CSCI 4800 - Fall 2018

(Team Athena)

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Milestone 3
Professor Delaram Yazdansepas
October 29th, 2018

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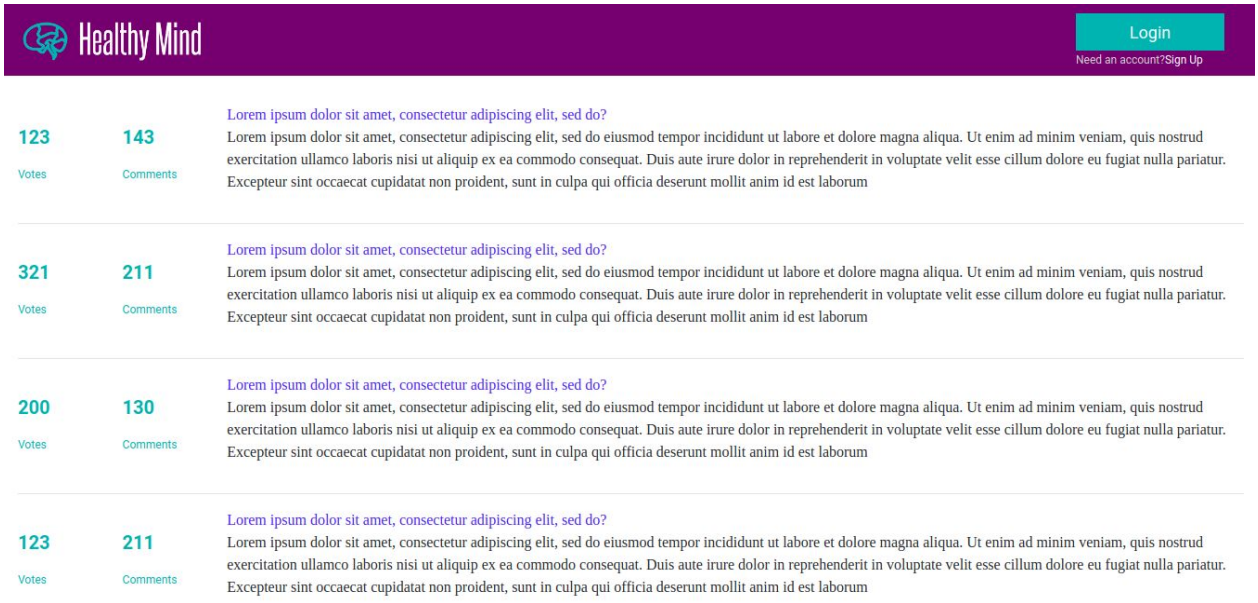
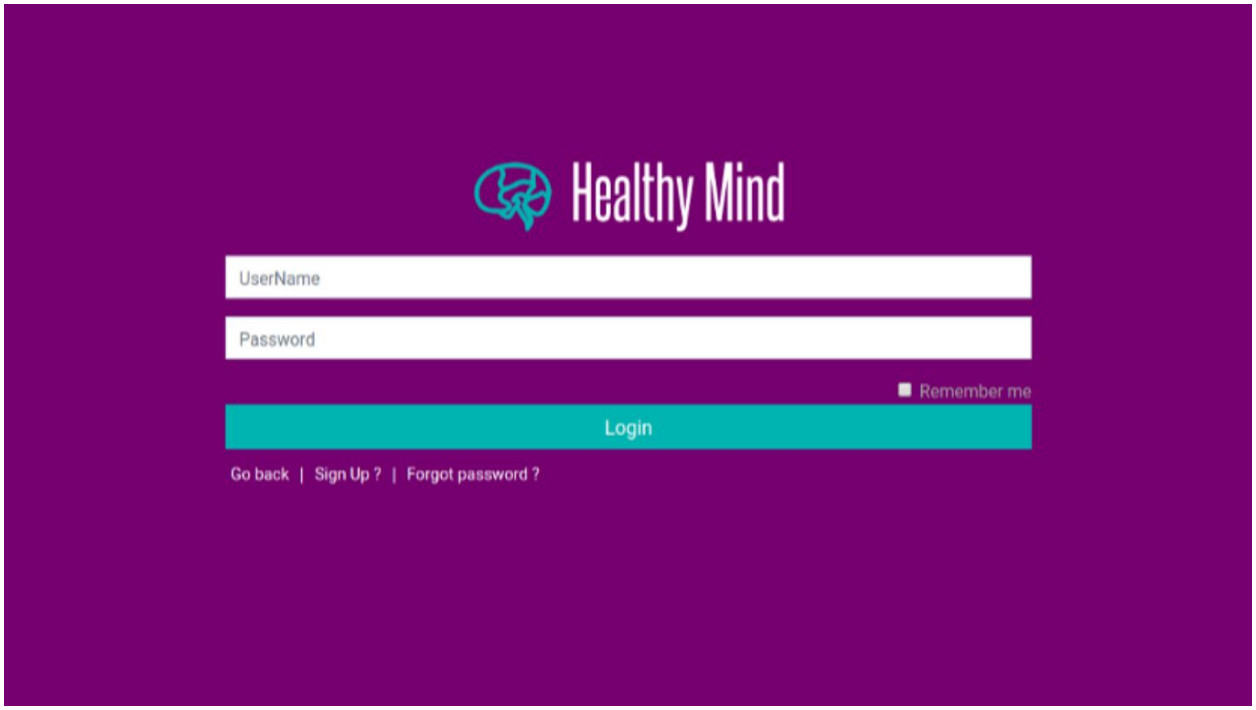
UI WalkThrough

Screen 1



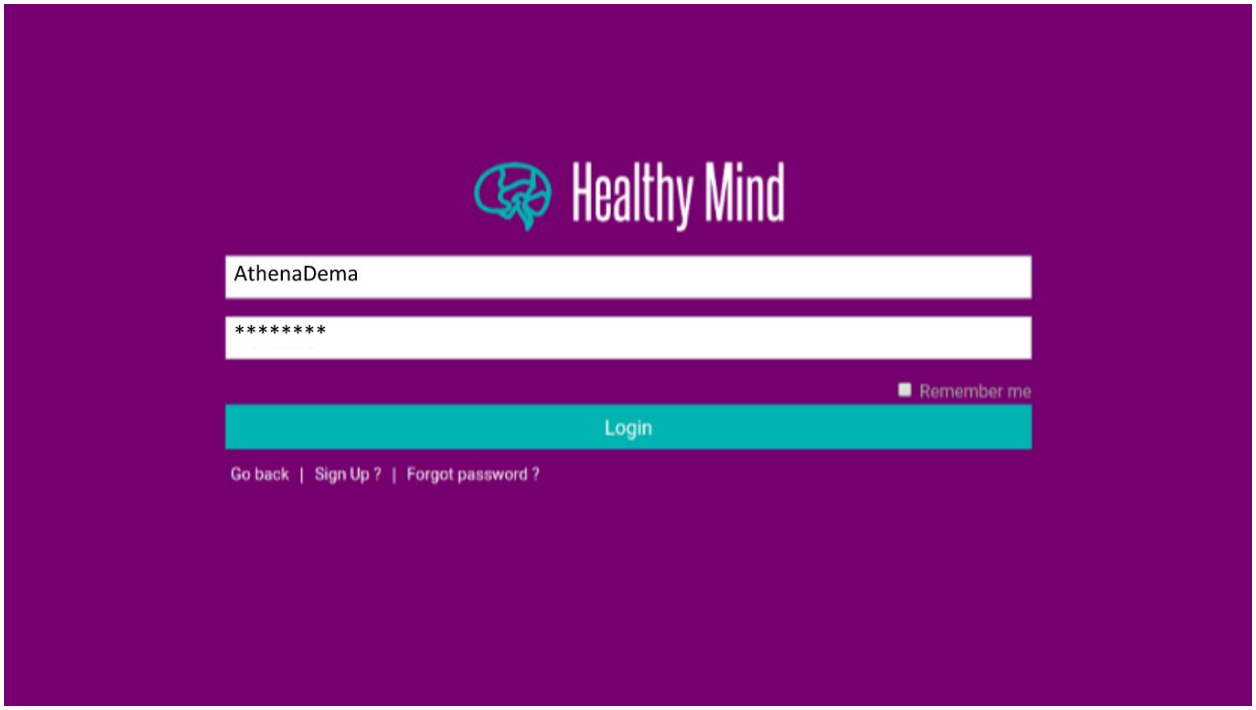
Once the participant click “Login” button, they would be directed to screen 2.
Once the participant click “Sign up”, they would be directed to screen 4.
To read more on a post the participant should sign up. So if the participant clicked on a post without logging in the system redirects him/her to the screen 2.

