

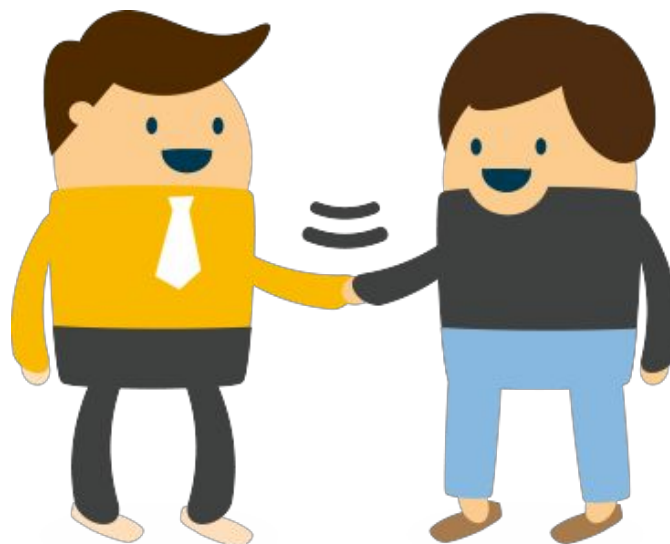


FACULDADE DE
CIÊNCIAS E TECNOLOGIA
UNIVERSIDADE NOVA DE LISBOA

Interacção Pessoa-Máquina
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ApartMates

Fase 3: 1st prototype (paper)



Realizado por:

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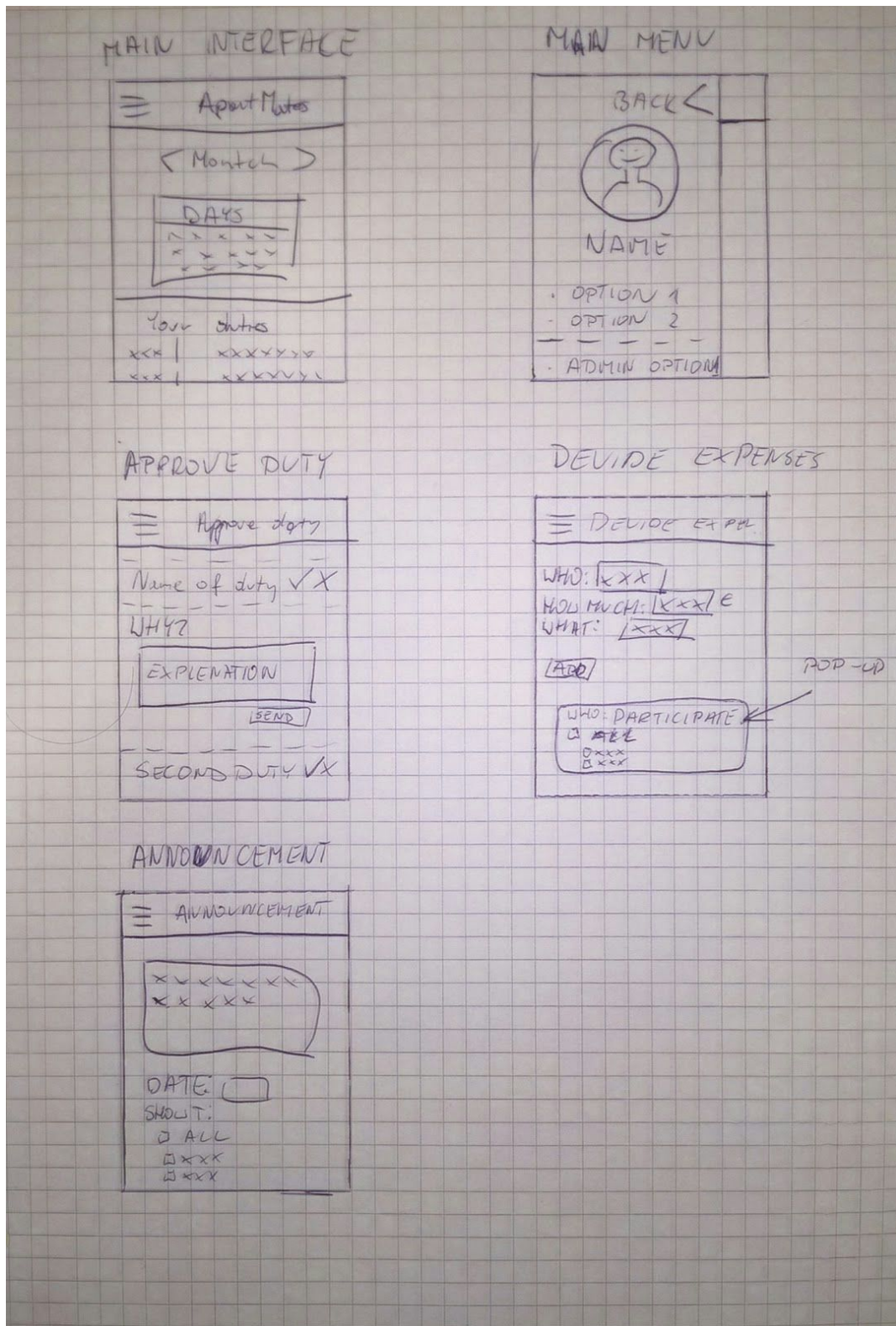
Turno 14º

