the system in a way that applies to the real world. This is very applicable to how the user can be displayed the carousel of activity options which shift like cue cards.
- Disadvantages: Some tasks are better at being displayed using commands and is not transferable to a manipulatable object such as gaining user information for the preferences does not translate well to a manipulable object.

In terms of the best interaction type for the system, the instructing interacting type is the most applicable to the system where the user is inputting information about the trip and the preferences.

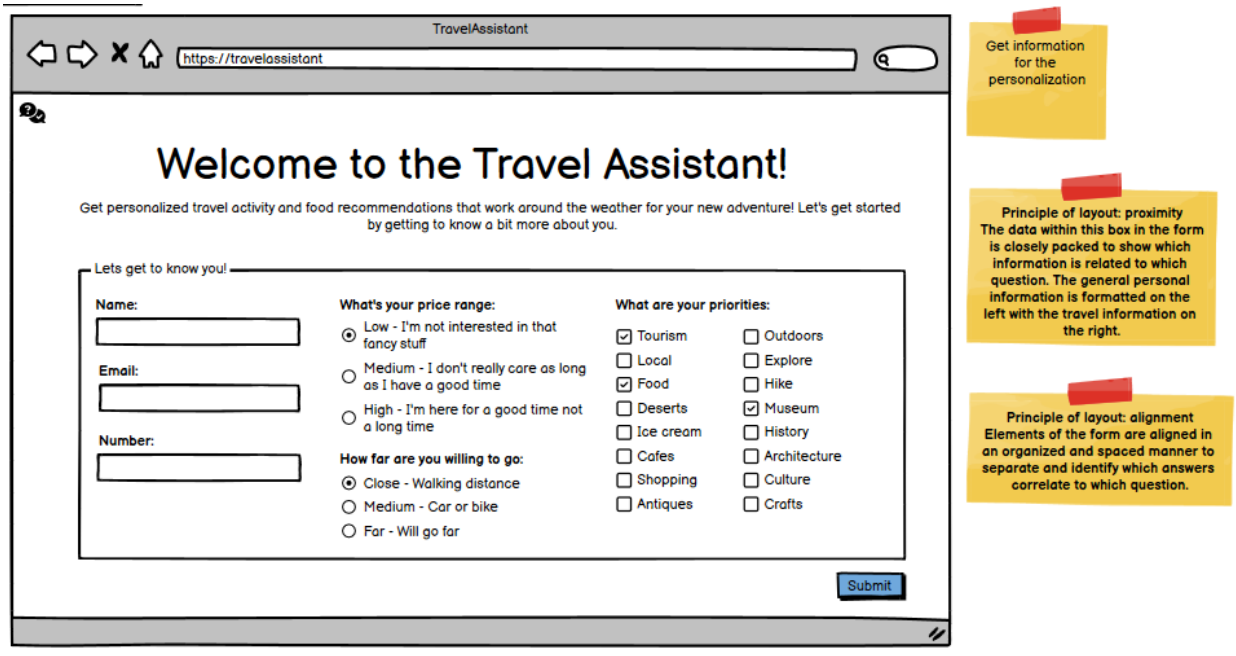
(B) Lo-Fi Prototypes

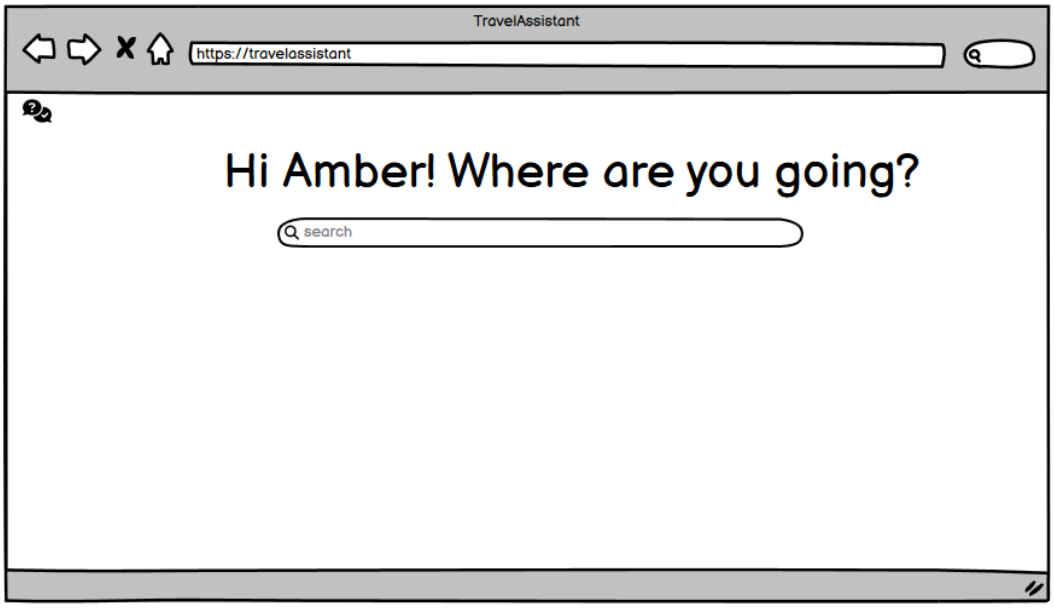
a. **Prototype**. Create **two** prototypes for your project, using Balsamiq (see instructions for downloading on BrightSpace). The prototypes should be distinct in some significant way. For example, one based on a metaphor and one not, or using different interaction types, or just with very different visual layouts. Each prototype should:

