

Part 1:

Prototype A ([Calendar Function](#))

Prototype B ([Set/Edit Function](#))

*Click on hyperlinks to view respective Prototypes

Study Report #1: 11/29, 5:25 pm, Norlin Library

Study Participant: Arsene, IPHY Major, 4th Year, Female

Study Conductors: Michael Ren and Michael Doan

When testing prototype A, study participant noted that the calendar function operated similar to Apple's calendar application, which made it intuitive. The study participant was able to figure out the functions of the prototype with ease, noting that the + sign was for adding more tasks for the day, the left arrow at the upper left corner indicated going back to the base page, and the circles next to each task for the day was meant to set them active/inactive. The examples on the page were a bit confusing, however, which made the graph more difficult to read. The participant struggled to understand what exactly was being graphed (process for habit, words memorized, etc) and couldn't understand if it was tracking a specific habit or tracking all habits built together. The subject suggested that the graph be made more clear and suggested the calendar apply to all habits (tap on each habit to have the graph dropdown), as well as have a graph at the bottom of the function that tracked all habits on a graph at once.

After looking at prototype B, Arsene understood the graph more (for tracking habits and so forth). She liked the layout, but questioned the frequency/strength functions in the prototype. She also suggested that there be a preview of the graph for when setting it so users could see how exactly it would turn out.

Study Report #2: 12/1, 12:42 pm, Michael Ren's House

Study Participant: Baphomet, Mechanical Engineer, 3rd Year, Female

Study Conductors: Michael Ren and Lei Teng

For prototype A, Baphomet wondered what the circles on the prototype were for. She couldn't tell if they were meant to set the tasks active or if they were for some other purpose such as

selecting them for mass deletion. Baphomet also suggested to make the prototype more specific to detail out what would happen with each of them (can you drag them to change order and so on), as well as wondered how the graph would be shown since each task had its own calendar. She assumed that tapping on one of the habits being tracked would have a drop down calendar.

Baphomet liked the overall design of the set/edit function. Like the calendar function, it made sense just looking at it based on appearance - however, she felt that the prototype itself could have been more detailed (indicating spacing/lines to separate the parameters of the function). Baphomet liked the idea of setting parameters for the graph (and it makes more sense for the calendar function if Arsene saw prototype B). A detail Baphomet noted that prototype B could use is explaining what the actual numbers for frequency were for (medium doesn't explain how often reminders would come in). She said the same for the habit strength, noting that "strong" doesn't explain exactly what it means. Baphomet also felt that the graph parameters could use more than just 1 y axis (e.g. for working out, it should be able to show various types of workouts to reinforce the overall habit of working out instead of just 1 exercise, so it could have chest, arms, legs, etc on the y axis to track overall progress).

Study Report #3: 11/30, 3:11 pm, UMC

Study Participant: Jason, Computer Science, 4th Year, male

Study Conductors: Lei Teng and Michael Doan

For the prototype A, Jason said that he loves the function which combine the calendar. This application may supervise and urge him to cultivate some good habits. And it is easy to operate for him. He also can mark each individual day to write down what is ahead. But for the UI, Jason said that it is confuse to let users understand which habit is in progress in a specific day. If we can add a drop list on each date, it will be more obvious and easy to use and record.

For prototype B, Jason thinks that the setting of each goals could be more detailed. Such as the 'self-evaluation' of each day or each period. It can be evaluated by 1-5 stars to record users' performance. What's more, we can also add a progress bar to simply check how is the plan going on visually.

On the other hand, Jason said that the interface design is pretty good and he really likes the “step-through” way to build the habits.

Participant Feedback

Arsene

- What did you like about Prototype A?
 - Arsene liked the simplicity of the function and how easy it was to understand.
- What did you dislike about Prototype A?
 - Some part of it were confusing (graph parameters)
- What did you like about Prototype B?
 - Layout is good and setting parameters is nice for the graph
- What did you dislike about Prototype B?
 - Frequency/Strength seem subjective and have no explanation
- What was confusing about these prototypes?
- Do you have any suggestions for improving these prototypes?
 - For Prototype A, let tapping on the tasks have a dropdown of the graph, and for B, explain what strength/frequency mean as well as show a preview.

Baphomet

- What did you like about Prototype A?
 - Easy to Understand.
- What did you dislike about Prototype A?
 - It's not detailed enough about the specific functions (how does the graph drop down and can you change the order?)
- What did you like about Prototype B?
 - It is intuitive with a good layout and the graph is nice.
- What did you dislike about Prototype B?
 - The graph could use multiple y axes to note overall progress

- The prototype could use better lines/spacing to make it more clear
- Do you have any suggestions for improving these prototypes?
 - Graph for prototype B should have options for multiple y axes
 - Explain what strong/frequency mean
 - Drop down for the graph on prototype A

Jason

- What did you like about Prototype A?
 - Good interface design (the simple style)
- What did you dislike about Prototype A?
 - Lack of multi-task detail display
- What did you like about Prototype B?
 - It is intuitive with a good layout and the graph is nice.
- What did you dislike about Prototype B?
 - Need a progress bar to show the total plan progress
 - Need more details in setting function
- Do you have any suggestions for improving these prototypes?
 - Add a progress bar to prototype B
 - In prototype A, reduce the date shows per screen but add more details to each date.

