

CS495 - Intro to Human-Computer Interaction**Experience + Lofi Prototype****Due 10/30/24****Part 1: Experience Prototype**a. Assumptions and Questions.

- We assume people make grocery lists for grocery shopping
- We assume people are willing to download an app to fulfill a grocery-shopping purpose
- We assume people would benefit from the grocery list suggestions of an app
- We assume that people would trust the app to handle their purchasing data.

Experience Prototype Question: Are people willing to use an app-generated list for grocery shopping?b. Testing

To see if people would be open to using an app that creates grocery lists for them, we are going to run a quick survey with ten random people. This group will include students, friends, and a few shoppers from a local store. We'll explain how the app works, highlighting that it generates grocery lists based on what they've bought in the past and their shopping habits. Then, we'll ask each person if they would feel comfortable using an app-generated list while shopping, and we'll just need a simple yes or no answer. For those who are unsure, We'll ask some follow-up questions to understand their concerns, like about accuracy, convenience, or data privacy. We'll note down their response and look for any common themes in their feedback to help us understand their thoughts better. This whole process should take about 2-3 hours.

c. Findings

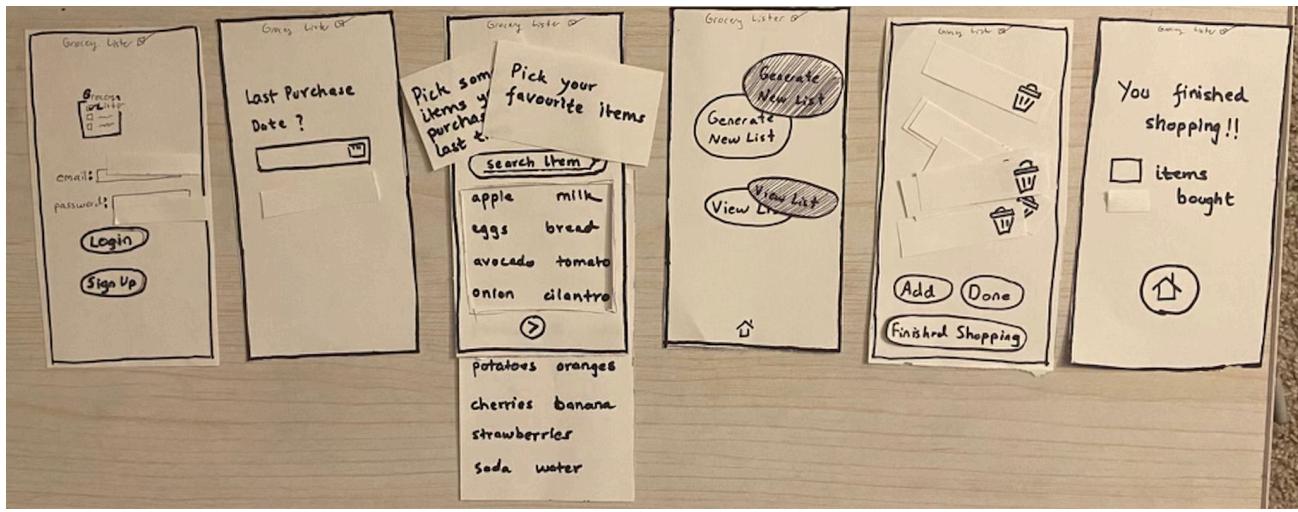
Out of the ten people we surveyed, seven said they would find an app-generated grocery list really helpful for organizing their shopping. They felt that having a list on an app would save them time and help them remember important items. However, one person mentioned that they don't use a list at all because they prefer to shop spontaneously, choosing items based on what catches their eye in the store. Another person said they usually don't stick to a list since their shopping needs change often. But both of them said they might consider using a list if it was personalized to their shopping habits and included reminders for items they buy frequently. Overall, the feedback was mostly positive, showing that many people are open to using app-generated lists if they are tailored to their needs. This gives us a good starting point for further development, especially if the app can adapt to different shopping styles.