   i. Have at least three main screens
   ii. Include comments or callouts to explain key design features.
   iii. Use at least three interactive elements, simulated using links.
   iv. Use principles of layout (contract, repetition, alignment, proximity) and highlight at least two with comments explaining the intent of the layout.
   v. Use any UI patterns you think would be useful, and highlight at least two patterns with comments explaining why they are appropriate. Use UI Deign Patterns proposed by Tidwell, or those which are based on well-known design in other software (name the software).

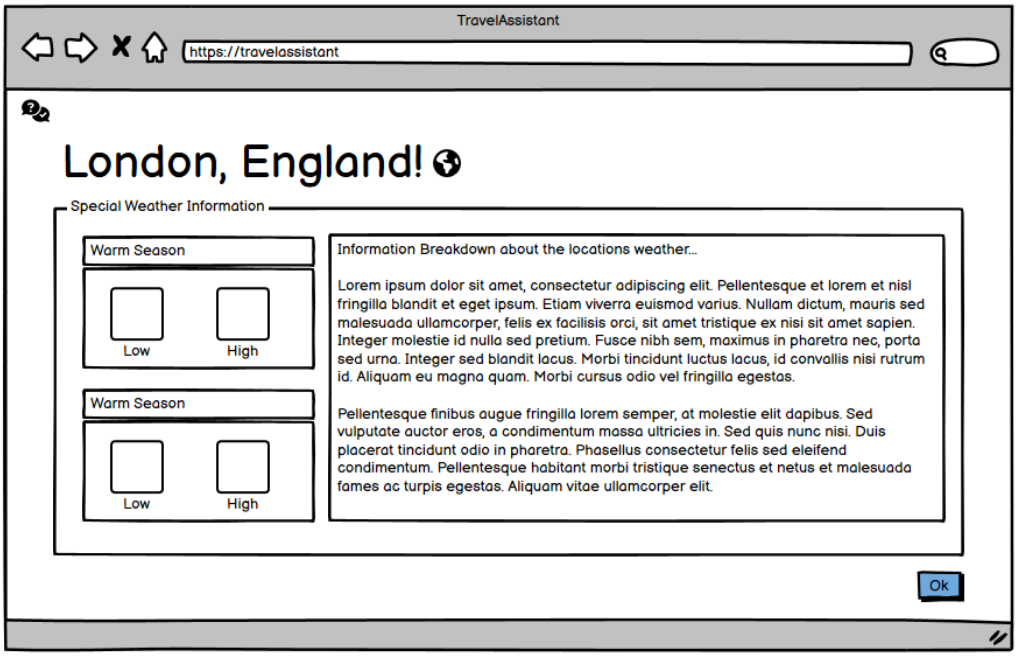
Prototype 1:

- The following screenshots are from the balsamic file of prototype1. This prototype uses the Instructing Interaction type.

