ReSource

User Interface Design

Submitted to:

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Unique Reference:

The documents are stored in the https://github.com/mathena828/ReSource.

ReSource - User Interface Design.pdf

Document Purpose:

The purpose of this document is to create a prototypal design for the web application's user interface. The effectivity and aesthetics of which will be corroborated by the data gathered from the series of tests that will be conducted with the participants. Any additional revisions from these sessions will also be reflected in the final screen prototypes.

Target Audience:

The target audience of this document is the CS 191 and CS 192 Software Engineering classes of the academic year 2019 to 2020, as well as other individuals who may need to evaluate the functional requirements of this project. The members of Group No. 2, namely, Jaira Mathena B. Angeles, Danilo M. Mendoza II, and Beatrice Pauline R. Mercado will be creating and referencing this model. Professor Ma. Rowena C. Solamo will be evaluating the contents of this submission to ensure that it fulfills the criteria for this academic requirement.

Revision Control:

Revision Date	*Person Responsible*	*Version Number*	*Contribution/Modification*
10/14/2019	Jaira Mathena Angeles	1.0	She filled in the Unique Reference, Document Purpose, and Target Audience sections of the document. She created the prototypes for all use cases.
10/16/2019	Beatrice Pauline Mercado	2.0	She filled in the Target participants, and Participatory Design Protocol sections of the document.
10/17/2019	Danilo Mendoza II	3.0	He added a link to the video folder and the transcripts for the first two participants. Also added participant suggestions and observations to Observation Summary and Prioritization
10/18/2019	Beatrice Pauline Mercado	4.0	She added 3 more interviews and the last 2 entries in Observation Summary and Prioritization section..
10/14/2019	Jaira Mathena Angeles	1.0	She revised the prototypes.

Table of Contents

I   .   Participatory Design Guide and Protocol

This section provides 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

The target participants of this study are a diverse, yet demographically relevant group of men and women within the age range of young adolescence to adulthood. In terms of their financial background, the respondents must come from moderate to high-income households. These constraints placed upon the sample population ensures that they have the means of availing of the services offered by the software. That is to say, they are looking to sell or willing to buy secondhand books. Furthermore, it is indicative of a sufficient level of education such that the subjects literate, if not well read. This general profile also represents the target market for project.

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 all the Manage Book Listing and Shop Book Listing use cases.

Prototype Link:
https://projects.invisionapp.com/prototype/ReSource-ck1tj54dk0115hk01w74qdrvw/play/6eb814ed?fbclid=IwAR2Rsfbhc
C50kJc2obSiaQBxCGl-ycYxYCKVeNC6TYkcJYgusWl5W5SrqQA

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.

Link to interview videos: https://drive.google.com/open?id=1fd5aUUA1HQwgtG71QKf4ojquVHh4u3-8

F   .   Schedule of the Participatory Design

The participatory design can last about [number in minutes] minutes.

Participant	Date and Time	Venue
RP - 153215	Oct. 18, 2019 11:00 AM	UP AECH Engineering Library
JC - 172132	Oct. 18, 2019 11:05 AM	UP AECH Engineering Library
SJ - 162321	Oct. 18, 2019 11:10 AM	UP AECH Engineering Library

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 conducted to gather opinions and suggestions on the proposed design for our web application. It will serve as a reference as well to help us develop and modify interfaces with clear and direct functions for the users. Please feel free to share any comments and recommendations that you think are necessary.

Anonymity: Despite being videotaped, 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.

ReSource is an online market for secondhand books. It facilitates the exchange of such products between the buyers and the sellers.

Manage book listing is one of the functions that ReSource offers to the sellers. It includes editing, deleting, and adding a book listing in your profile. To accomplish this, all you have to do is go to your seller profile and click on a book listing you want to edit. Once you've chosen, you may opt to delete the listing using the delete button on the bottom right part of the edit box or change the information you have initially given when you added the book listing. You may also add a book listing by clicking on the "Add Book" section on the left part of the screen.

Shop book listing, on the other hand, is for the users who would want to purchase a book. It is important to note that ReSource comes with a search bar to help the users in finding specific books. When a buyer finds a book to buy, they may click on the listing, check the book details and proceed with the "Buy Book" button once the buyer is satisfied. This will automatically connect you to the seller so you can negotiate the transaction details.

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

Video Transcript:

Participant 1:
Interviewer: So eto yung web app namin called Resource. Basically, online market siya for books. May dalawa siyang functions for sellers and buyers. As a seller, mag-add ng book, edit, and delete.

Participant 1: Seller ako ngayon?

