

# Eventive

## Phase 2 Report - First Prototype and Heuristic Evaluation

### Turma 3 - Grupo 3

Maria Carlota Gomes Ribeiro Matos Leite - [up202005428@fe.up.pt](mailto:up202005428@fe.up.pt)  
José Carlos Cardiano Mota Gonçalves da Cunha - [up201905451@fe.up.pt](mailto:up201905451@fe.up.pt)  
Raquel Marques Carneiro - [up202005330@fc.up.pt](mailto:up202005330@fc.up.pt)

# Index

<b>1 – Project’s Description</b>	3
<b>2 – Prototype’s Wireflow</b>	4
2.1 - Loading page, tutorial flow and main page	4
2.2 - Access to settings and language change	5
2.3 - Create events	5
2.4 - Create notes	Error! Bookmark not defined.
2.5 - Update interests	Error! Bookmark not defined.
<b>3 – Heuristic Evaluation Results</b>	6
<b>4 – Corrections to perform in Phase 3</b>	7
<b>5 - Conclusion</b>	7
<b>6 - Annexes</b>	8
6.1 - Heuristic Evaluation made by group 4	9
6.2 - Heuristic Evaluation made by group 6	10

# 1 – Project's Description

The main focus of the project is to build a user interface for a mobile application to check and schedule extracurricular activities, called *Eventive*. It would feature a personalized weekly schedule, the product differential element being the automatic registration, based on the user's preferences, of events organized by the FEUP community. Given this, the group aims to develop an indispensable platform that allows users to consult their schedule and at the same time reconcile their academic responsibilities with their personal interests and thus make the most of their time.

At the moment, the project has these main functionalities:

- Access to the app's settings
- Create, edit, and delete events
- Create, edit, and delete notes
- Create, edit, and delete alarms
- Select interests
- Add recommended events
- Share and recommend events

In terms of tasks, we propose the following:

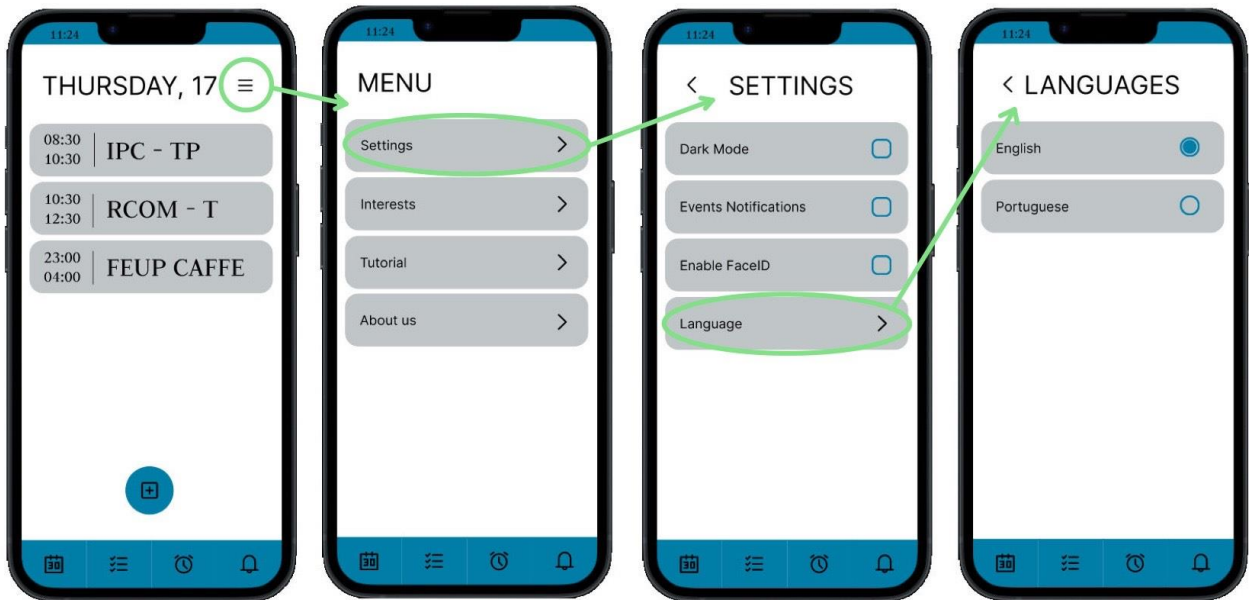
- Visualize the deadline of an event
- Check a task as completed on the to-do list
- See the weekly schedule
- Add a deadline for your to-do list
- Set an alarm