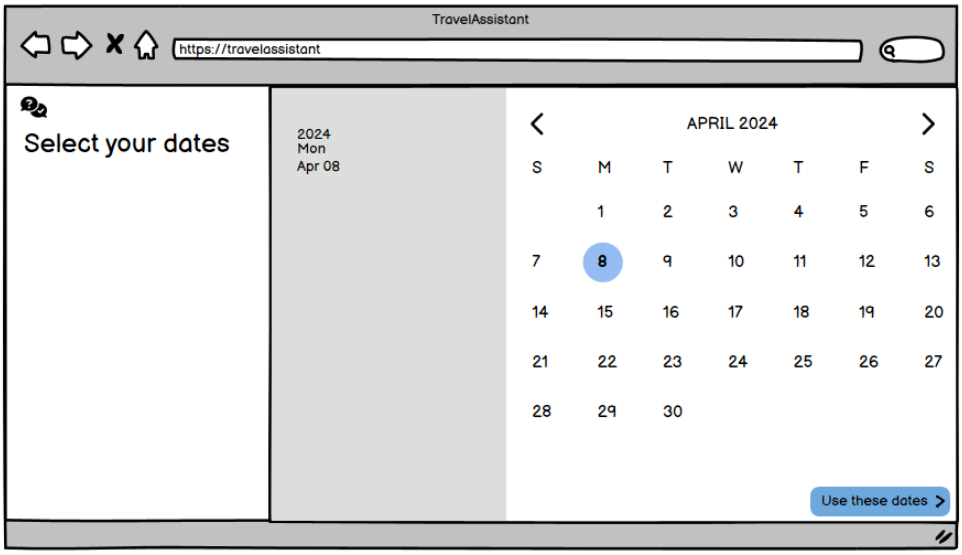




Here the user would search to get the desired location



This section would include special weather information about the area.

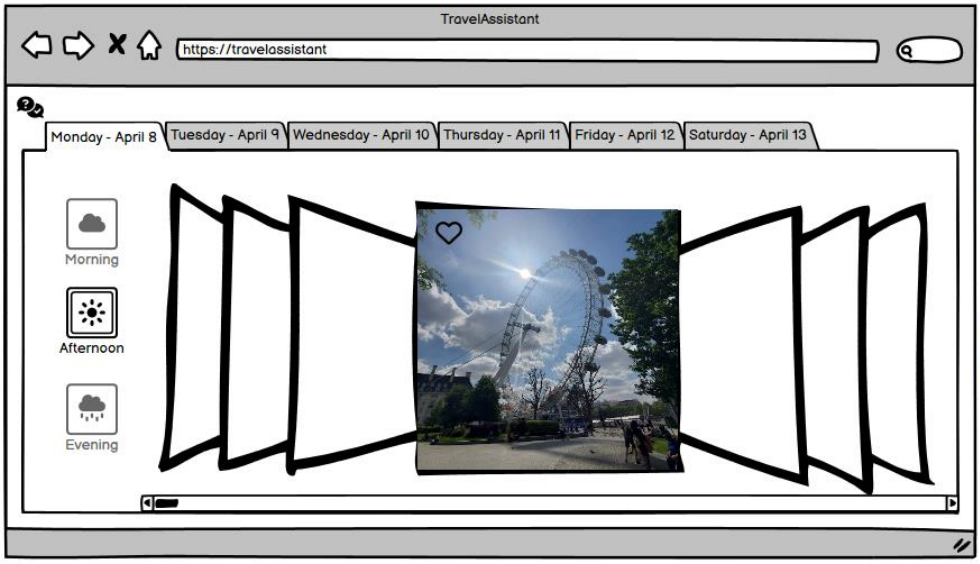


Use the calendar picker to choose the range

Design Pattern: Calendar Picker
Helpful when the user need to select a range of dates.

Resource: https://ui-patterns.com/patterns/CalendarPicker

Principle of layout: repetition
A color scheme of blue white and back is used throughout the pages.



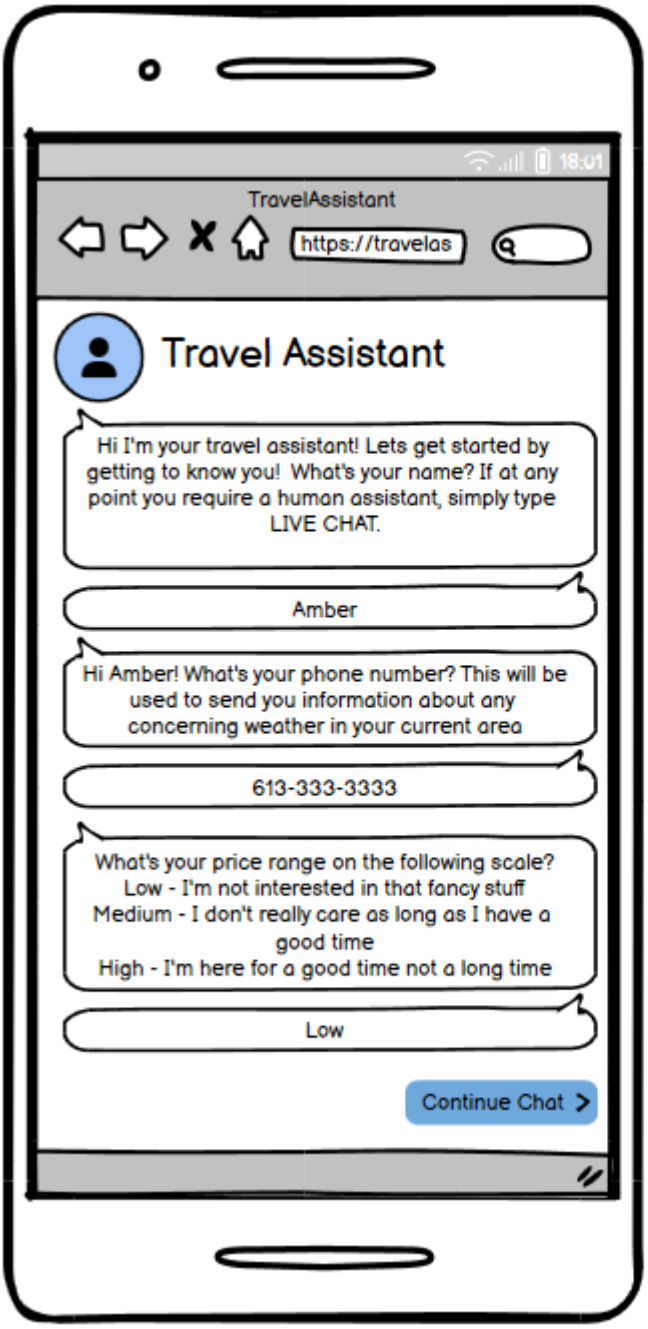
Design Pattern: Navigation Tabs
The navigation tabs is separated into the different days and is clear which day is currently selected.

