

# Waterbot Assignments 2 and 3

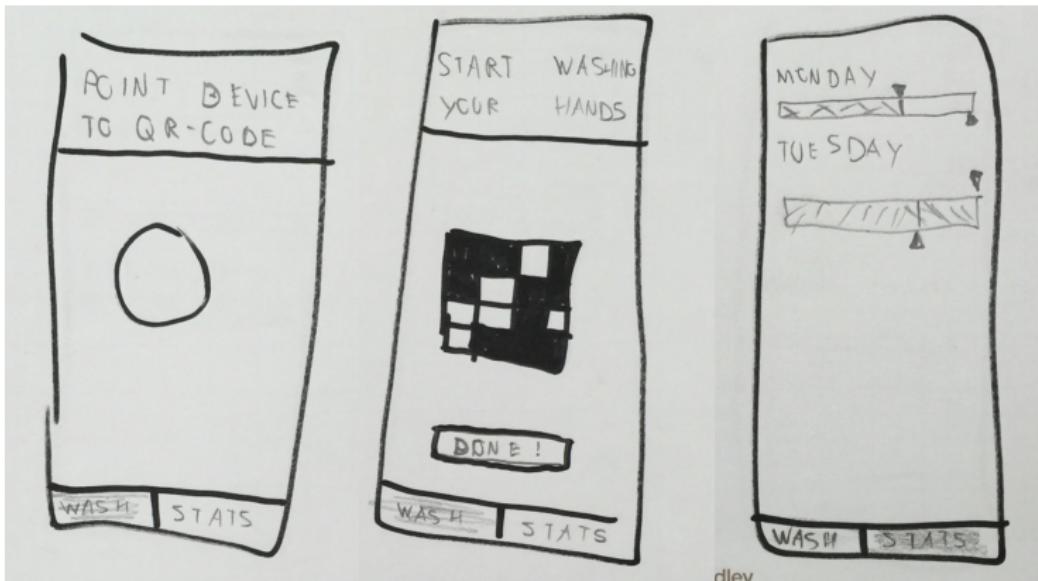
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Graz, 20. 4. 2015

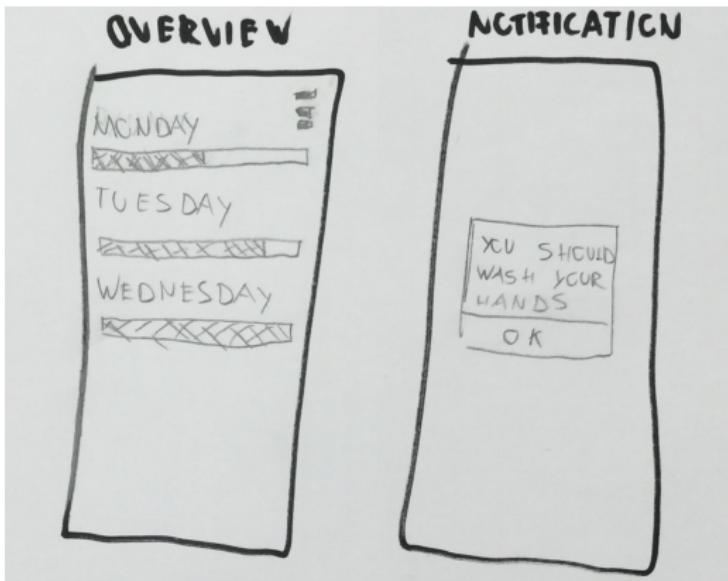
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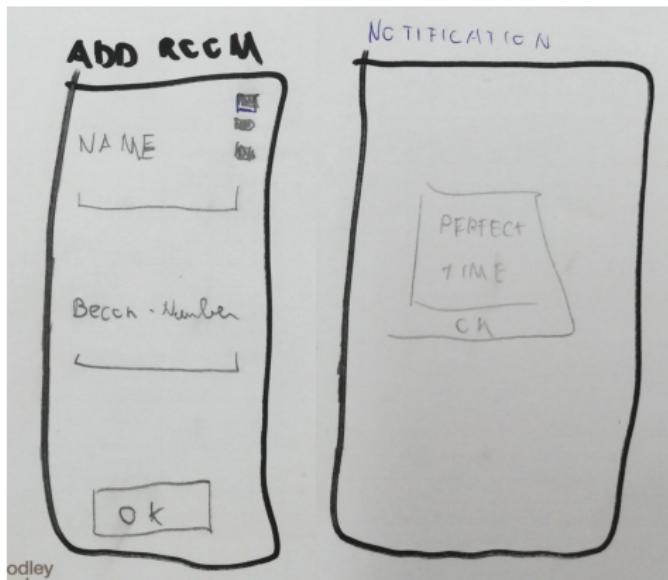
# Prototype 1.1



