

Interaction Design Capstone

Week 6 - A plan & a skeleton

This document contains:

1. Revisit Heuristics evaluation
2. Make a development plan
3. Complete home screen & key links
4. Revisit the brief

1.Revisit heuristics evaluations

List of HE violations from in-person evaluation:

Link for prototype and storyboard:

https://drive.google.com/open?id=1Ns5QMs_2-Xn0a1UionvuAY891N5mbylvJoix5FoVFZw

#	Heuristic	Description	Severity	Prototype
1	Visibility of system status	On dashboard screen, one cannot see where we are	2 Minor	1
2	User control and freedom	On dashboard one cannot see where to go, or if it's possible to go anywhere and how. Some signifiers are missing.	3 Major	1
3	Flexibility and efficiency of use	The click, double click actions are not very clear, although they are fast shortcuts	2 Minor	1
4	User control and freedom	Allow different views of layout for dashboard. Present a filter to allow that selection	2 Minor	1
5	Error prevention + Match between system and the real world	When searching for a new board to add to dashboard, show a preview of the board to allow the user to have a clear view of what he is adding	3 Major	1
6	Flexibility and efficiency of use	Present some form of deleting a board, directly on the dashboard, and not only on settings.	2 Minor	1
7	Visibility of system status	When the dashboard is on full screen mode, show it explicitly that it is on that mode.	3 Major	1
8	Consistency and standards	The dashboard shows stories and social media information. Maybe it's a little bit confusing to mix two different types. Categorize the info and maybe use, in this case, two boards: Stories and Social media, and inside those have the several items.	3 Major	2
9	Flexibility and efficiency of use	Hold tap for 3 seconds is a very hard way to see the settings. Provide a better solution like a signifier to show that.	3 Major	2
10	Visibility of system status + Error prevention	Show the user how long the selected story is. This will give complete status to the user and prevent an error - that could be select a long story	2 Minor	2
11	Recognition rather than recall	On the story screen, before playing, show how many times this story have been chosen, either by the current user, or by someone else	2 Minor	2

12	Flexibility and efficiency of use	Swipe up to project the screen is not a very intuitive action. Use some signifier to help the user understand that projection is available. Maybe a bottom bar button, like "speaker on" example	3 Major	2
13	Visibility of system status	When in projection mode, show on screen, somehow, that the app is on that mode. Currently one can see this only by the bottom action "cancel projection".	2 Minor	2
14	Visibility of system status	Show alarms to represent new boards updates, since the dashboard is not currently on screen	1 Cosmetic	2
15	Aesthetic and minimalist design	Settings screen could be re-designed to have less information, maybe have more categories.	2 Minor	2

Overall appreciation:

There are really good ideas on these prototypes, nevertheless the interface is not user friendly, since it requires some intuition to discover some actions. Maybe resolving some of these issues the prototypes improve a little. In summary the interface is simple and short, but some actions should be added, like signifiers.

List of HE violations from peer evaluation:

Heuristic Evaluation

Project evaluated:

https://docs.google.com/document/d/1Ns5QMs_2-Xn0a1UionvuAY891N5mbylvJoix5FoVFZw/edit?usp=sharing

Usability Issue	Heuristic	Rating	Prototype
It is not clear what the different panels represent, except for the weather panel.	6. Recognition rather than recall	2	1
No navigation visible in some of the screens	3. User control and freedom	2	1
No back button	4. Consistency and standards	2	1
When to tap once or twice?	10. Help and documentation	2	1
No navigation visible in some of the screens	3. User control and freedom	2	2
No back button	4. Consistency and standards	2	2
When to hold tap for 3 seconds to access the settings?	10. Help and documentation	2	2
No icon or label for "project screen or wall"	3. User control and freedom 4. Consistency and standards	2	2

The prototype for @Glance - Tailored dashboard was a good idea, although the app does not allow the user to go back home. It is not clear when to tap once, twice or swipe to get the different screens. Some hint for successful explorations would be fine. In the second prototype there is an option that could have been added, such as a labelled icon for the projector feature. I liked the option to project the stories in prototype 2. I would add a search function for the stories.