Resource: https://ui-patterns.com/patterns/NavigationTabs

The user will select the date in the tabs at the top then select Morning, Afternoon or Evening then they can scroll through the carousel and like their favorite locations

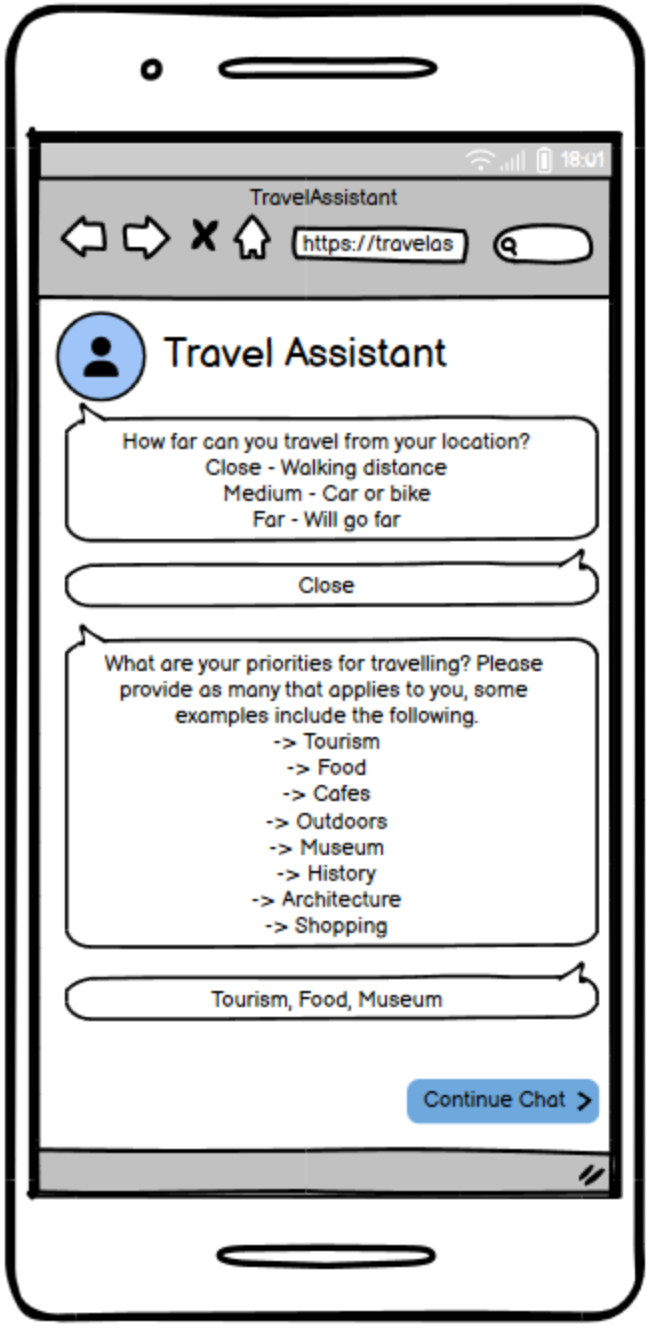
Prototype 2:

- The following screenshots are from the balsamic file of prototype 2. This prototype uses the Conversing Interaction type.

