
Locust - Tracker for Safety

User Interface Design

Submitted to:

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Unique Reference:

The documents are stored in the <https://github.com/manologhernandez/SOS/tree/master/03-Design%20Engineering>.

Document Purpose:

To (1) show the initial prototype of the application, (2) summarize the feedback of prospect users regarding the initial prototype, and (3) show changes made on the initial prototype based on the feedback of the prospect users.

Target Audience:

Prof. Ma. Rowena C. Solamo

Revision Control:

<i>Revision Date</i>	<i>Person Responsible</i>	<i>Version Number</i>	<i>Contribution/Modification</i>
10/18/19	Jimuel Celeste Jr.	1.0	Initial Document; Added Document Purpose, Target Audience, Target Participants, Initial Prototype Link, Participatory Design Protocol, Screen Shots, Interview transcript for participant 2. Participated on the interviews.
10/18/19	Ricardo Puato	2.0	Created the initial prototype. Made revisions to the initial prototype. Participated on the interviews. Added interview transcript for participant 3.
10/18/19	Jimuel Celeste Jr.	3.0	Added interview transcript for participant 1.

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I. Participatory Design Guide and Protocol

This section provides the instructions on how to conduct a participatory design to assess the usability of the prototypes.

A. Purpose

The purpose of the participatory design is to gather information on how users will interact with the application. It is also done to assess the usability of the application.

B. Target participants

College and high school students

C. Participant's Consent

Participants will sign a consent form to participate in this activity. One copy of the informed consent should be given to the participants, and a second copy should be kept by the team. Participants should be informed that a video recording will be used as data collection.

The participation in this study is completely voluntary, and the participants may refuse to participate or withdraw from the study without penalty or loss of benefits of the group. They may withdraw by informing the team that they no longer wish to participate (no questions will be asked).

D. Initial Prototype Link

The prototype shows how to *share location*, *add a receiver*, and *edit settings* of the application Locust.

Prototype Link: <https://invis.io/F9UFSVAPX32>

E. Data Collection

The participatory design are recorded if agreed by participants, and transcribed verbatim for analysis. The recordings need to be securely stored. The transcription shall not contain information that would allow individuals to be linked to specific statements. Confidentiality will be strictly preserved. Another member of the team may take down notes. The notes will be analyzed later.

F. Schedule of the Participatory Design

The participatory design can last about 15 minutes.

Participant	Date and Time	Venue
Jeremy Matthew Amon	October 18, 2019	Alumni Engineers' Centennial Hall, UP Diliman
Samuel Jose	October 18, 2019	Alumni Engineers' Centennial Hall, UP Diliman
Beatrice Mercado	October 18, 2019	Alumni Engineers' Centennial Hall, UP Diliman

G. Participatory Design Protocol

Welcome and thank you for volunteering to take part in this participatory design. You have been asked to participate as your point of view is important. I realize you are busy and I appreciate your time.

Introduction: This participatory design is being done to assess how the prospect users of the application would interact with, and react to, the prototypes we've designed. Please feel free to share your comments and suggestions regarding the prototype.

Anonymity: Despite being video taped, I would like to assure you that the discussion will be anonymous. The transcribed notes of the participatory design will contain no information that would allow individual subjects to be linked to specific statements. You should try to answer and comment as accurately and truthfully as possible.

Brief description of the application:

Locust is a location sharing android application. It aims to automate the process of location sharing.

Tasks the participant needs to perform:

1. Share Location
2. Add a Receiver
3. Edit Settings

Conclusion: Of all the things that you mentioned today, what would you say are the most important thing that we (developers) need to keep in mind.

- Thank you for participating. This has been a very successful discussion.
- Your opinions will be a valuable asset to the study.
- We hope you have found the discussion interesting
- If there is anything you are unhappy with or wish to complain about, please contact the local PI or speak to me later

II. Participatory Design Notes

Link to the videos:

Video 1: Jeremy Matthew Amos

<https://drive.google.com/file/d/1BcsWrR2AJ8OWgnTtlclOKy8KRcXali88/view?usp=sharing>

Video 2: Samuel Jose

<https://drive.google.com/file/d/1mULncw48slGciALlXuHuClHjFd4lp8yd/view?usp=sharing>

Video 3: Beatrice Mercado

<https://drive.google.com/file/d/1zKwFypGHjWxXXKm1rcc3GlShS2tQ9SIA/view?usp=sharing>

Video Transcript:

Participant 1:

I: *[Explains what the application is about.]*

I: Try mo mag send location.

P1: *[Tried to send]*

I: Try mo mag edit ng settings.

P1: *[Tried to edit the settings]*

P1: Is this also automatic?

I: Editable sya.

P1: Kaylan magagamit yung default message?

I: Every time na magsesend ka ng location. Ia-append sa location information yung default message.

I: Sa manage receivers, you can add or remove receivers.

I: Try mo mag-add.

P1: *[Tried to add a receiver]*

I: Try mo mag-remove.

P1: *[Tried to remove a receiver]*

I: Anong masasabi mo? Overall? The application itself.

P1: I'm curious lang kung anong marereceive ng mga receivers? Through text ba 'yan?

I: Yes. Through text messaging.

P1: What is this? *[Pertaining to no. of saved locations]*

I: Kung gaano kadalas mag-a-update ng location mo. Para nakasave na sa app yung location mo for the past 30 minutes. Para nakastore na agad 'yung location. May back-up na in case walang signal.

P1: Siguro it would be nice kung may FAQ o information about the features.

[End]

Participant 2:

P2: Bakit may add? *[On manage receivers]*

I: Add Receiver

P2: Ano 'yun, automatic ba?

I: Hindi. I-edit mo pa.

P2: Paano ko iedit?

I: Iki-click mo sya.