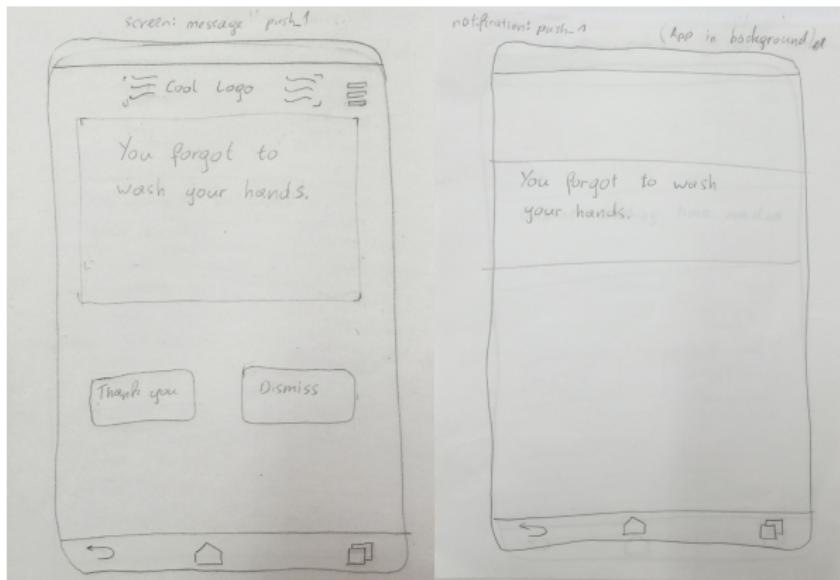
# Prototype 1.2



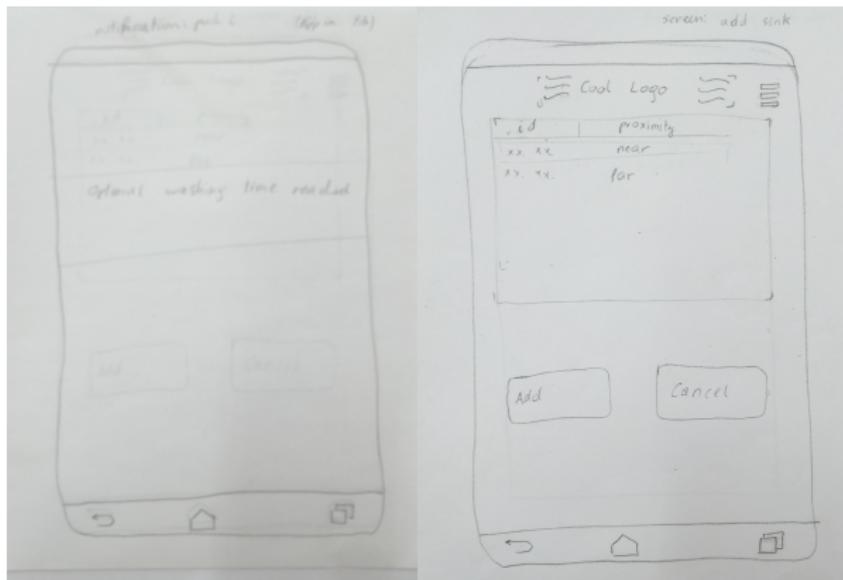
# Prototype 1.2



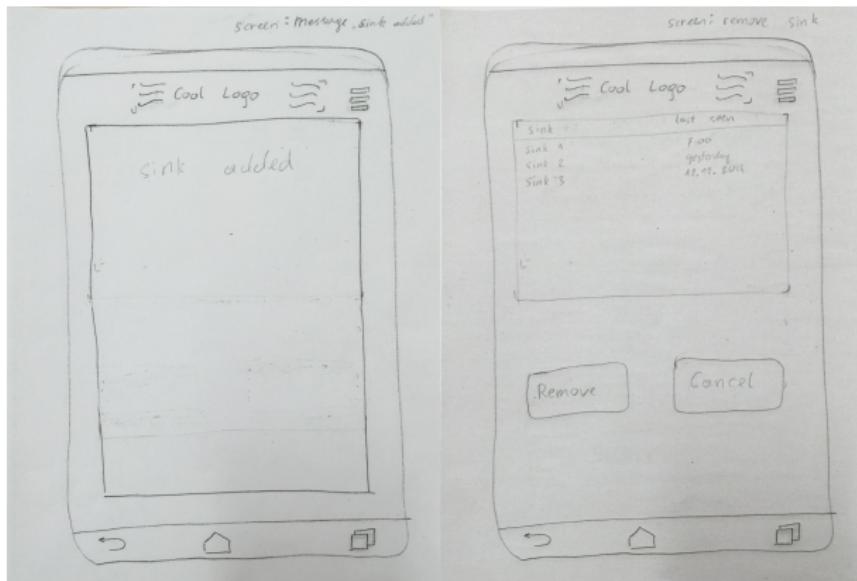
# Prototype 1.3



## 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 without washing his hands.
  - User: leaves bathroom
  - Sys.: Notification: “You forgot to wash your hands.”
3. User washes hands
  - User: returns to bathroom and washes his hands
  - Sys.: Notification: “Optimal handwashing time reached.”

