

Key Tasks:

- Reminder
- Log / statistics
-

- 1) Define User Task:

- (2) Add new room/sink.
- (1) "Keep the hands clean during the day."
Perform the optimal handwashing cycle

Task 1 "Hand-washing"

①

- ① U. enters Washroom
(approaches sink) } user enters
Bathroom
- ② leaves sink } user leaves bathroom
- ③ approaches sink } user leaves bathroom
- ④ leaves sink } user leaves bathroom
- ⑤ gets notification (u forgot") } U. returns
- ⑥ approaches sink (near) } U. washes hands
- ⑦ washes hands } U. gets notified
- ⑧ gets notification: „washed enough“ } U. gets notified
- ⑨ leaves sink } U. leaves Bathroom

Tasks 2 „add sink“

(2)

- ① opens app
- ② tabs on menu button
- ③ tabs at „add sink“
- ④ U. chooses the right beacon
- ⑤ U. tabs on „add“ button
- ⑥ (U. reads notification)

CW: Task 1

(3)

①&②

- 1) Yes (wants inside, gets inside)
- 2) Yes (real word action)
- 3) Yes
- 4) → no feedback (on purpose)

③&④

1)
2)
3)

{ yes

⑤

4) Yes

⑥&⑦ 1) Yes

2) Yes

3) Yes

4) Yes

EW Task 2

(4)

(1) ..

(2)

1) Yes

2) Yes (can see the menu icon)

3) Yes (knows how a menu icon looks like)

4) Yes (knows how a menu icon looks like)

(3)

1) Yes

2) Yes

3) Yes

4) No (no headline / screen title)

(4)

1) Yes

2) No

3) No (may not know that list is selectable)

4) Yes (can only see ID and distance)
(list entry highlighted)

(5)

1) Yes

2) Yes

3) Yes

4) Yes

(5)

Analyse Task 1

-) No major problems.
-) Few ^{textual} feedback: on purpose, because the system shall not interrupt the users real world workflow at this point.
-) Auditory feedback would be nice but realization is not feasible ^(because of grammar?)

Analyse Task 2:

- ⇒ User has too many options.
→ nearest beacon shall be default.
-) User can not name the beacon
(beacon IDs are hard to remember)
-) Bad design of the title bar.
→ no headline

User needs additional information:
on which screen he currently is.