[Gibberish]

I: Mag-add ka ng receiver.

P2: Na-add ko na.

I: Nahirapan ka ba?

P2: Hindi naman.

I: Sa send location.

P2: Lahat ba sila mase-send-an? [Referring to the contacts]

I: Oo.

[Irrelevant side comments]

P2: Edit settings naman.

I: Save mo na.

P2: Okay nasave na yun.

P2: Ano yung inedit ko? Location ba yun?

I: Hindi. Yung name mo. Default message.

[Irrelevant side comments]

I: Anong comment mo? Overall.

P2: Dapat siguro mas i-emphasize 'yung... Siguro sa pag-edit lang. Yung sa interface sa pag-edit. Kasi parang wala akong pwedeng iclick. *[pertaining to editable sections like input bars]*

P2: Siguro parang 'yung sa [input] bar ang gamitin.

I: Try mo mag remove.

P2: Siguro pangit 'yung ganitong interface

P2: Siguro yung maganda kung yung add [receiver], plus na lang. Tapos yung remove [receiver], parang trash bin na lang. Tapos isang pindot na lang.

[End]

Participant 3:

I:Mag-add ka ng receiver

P3:Pano?

I:Sa Manage Receivers, tas Add, Yan, tas kunwari input mo yung name

P3:Tas Add ulit?

I:Oo

P3:Tapos nandyan na sya?

I:Nandyan na sya

P3:Ok!~

I:Tas pag gusto ko magremove. Yan?

P3:Yan

I:Tas Pipili ako. Ok. So exit ko na. Tapos?

P3:Sa edit setting naman. Try mo mag-edit ng settings

I:Ok mag-eedit ako dito kunyari. Like lahat 'to pwede ko i-edit?

P3:Oo

I:Tas etong every 30mins? pano ko e-edit yan?

P3:Click mo tas merong parang lalabas na numbers

I:Ok ok. tas default message ok. tas save. Tapos send location?

P3:Oo

I:Tas mamimili ako?

P3:Hindi hindi yan yung default na pagsesendan.

I:So lahat 'to masesendan.

P3:Oo

I:Ahh ok. So yes tas location sent. Ahh ok. Yun lang?

P3:Oo.

I:Ano na?

P3:Anong masasabi mo like comments, suggestions.

I:Uhm pwedeng i-maximize yung space. kasi walang [nakalagay dito] at may space sa baba. Tapos sa pagsend ng location magandi siguro kung mamimili ka lang. Well, kasi parang ang hirap kung lahat sesendan mo [kunwari] kung marami baka mas maganda kung pwede kang mamili pero pwede na rin yan. Yun lang

P3:Thank you!~ Salamat!~

[End]

III. Participatory Design Report

A. Observation Summary and Prioritization

Observation	Prioritization (using MoSCoW)
Use obvious input method elements (e.g. input bars)	Should Have
Use icons for adding a receiver	Could Have
Use icons for deletion of receivers	Could Have
Replace <i>add</i> and <i>remove</i> buttons with icons	Could Have
Add information regarding settings	Must Have
Let users choose the contacts they will send their location to	Must Have

B. Sample Screens of the Revised Prototype

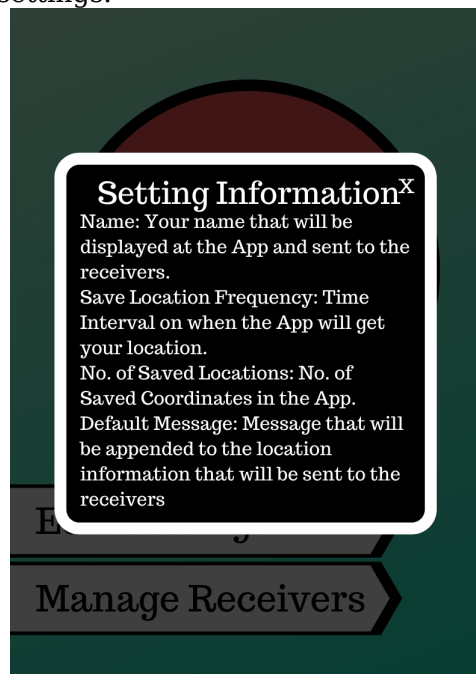
Use obvious input method elements. Added input bars.



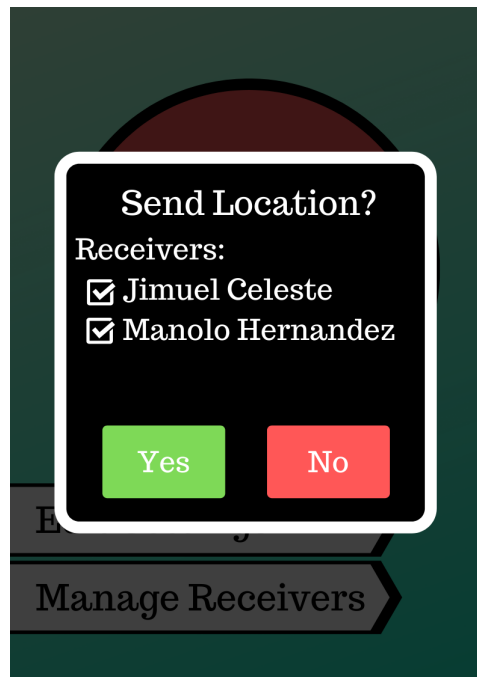
Replaced *ADD* and *REMOVE* buttons with icons. Used icons for adding a receiver. Used icons for deletion of receiver.



Added information regarding settings.



Added an option to choose the receivers the users want to send their location to.



C. InVision Link(s):

Initial prototype: <https://invis.io/F9UFSVAPX32>

Revised prototype: <https://invis.io/S2UEERDPVM8>