Hi-Fi Prototype & Heuristic Evaluation

The Team

DATA INSIGHT HUB

Teryn Guzman

Asael Tobar

Ian Burns

Overview

- **Value Proposition**
- **Problem & Solution**
- **Tasks and Project timeline overview**
- **Heuristic Evaluation Results**
- **Prototype Implementation**
- **Demonstration of Prototype**
- **Summary**

Value Proposition:

"Share a ride, save the hassle"

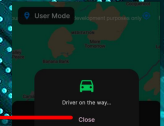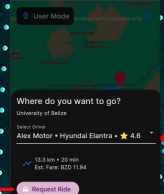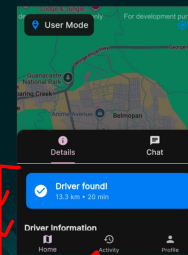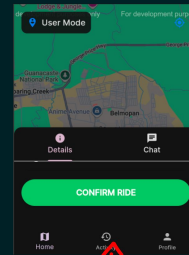# Task Overview

Simple Task

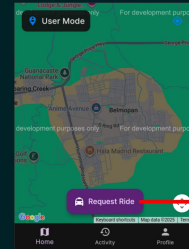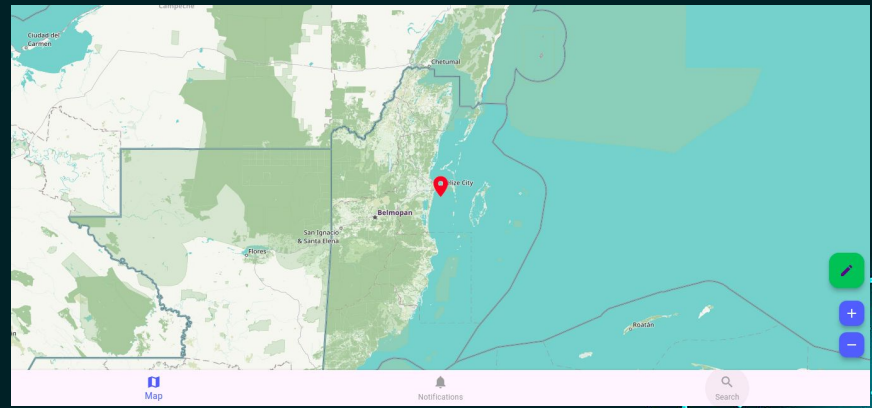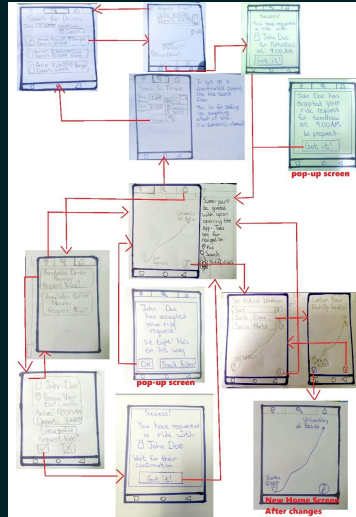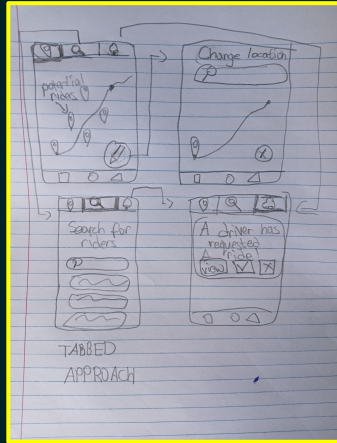Viewing your activity history