Screen 2



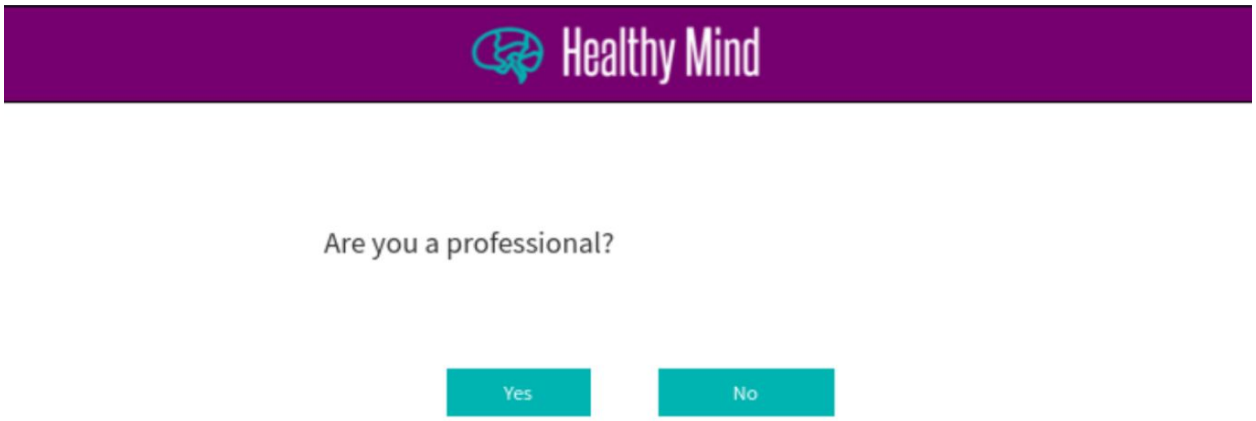
This is the login page. Participants can enter username and password and login.
Once the participant clicked on Sign up system redirects the participant to screen 4.