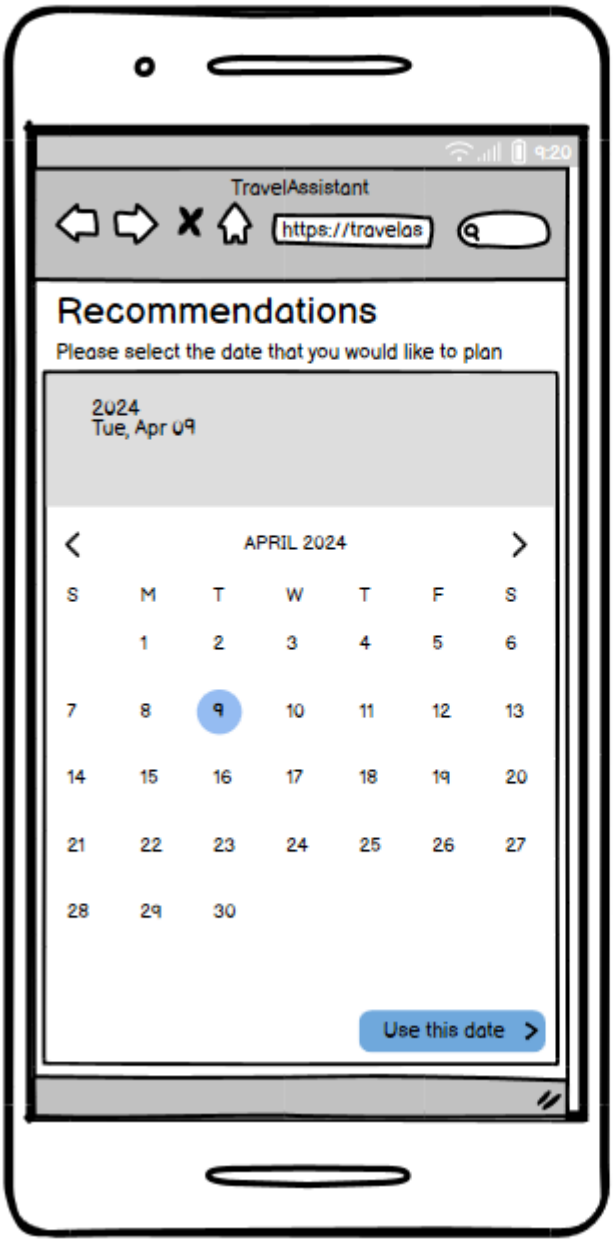


The travel assistant will prompt the user to answer the personalization and trip information

Note: the continue chat button would not usually be there, just here to simulate scrolling down.


18:01
TravelAssistant
https://travelas
Travel Assistant
How far can you travel from your location?
Close - Walking distance
Medium - Car or bike
Far - Will go far
Close
What are your priorities for travelling? Please provide as many that applies to you, some examples include the following.
-> Tourism
-> Food
-> Cafes
-> Outdoors
-> Museum
-> History
-> Architecture
-> Shopping
Tourism, Food, Museum
Continue Chat >

18:01
TravelAssistant
https://travelas
Travel Assistant
Thanks for letting me know! Where are you going?
London, England
When are you planning this trip? (yyyy-mm-dd to yyyy-mm-dd)
2024-04-08 to 2024-04-13
Awesome I've got all the information I need! Please direct to the recommendations page.
Recommendations



Design Pattern: Calendar Picker
Helpful when the user need to select a range of dates.

Resource: https://ui-patterns.com/patterns/CalendarPicker

Design Pattern: Notification
Used when the user needs to be informed about important updates such as severe weather in there area

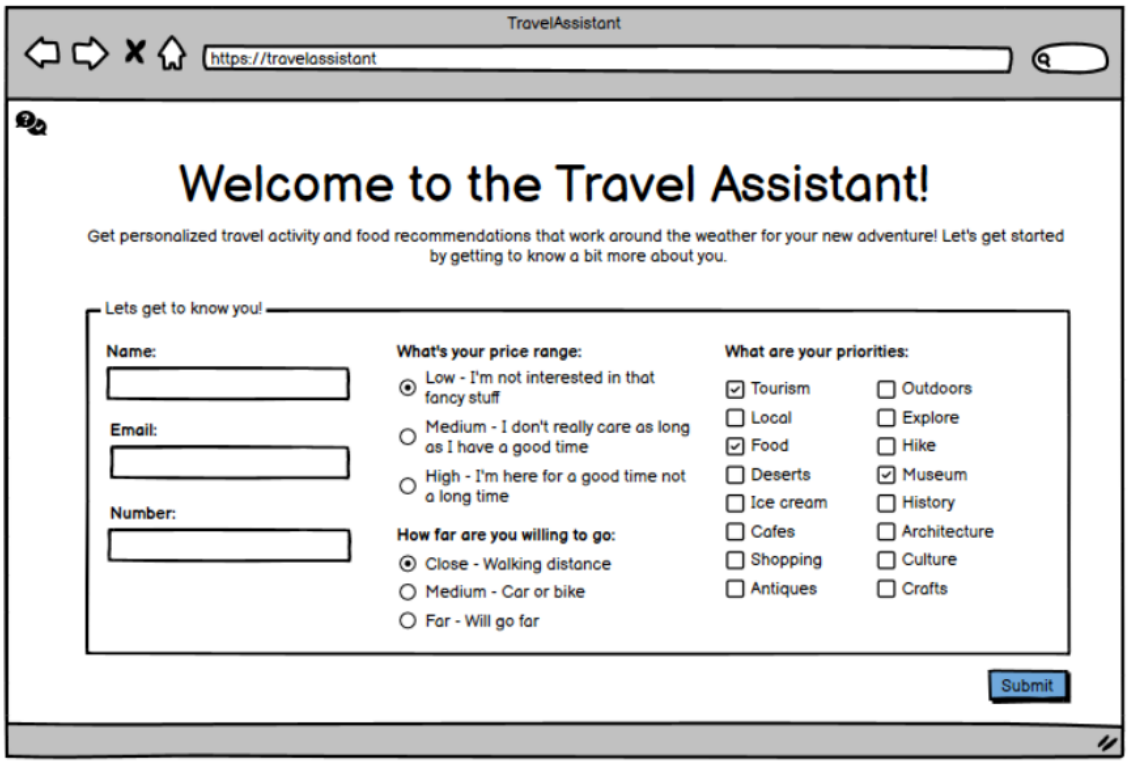
Resource: https://ui-patterns.com/patterns/notifications