Moderate Task

Editing your pick-up location

Complex Task

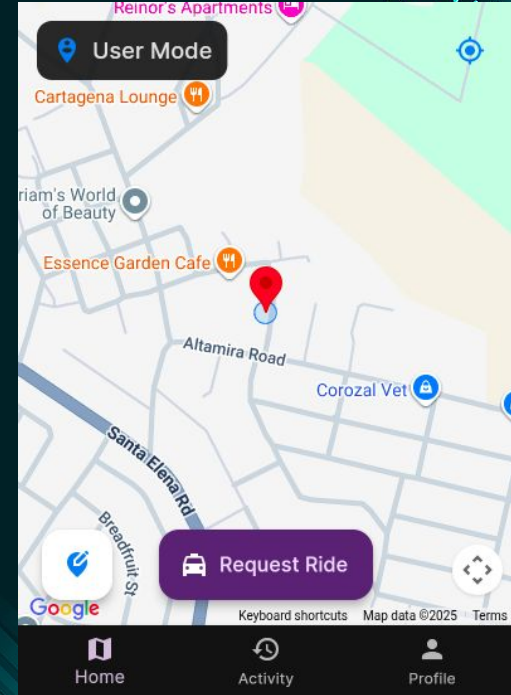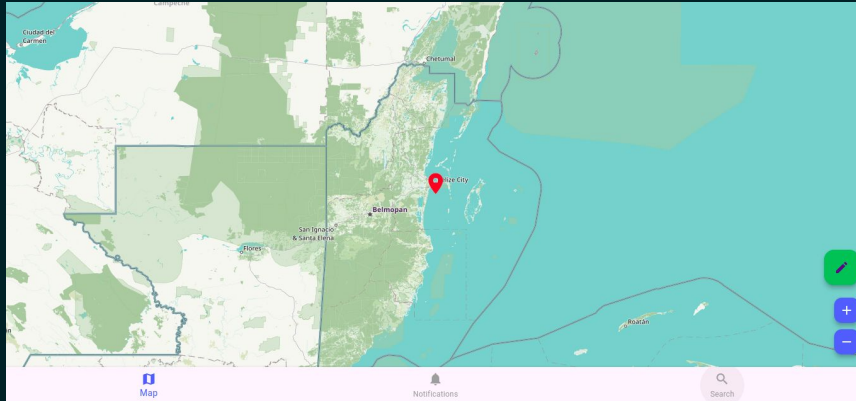Finding a carpool partner and sending a ride request

Interface Evolution
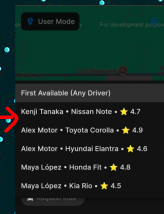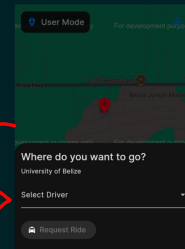

- It all starts from an idea

Heuristic Evaluation Results (Version 1)

- Modifications made to project after medium-fi:
  - Merging task 2 and task 3: original vision appeared to be unintuitive to users. New task 1 has been created
 - Changing edit location button and colour

Heuristic Evaluation Results (Version 1)

- Modifications made to project after medium-fi:
 - Adding a more intuitive way of editing your location
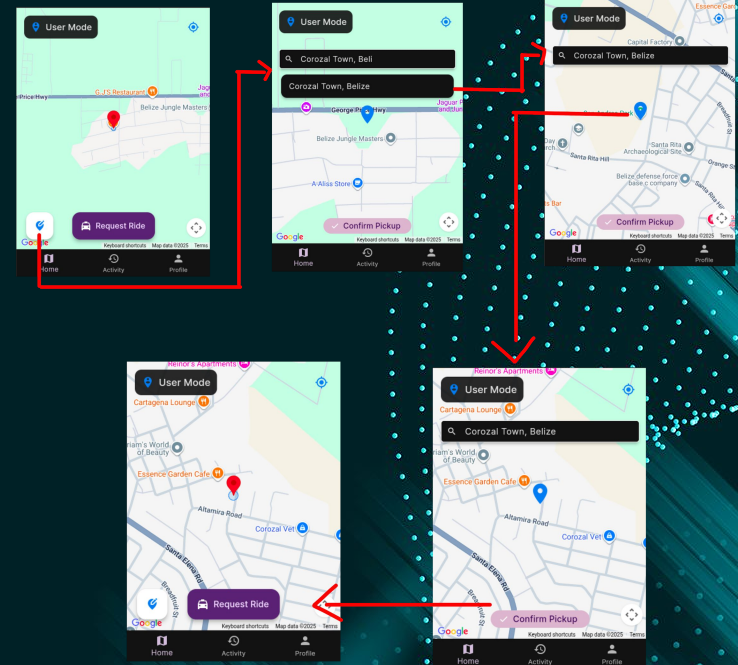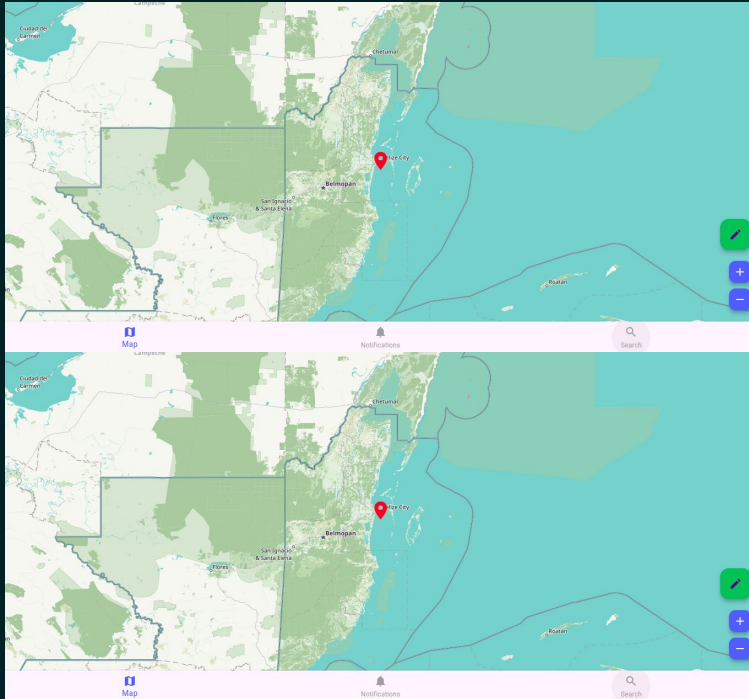
Heuristic Evaluation Results (Version 2)