## Task 2: add sink

1. open menu

- User: Tabs on menu button
- Sys.: Shows menu

2. select “add sink”

- User: Tabs at “add sink”
- Sys.: Shows screen: “Add Sink”

## Task 2: add sink

### 3. select beacon

- User: Selects beacon
- Sys.: Highlights selected item

### 4. Press “Add” button

- 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

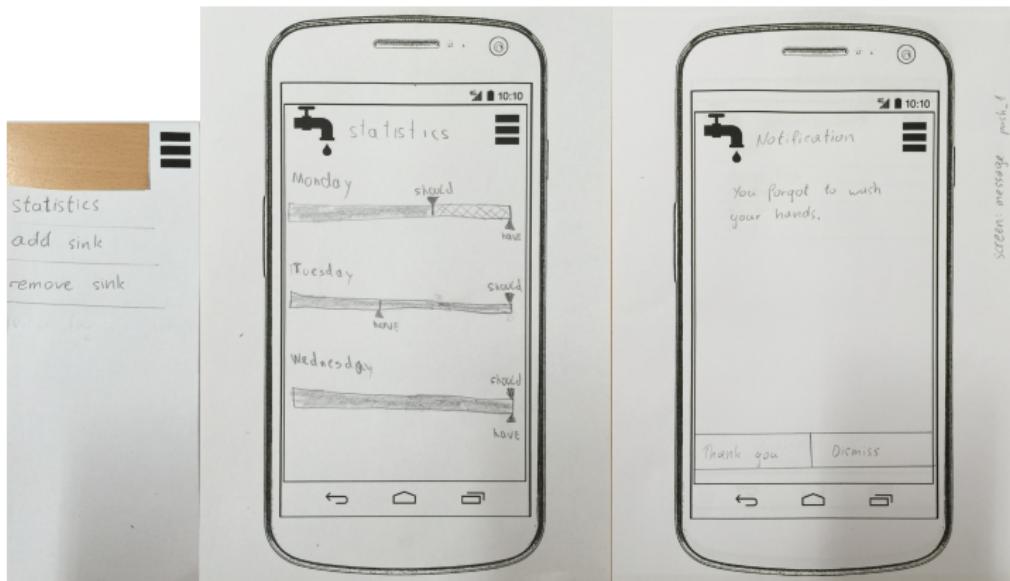
## 4. Presses “Add” button

Effect matches goal?	Yes
Action visible?	Yes
Action recognizable?	Yes
Feedback understandable?	Yes

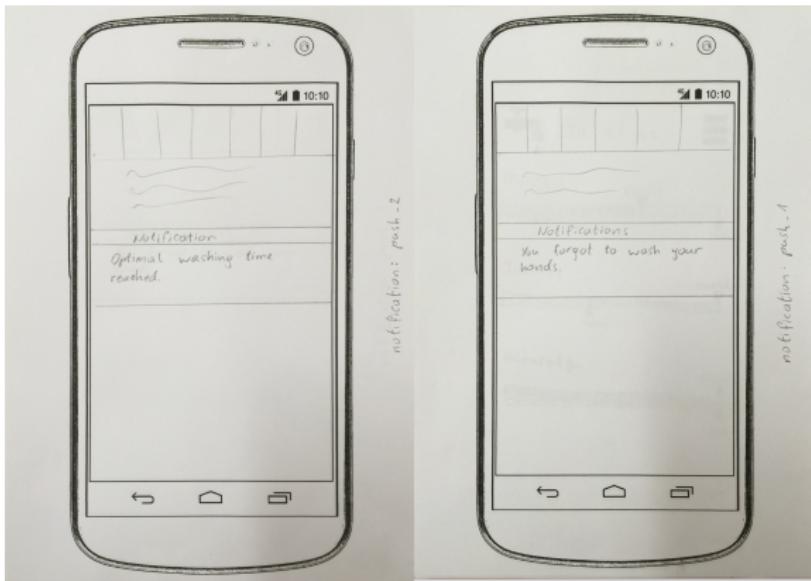
# Key Changes

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

# Final Prototype



# Final Prototype



# Final Prototype

