

## Evaluation Planning Worksheet

Goals, Priorities, Usability requirements	<p>What do you want to learn from the evaluation? Be specific.</p> <ul style="list-style-type: none"><li>• What affordances might be missing from the main menu?</li><li>• Should there be a help or tutorial page? Especially to describe the more esoteric functions like identify.</li><li>• Does the app feel too restricting in its linear progression of pages?</li><li>• Is there anything that seems unnecessary? Should the identify function be more of a bonus feature and not so front and centre?</li></ul> <p>List at least 2 specific usability requirements relevant to the goals above.</p> <ul style="list-style-type: none"><li>• Back button on all the nested menus</li><li>• Compartmentalize features into pop-ups to prevent over complicated menus.</li><li>• Implement video for hands free usability</li></ul>
Data to collect	<p>What data will you collect?</p> <p>Quantitative data (if any):</p> <ul style="list-style-type: none"><li>• Time elapsed from home page to meal suggested/ready.</li><li>• For the food suggestion page, is there too much on screen</li><li>• How many recipes the user could successfully find (out of 3)</li></ul> <p>Qualitative data (if any):</p> <ul style="list-style-type: none"><li>• Ease of use info, are the users finding the app intuitive</li><li>• Aesthetics, do the users like our design</li><li>• Did the user get confused while using app?</li></ul>

Users	<p>Describe the groups of users you will target for the study.</p> <ul style="list-style-type: none"> <li>• People who prepare their own meals (students, parents, people trying to eat healthier). We will be focusing on students and parents for these studies.</li> </ul> <p>How will you recruit your test subjects?</p> <ul style="list-style-type: none"> <li>• We will ask friends and family to help test our prototype, in a similar way to how we got subjects to take our survey. We managed to get over 10 users that way, so getting 5 should be very possible.</li> </ul> <p>Will users work alone or in pairs?</p> <ul style="list-style-type: none"> <li>• The users will work alone, since the app is mainly designed for individual users. And the act of cooking and planning is typically a single job, and so we aim to analyse this experience.</li> </ul> <p>How many users?</p> <ul style="list-style-type: none"> <li>• 5 users, after about 5 users they start to give repeated information. This way, we mitigate diminishing returns.</li> </ul> <p>When will we perform our study?</p> <ul style="list-style-type: none"> <li>• We will perform our prototype user evaluations before March 24th so that we can fix any issues and incorporate good suggestions before presenting our final prototype.</li> </ul>
Tasks	<p>Describe the tasks participants will perform during the session:</p> <ul style="list-style-type: none"> <li>• Open the meal suggester and choose a meal to make.</li> <li>• Use the map to find places to get ingredients</li> <li>• Purposefully make a mistake and try to make it back to where they want to go</li> <li>• Browse ingredient list</li> <li>• Find certain recipes and add ingredients to shopping list</li> <li>• Use identify feature to find ingredient</li> <li>• Add a recipe to save recipes list</li> </ul>
Location	<p>Where will the study take place?</p> <ul style="list-style-type: none"> <li>• In person, on JustInMind app on mobile. This can be done anywhere as the mobile application can be accessed easily.</li> </ul>