Scroll through the recommendation list for the selected date

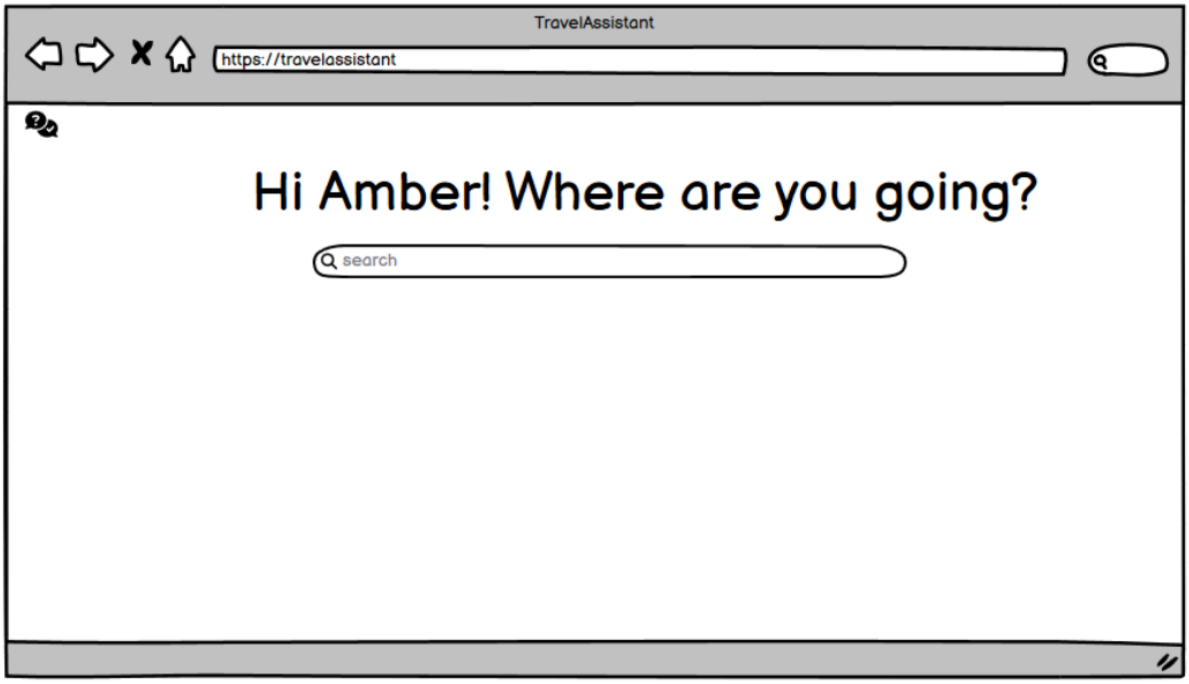
Principle of layout: alignment
Elements of the page are properly aligned where the Morning, Afternoon and Evening buttons are evenly spaced. The Date selection at the bottom are aligned properly on the left and right sides of the page with the back to chat aligned between them.