Professora:

Teresa Romão

29 Outubro 2015

Sketches and scenario storyboard:



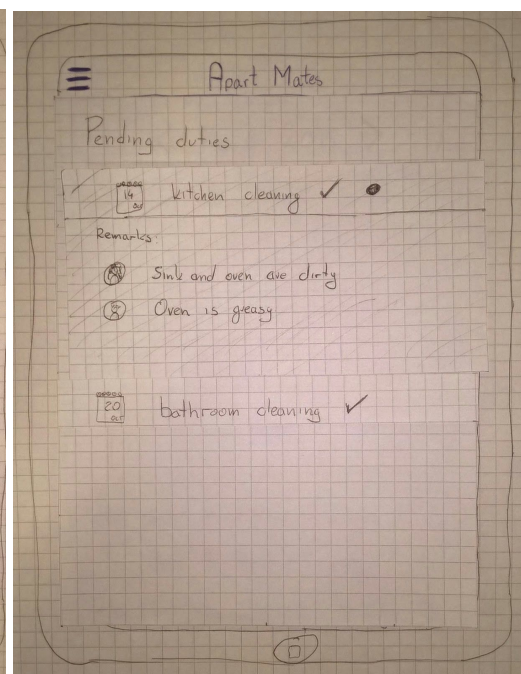
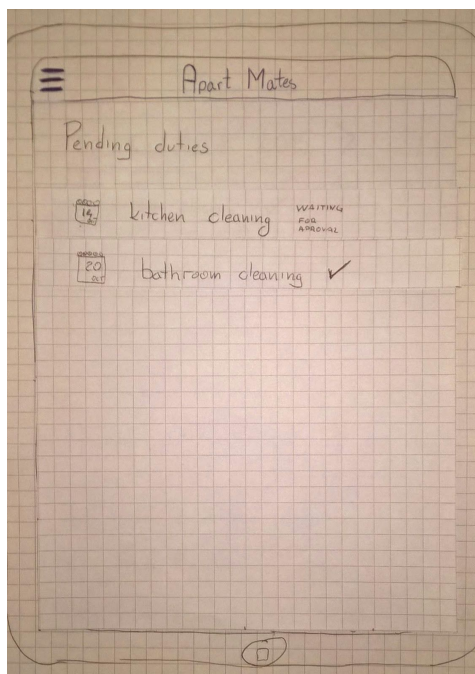
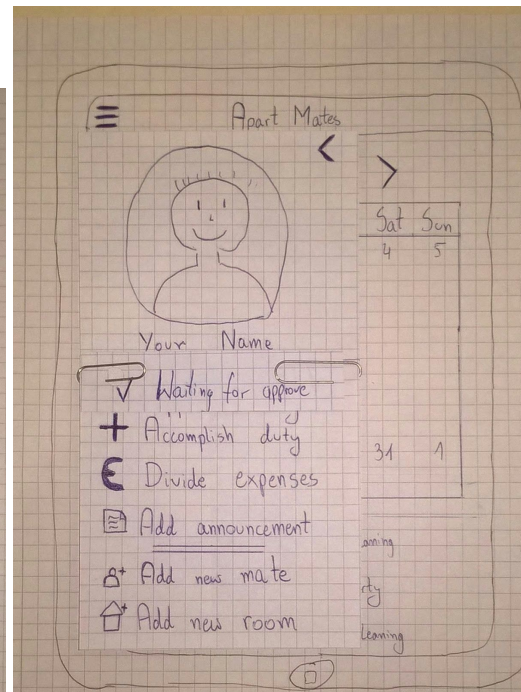
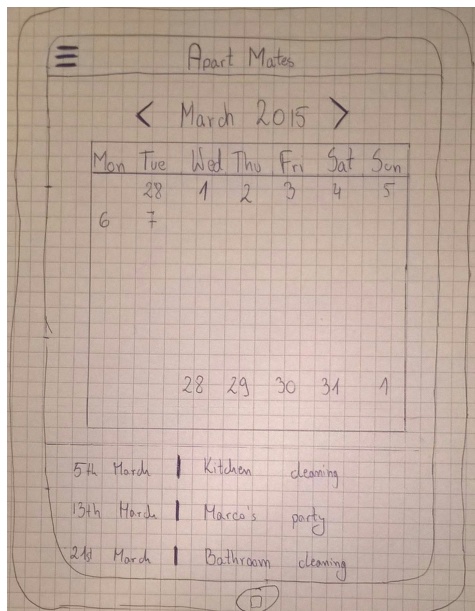
Prototype photos:

Hand-drawn prototype of the 'Add new room' screen. It features a title bar with a hamburger menu icon and the text 'Add new room'. Below the title bar is a 'Name:' label followed by a text input field. Underneath is a 'Cleaning frequency' label followed by a dropdown menu showing options: '1 day', '2 days', '3 days', '4 days', '5 days', '6 days', and '7 days'. A 'SUBMIT' button is located to the left of the dropdown menu. At the bottom of the screen is a home indicator circle.

Hand-drawn prototype of the 'Apart Mates' screen. It has a title bar with a hamburger menu icon and the text 'Apart Mates'. Below the title bar is a large empty rectangular box. Underneath is a 'Date:' label followed by the text 'Not specified' and a calendar icon. Below that is a 'Show to:' label followed by a list of checkboxes: 'All' (checked), 'Mateusz', 'Tadeusz', and 'Tom'. At the bottom right is an 'Add announcement' button. At the bottom of the screen is a home indicator circle.

Hand-drawn prototype of the 'Approve Duty' screen. It has a title bar with a hamburger menu icon and the text 'Approve Duty'. Below the title bar is a table with two rows: 'Marco cleaned kitchen' and 'Monika cleaned bathroom'. Each row has '✓' and '✗' columns. Below the table is a 'Why?' label followed by a text input field. A 'Send' button is located to the right of the input field. At the bottom of the screen is a home indicator circle.

Hand-drawn prototype of the 'Divide expenses' screen. It has a title bar with a hamburger menu icon and the text 'Divide expenses'. Below the title bar is a form with three fields: 'Who:' with a dropdown menu showing 'Marco', 'How much:' with a text input field showing '30 €', and 'What:' with a text input field showing 'Internet bill'. Below these fields is an 'Add' button. Underneath is a 'Who participate:' label followed by a list of checkboxes: 'All' (checked), 'Marco', 'Monica', and 'João'. At the bottom right is a 'CONFIRM' button. At the bottom of the screen is a home indicator circle.



Briefing:

Application ApartMates helps you to divide common expenses and schedule house duties with your flatmates. As a user you can be signed in to existing apartment or create your own apartment and invite your friends who lives with you. Application automatically assign you to fulfil house duties on certain days and remind you about

upcoming task to do. As a house owner you have also access to managing actual rooms in apartment.

Tasks scenarios:

- As Monica said, the cleaning is not always done properly. Sometimes her flat mates do it without putting enough effort. She wants to disapprove kitchen cleaning and approve bathroom cleaning. She wants everyone to know why she feels disappointed with others work.
- José just bought toilet paper, detergents to clean the bathroom and a milk for João. He wants to divide the cost in a fast way, so he adds new expenses to the application - marking paper and detergents as common and milk as only for João. Application automatically sums up all debts for each user and shows how much he or she needs to give back to another flat mate.
- José was living in Lisbon with his friend Marco. After few months Marco's sister decided also to move to Lisbon and share room with her brother Marco. José who is a flat administrator can open apartment preferences and add Marco's sister as a new flat mate. After Marco's sister confirmation about joining new flat, all of the common expenses will be divided for 3 people.
- Marco rent a new flat, he needs to add kitchen, bathroom and living room cleaning which should be cleaned with a five days' gap.
- José cleaned the kitchen and he would like to add accomplishment of his duty in an app.

Observation:

Paper prototype testing gave us a lot of important information about user interface which we should change before implementation. Observing users dealing with application and later interviewing them make us aware that some interface option are not as self-explainable as we thought. Lack of "success" message after completing certain task was confusing for a person who was testing our interface because they did not know if system proceeded their request successfully or not. Some users also suggested to change button name for more proper and explainable for instance changing button "who" to "who paid". We also notice that certain interface elements should be in different place to make it easier to reach by user.

Below there is full list of part of interface that should be changed or improved:

- Add "success" pop-up
- Add more general main menu for user without any flat

- Add back button in global interface
- Merge adding new expenses view and choosing who paid view
- Change button name from “who” to “who paid”
- Move *Plus* button to bottom part of the screen
- Thumb up and down instead of tick and cross
- Change "accomplish duty" to "my duties"
- Add Screen for how much money do you owe to specific person
- Make face of user smaller in real interface