Interviewer: Oo, eto ngayon seller ka. Pwede ka magedelete, edit, add ng book listing. So pag mageedit, pipili ka lang ng libro na sinesell mo diyan na gusto mo i-edit yung information.

Participant 1: Oh, sige.

Interviewer: Kunyare ito.

Participant 1: Ayan. Click ko yung "Edit"?

Interviewer: Kahit yung book listing mismo. Ayan so magbubukas to tapos ayan yung mga pwede mong i-edit.

Participant 1: Kunware i-edit ko.

Interviewer: Oo, kunware tapos ka na. Pwede ka mag"Post". Dapat magpapalit (yung info).

Participant 1: Nagbago na yan.

Interviewer: Oo, nagbago na. Pag magdedelete ka yun ulit.

Participant 1: Ah, sige. Pindot na ulit ako.

Interviewer: Ayan. So makikita mo dito may "Delete" dapat madedelete na siya.

Participant 1: Tapos delete. Wow, galing naman.

Interviewer: So kapag gusto mo magadd ng book, eto makikita mo sa left.

Participant 1: Oo, ang laki ng "Add Book", very friendly - user friendly siya.

Interviewer: User friendly, yes.

Participant 1: Kunware inedit ko na tapos "Post" tapos andun na.

Interviewer: Yeah andoon na. Okay, so kapag gusto mo namang bumili, pwede ka pumunta sa "Home".

Participant 1: Ah bibili ako.

Interviewer: Oo. So ayan may mga book listing na suggested para sayo pero say, may gusto kang book in particular, isesearch mo. Click mo dito sa search bar, kunyare "Unknown" yung isesearch mo.

Participant 1: Ayan sinearch ko, inenter ko. Ayan, puro unknown na.

Interviewer: Ayan, puro "Unknown" na yung title diba? Pili ka diyan sa tatlo, kunware eto pinakagusto mong bilhin.

Participant 1: Ah sige.

Interviewer: So yan, andito na lahat ng synopsis, lahat ng details (ng libro). Kapag gusto mo na siyang bilhin, eto i-click mo lang yung "Buy Book".

Participant 1: "Buy Book", okay.

Interviewer: Oo, tapos may lalabas na chatbox na pwede mong icontact yung seller. Tapos yun, magnenegotiate kayo ng details.

Participant 1: Oh may chatbox parang Shoppee. Woah. Ah pwede ako tumawad. Ganda. Tapos "Send" ko?

Interviewer: Ah, okay na yan hanggang diyan lang. Ayun lang. So, what do you think about the web app?

Participant 1: Simple, madaling sundan, pero dito sa pagbuy ng book parang mas maganda kung meron kang ratings o kaya comments ng mga past buyers kasi gusto ko din malaman kung maganda ba yung book or basura.

Interviewer: Ah oo, okay. Sige. Nice.

Participant 2:
Participant 2: Tungkol saan yung app niyo?

Interviewer: Okay, so this is ReSource yung web app namin. So basically, what it does is parang ano siya online market for books. So as a seller, pwede kang magedit, magdelete at saka magadd ng books. So to edit a book, kunware may book listing ka na, dito cclick mo lang yung "Edit", okay so lalabas na diyan, pwede ka nang magenter ng valid na info then you can "Post" it again para magpalit na yung info. To delete naman, click any book pero eto lang ah. So, "Delete" mo lang using that button. So, nawala na siya. If gusto mo naman magadd ng libro, eto makikita mo sa left. Ayan, maglalagay ka lang ng info, pictures, ganon so pagka"Post" mo it should be right up.

Participant 2: Ah okay.

Interviewer: So, if you wanted to buy a book click mo lang punta ka sa "home", and then you'll see the book listing. Pwede ka magsearch here kung may particular na book na gusto mo bilhin so pwede ka nang pumili diyan kahit ano.

Participant 2: So at the same time, ano yung account mo pwede ka magsell tas pwede magbuy?

Interviewer: Yes. I wanna say yes.

Participant 2: Oh okay.

Interviewer: Tapos once na satisfied ka na, you can buy a book and may magoopen na chatbox tapos kakausapin mo lang yung seller and then ayun na.

Participant 2: So yung buying part parang interaction with the seller din parang masasave din dito sa app mismo yung transaction niyo?

Interviewer: Yeah. Well, masasave yung conversation. So, what do you think about the design?

Participant 2: Yung design, design-wise, madaling sundan kasi intuitive parang it follows the usual format ng mga websites natin especially yung sa chat. Intuitive naman overall. Ayun lang.

Interviewer: Okay! Thank you so much!

