EVENTIVE

Final Report and Presentation

Grupo 3

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Introduction

Eventive is a project created by students for students. Its main goal is to help students check and schedule extracurricular activities.

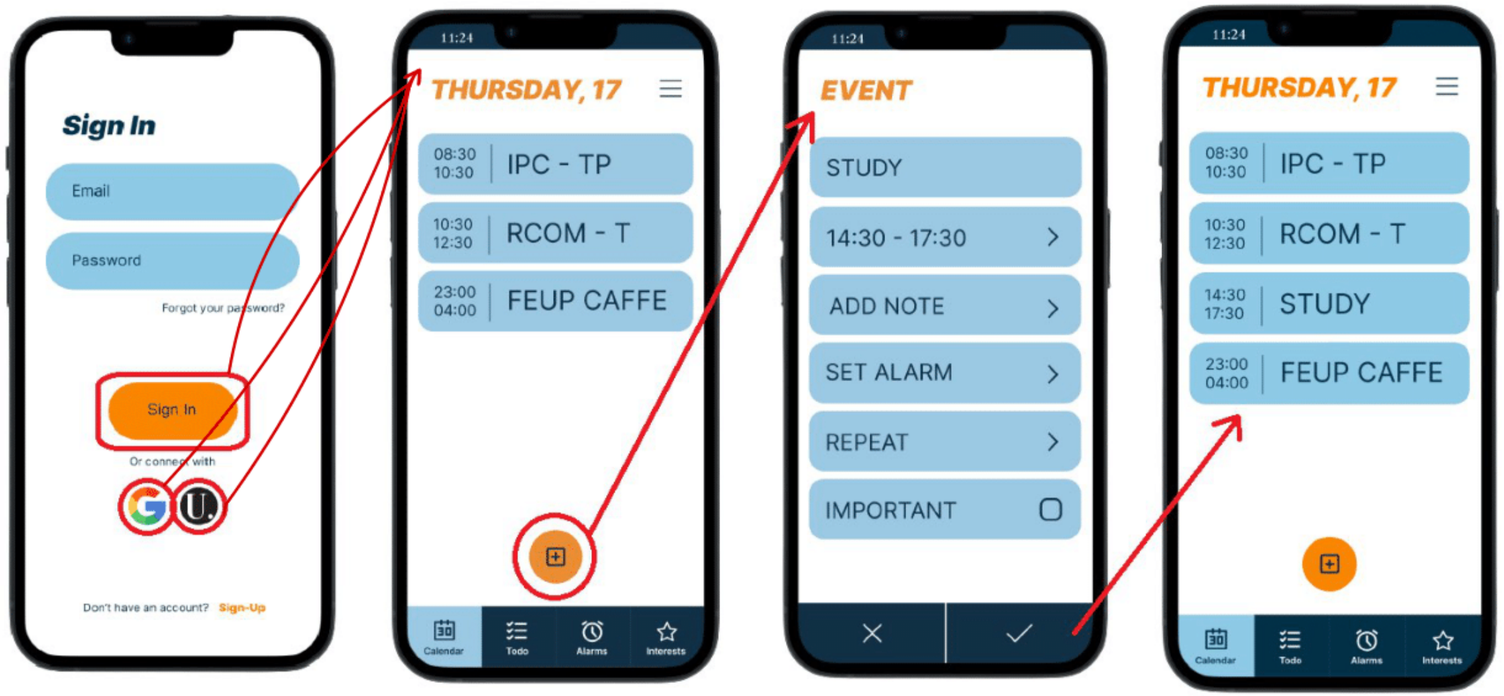
Phase 1 - Analysis

Task	Maximum Number of Clicks	Maximum Time
Create Event	3	10s
Update Interests	12	30s
Share Event	5	15s