List of changes to implement from HE:

- Improve navigation links and back/cancel buttons
- Improve signifiers to give clues to users to understand what they can do
- Icons with labels
- Clarify the difference between global settings and board settings
- Improve the dashboard content, with more clear boards, and clarify the two modes: board on fullscreen vs all boards on screen (dashboard)
- Help user with basic operations like add/remove boards

2. Make a development plan

Link:

https://docs.google.com/spreadsheets/d/1UckQ8L5N0oqJ_lbhD6KccG874IQYo-iH20_3mACb1ww/edit?usp=sharing

Snapshot:

Plan for interactive prototype: Provide a detailed plan for the next three assignments, and briefly summarize goals for the final assignment.						
Week	Task	Due	Status	Comments	Estimated hours	Actual hours spent
week 7: ready for testing	display several boards on the dashboard screen	17/07/2016			1	
	display global settings to configure @glance app	17/07/2016			1	
	display board settings to allow configuration of board	17/07/2016			1	
	display dashboard fullscreen with one board	17/07/2016			1	
	display screen to allow add of board to dashboard	17/07/2016			1	
	create alarms screen and display alarms	17/07/2016			1	
	create screen to display user recording tips to teach app about his habits	17/07/2016		Things like what I ate today, or what story I've read today...	1	
	display action for projection of screen	17/07/2016		Create a floating button for that	1	
	display action for reading current screen	17/07/2016		Create a floating button for that	1	
	create interactive prototype using invision	18/07/2016		join all screens to create a complete interactive prototype	4	
Weekly Summary	Weekly Meeting Time:		Project Status		13	0
week 8: test your prototype	develop a protocol	24-07-2016			8	
	find 2 testers	24-07-2016		search people at home or at work	8	
	perform the first usability test	24-07-2016			3	
	adjust design according to first test	24-07-2016		re-design according to user feedback	3	
	perform the second usability test	24-07-2016			3	
	compile results	24-07-2016		process the results from the usability tests and create changes to be applied	8	
	re-design for A/B testing	24-07-2016		select a component to re-design and submit to A/B testing	8	
Weekly Summary	Weekly Meeting Time:		Project Status		41	
week 9: results	Learn how to use google analytics	07-08-2016			4	
	Find 20 testers	07-08-2016		Search on social media and email address book	4	
	Launch AB testing with google analytics	07-08-2016			8	
	Compare rates online	07-08-2016			8	
	Discuss findings from the chi-square	07-08-2016		can you draw solid conclusions or are additional experiments needed? What changes would you make based on these results? What other things would you test in the future?	8	
	Fit and finish	07-08-2016		Concentrate on completing the changes based on the results of your in-person test. Attention to detail will serve you well. Make sure the app is optimized for the mobile interface. Same drill as the other weeks, keep updating your development plan.	8	
Weekly Summary	Weekly Meeting Time:		Project Status		40	0
week 10: show & tell	Create medium post	14-08-2016			16	
	Create video demo	14-08-2016			16	
	Publicize work	14-08-2016			8	
Week Summary	Weekly Meeting Time:		Project Status		40	0
Constraints	Summer vacations			I'll make a trip for 2 weeks to south Portugal		
	Kids school vacations			During 3 weeks, I'll have to take care of them all day, at home		
	Current job load			If the day at work is exhausting, I'll have less time to work on this, at night		
Stretch goals						
	Save users habits by recording most used boards positions					
	Allow voice input for recording habits					
	Screen projection (on wall)					
	Screen reading					

3. Complete home screen & key links

Link to invision prototype:

<https://invis.io/BT7WQ2IU4>

4.Revisit the brief

This prototype is based on Glance brief. It tries to provide a tailored dashboard to the user, that changes according to the time of the day and user preferences, to automatically give the right experience, at the right moment.

It intends to receive voice input, for instance, to record user eating habits and register what he ate today at lunch, and it intends to be able to project the dashboard on a wall. More, it intends to be able to screen read the content, allowing the user to read the information without looking to the screen.

So far, the prototype have been changed according to some feedback from other peers, and according to some tests from myself.