## 2 – Prototype's Wireflow

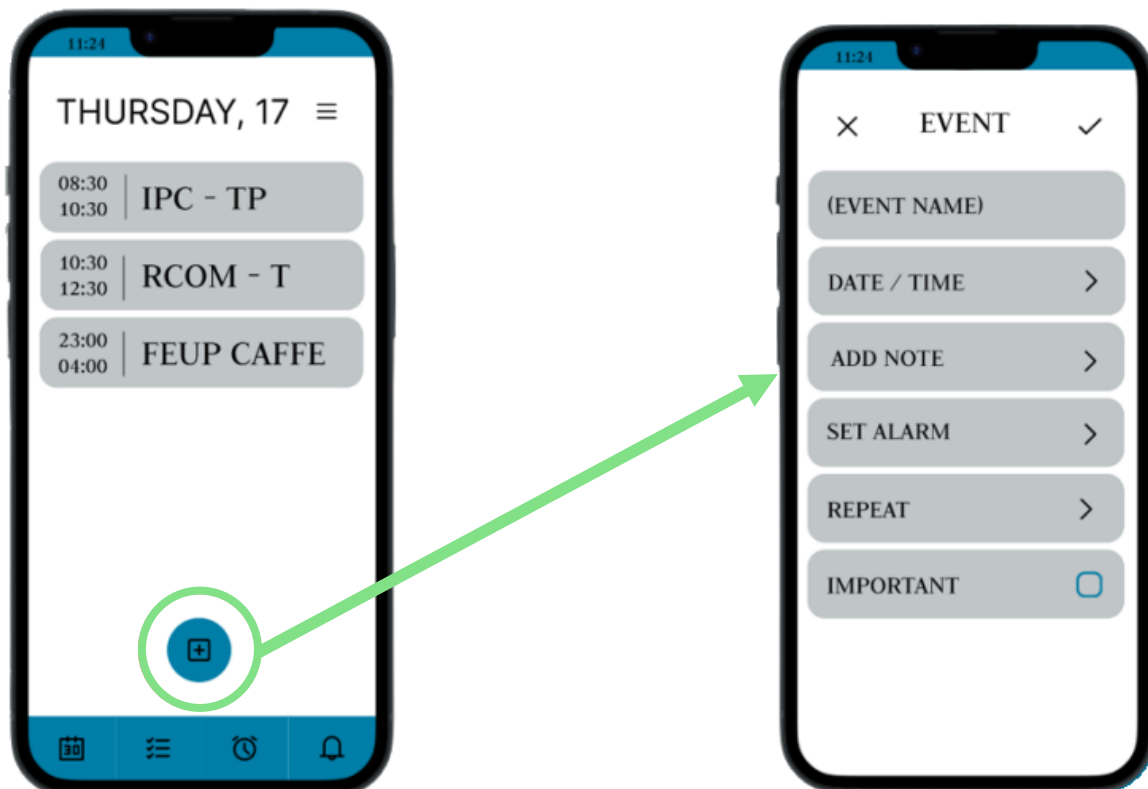
### 2.1 – Loading page, tutorial flow and main page



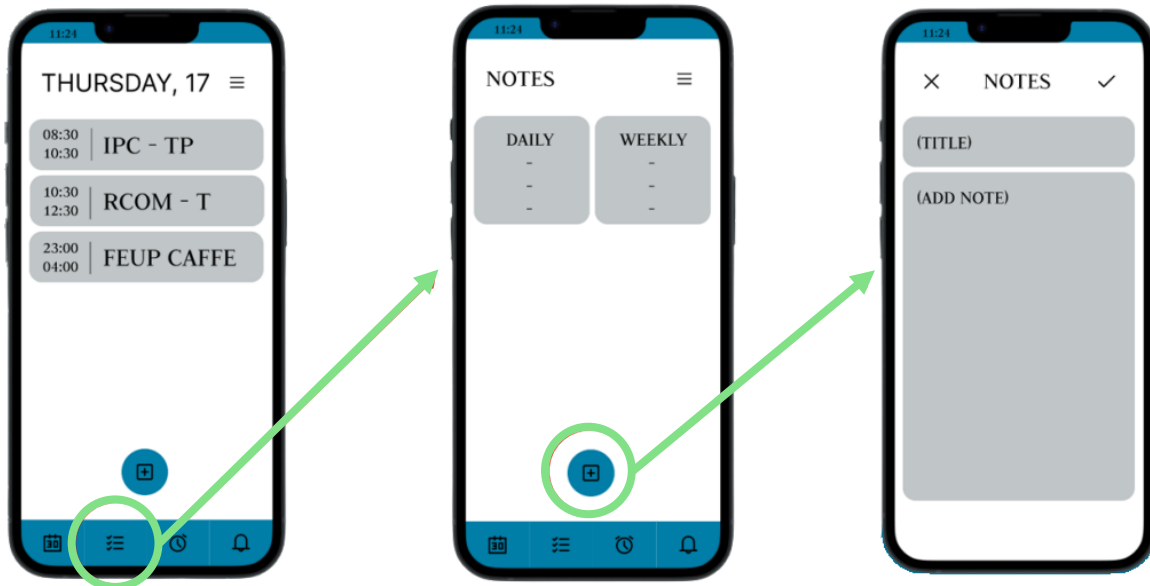
## 2.2 – Access to settings and language change



## 2.3 – Create events



## 2.4 – Create notes



## 2.5 – Update interests



∞ Our Prototype ∞

### 3 – Heuristic Evaluation Results

The main problems identified on the prototype were:

1. Lack of clarity regarding some buttons' functionalities
2. Button usage not intuitive
3. Mismatched app navigation

The average severity was 2,1.

The focus on problem 1 was returning to previous pages so we added “go back” buttons in the ones where it was necessary.

On problem 2, we made the entire button section clickable instead of only the arrow.

To solve problem 3, we simply made sure that the buttons navigate to where they're supposed to.

To manage other existing problems, we encourage users to read the tutorial we provided.

### 4 – Corrections to perform in Phase 3

For the next phase, we propose fixing the issues found in the heuristic evaluations such as a backspace button that was missing in most pages and some confusion about the menu button.

Even though it was pointed that by double tapping the calendar icon the user could switch between the daily calendar and the monthly calendar, it's not considered a high priority, since the main goal is for the user to check its daily events

In terms of missing functionalities, the following highlight:

- Check the deadline of an event.
- Add a login page.
- Manage past and deleted events.

## 5 – Conclusion

Prototyping is an iterative process, in which it's important to go back and rethink some features of the project that don't correspond to the way they were intended. The application of heuristic's evaluation allows to get a new perspective on some of the features that were not working.

In conclusion, for the next phase is intended to have a more optimized version of the project.



## 6 - Annexes

### 6.1 – Heuristic Evaluation Report made by group 4

HCI Winter Semester 2022 - 2023

## Heuristic Evaluation Report

Group evaluated: 03 - Eventive

Evaluated by group: 04

---

Problem #	Issue (include screenshot)	Heuristic(s)	Severity (1-4)
1	No tutorial não dava para voltar para trás	4	3
2	Nos menus o ícone do botão para andar para trás não era intuitivo	10	2
3	Quando acedemos ao ringtone éramos direcionado para o sítio errado	4	4

## 6.2 - Heuristic Evaluation Report made by group 6

HCI Winter Semester 2022 - 2023

# Heuristic Evaluation Report

Group evaluated: 3 - eventive

Evaluated by group: 06

---

Problem #	Issue (include screenshot)	Heuristic(s)	Severity (1-4) lowest-1 Highest-4
1	When in main menu, the ≡ button has no functionality.	4	1
2	Only after watching the tutorial, is it clear that the ≡ button means going back to the main menu throughout the app.	3/6	2
3	In main menu, the options/buttons look like they should be clickable, but only the arrows are.	8	1
4	When done selecting interests, the app goes to the daily schedule instead of the main menu, like after performing other tasks.	4	1
5	Unclear that you can tap calendar twice to see the monthly calendar, information present in the tutorial only. Tapping twice to go to another functionality is only available in this page.	6/4	3