11.0 Results

1. Design (Usability) Principles :

The design for this page is one that allows the user to easily see the results for whatever they search for. We chose to go with larger buttons so that the user can easily pick the drink that they are interested in. From our observations we typically found that users were only on their phones for short periods of time in bar settings, so the big buttons allow the user to quickly find what they are looking for. We also offer the average ratings for a drink so that a user can quickly determine if they are interested in the drink.

2.Feedback :

This screen saw some significant changes due to user feedback. We added more information to the search results so that the user could see the average star rating of a drink. This allows the user to decide if they really want to click on a drink. We also added the ability for the user to immediately search for a new drink, without having to go back to the main screen to select a drink type. We also added a filter so that the user can narrow their results down to a specific drink type.

3. Analytical Work :

Our cognitive walkthroughs helped to reveal that our search results needed a bit more feedback. Originally, the results only displayed a type of drink but did not offer much else in terms of feedback. Because of this, the average star rating for a drink is now displayed on the results page so that the user can quickly see the best rated drinks for their search.

We also found the system to be somewhat clunky when trying to change our search. This was due to the fact that if you wanted to change your search from beer to whisky you had to go all the way back to the home screen. The changes that we made to this page now allow the user to change the search quickly and they can then filter the results based on alcohol type.

4. Empirical Work :

During our empirical study we found that the user knows what type of drinks they like but they may not want to choose their drink type right away. The changes that we have made to the results screen take into account some of the feedback. Now, instead of the user having to select a drink type before searching, the user can filter their search results by drink type. That way if they decide they want to drink whisky instead of beer, they can simply start a new search from the results screen and they don’t have to go back to the main page. Many of the user on the piazza forum offered similar feedback for this page of our app.

12.0 Drink Profile

1. Design (Usability) Principles :

This page is meant to give the user additional feedback for their search result. On this page they are presented with several options for the drink. They can view reviews, add the drink to my drinks, rate the drink, or share it. These options are all in place to help make the user’s decision easier and not force them into the rate a drink page right away.

2.Feedback :

This screen was added due to feedback that we did not offer enough information for the drinks. Some people asked for an option to save a drink for later so that they did not have to give the drink an immediate rating. This was the reasoning for adding the option to place the item in my drinks. People also asked for the ability to see other reviews so we added an option to see reviews for other users.

3. Analytical Work :

During our cognitive walkthroughs we found that the inability to not add a drink to my drinks without rating it was an issue. This was especially an issue if you were in a grocery/liquor store and you had several drinks that you wanted to save for later. We added this screen and the ability to add a drink to my drinks to help alleviate this issue.

4. Empirical Work :

The empirical study revealed similar information to what we found during the cognitive walkthrough. The user said that they wished they could see more information about a drink after they searched for it. This was especially an issue after scanning the drink (at this time the screen jumped straight to the rate a drink page). The addition of this page gives the user several options before having to rate the drink.