Screen 3



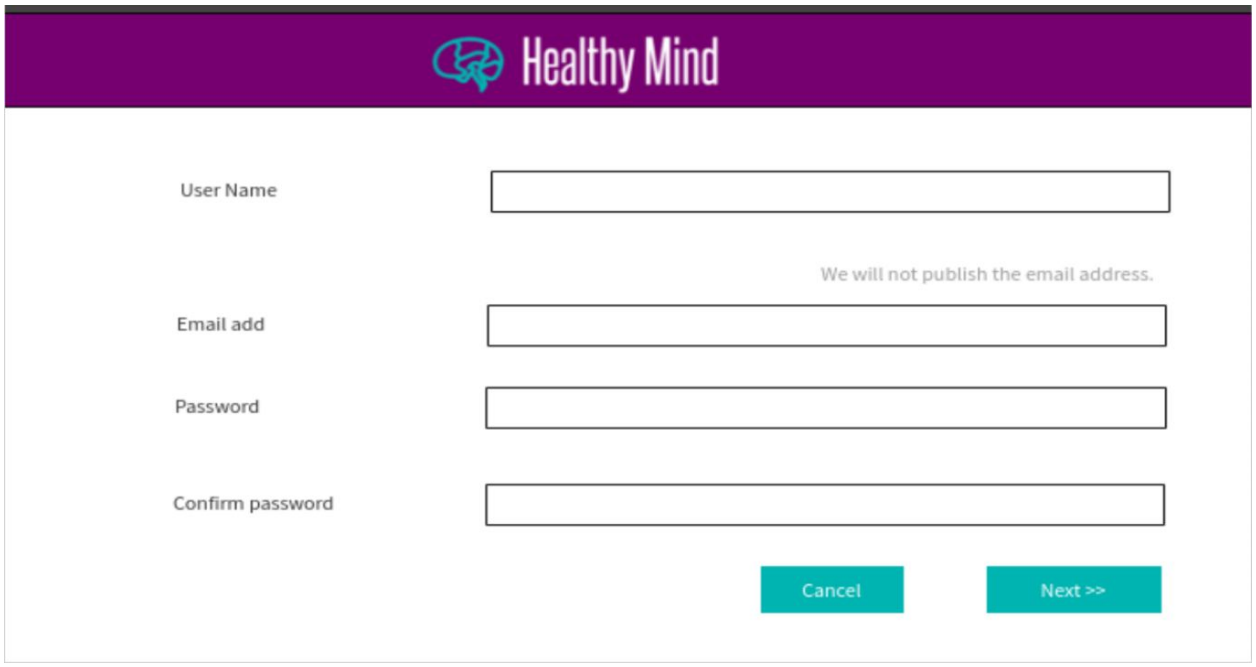
Once “Login”, go to screen 13

Screen 4

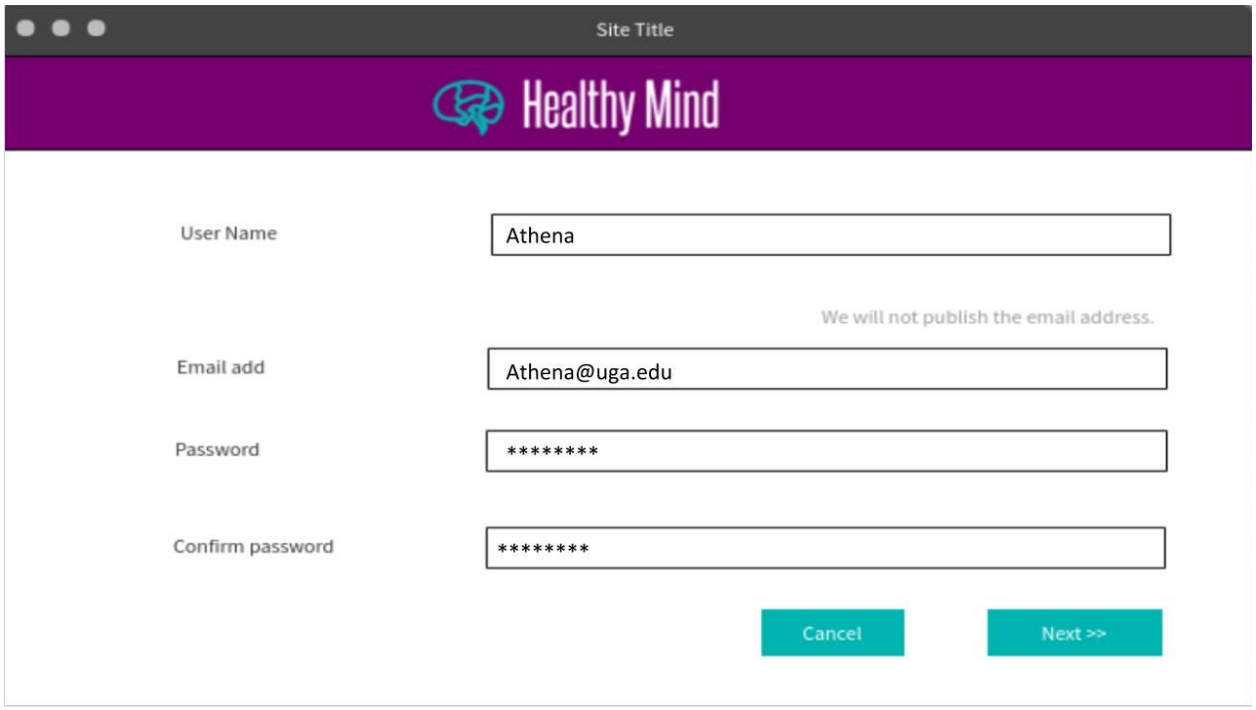


If the participant clicked on “Yes” go to screen 5-8
If the participant clicked on “No”, go to screen 9-12

Screen 5

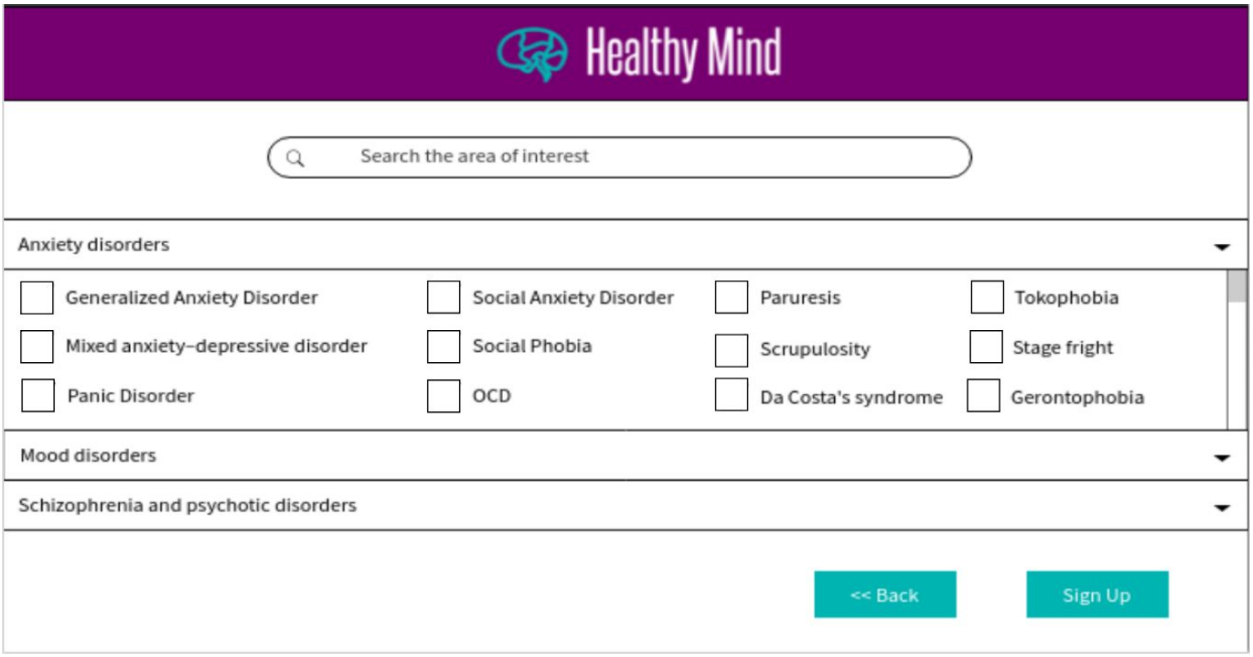

Healthy Mind
User Name
We will not publish the email address.
Email add
Password
Confirm password
Cancel
Next >>

Screen 6

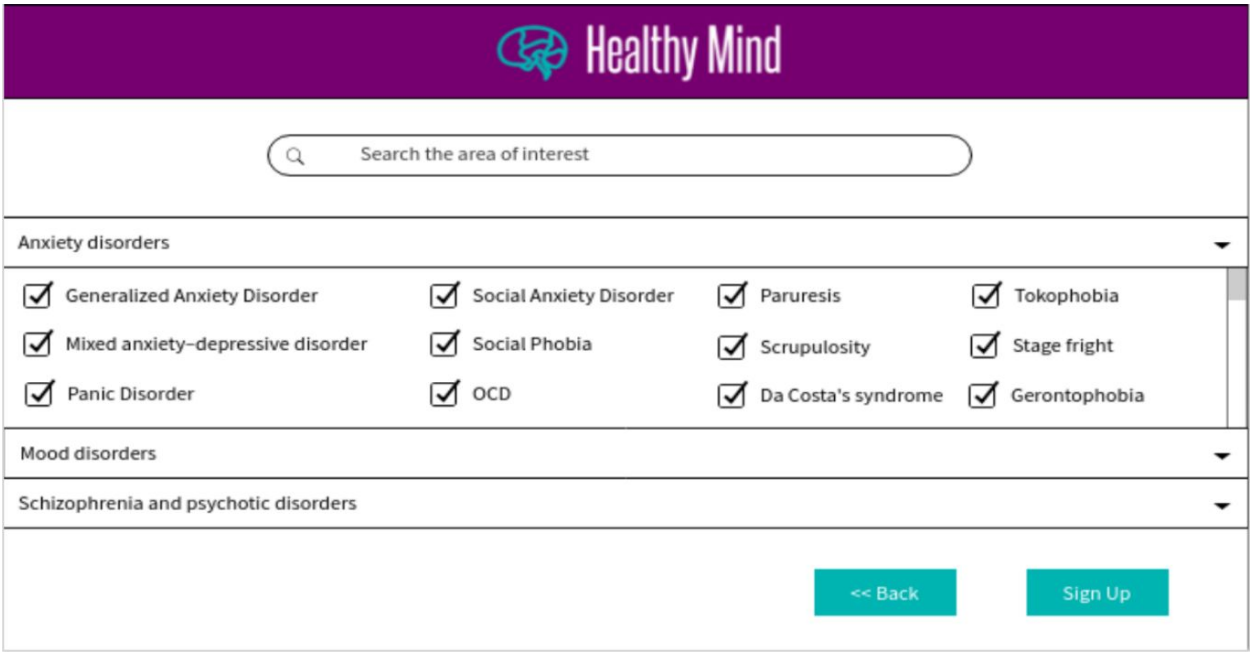


To protect the confidentiality we do not ask personal details from the normal users.