Part 2: Low-Fidelity Prototype

a. Task Flows

1. Create an account
2. Enter previous purchase information
3. Review generated list

b. Initial Paper Prototype

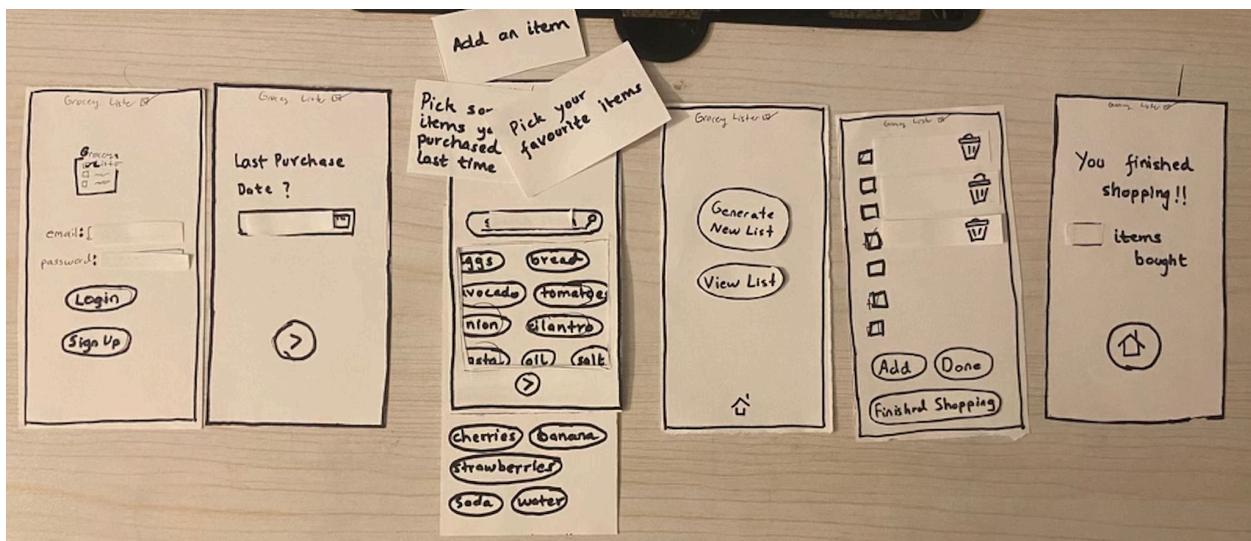


c. Test 1 Feedback

As a first-time user, she started by signing up, entering her email and creating a password. After that, she clicked the SignUp button to create an account. There was some confusion between the login and signup buttons. Next, she entered the date of her last purchase, which was straightforward, and then clicked "Next." She typed in "milk" and "apple," selecting those items. However, she experienced some confusion with the search bar. Afterward, she added some favorite items, including tomatoes. At this point, she was uncertain about the difference between the "Generate" and "View" list buttons. She assumed the list had already been created and tried to click "View List," which was greyed out, indicating that it wasn't clickable yet. Once she clicked "Generate List," she wanted to add additional items, which she successfully did. After generating the list, she reviewed it and clicked "Done." While shopping for her items, she deleted a few. Once she finished shopping, she clicked "Finished Shopping," which led her to the end screen. She then tapped "Home" to return to the home screen. At this point, she indicated that she did not want to do anything further, and we exited the app.

d. Revised Prototype

- We changed the visibility of the "signup" and "login" buttons to make it more clear to new users what to click next.
- The suggested items now look like buttons that can be clicked to choose them.
- The 'Generate new List' and 'View List' buttons now have a limited visibility (Only one visible at a time), so that it is clear which one is enabled and should be clicked next.
- The checkboxes next to items on the list were restricted to the 'View List' in order to ensure the participant may only check the items when they view the list, not when it is generated.
- We updated the heading on the screen for adding items to clearly differentiate it from other screens and indicate the participants' action.



Paper Prototype Walkthrough Video Link: [Paper_Prototype_Video.MOV](#)

e. Test 2 Feedback

As a new user, after entering her email and password, this time the participant clicks on "Login." button since we disabled the "Signup" button. Once logged in, she proceeds to enter the date of her last purchase in the designated input box. Next, she clicks on the suggested items buttons under "Pick Last Purchase Items" to add two items instead of searching all items from the search bar. She also searches for and adds milk from the search bar. She notices a scrollable screen, scrolls down, and adds her favorite items from the next screen. After that, she clicks "Generate a New List." In the editable list that appears, she reviews the list and clicks "Done." After returning to the home screen, she selects "View List." Once the items are added to her cart, she checks them over. After confirming everything is correct, she clicks "Finished Shopping." Finally, on the last screen, she clicks the home button to return to the main menu.