Participant 3:
Interviewer: So ito yung web app namin called ReSource. Basically, what it is ano siya isa siyang online market for books. So, buy and sell. If gusto mo magbenta ng libro, as a seller, pwede ka magmanage ng book listing mo. So, pag manage meron kang book listing diyan. Sige, ikaw magnavigate. Kunware gusto mo to i-edit.

Participant 3: Click "edit"?

Interviewer: Oo. So, i-eedit mo lalabas na diyan diba? Pwede mo i-edit yung mga info basta valid siya. Once na tapos ka na, pwede mo siya i-"post". Dapat magpapalit siya dito. Okay, so kunware gusto mo magdelete ng book listing kasi di na siya available. Eto ulit, gusto mo na siya i-delete, pagkabukas makikita mo na yung delete button.

Participant 3: So di ko na kailangan i-click yung edit button?

Interviewer: Basta pili ka lang ng book listing. Pag mag-aadd ka naman ng book. (points at the "Add book" box at the left part) Baka di mo pa makita eh.

Participant 3: Oo nga eh.

Interviewer: So ayan, maglalagay ka lang ng info then you can "post" it again. Okay, ayan na. Say, gusto mo naman bumili ng libro, you can go to "home" and then ayan maraming suggested book listings na pwede mong bilhin or pwede kang maghanap ng libro.

Participant 3: Search ganyan?

Interviewer: Oo, magsearch ng libro na gusto mo. So kunware, nasearch mo na yung "unknown" ayan na lahat. Pili ka diyan sa tatlo, kunware ito gusto mong bilhin, tapos andiyan na lahat ng details and satisfied ka naman, you can buy a book and then ayun, ididirect ka niya sa seller na para pwede kang makipagchat.

Participant 3: Parang messenger?

Interviewer: Oo, para makapagchat ka sakanya.

Participant 3: Paano kung hindi available yung seller?

Interviewer: Magsesend siya as a message, pwede pa din niya (makita) ayun.

Participant 3: Ah okay.

Interviewer: Pwede kayo magexchange ng mga transaction details ganun. So, pwede mo na mabili yung libro mo.

Participant 3: Tapos pagkabili ko?

Interviewer: Masasave lang yan. So once na bibili ka ulit sakanya. Same thing parang sa messenger. Ayan na yung shop book listing. So what do you think naman in terms of the design?

Participant 3: Oks naman. Walang wala yung samin. Siguro yun ano nalang, pagkabuy mo, dito lang yung information? Siguro, maganda kung may listahan kung ano binili mo.

Interviewer: Parang history?

Participant 3: Oo, parang tracklist.

Interviewer: Oh okay.