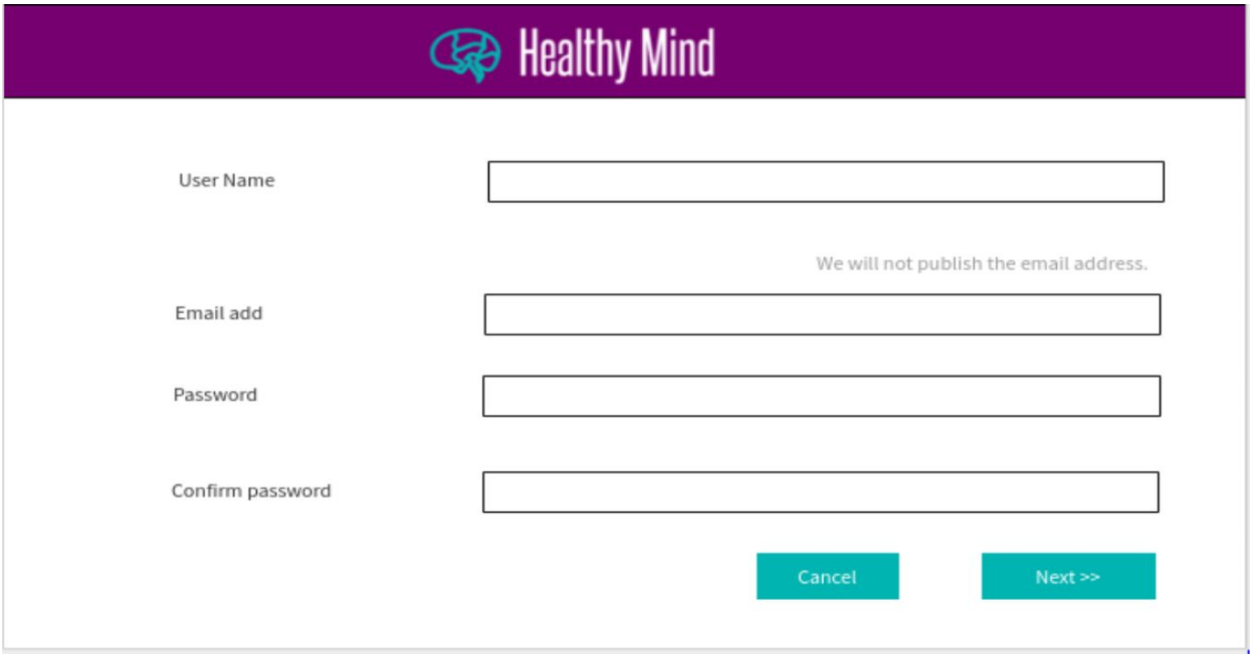
Screen 7


Healthy Mind
Search the area of interest
Anxiety disorders
Generalized Anxiety Disorder
Social Anxiety Disorder
Paruresis
Tokophobia
Mixed anxiety–depressive disorder
Social Phobia
Scrupulosity
Stage fright
Panic Disorder
OCD
Da Costa's syndrome
Gerontophobia
Mood disorders
Schizophrenia and psychotic disorders
<< Back
Sign Up

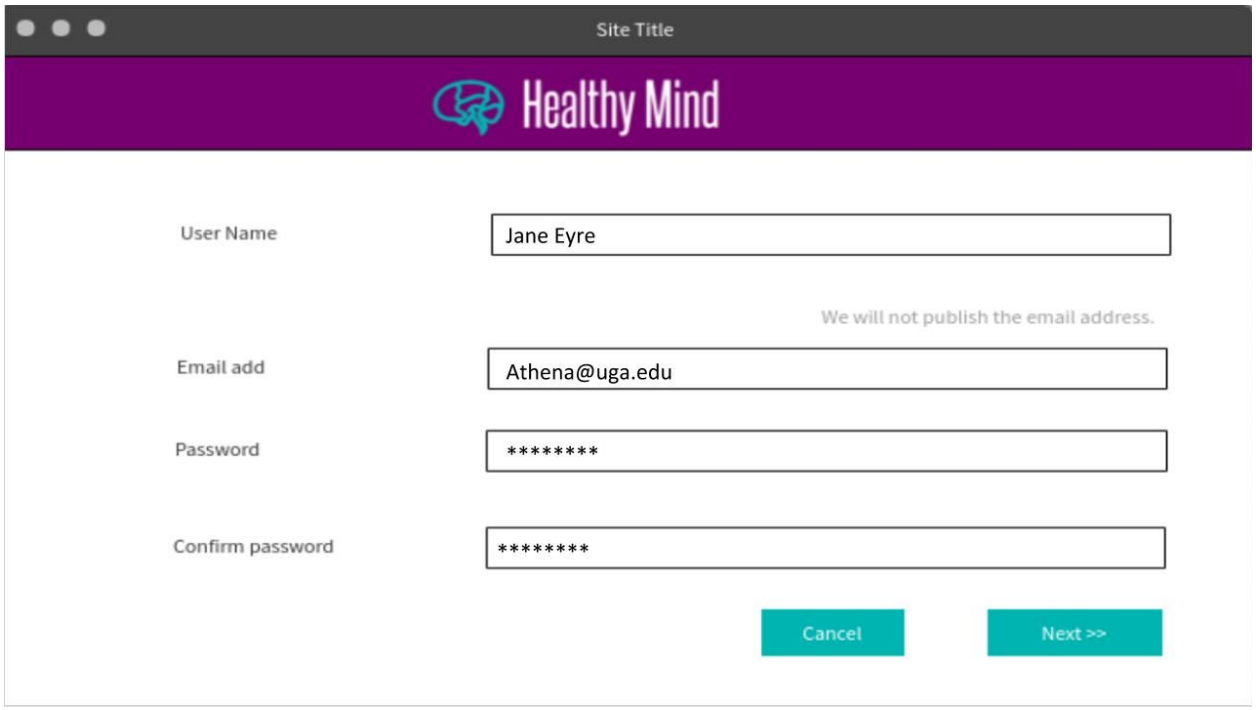
Screen 8


Healthy Mind
Search the area of interest
Anxiety disorders
Generalized Anxiety Disorder
Social Anxiety Disorder
Paruresis
Tokophobia
Mixed anxiety–depressive disorder
Social Phobia
Scrupulosity
Stage fright
Panic Disorder
OCD
Da Costa's syndrome
Gerontophobia
Mood disorders
Schizophrenia and psychotic disorders
<< Back
Sign Up