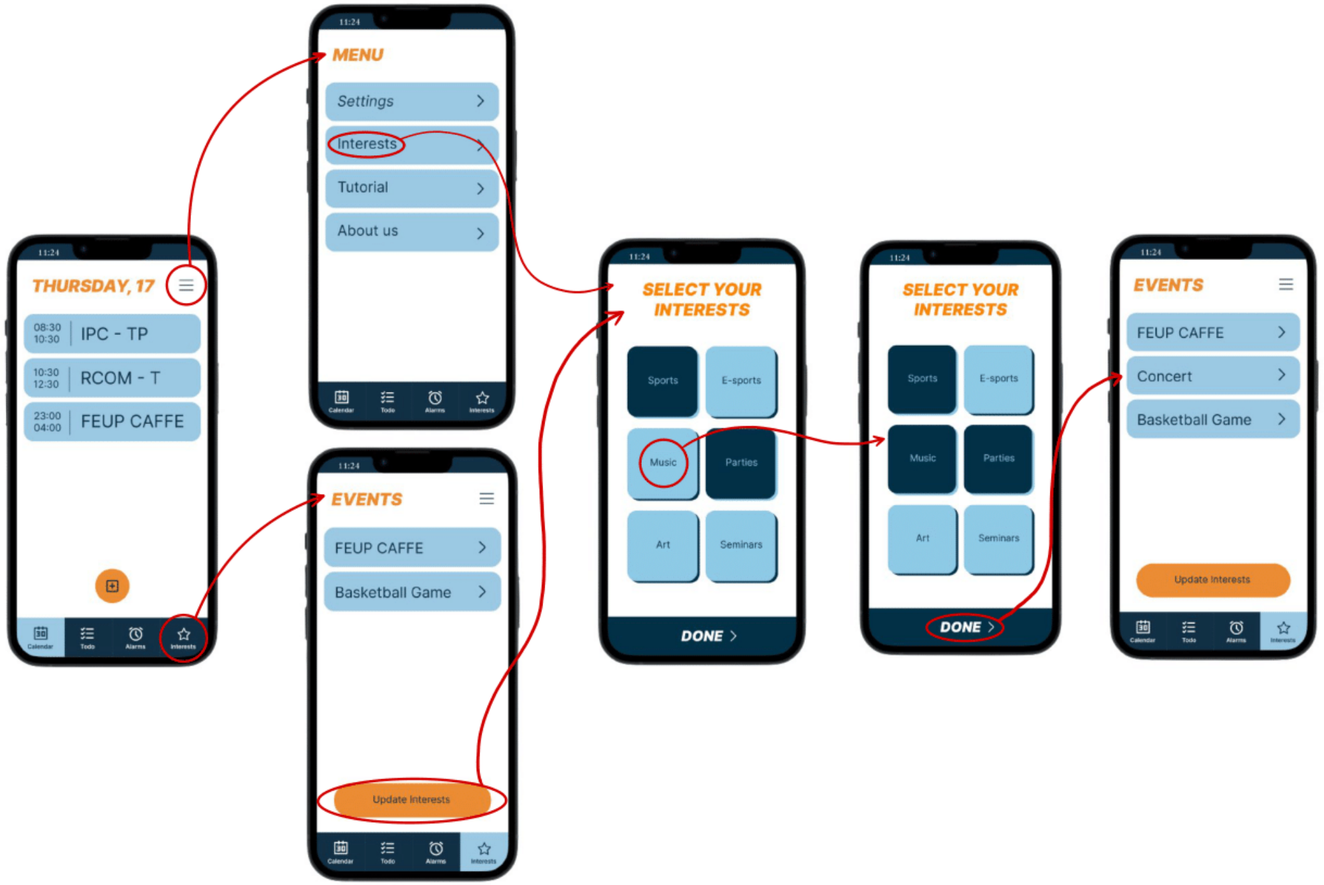
Phase 2 - Analysis

Problem	Solution
Lack of clarity regarding some buttons functionalities.	add “go back” buttons where it was needed.
Not intuitive button usage.	make the entire button section clickable instead of only the arrow and add a description.
Mismatched app navigation.	make sure that the buttons navigate to where they are supposed to.

