

## Introduction

Our project is a task management interface that borrows and streamlines “dependencies” from Gantt chart tools. Target demographics consist of adults 18-40 years of age with a background or current occupation in knowledge work (i.e. at least one major responsibility beyond their primary occupation). Most if not all digital task management tools act as approximations of a standard to-do list or, at best, a manipulable table of values. Planning sequences of tasks that may be dependent on one another is still an entirely manual process, barring use of purpose-made project management tools. Our proposed solution will address the substantial opportunity gap of tools that can sequence and dynamically update entries to maximize informative output while minimizing manual input.

## Compiled Findings

### Alex Schechtman

#### Task 1: Add task

- Participant noted that the priority dropdown didn't have a matching label.
- Space for additional details about the task was missing and would be useful.
- UI elements could be more neatly aligned with card background.

#### Task 2: Edit task

- Task title text clips past the input field.

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- Back button doesn't indicate whether changes are saved or discarded.

### Task 3: Modify due date

- Influence of modification on other tasks isn't clear unless we already know the differences between their due dates.
  - Some kind of indication of which tasks are related could be useful.
- Option to not update other tasks would be nice.

Sammy Perona

### Task 1: Add task

- Participant notes there should be a brief message showing a task has been added. This means adding a snack bar that assures the user that their task has been added successfully.
- There should be a confirmation that asks the user if they meant to discard a task IF they have any of the textbox/fields filled out.

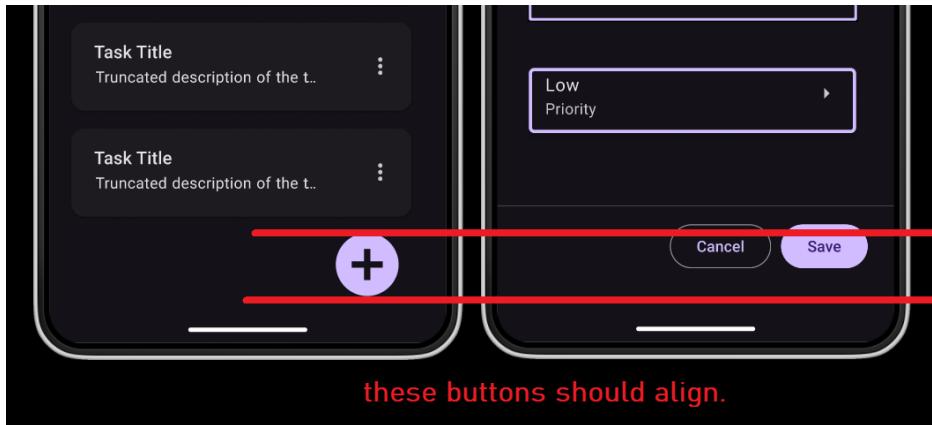
### Task 2: Edit Task

- Similar to adding a task:
  - a. There should be a brief message notifying the user a task has been edited successfully.
  - b. There should be a confirmation asking the user if they meant to discard their edit.

### Task 3: Homepage functionality

- User notes that there should be a different tab to tuck away all upcoming tasks so that the user wouldn't get overwhelmed. The default view should always be the current tasks.

- The add button should align with the save and cancel buttons on different screens for consistency



Joseph Sepe

Task 1 – Accessing the home screen and viewing the current task/all tasks:

- The participant had no issues viewing the current task/all tasks
- The participant mentioned they liked to click things and unknowingly completed tasks 2 and 3 as well.

Task 2 – Editing a task from the home screen:

- The participant clicked around and figured out how to edit a task from the home screen.
- They were unsure of what the priority settings did for the application.

Task 3 – Adding a task from the home screen:

- Like task 2, the participant found this task easy to do, but was still confused about the priority setting and what changed. They figured out how to use the calendar pop up to add a date and used the text inputs for name and description.