Principle of layout: repetition
Uses repetition in the black icons and the buttons at the bottom of the page

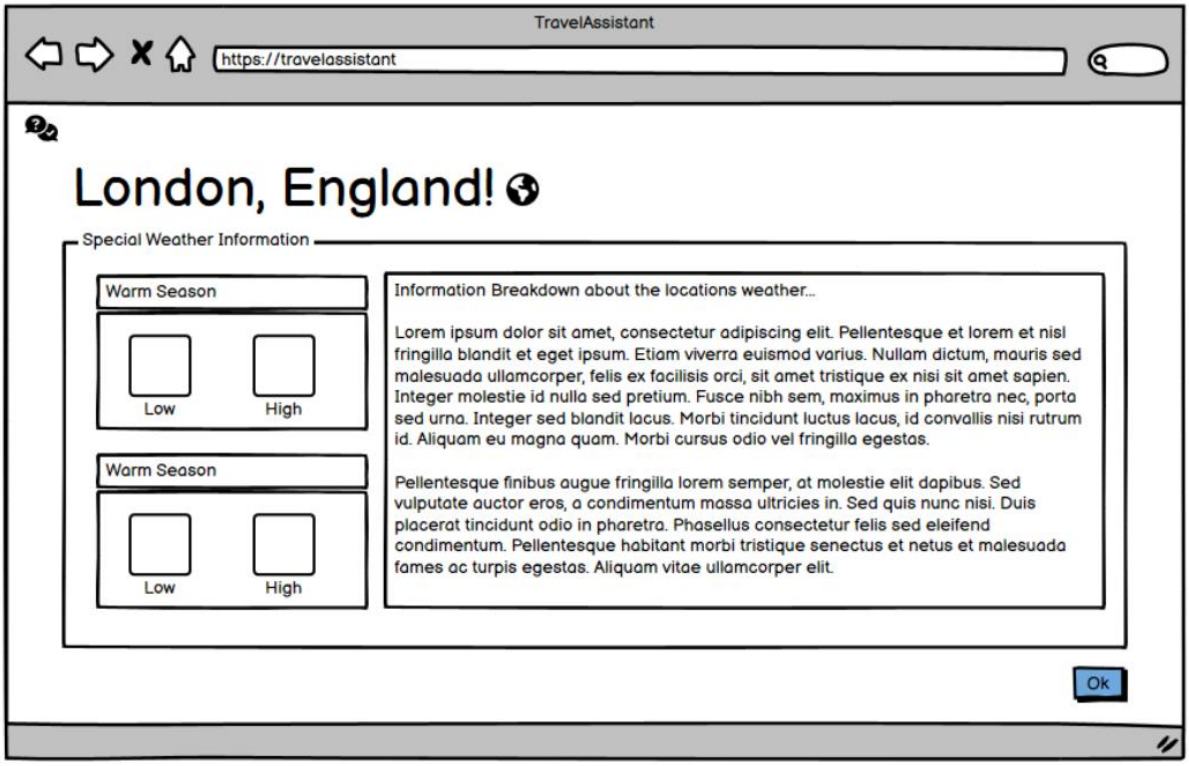
b. **Storyboard**. For **one** prototype, create a storyboard using screenshots of the prototype to illustrate sequence (at least 4 steps) that users would follow in using the system for some significant activity of your system. This activity should be highly relevant to your system (i.e., do not choose a log-in activity which would apply to many systems). Create the storyboard by taking screenshots or a saved pdf of each step, and then putting them in a sequence. Write a comment (100 words max) for each screen, explaining the user goals and the actions they will take to accomplish them on that screen.