Wireflow Create Events



Wireflow Update Interests



Wireflow Share Events

URL

https://www.figma.com/proto/nwYq1sExZ04G8DtW4R8CUJ/IPC-team-library?node-id=852%3A911&scaling=scale-down&page-id=411%3A2&starting-point-node-id=852%3A895

User Evaluation Protocol - Methods

The 3 tasks where the following data were collected:

- Quantitative: average duration, number of clicks and misclick rate
- Qualitative: difficulty in using the app and functionality satisfaction

The testers were asked about their age, gender and current occupation. Regarding the tasks executed, they were asked about the app usability and their satisfaction with the features integrated. Since the app includes instructions, it was asked users if they used them . To sum up, it was asked the final thoughts about the prototype.

User Evaluation Protocol - Participants

The prototype was presented to 23 different people, who were either friends or people known by the group members.

Every tester experimented on the same prototype defined by 3 tasks and 6 questions.

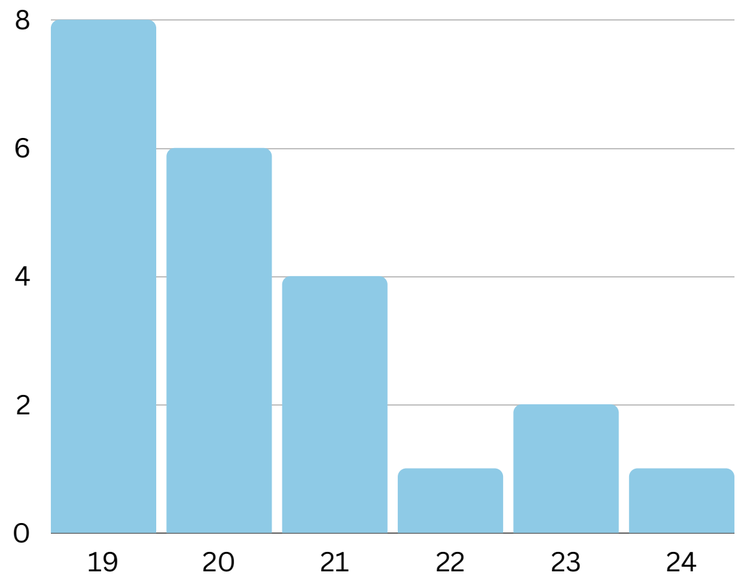
Results and Statistical Analysis

23 Participants

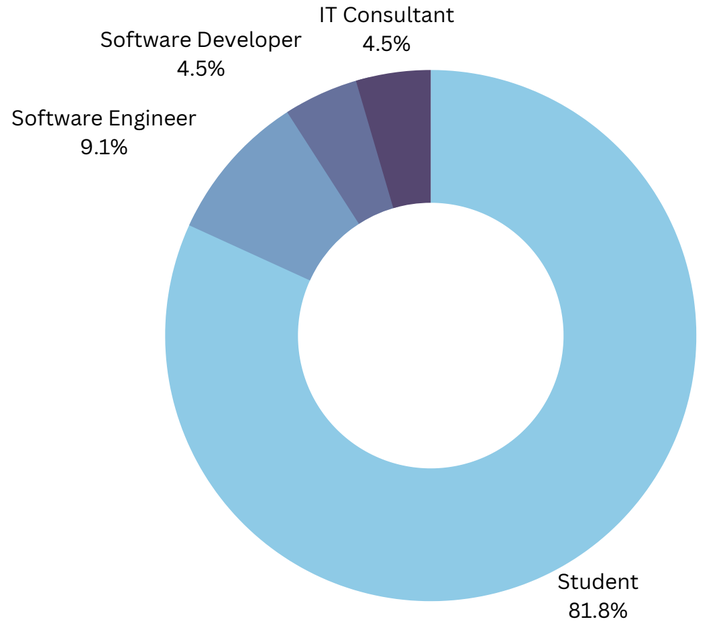
Gender:

- 10 Female
- 13 Male

Ages



Current Occupation

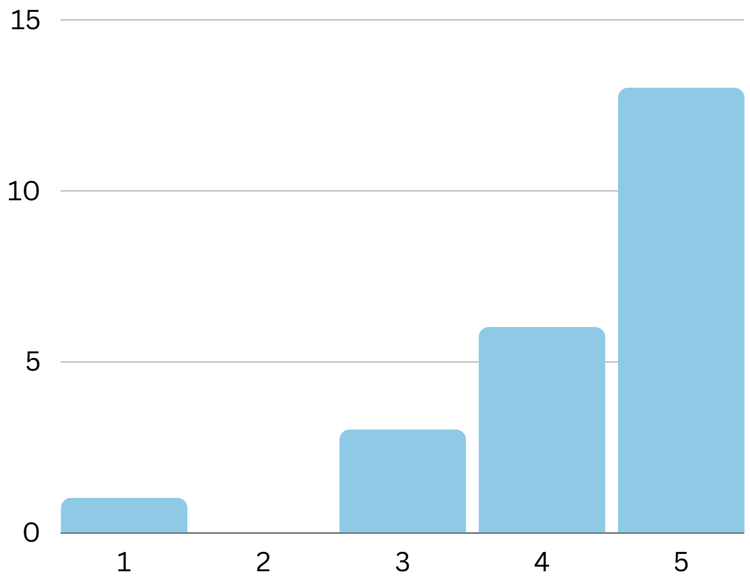


Results and Statistical Analysis

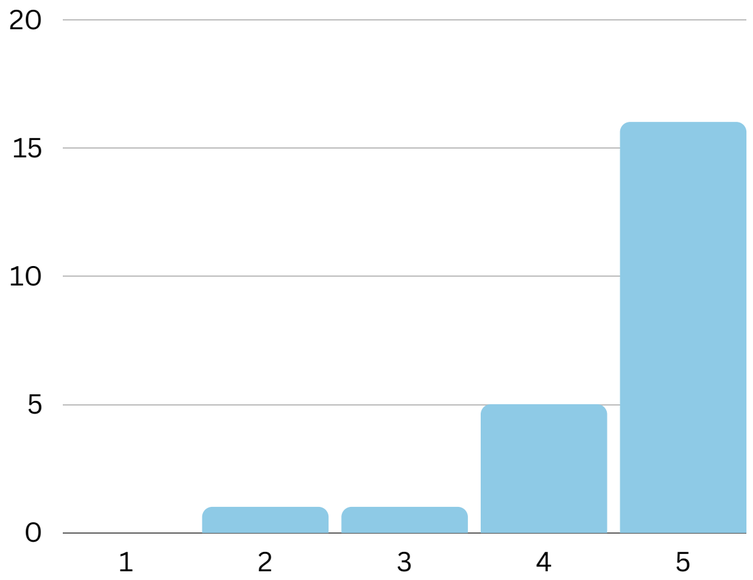
	Task 1	Task 2	Task 3
Average Duration	42,69 s	13,17 s	12,83 s
Average Misclicks	9,55 clicks	1,30 clicks	2,13 clicks
Success (%)	Direct:40.91% Indirect: 40.91% Give-up: 18.18%	Direct: 69.57% Indirect: 30.43% Give-up: 0%	Direct: 69.57% Indirect: 26.09% Give-up: 4.35%

Results and Statistical Analysis

Usability



Functionality Satisfaction



Only 3 users used the instructions provided.

Conclusions

During the development of this project, the group found it helpful to have feedback from the outside in order to improve app usability.

Despite doing our best to make the app as intuitive as possible, some testers pointed out that some actions were misleading, which is an aspect that we believe to have always room for improvement.

However, given the results presented previously, we conclude that the user's interface and the functionalities were successfully implemented.