Part 2:

*All UAR reports are respective to the table

Prototype	Heuristic	Tester
A	Consistency/Standards	Arsene
A	Flexibility/Ease of Use	Arsene
A	User Control/Freedom	Arsene

A	Match between system/real world	Baphomet
A	Recognition Rather Than Recall	Baphomet
A	Aesthetic/Minimalist	Jason
A	Visibility	Baphomet
A	Help/Documentation	Jason
B	Help/Documentation	Jason
B	Consistency/Standards	Arsene
B	Visibility	Arsene
B	User Control/Freedom	Baphomet
B	Match between system/real world	Baphomet
B	Recognition Rather Than Recall	Jason
B	Flexibility/Ease of Use	Jason

UAR #: 1	Problem/Good: Good Consistency and Standards	Rated by: Arsene
Name: Arsene		
Relevant heuristic: Consistency and Standards		
Steps to reproduce: Allowed Arsene to figure out how to use Prototype A on her own without any help.		
Detailed explanation: The reason we wanted to do this was to see if our UI was simple enough for anyone to figure out, even if it's the first time that they see it.		
Possible solution: Calendar function is already as simple as it gets, and the user understands how to use it very well.		
Severity (low, medium, high, critical): Low		See also: N/A

UAR #: 2	Problem/Good: Good Flexibility/Ease of Use	Rated by: Arsene
Name: Arsene		
Relevant heuristic: Flexibility/Ease of Use		
Steps to reproduce: Allowed Arsene to figure out how to use Prototype A on her own without any help.		
Detailed explanation: The reason we wanted to do this was to see if our UI was simple enough to operate without having to be confused by what certain buttons and actions do.		
Possible solution: Calendar function is already as simple as it gets, and the user understands how to use it very well.		
Severity (low, medium, high, critical): Low		See also: N/A

UAR #: 3	Problem/Good: Good User Control/Freedom	Rated by: Arsene
Name: Arsene		
Relevant heuristic: User Control/Freedom		
Steps to reproduce: Allowed Arsene to figure out how to use Prototype A on her own without any help.		
Detailed explanation: The reason we wanted to do this was to see if our UI was simple enough to operate without being too restrictive of what she can or cannot do. We also made sure that she is able to interact with everything in an easy manner.		
Possible solution: Calendar function is already as simple as it gets, and the user understands how to use it very well.		
Severity (low, medium, high, critical): Low		See also: N/A

UAR #: 4	Problem/Good: Good Match Between System and Real World	Rated by: Baphomet
Name: Baphomet		
Relevant heuristic: Match Between System and Real World		
Steps to reproduce: Allowed Baphomet to figure out how to use Prototype A on her own without any help.		
Detailed explanation: The reason we wanted to do this was to see if our UI was simple enough to operate without being confused about how everything listed is understood/operated.		
Possible solution: Calendar function is already as simple as it gets, and the user understands how to use it very well.		
Severity (low, medium, high, critical): Low		See also: N/A

UAR #: 5	Problem/Good: Good Recognition Rather than Recall	Rated by: Baphomet
Name: Baphomet		
Relevant heuristic: Recognition Rather than Recall		
Steps to reproduce: Allowed Baphomet to figure out how to use Prototype A on her own without any help.		
Detailed explanation: The reason we wanted to do this was to see if our UI was simple enough to operate because the UI is very similar to something that they have used previously		
Possible solution: Calendar function is already as simple as it gets, and the user understands how to use it very well.		
Severity (low, medium, high, critical): Low		See also: N/A

UAR #: 6	Problem/Good: Good Aesthetic/Minimalism	Rated by: Jason
Name: Jason		
Relevant heuristic: Aesthetic/Minimalism		
Steps to reproduce: Allowed Jason to figure out how to use Prototype A on her own without any help.		
Detailed explanation: The reason we wanted to do this was to see if our UI was simple enough to operate because everything is very easy to see and take in. The check marks that indicate whether or not a habit has been completed for the day looks good, and is very satisfying to see when there's a lot in a row.		
Possible solution: Calendar function is already as simple as it gets, and the user understands how to use it very well.		
Severity (low, medium, high, critical): Low		See also: N/A