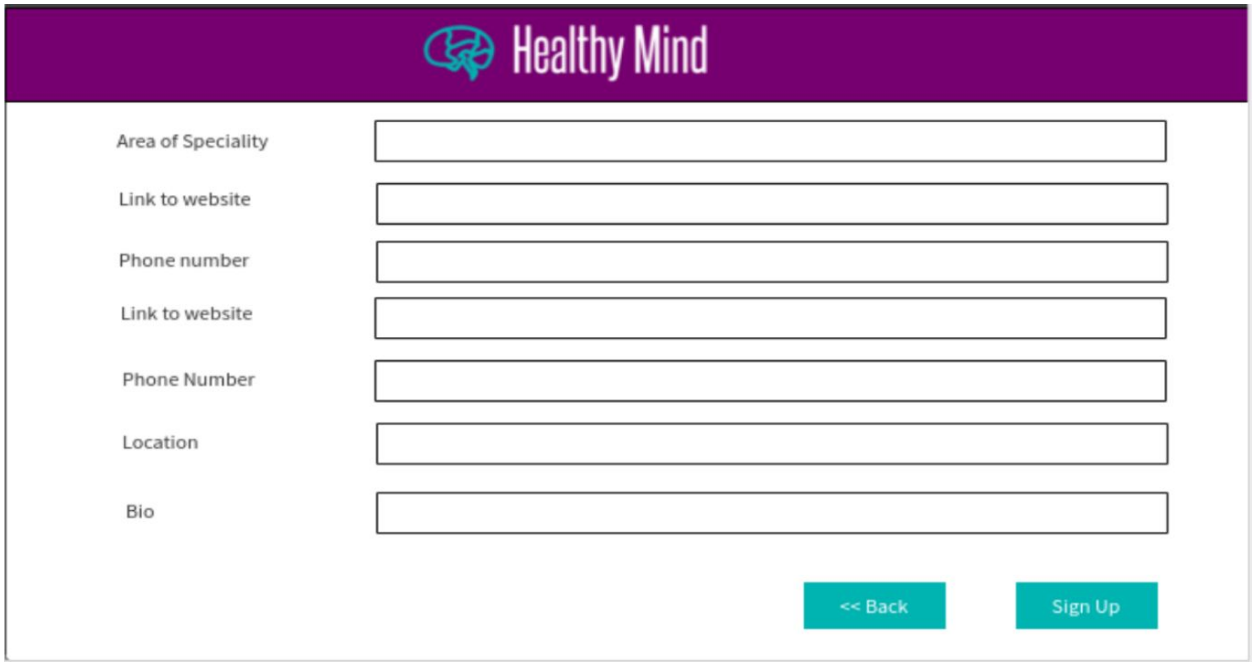
Screen 9


Healthy Mind
User Name
We will not publish the email address.
Email add
Password
Confirm password
Cancel
Next >>

Screen 10

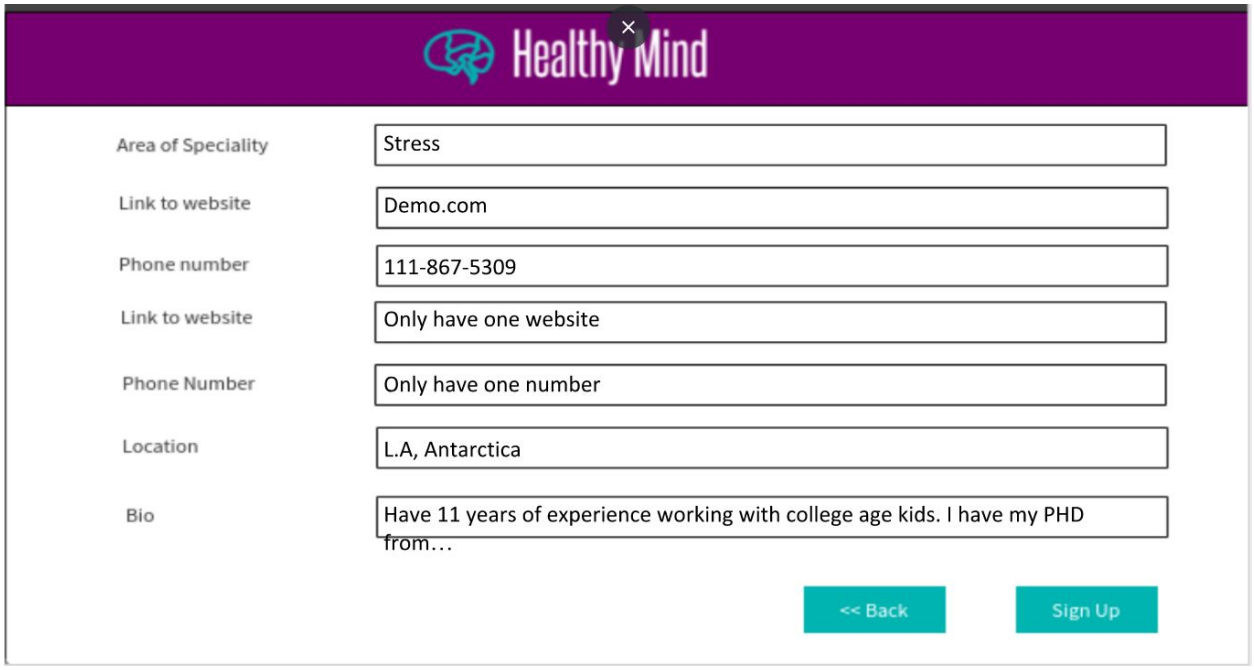

Site Title
Healthy Mind
User Name
Jane Eyre
We will not publish the email address.
Email add
Athena@uga.edu
Password
****
Confirm password
****
Cancel
Next >>

Screen 11



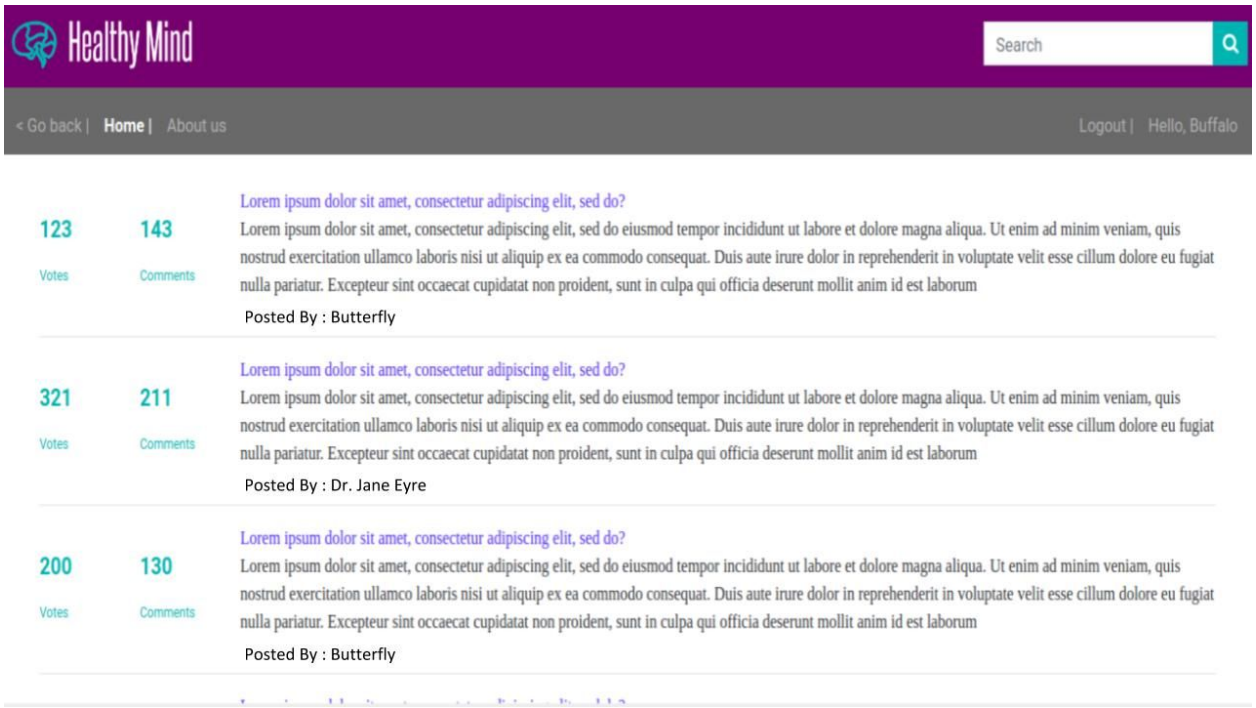
Professionals should provide all these information so it is easy for the normal users to contact them.