Participant 3: Kailangan niyo ba i-revise yung sa ganon?
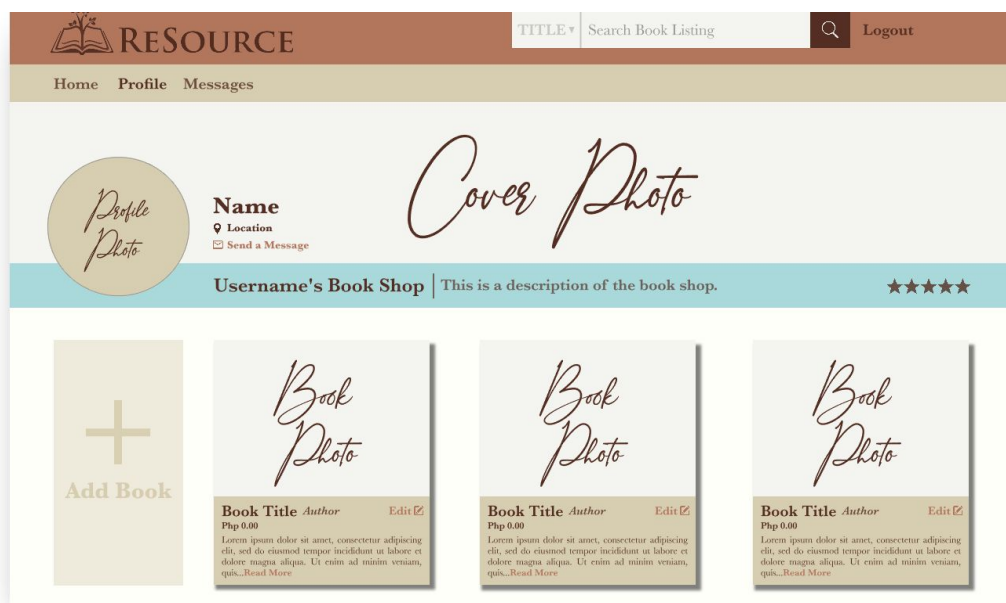
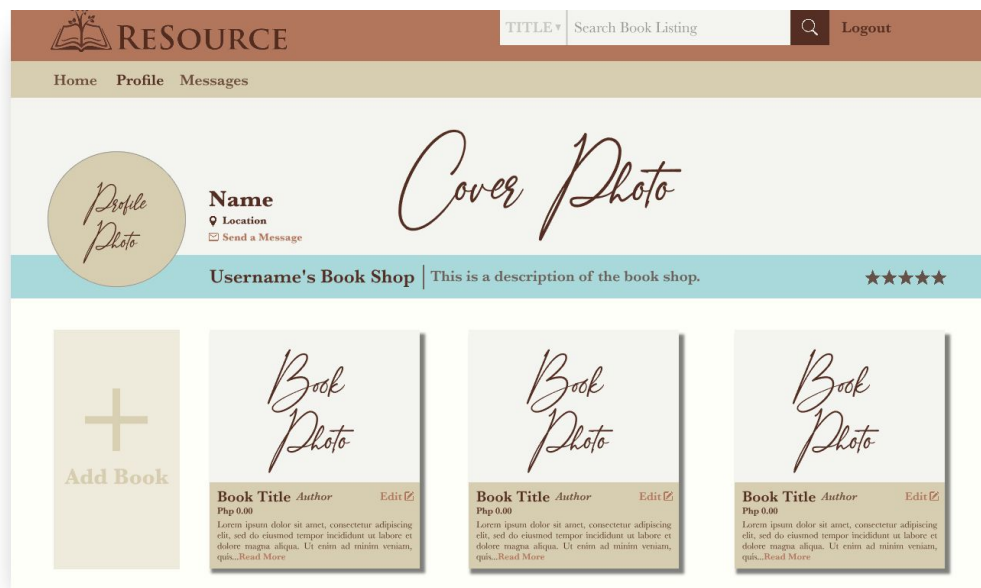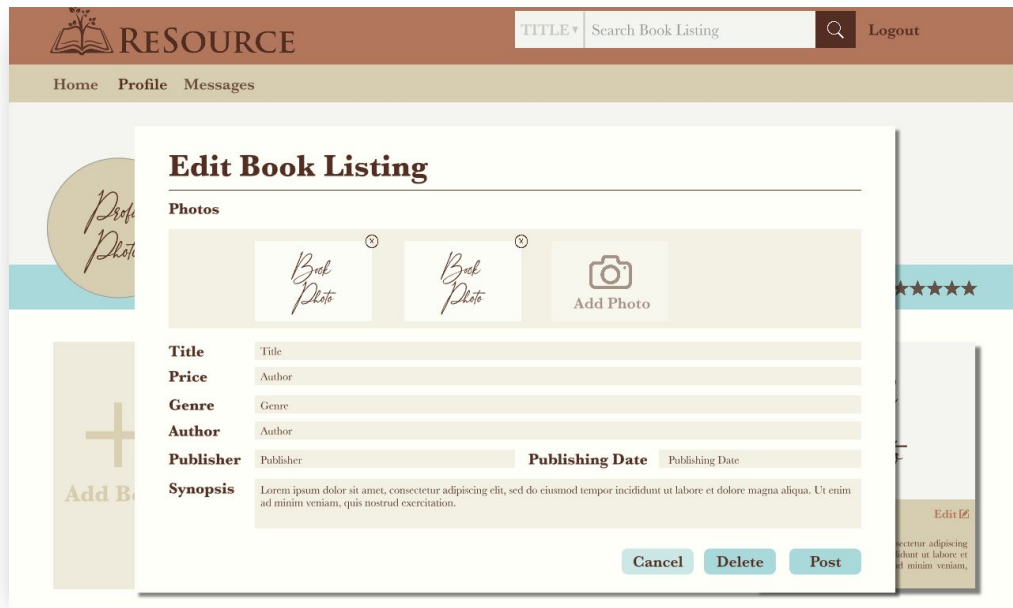*Interviewer:* Di ko alam pero magandang input naman! Ayun lang. Thank you!

III . Partipatory Design Report

A . Observation Summary and Prioritization

Observation	Prioritization (using
Additional section for ratings on the seller	Must have
Tracking of books bought in the past.	Could have

B . Sample Screens of the Revised Prototype

C . InVision Link(s):

https://projects.invisionapp.com/prototype/ReSource-Ver-2-ck1w4mn6t01hf7g01tjyvn5eo/play/6eb814ed