



Isles of Life

By Happy Little Trees

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Evaluation Method (1/2)

→ Tasks Performed

- a. Create a new task
- b. Create a new island
- c. Check off a task and get reward



Evaluation Method (2/2)

→ Procedure

- a. Briefly introduce our app
- b. Show them every page and ask whether there is anything that confuses them
- c. Let them perform the three tasks and observe their reaction
- d. Ask them about the strength and the weakness of the app

User Reactions 1

- Persona Description: a new graduate, 23 years of age, a job seeker
- Interview Location: Face to face
- Strengths:
 - ◆ Helpful with concise and clear functions, willing to use.
 - ◆ It is very interesting to categorize the tasks by assigning them to different islands.
- Weaknesses:
 - ◆ Island upgrading is interesting, but the decoration of island is not attractive enough at present.
 - ◆ Hope to see some chart review summary(e.g. the number of study tasks completed in the past week, month)



User Reactions 2

- Persona: Recently graduated, working professional, technically strong
- Location: Zoom
- Strengths:
 - ◆ Functionalities of the app are straightforward to find and understand in the prototype.
 - ◆ The layouts are designed with enough granularity of information that does not overwhelm the user while also displaying enough details to understand the functions.
- Weaknesses:
 - ◆ “Could be more attractive and colourful.”
 - ◆ “The rewards do not motivate me enough”



User Reactions 3

- Persona Description: Retired person, 55 years old, try to live healthy
- Interview Location: Remote (through Google Meet)
- Strengths:
 - ◆ The original intention of the app is good, can truly motivate people
- Weaknesses:
 - ◆ The way of using app is too complicated, and the reward is not attractive enough
 - ◆ It will provide more motivation if can compare islands with other people. However, in this case, we need to deal with the situation that someone is gaming the system



User Reactions 4

- Persona Description: a master student majored in statistic, 23 years of age, has plenty of study tasks.
- Interview Location: Face to face
- Strengths:
 - ◆ In addition to the lives born by upgrading the island, he is more worried about dying if he fails to complete the mission. Both drives will motivate him to complete his study plan.
- Weaknesses:
 - ◆ Expect faster level up rewards, such as new lives for completing daily tasks instead of meet up the required Exp.
 - ◆ Maybe try to discover more space of the island. E.g. The underwater world is just as wonderful. Allows users to choose between terrestrial or marine life or even both?





Usability Problems

1. Icon to create island is same as the icon to create tasks, may cause confusion (User 1)
2. It might be possible to accidentally tick off a task and do a irreversible level-up. User also wants to be able to click off tasks in calendar view (User 2)
3. Left and Right arrows do not indicate options to choose between islands and for island base options. (User 2)
4. User confused about the colours of the island and assumes a meaning for the colour used on their own. (User 2)
5. There's no specific due time shows in any part of the App. Expect a more precise planning method. (User 4)
6. Tasks page and calendar have no indication for how important each task is (User 4)



Design Ideas

- Redesign island and reward paths
 - Make level 2's reward a bird egg
- Add a confirmation dialog box that pops up and prompts the user to confirm that the task is done.
 - Other options include having a confirm completed tasks button or only register completed tasks when you leave the page
- Let user choose a colour for every task that can be associated with the island tasks
- Add optional due time option for tasks
- Add sort options for tasks, namely sort by importance.



Any questions?