Screen 12



Once clicked “Sign up”, go to screen 2-3

Screen 13

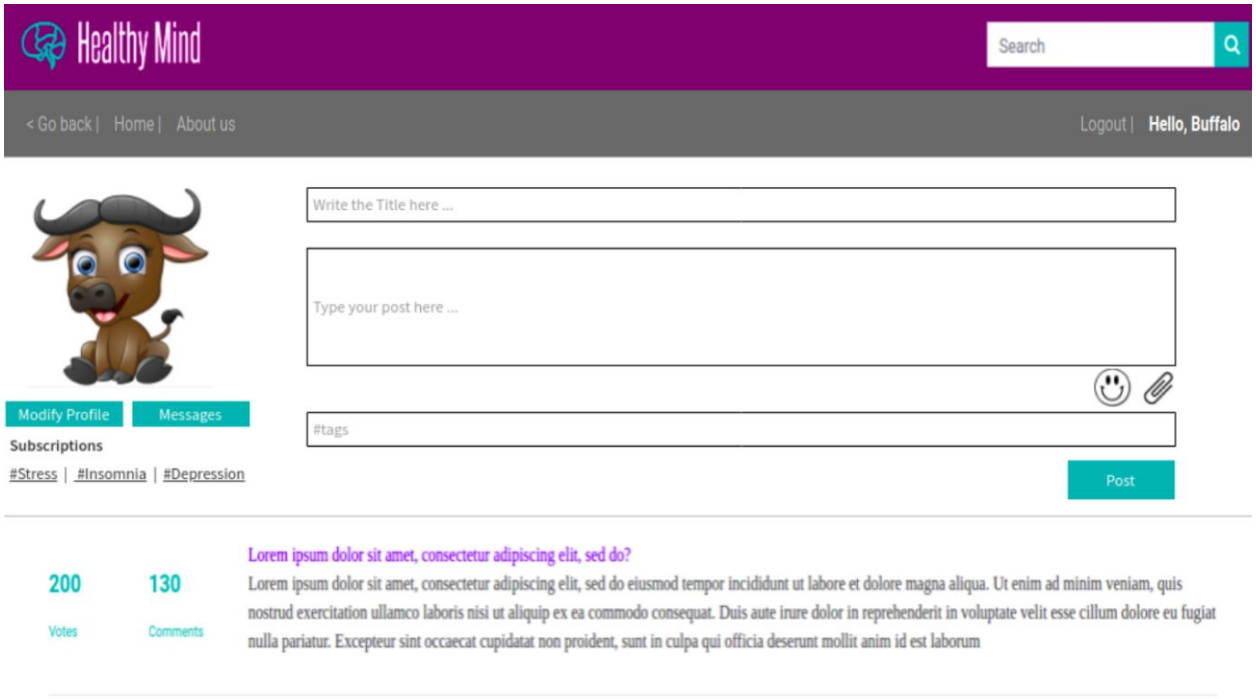


Once the participant clicked on a post, go to screen 14
Once clicked “Hello Buffalo”(the username), go to screen 15
Participants can clicked on the usernames of the people who shared the posts (butterfly, jane eyre etc.) Once they clicked on the usernames system redirects them to the relevant profile page.

Screen 14

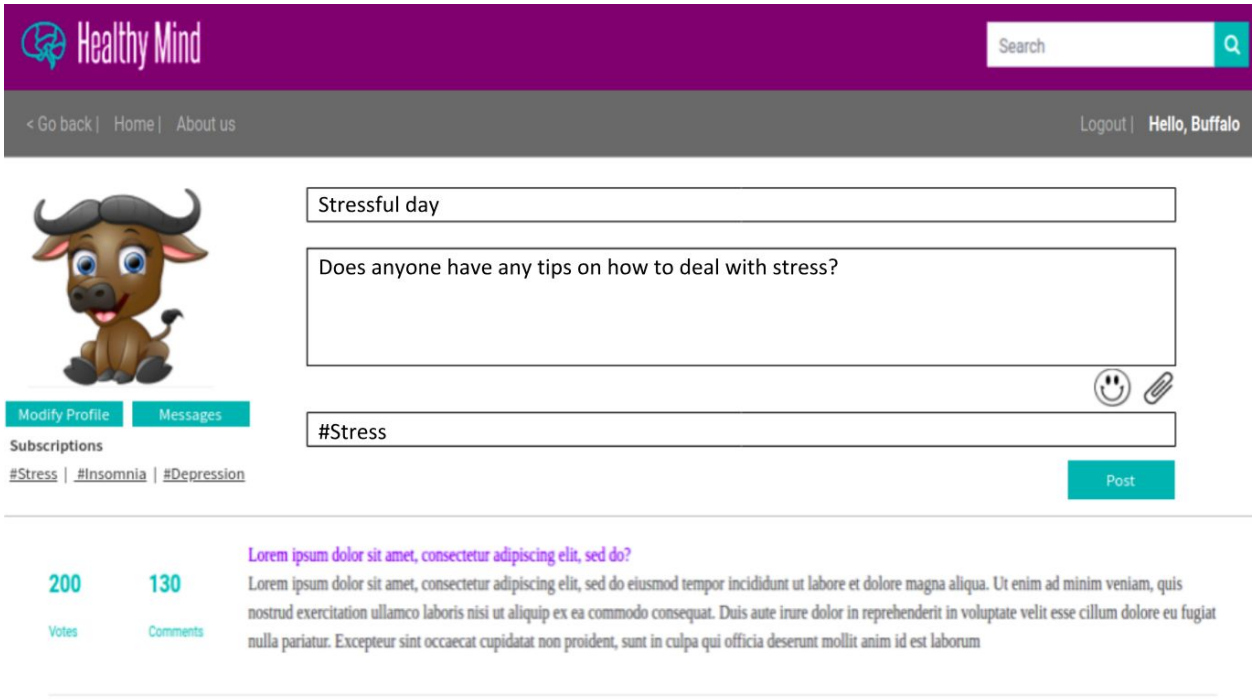
Once someone clicked on a post the system redirects him/her to the relevant post. The participants can rate up/down the posts and according to the rate of a post the system filter the good/bad posts. If a post got a very low number of ratings the system deletes that post.