UAR #: 7	Problem/Good: Bad Visibility	Rated by: Baphomet
Name: Baphomet		
Relevant heuristic: Visibility		
Steps to reproduce: Allowed Baphomet to figure out how to use Prototype A on her own without any help.		
Detailed explanation: The reason we wanted to do this was to see if our UI was simple enough to be able to distinguish between each individual aspect of the prototype.		
Possible solution: Make the check marks and X's contrasting and bring green/red (respectively), while still providing enough space in between the surrounding calendar dates that it doesn't get too clunky and hard to read.		
Severity (low, medium, high, critical): Medium		See also: N/A

UAR #: 8	Problem/Good: Bad Help/Documentation	Rated by: Jason
Name: Jason		
Relevant heuristic: Help/Documentation		
Steps to reproduce: Allowed Jason to figure out how to use Prototype A on his own without any help.		
Detailed explanation: The reason we wanted to do this was to see if our UI was simple enough to be able to understand and use. Jason noted that if he were an alien from another planet trying to use the app and had no idea what anything was (he already understood how to use the device), he would like an explanation on how each thing works and what the checks/X's mean.		
Possible solution: Make a question mark bubble that when clicked on, tells the user exactly what the symbols mean, how the calendar works, and how to navigate it.		
Severity (low, medium, high, critical): Medium		See also: N/A

UAR #: 9	Problem/Good: lack of Help/Documentation	Rated by: <u>Arsene</u>
Name: <u>Arsene</u>		
Relevant heuristic: Help/Documentation		
Steps to reproduce: Allow users to upload some attach files which are related to their habits/goals		
Detailed explanation: In some situation, users could not get some information related to their habits/goals, thus we need to have a helper documentation function for them		
Possible solution: Allow users to upload some attach files in prototype B, both while setting and daily record section And users can check them anytime in the habit details interface		
Severity (low, medium, high, critical): low		See also: N/A

UAR #: 10	Problem/Good: good Consistency/Standards	Rated by: <u>Arsene</u>
Name: <u>Arsene</u>		
Relevant heuristic: Consistency/Standards		
Steps to reproduce: <u>Arsene</u> can use prototype B without any helps or instructions.		
Detailed explanation: To check if our user interface is easy enough and if our function <u>provide</u> enough instructions for the users.		
Possible solution: The setting interface shows the users enough details to let them set a goal/habit		
Severity (low, medium, high, critical): low		See also: N/A

UAR #: 11	Problem/Good: good Visibility	Rated by: <u>Arsene</u>
Name: <u>Arsene</u>		
Relevant heuristic: visibility		
Steps to reproduce: the prototype always keep users informed about what is going on, through appropriate feedback.		
Detailed explanation: to check if there is any visual bug, error, wrong displays, etc.		
Possible solution: prototype B can be easily understood, maybe we can add more "step-hint"		
Severity (low, medium, high, critical): medium		See also: N/A



UAR #: 12	Problem/Good: good User Control/Freedom	Rated by: Baphomet
Name: Baphomet		
Relevant heuristic: user control/freedom		
Steps to reproduce: for prototype B, user can undo/redo the text or options they made		
Detailed explanation: To prevent the situation which the users wrongly set a habit/goal, or wrongly input the detailed information		
Possible solution: Allow users to undo/redo the input or selection		
Severity (low, medium, high, critical): high		See also: N/A



UAR #: 13	Problem/Good: good Match between system/real world	Rated by: Baphomet
Name: Baphomet		
Relevant heuristic: Match between system/real world		
Steps to reproduce: The prototype is using 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.		
Detailed explanation: to let the users easily use the prototype and understand it as soon as possible		
Possible solution: Has multi-language to the app system setting		
Severity (low, medium, high, critical): high		See also: N/A

UAR #: 14	Problem/Good: lack of Recognition Rather Than Recall	Rated by: Jason
Name: Jason		
Relevant heuristic: Recognition Rather Than Recall		
Steps to reproduce: the prototype B is "lack of recognition rather than recall"		
Detailed explanation: It should minimize the user's memory load by making objects, actions, and options visible. The user should not have to remember information from one part of the dialogue to another. But in prototype B, users have to think about the goals/habits maybe for a little while.		
Possible solution: Make the User interfaces more connective and more relative from each other		
Severity (low, medium, high, critical): high		See also: N/A



UAR #: 15	Problem/Good: Well Flexibility/Ease of Use	Rated by: Jason
Name: Jason		
Relevant heuristic: Flexibility/Ease of Use		
Steps to reproduce: Jason can easily use the prototype without any help or instructions		
Detailed explanation: To check if our user interface is easy enough and if our function provides enough instructions for the users.		
Possible solution: Make sure prototype B is in good status and there is not have any operation could potentially make the users confused.		
Severity (low, medium, high, critical): high		See also: N/A

