**Summary of Evaluations**

Evaluators understood the concepts represented in the prototype and in general, understood features and interactions due to familiarity with similar apps. The highest-rated heuristic, consistently rated 5 or 4, is “match between system and real world.” The other heuristics have mixed ratings, but we found some similarities among feedback in these categories. Problems were identified with user control/freedom and consistency due to a lack of clear navigation controls and differences between similar screen elements like detail popups. This related to comments about the difficulty of recovering from errors and a need for clearer instructions and descriptions to guide users through the interface.

**Key Insights**

1. Several people commented on the lack of clear navigation icons and instructions. Since the evaluators were familiar with using apps, they understood things like tapping outside of a popup to close it. However, this could be a challenge for people who are less familiar with these kinds of app interactions.
   1. Our user personas are college students who are familiar with using apps. Based on the evaluators’ comments about navigation, we realize the personas may be too focused on Georgia Tech students and may not accurately reflect the knowledge and experiences of general college students.
2. Information is not clearly and consistently indicated. Users pointed out that our app lacks visual feedback to indicate what occurred over the place of the interaction. Solutions to insight: (buttons get grayed out, screens take you back to same place after actions are completed, have access to the recipes you've downloaded, or events signed up for after the fact)
3. The difference between the creator screen and the user screen for the map UI was very little. This meant that it was difficult to tell when the user was navigating the map as a creator or as a meal searcher. Meal creators should be able to view different information relative to the organizer ie. the meal roles, the allergies of any attendees.
   1. This is because in the Josephine persona storyboard, she never needed to see an actual map because she knew where the location was going to be held. What she really needs presented to her is relevant information about attendees and meal prep/ aftercare.
4. Another oversight was choosing what the default screen should be. If our goal as a platform is to promote communal interaction through meals, we should place the map as the default screen, not recipe search as that does not correlate to communal interaction.

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| **Area of Improvement** | **Strategy for Improvement** |
| Error Handling and Prevention | No errors encountered so hard to say, but having a consistent layout and lexicon should make getting out of a bad situation simple and easy |
| App Navigatibility | Create multiple workflows for traversing screens or going about completing a task. (i.e. The inclusion of back buttons for users not versed in gesture navigation, the inclusion of a centralized home screen that offers similar service to the navigation bar, etc.) |
| High Level Functionality | All actions a user takes need to come back to them after the fact. Creating a home screen where your recipes, and events can be quickly referenced will relieve the user of having to retrace their steps. Integrating social media functionality to further enhance the communal experience |
| Consummation in each act (Visual clarity on actions) | The app and its navigation is very natural in its current state, but feedback with the recipe interaction is not clear. The download button specifically, though visually makes sense, does not have a pop up to indicate where it is being downloaded or why it should be downloaded. |
| Navigability | Easy to use, but needs a very specific functionality of going back to previous pages/tabs. Especially for form fill outs. |

**Final Stage Implementation:**

One of the objectives for final stage production should be to establish clear communications of direct and actions to the user when they are interacting with the application, meaning visual feedback of button pressing or screen switching. The other should be to establish a stark difference in information presentation to the creators as they do not need a map, they need a table view of information about the event. These main two goals should be the primary improvements, but we aim to implement the rest of our design insights as well, as that would benefit our project most.