- After making our Hi Fi UI, we called in our classmate, Enrique Gonzalez to perform another Heuristic Evaluation. Here are the results
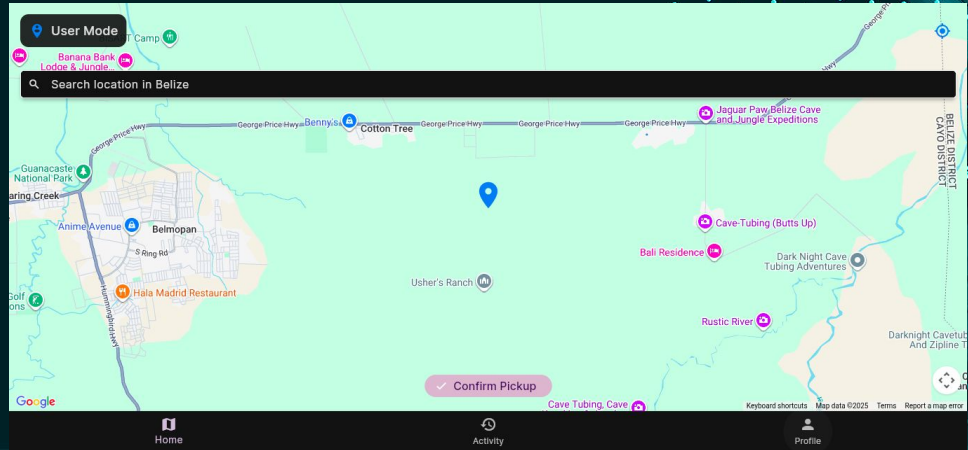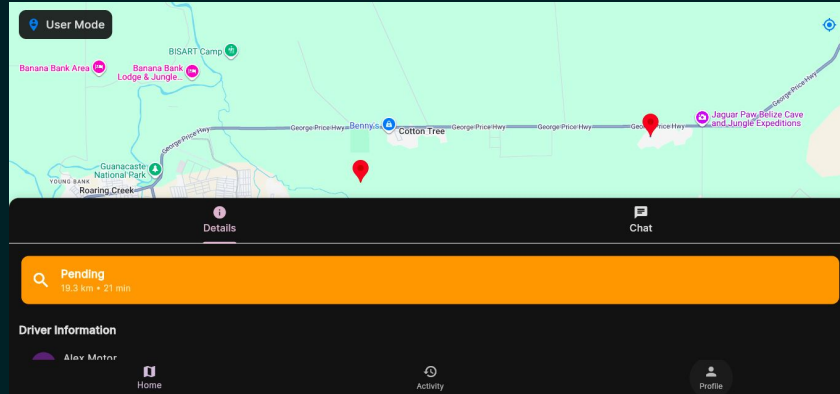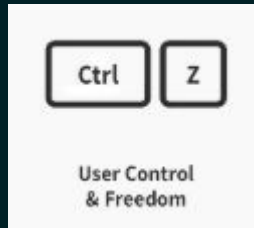 - Map being intractable when scrolling through on overlapping windows
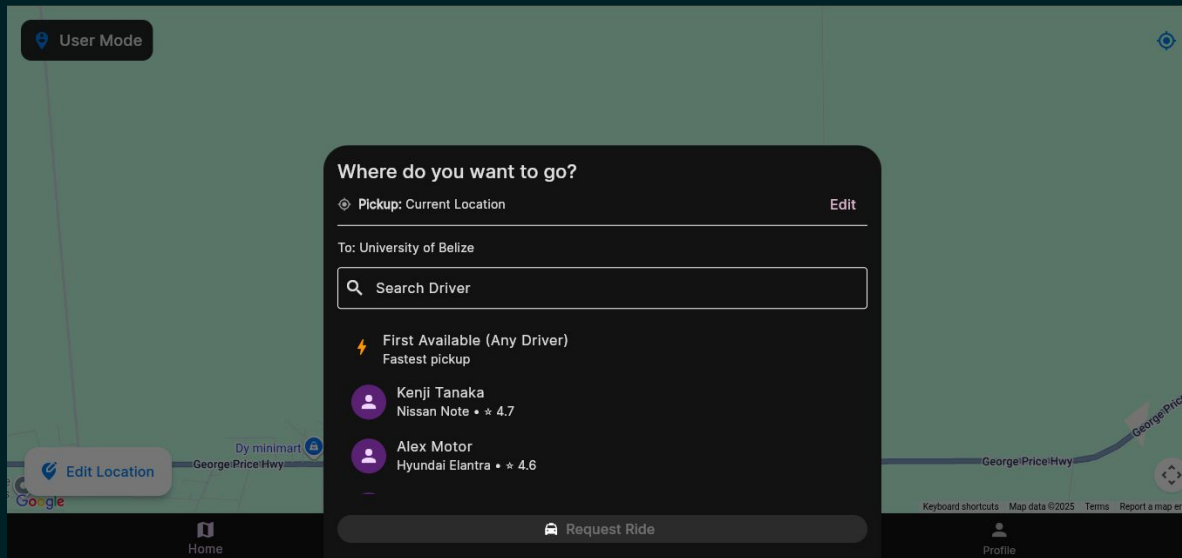
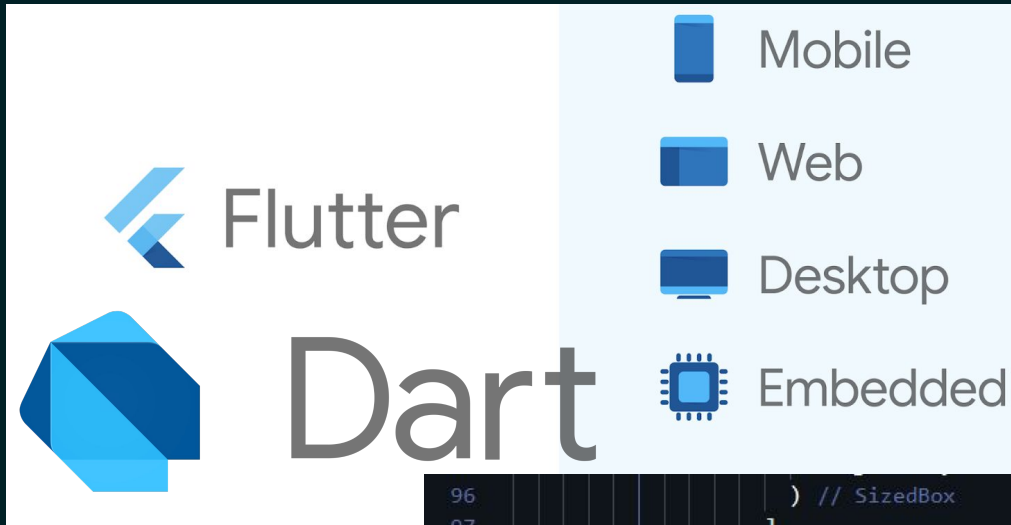# Heuristic Evaluation Results (Version 2)

- