

Waterbot Assignments 2 and 3

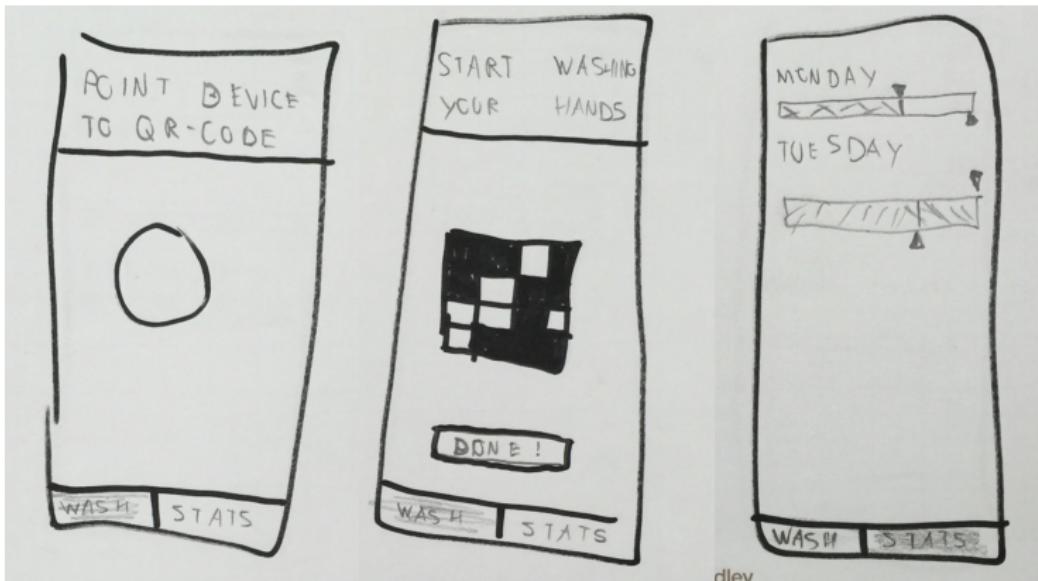
Manuel Zoderer 0731358,
Robert Thomann 0231162

Graz, 20. 4. 2015

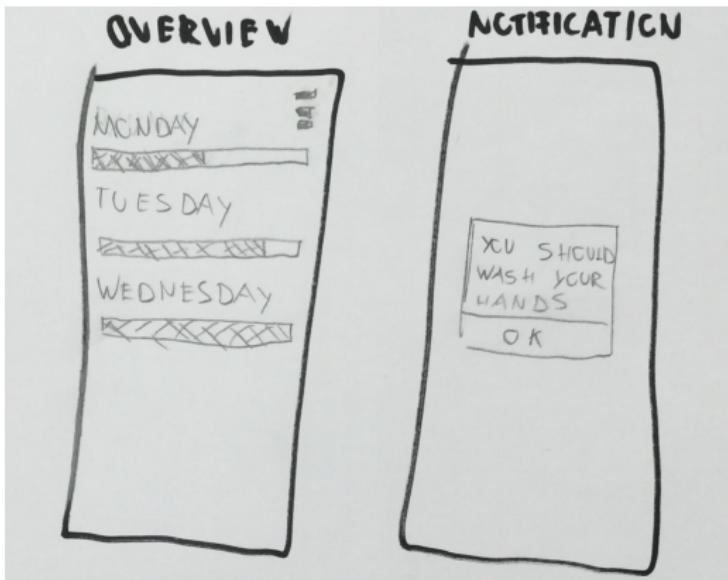
Content

1. Initial Prototypes
2. Key Tasks
3. User Actions and System Responses
4. Cognitive Walkthrough
5. Changes
6. Final Prototype

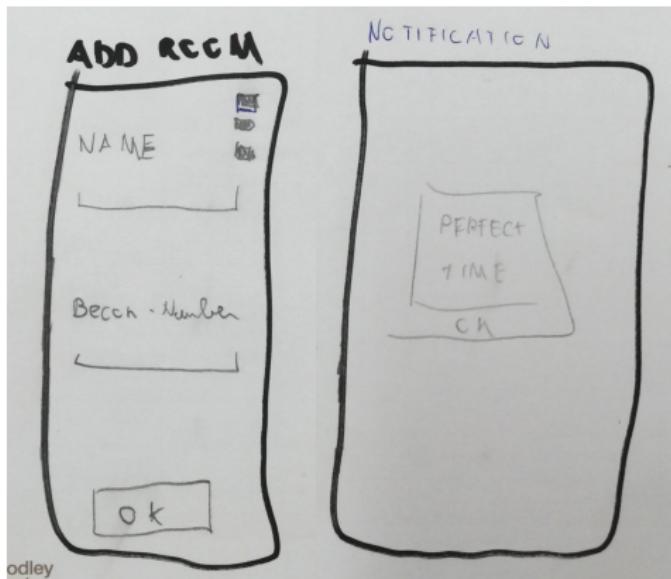
Prototype 1.1



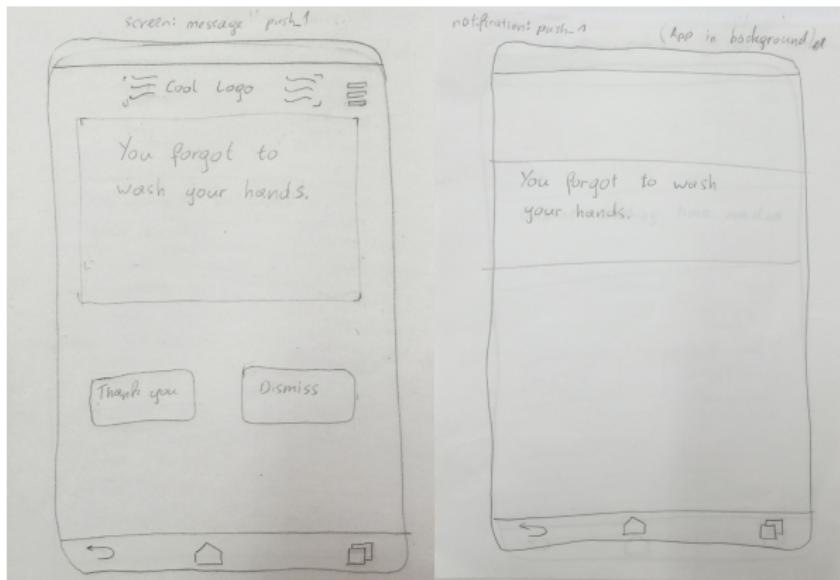
Prototype 1.2



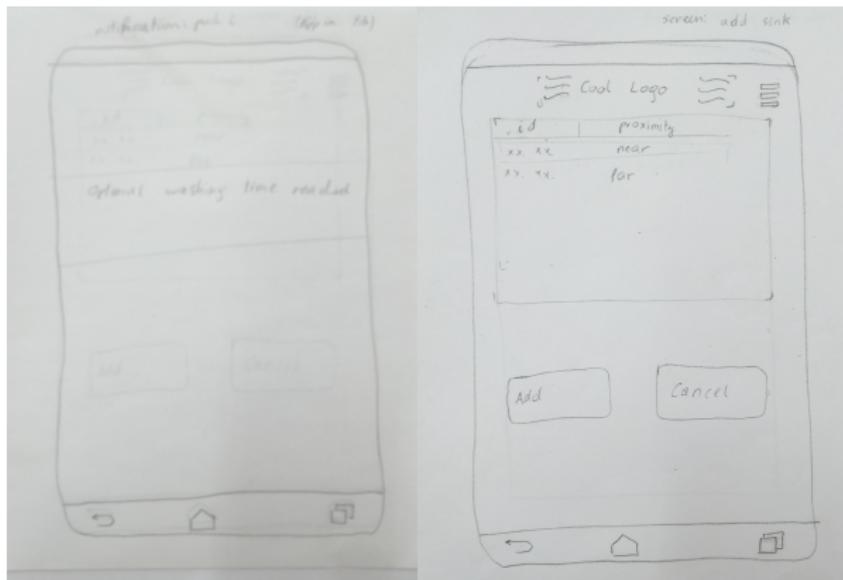
Prototype 1.2



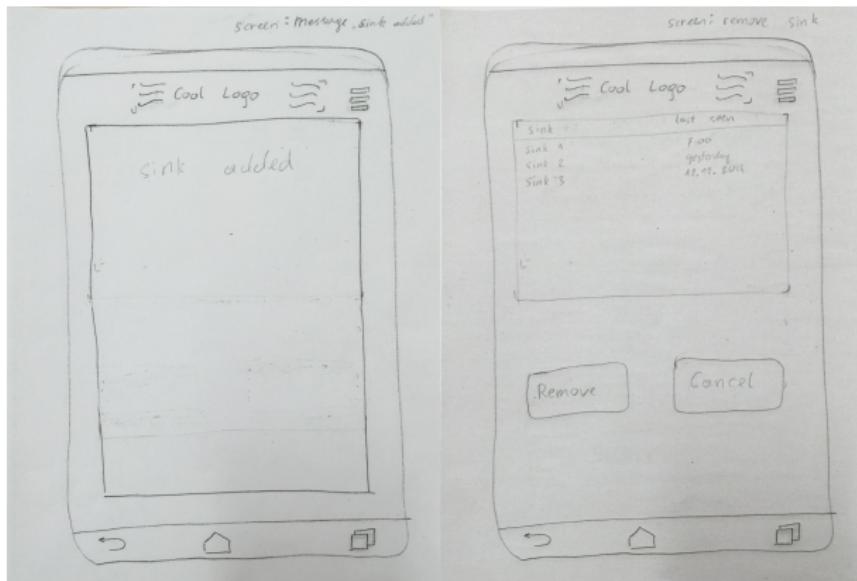
Prototype 1.3



Prototype 1.3



Prototype 1.3



Prototype 1.3



Key Tasks

- Task 1: Enjoy the optimal handwashing experience
- Task 2: Add new room/sink to database

Task 1: wash hands

1. User: enters bathroom
2. ■ User: leaves bathroom
 - Sys.: Notification: “You forgot to wash your hands.”
3. ■ User: returns to bathroom and washes his hands
 - Sys.: Notification: “Optimal handwashing time reached.”

Task 2: add sink

1. ■ User: Tabs on menu button
 ■ Sys.: Shows menu
2. ■ User: Tabs at “add sink”
 ■ Sys.: Shows screen: “Add Sink”
3. ■ User: Selects beacon
 ■ Sys.: Highlights selected item
4. ■ User: Presses “Add” button
 ■ Sys.: Shows message “Sink added”

Cognitive Walkthrough - Questions

1. Does the effect of the user's interaction with the system match the goal of the action?
2. Does the user see that an action is available?
3. Can the user recognize that the action is the right one?
4. After action, can the user understand the system's feedback?

Cognitive Walkthrough - Task 1

1. User enters bathroom

Effect matches goal? Yes

Action visible? Yes

Action recognizable? Yes

Feedback understandable? No feedback by design

Cognitive Walkthrough - Task 1

2. User leaves bathroom without washing his hands

Effect matches goal? Yes

Action visible? Yes

Action recognizable? Yes

Feedback understandable? Yes

Cognitive Walkthrough - Task 1

3. User washes hands

Effect matches goal? Yes

Action visible? Yes

Action recognizable? Yes

Feedback understandable? Yes

Cognitive Walkthrough - Task 2

1. open menu

Effect matches goal? Yes

Action visible? Yes

Action recognizable? Yes

Feedback understandable? Yes

Cognitive Walkthrough - Task 2

2. select “add sink”

Effect matches goal? Yes

Action visible? Yes

Action recognizable? Yes

Feedback understandable? No (no headline)

Cognitive Walkthrough - Task 2

3. select beacon

Effect matches goal?

Yes

Action visible?

No (list selectable?)

Action recognizable?

No (which one?)

Feedback understandable?

Yes

Cognitive Walkthrough - Task 2

4. Presses “Add” button

Effect matches goal? Yes

Action visible? Yes

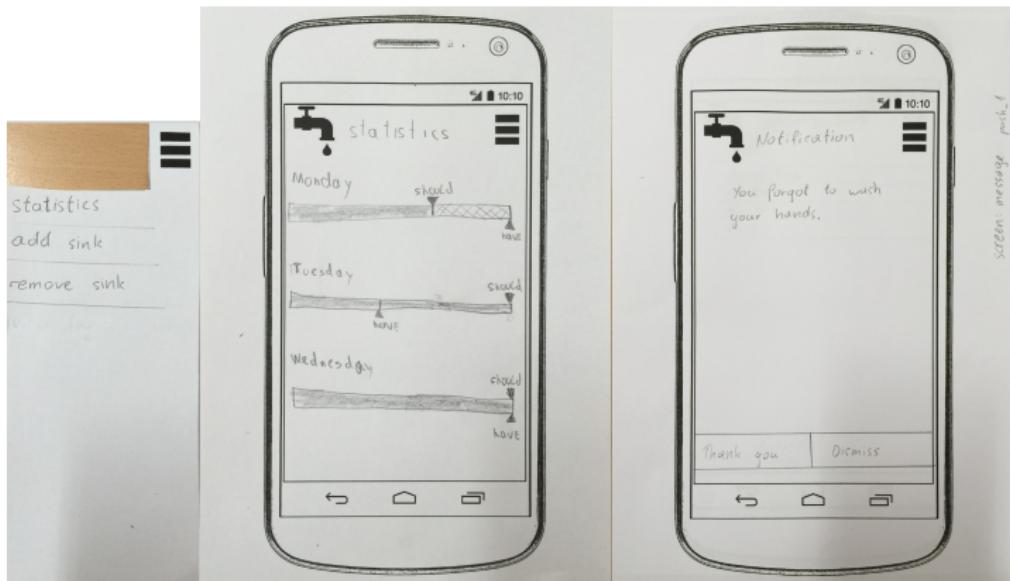
Action recognizable? Yes

Feedback understandable? Yes

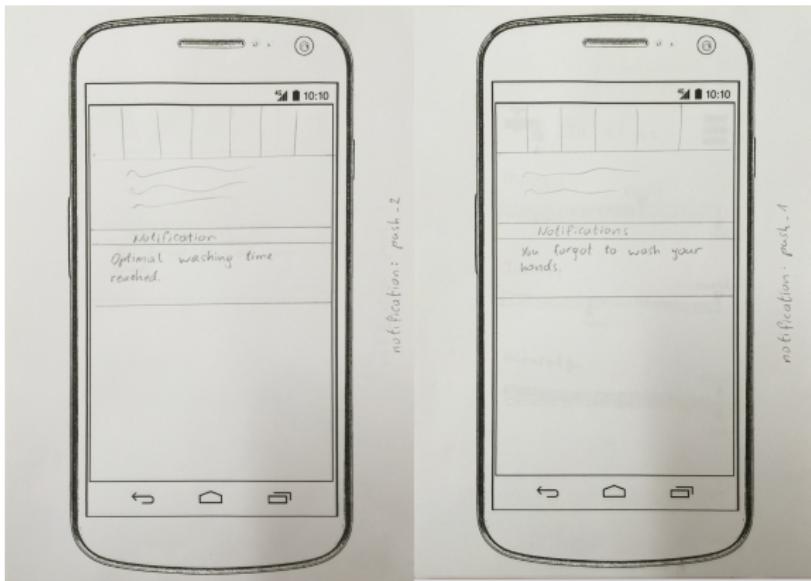
Key Changes

- automatic choose the closest beacon to add
- allow user name beacons
- integrate headline in titlebar

Final Prototype



Final Prototype



Final Prototype