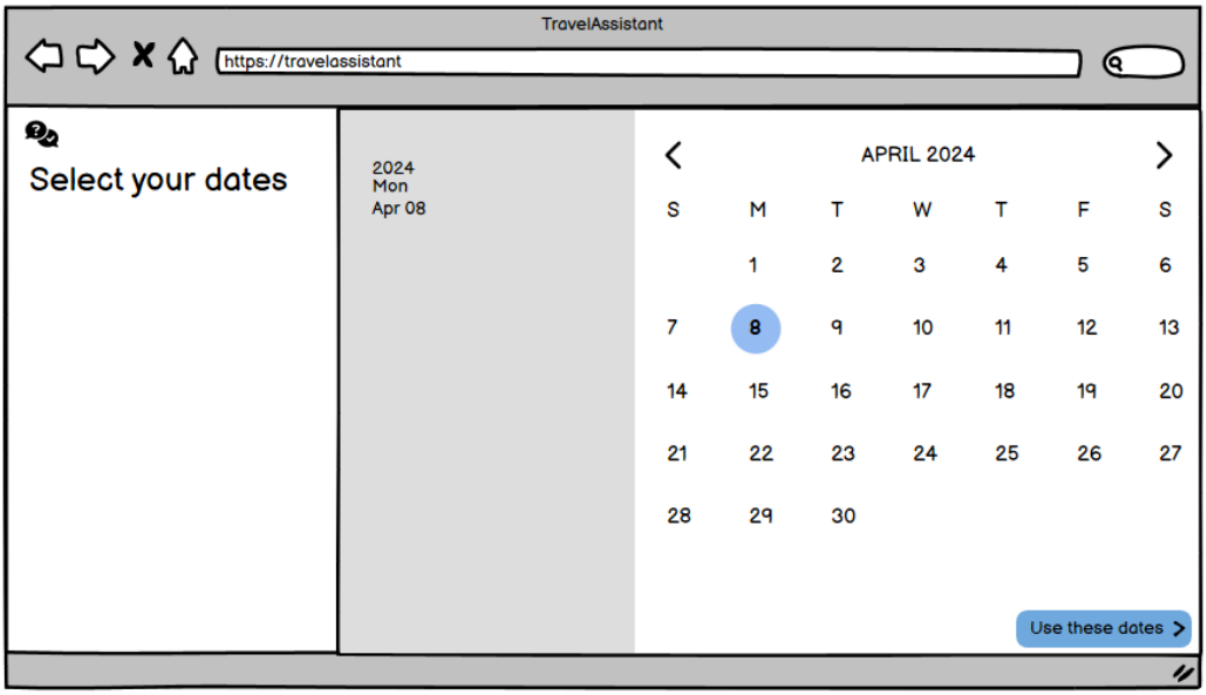
Amber enters information about herself and her preferences on the introductory page. She enters personal information on the left and information relating to her travel preferences on the right. She will submit this information by clicking the 'Submit' button.



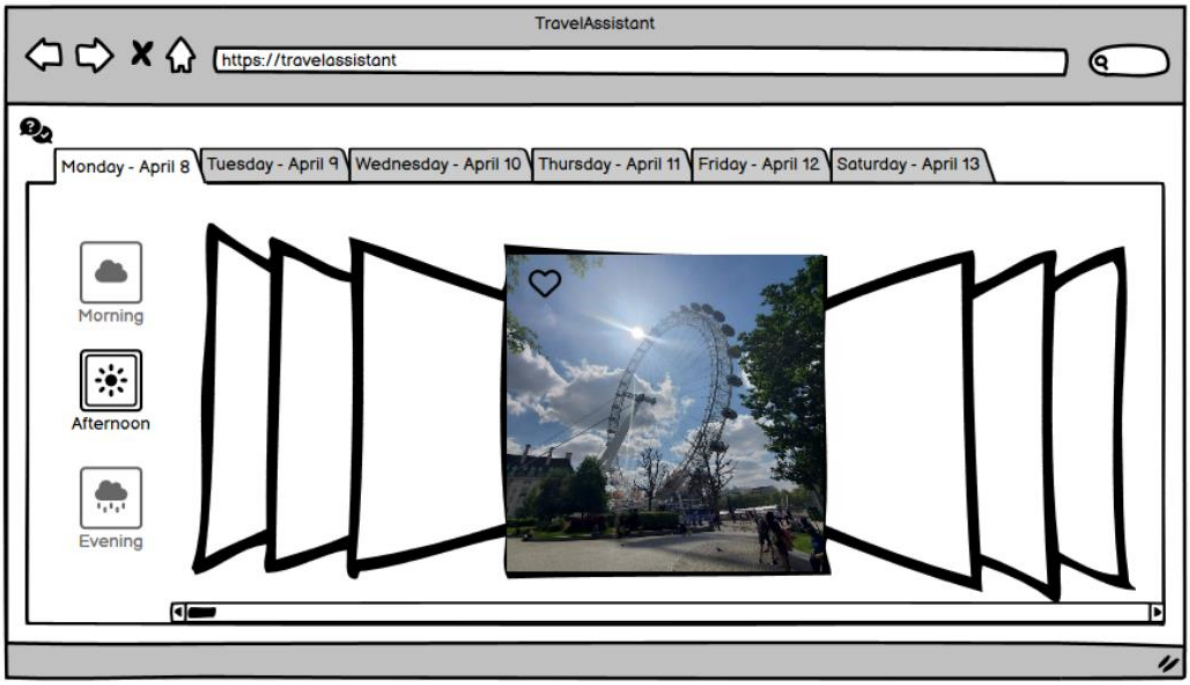
Amber enters the location that she would like to travel to.



She then reviews the special weather information page about London England. This includes the high and low for the seasons and the information breakdown on the right. She uses this information to make a packing list.



Amber enters her travel selection dates and submits this by clicking the ‘Use these dates’ button



Here Amber can use the tabs at the top of the page to select the weather of the day she would like to review. She can use the Morning, Afternoon, and Evening buttons which include the icon to represent the weather at that time of the day to explore the activity recommendations in the carousel. She can add the recommendation to the like list for future reference and to help the system in future recommendations