

Protocol - Questions:

Prototype A - Template

1. Do the users like the ability to create their own templates to speed up the event creation process or is it too much of a hassle? (Note: This is probably a question that should have already been asked while looking at the the low-fi prototype, but we didn't have a feedback round for this one)
2. How is the general flow of adding an entry? Is it quick enough that using it doesn't feel like a hassle? How can its usability be further improved?
3. Do the users like the flexibility of not having to immediately specify all details of an entry and coming back to completing the entry later on?
4. Do users value the possibility of chatting with participants of common events in order to come to a conclusion about event details?
5. Do the users like the various overviews they can see? Is there something that is not optimal or missing? (Clarification: We want to get feedback on the information that is displayed, not the final look of the overview which will definitely change.)

Prototype B - Polling

1. How do they like planning a group event within the app?
2. Does everything behave in a way they expect - if not how could we fix it?
3. Do users miss a critical feature when they try to plan an event?
4. Do users have an easy time navigating the app? Is the structure intuitive and clear?

General:

Which prototype do you like more?

Do you see anything that can be improved?