Screen 15



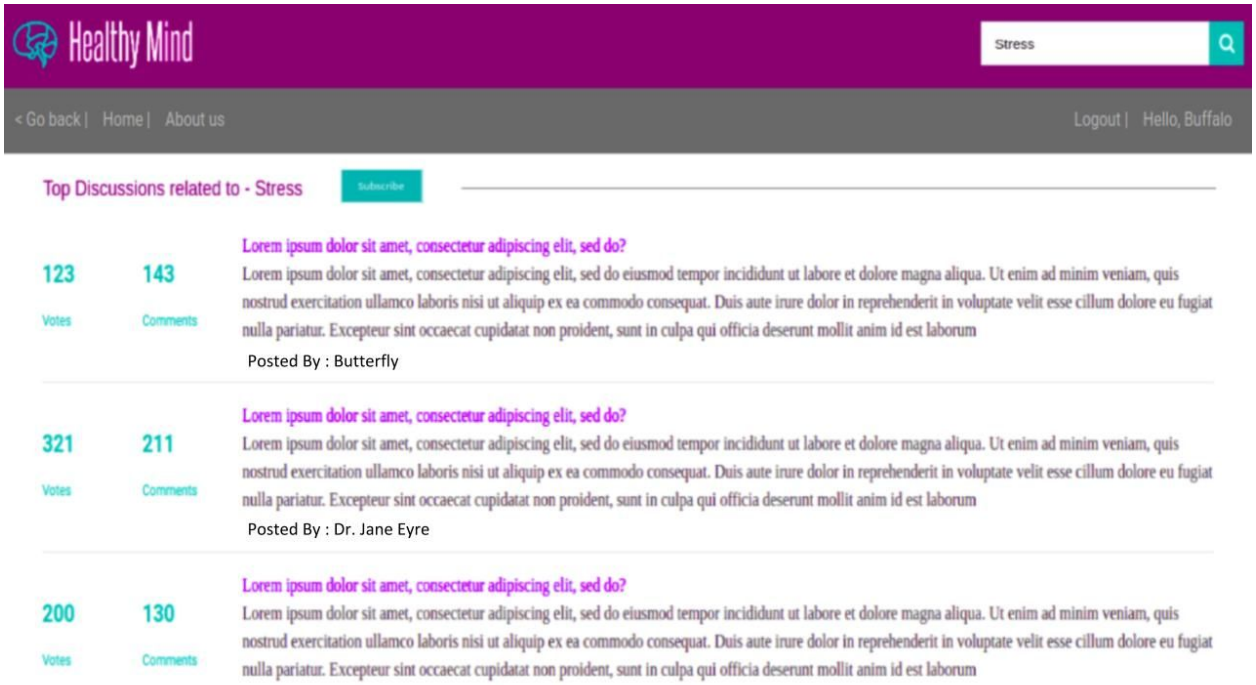
This is the profile page. Participants can share posts, see subscribed areas, see the posts shared by him/her self from this page.

Screen 16



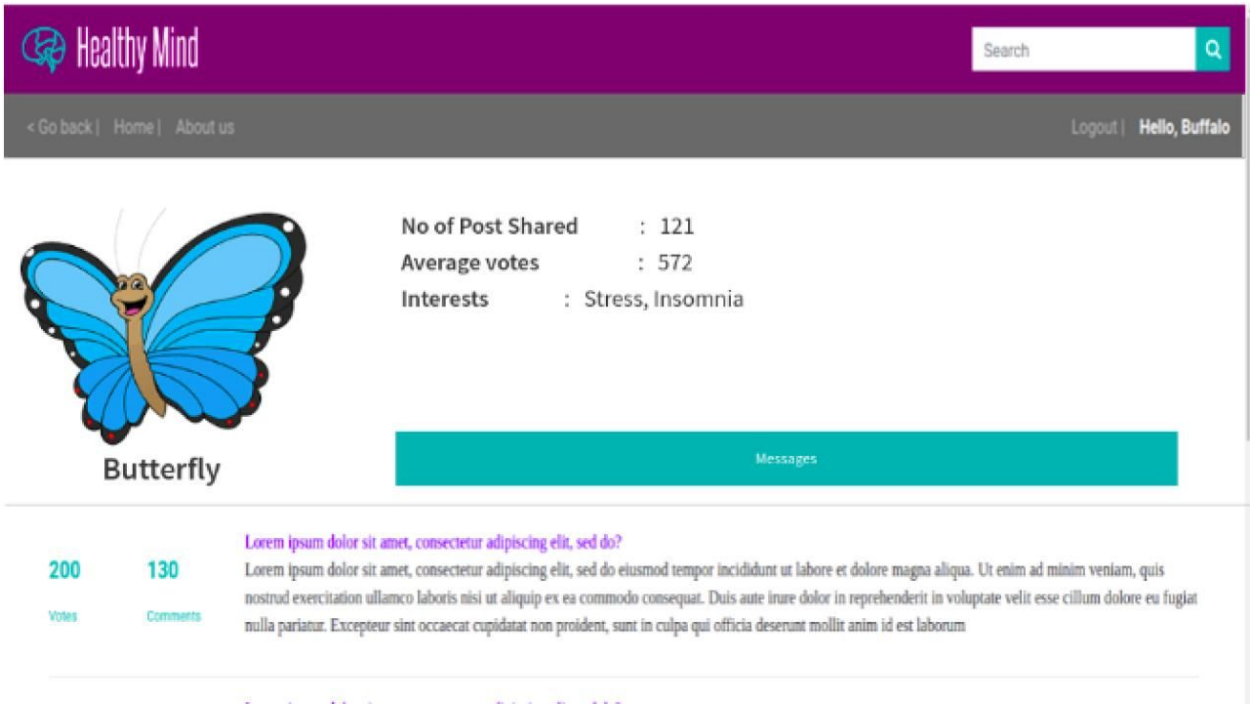
Once clicked the tags under subscriptions (“#Stress” in this case), go to screen 17

Screen 17



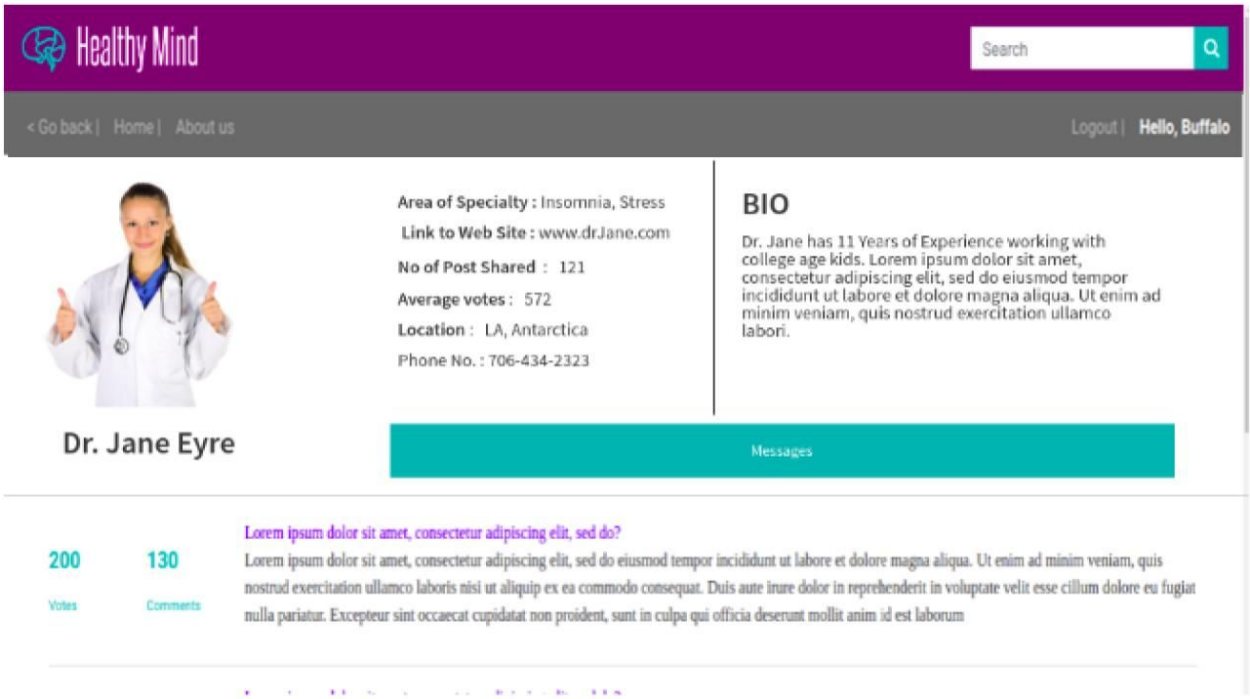
If a participant clicked on a subscribed link or searched a keyword the system redirects the participant to a page with all the posts related to the searched keyword/ clicked link. If the participants are not already subscribed in they can clicked on the subscribe button and subscribe.

Screen 18



This is a page of a normal user. The system does not reveal any personal information of a normal user. But the participants can message with the anonymous users by clicking on the message button.

Screen 19



This is a page of a professional. Participants can see all the details of the professionals and contact them through their phone number, website, location or participants can message the professionals through the system.

Prototype

Prototype is added to the repository.

Evaluation/testing plan

ID	Evaluation Item	Description	Measure	Scale	Comments
1	Learnability	How easy it is to learn and use the system	Time to complete a task for the first time	10 s - 30 s	
			Time spent in errors and recovery in the first time use	0 s - 15 s	
2	Efficiency	the amount of resources required by a program to perform a specific function	How much memory the system used		We are going to see how the system uses memory for different actions, draw drafts and compare them.
3	Emotional factors	How much the participant is attached to the system.	How much the participants enjoy the system	1 - 5	
			How secure the participants feel when they are using the system	1 - 5	

Benchmark Tasks

- Regular
    - RBT1 : Register on the website and be able to reach your profile page.
    - RBT2 : Edit your profile page with your name and contact information.
    - RBT3 : Search for “stress” and find related posts.
    - RBT4 : On any topic, create a post with tags. Then, search the post.
    - RBT5 : On any topic, create a post and upload an image. Make the post, and see if the image pops up.
    - RBT6 : When checking a thread, see the profile of the person who shared the post.
    - RBT7 : Find what are the areas you have subscribed in when registering
    - RBT8 : Subscribe in a new field
    - RBT9 : Login to the system

- Professionals -> For therapists and professionals
    - PBT1 : Register in the system
    - PBT2 : Login to the system
    - PBT3 : Find what are the areas you have subscribed in when registering
    - PBT4 : Change your profile
    - PBT5 : See the posts you posted
    - PBT6 : Share a new post and attach a picture to that.
    - PBT7 : Subscribe in a new field

Usability attribute	**Measuring instrument**	**Value to be measured**	**Current Target level**
Registration	PBT1, RBT1	Time to complete task, Time spent in errors and recovery	2 minutes 30 seconds
Login	PBT2, RBT9	Time to complete task, Time spent in errors and recovery	20 seconds 7 seconds
Edit Profile	PBT4, RBT2	Time to complete task	4 minutes
Find subscribed areas	PBT3,RBT7	Time spent in errors and recovery , Time to complete task	10 seconds 30 seconds
Subscribe	PBT7,RBT8	Mouse clicks	3 mouse clicks
Creating Post	PBT6, RBT4, RBT5	Number of errors	2
Searching by tags	RBT3	Mouse clicks	2
Read posts	PBT5	Time to complete task	30 seconds
See other’s profiles	RBT6	Number of errors Time to complete task	2 20 seconds

List of Features

- Registration
    - An interested participant will sign up providing username, password, and email.
- Login
    - A participant will be able to type in their login information. If it exists in the database, then the participant can login.
- Regular and Professional accessibility
    - When signing up, a participant can choose the option of being a professional or not. Requires authentic credentials.
- Selection of mental disorders
    - A registering participant may choose topics of mental disorders they are interested in.
- Search options
    - Participants can type text tags into the search fields. If tag exists, participant will see the title of the posts.
- Homepage
    - This is the first page a participant will see. There will be the most recent posts on the page.
- Topics on homepage
    - The posts on homepage will link to the topics when clicked on.
- Threads to hold posts
    - Each posts may be a thread of posts. Participants can view and post on the thread.
- Seeing others' profiles
    - Participants can see others' profiles by clicking on the name of the person who shared a post. There are 2 types of profiles. Professionals' profiles and normal users' profiles.
- Making a post
    - Participants will be able to make a post to start a thread. It will have a title, content, and tags.
- Adding comments
    - A participant may add comments to another participant's post. The comments may have content and tags.
- Edit Profile
    - Registered participants will be able to view their own profiles. They will also be edit their information such as bios, contact info, and interests.

Evaluation Techniques

We are going to make the questionnaires easy to answer. We are giving 2 questionnaires to the participants. One before using the system and the other one after using the system. And the participants have to give a rating for each question based on his/her expectations/experiences. And we are going to ask open ended questions in the interview.

Questionnaires

We are going to test our users by making questionnaire. Questionnaire is a very effective technique to test our software whether it meets your users' needs. By asking the users many different questions we can understand the user experience about our software and the services it provides. We want to see how easy it is for them to operate. The user's feedback is very important and plays a prominent role in saving effort, time, and cost. We need to ask our users the right questions to get useful feedback and results. The questions should be focused on our interfaces and they should be short and very clear. These questions will help us to collect the data about the opinion of a group of users. With questionnaires, we need to make sure that our project usability is measured such as, efficiency, perspicuity, and dependability. Efficiency means that whether the users solve their tasks fast without any extra effort. Perspicacity, is about how easy is the system to be learned from the users. Dependability is related to the control and secure the users should feel when they use our system.

Subjective Questionnaires

1. Very hard
2. Hard
3. Medium
4. Easy
5. Very easy

Before using the system

	1	2	3	4	5
How much do you like to use a system like this?					
How easy is it for you to use Facebook?					

How easy is it for you to have access to a computer?					
How many years have you had a computer or frequently used one? (answer by the number and if more than 5, put 5)					
How many hours a day do you spend on social media (answer by the number and if more than 5, put 5)					

After using the system

	1	2	3	4	5
How easy was it to locate the things you wanted from the screen to complete your tasks?					
How much do you like the colors of the screens?					
What is the easiness level of completing a task?					
How much do you like to use this system?					
How many times did you misclick a page? (answer by the number and if more than 5, put 5)					
How easy was it to read the text on the screens?					

Interview Questions

We are going to use interviews in our usability study for our project. We found interviews are an outstanding way to extract information from users to get their understanding and experience. They are affordable and convenient to perform and can be quite simply performed through everyone who can ask questions and document the answers. When we are evaluating a team of user interviews, we should know that interviews have some disadvantages that we should consider. interviews resort to supply insights into what human beings say they will do and this is every so often no longer the same as what we do. Users can't remember all details about the product they tested prior the interview. Also, users are not a professional designer, so interviewers shouldn't ask for any improvements that can be done for the product or the system.

Before using the system

1. What is your background with technology.
2. Have you used a social media site, if so what do you expect?

3. How much do you value site usability.
4. How important is it for you to have a consistent menu and colors throughout the site.
5. How important is it for you to search and quickly get information.

After using the system

1. How fast were you able to go through the prototype?
2. Did you see anything that the site was lacking?
3. Could you see you and your friends using this site?
4. Do you feel a personal connection to the site?
5. Did you ever find yourself lost or didn't know what to do?

Observation

We are going to give the interactive prototype to set of participants and observe how they interact with the system. The main facts we are going to observe are, How fast do they reach the goal, how many errors they make when reaching the goal, Their eye movements etc.

Evaluation techniques that we do not use

Focus Groups

We want our participants to freely answer the questions we ask and freely ask any questions from us. Because of that we do not go for focused groups. In focused groups some individuals might be dominant and because of that others might not get a chance to talk freely.

References

http://courses.cs.vt.edu/~cs3724/summer1-2005-pyla/notes-1/05-Uspecs.pdf
http://courses.cs.vt.edu/~cs5714/fall2001/notes/pdf/11a_USPEC.pdf