Post-task interview findings:

- Participant said they expected the priority feature to organize the tasks by date, then priority, and she expected the colors of the task to change and showed a label for high medium or low.
- Participant liked that you only had to see “All tasks” if she wanted to. She liked that it defaulted to showing you only the current task, so they were not overwhelmed, but thought that a suitable number of tasks to show for the default should be 3.
- Participant explained that they would like to see the tasks disappear from the main screen after clicking “Marked completed” as it would give a good feeling of accomplishment.
- Participant thought that adding a category so that you could group tasks would be helpful for accomplishing tasks related to certain projects she has.
- Participant liked the simplicity and the layout and that it was easy to view tasks.
- I asked the participant if they would prefer a dark mode or light mode version of the app (without showing a dark mode version) and they said they would choose a light mode version.

Jared Yin

**Task 1:** Create a brand new task from the home screen

**Observation:** The participant found the create task button easily on the home screen (via the button in the left hand corner of the screen labeled "+"). However, he hesitated when filling out the info for 'scheduled due date', attempting to enter a number in different formats and expressing this confusion verbally.

**Time Taken:** 2 minutes

**Feedback:** "The '+' for adding tasks button was easy to find, but I wasn't sure what the priority levels were supposed to indicate. Maybe a brief description or example would help."

**Issues Encountered/Resolution:** Confusion on the format of how the due date of each task should be entered. Something that could resolve this confusion could be to have a pop-up in the form of a calendar icon, which would have the user select from the UI pop-up the exact day they want to have the task due. Or alternatively, an easier solution could be to just have placeholder text that disappears that says [day/month/year].

**Task 2:** Modify an existing task

**Observation:** The participant immediately hit the 'modify' button to the right of the 'ok' button on task 1, then looked to be at ease and looked back up to me once they were

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encountered with the same task modification screen as was presented when they added a new task.

**Time Taken:** 1 minute

**Issues Encountered/Resolution:** "Editing the task was straightforward, but I find it redundant to have a back arrow and also an 'X' button that do the same thing." Something that we could definitely change is to remove either the back arrow OR the X button, since it is indeed unnecessary to have both if they both serve the exact same purpose and provide the same functionality to the user.

**Task 3:** View all of the tasks for a given week

**Observation:** The participant clicked the calendar icon in the top right corner

**Time Taken:** 1 minute

**Issues Encountered/Resolution:** "I think it would be a good idea to have this calendar icon be the button you need to click to select the due date of a task in the task details edit screen. You can replace this button which is supposed to view the week's tasks with a button that just says 'week'." I think this is definitely a good idea to implement, since it is not inherently clear to the user what the calendar icon at the top means, it could be month or even year for that matter, and requires the user to go through trial and error to figure out what it is supposed to do.

**Post Usability test Questions:**

**1. What did you like the best/least?**

A: I really like the look of the app, since most of the apps I use are dark screen, like you know dark mode on reddit, google and other apps on my phone. Something that I think you could implement though is a slider that controls whether it displays in dark mode or light mode, since I know that some people might prefer something different from me.

**2. On a scale of 1-10, how difficult did you find it to perform the three tasks as a whole?**

A: If I had to judge on a scale of one to ten, I'd say it was pretty easy to get the things I wanted done, but there could be more options and some of the functionality I noticed isn't fully implemented.

## Insights

1. Actions must provide feedback to indicate their status (completed or otherwise).
  2. All UI elements must be consistently, uniformly aligned, and free of irregularities in their arrangement.
3. Clear, descriptive labeling or iconography must be used to communicate functionality of interactive elements.

## Prototype Plan

Additional popups (“snackbars” in Material parlance) will be added to indicate action status. These will trigger upon every button press/release whose intended effect is to modify a value not immediately visible and/or to switch primary functions/screens.

Common gridlines will be added to all screens and icons aligned with each. Simplicity and clarity will be pursued aggressively in the home stretch to eliminate any risk of user distraction.

A new dialogue will pop up if the user has pressed the cancel, or ‘x’ button when the user has typed in any information while adding a task, editing a task, or deleting a task. This ensures the user can recover from an error if they did not intend to cancel.

These changes will be validated using the [5-second usability test](#) (Whitenton).

## References

Whitenton, K. (2018, November 9). How to test visual Design. Nielsen Norman Group. <https://www.nngroup.com/articles/testing-visual-design/>