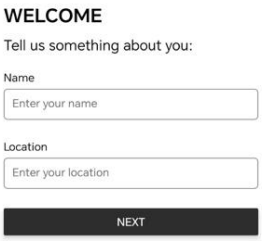
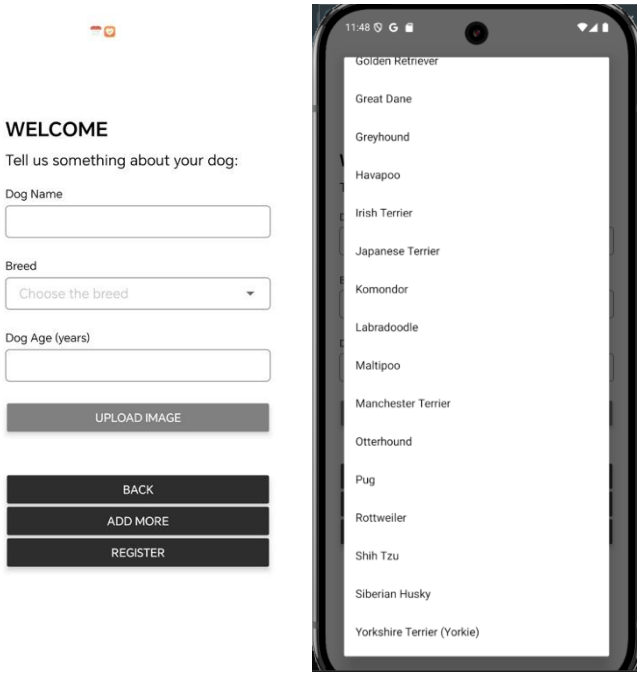
Usability testing: Cognitive Walk Through

The usability evaluation I will use for our prototype is a cognitive walkthrough. For the evaluation, the target user group will be dog owners. Since this is a mobile app, these users will be familiar with using their system's weather app or other websites which provide weather information such as BBC Weather. The perspective will be from a 1st time user of the app so therefore they will want to explore and get a general feel of the app as a whole. On top of this, the specific user objectives will be to get a summary of today's weather conditions and see the best times to walk their 2 different dogs.



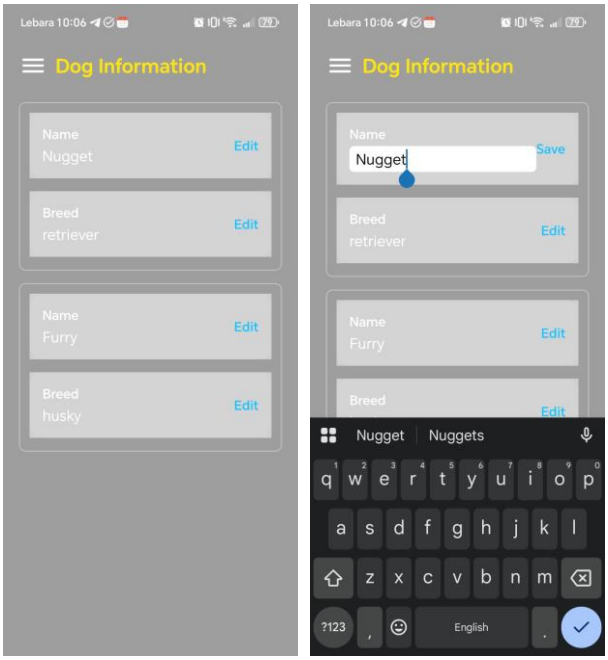
Upon opening the app, I was met with a welcome page. Given the blank fields "Name" and "Location", I was prompted to fill in my Name and Location to continue by pressing the Next button.



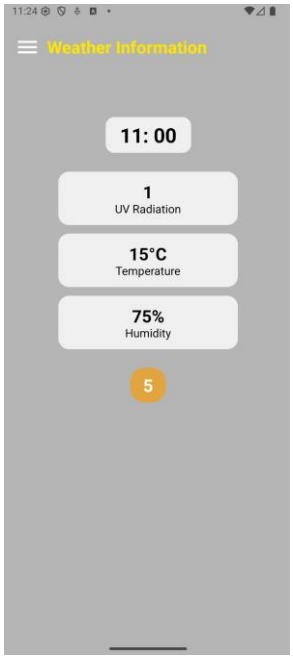
After clicking “Next”, I was brought to a page regarding the information of my dogs. I started by filling out information for 1 of my 2 dogs. Also, the option to upload an image of my dog was good since it showed me that the image will likely be used after registration is completed to add some personalisation.

After completing the fields shown in the image, I then had the question of how I would add the details for my other dog. Thankfully, there was a clear “ADD MORE” button which I clicked and was able to add my 2nd dog. After this, I clicked “REGISTER”, to continue.

Now I have been directed to the homepage. I can see my chosen picture for the given dog “Nugget”, which is stated at the top, is the background of this homepage which makes the app feel more personal. I am also given the temperature of 15°C and the weather description “sunny”, giving me a quick summary of the current weather. Also, I am shown the walking scores on the homepage for my dog Nugget. This tells me that it would be beneficial to walk Nugget at 16:00 as they appear to be the best options available. However, this walking score information only showed for Nugget, and when scrolling to the right, it also showed the scores for Furry.



Clicking on the top left menu button, given by the standard 3 horizontal lines, I was met by the options “Dog Information” and “Best walking time”. I clicked on “Dog Information” since I wanted to see what this section showed. Here, I was shown the registration information which I was given the option to edit, but since I had just registered, I didn’t need to change this.



Going back to the homepage, I decided to click on one of these walk scores. This directed me back to the details page, adding the score for that time. This page shows me the UV radiation, temperature and humidity for the chosen hour. This was a nice and short summary, but I was unfamiliar with the UV index scale so it would be good to have a word next to the number saying “Moderate” or “Good”.

Deviations from lo-fi design

Due to the time constraints we had for our hi-fi implementation, we decided to focus on the more necessary features, e.g., user personalisation with different dogs, walk time ranking system, summary page showing an overview of the weather etc. We decided on these features because they were the features which users were more in favour of from our user research. Also, these features fit strongly with our user research analysis where we saw fit to put a major focus on user personalisation and the best walk times system. Furthermore, this meant that we had to cut out more ambitious features such as getting a morning notification of the best walk time due to its greater complexity. Furthermore, to save time was only focusing on changing the best walk times scores based on a dog breed’s susceptibility to overheating due to high temperatures. This deviated away from our original idea where we would consider other metrics such as respiratory issues, pollen allergies etc.

Moreover, our intended idea was to have a large amount of dog breeds for users to choose from. In the end, mainly due to time constraints, we have selected a subset of these dogs to show the functionality.