Length	How much time will you allow for each session? <ul style="list-style-type: none"> <li>• 5-10 minutes, ~5 minutes for walkthrough ~5 minutes for feedback and questions</li> </ul>
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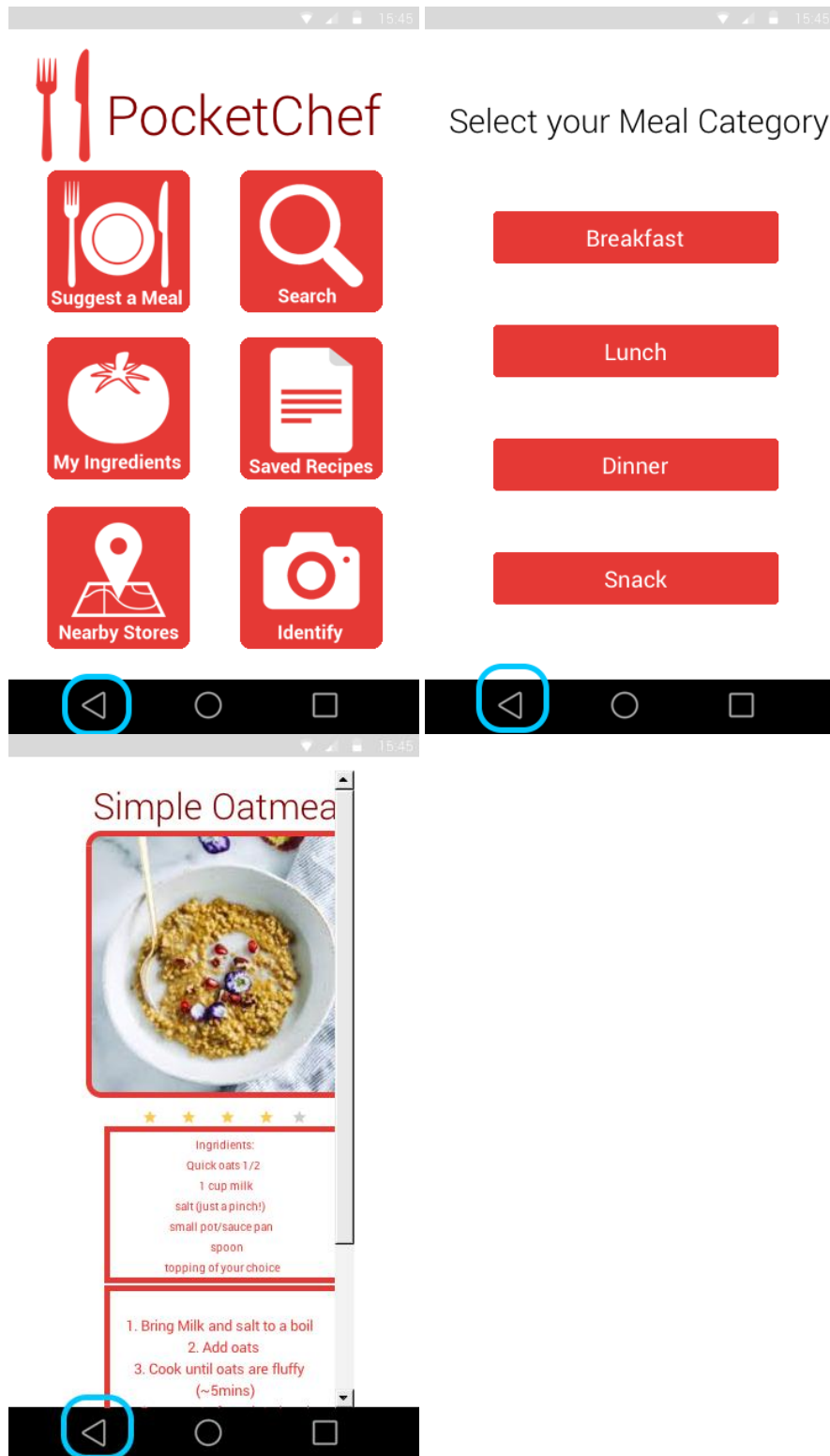
Milestone 4 - What we learned from peer review:

- Don't rely on smart fridge as much
- We need a consistent back button
- We should add numbering to the recipe steps to make it easier to follow
- Give the user the option to view recipes in list view or tile view as well as video.

After reviewing the recommendations we were given during peer review, we have added new features in our high fidelity prototype which address the problems with our previous design. For example, we have added a consistent Android menu to the bottom of every screen. Additionally, we have reduced PocketChef's reliance on smart appliances by allowing users to manually insert ingredients they own into the app. We added numbering to the recipe steps to make them easier to follow. We also decided to change the use cases so they would showcase more of the app's features.

### *Screenshots of what we have changed in the high fidelity prototype*

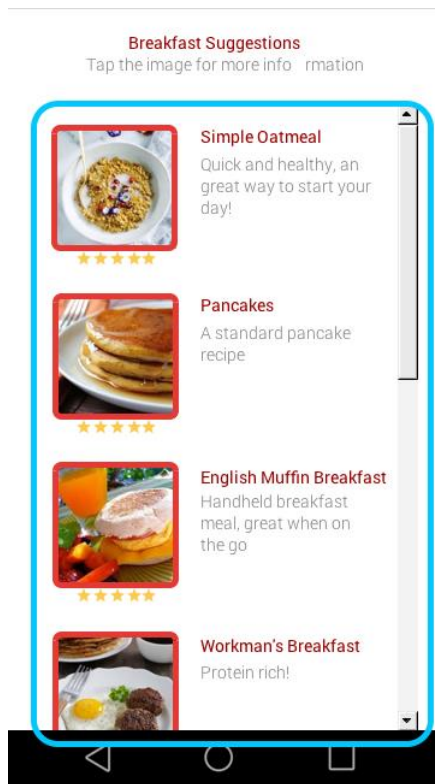
The use of a consistent back button as shown in the figures below.



Added numbering to the recipe steps is added as shown below.



Listing recipe options is added as shown in the figure below.



Video recipes are added as shown in the figure below.

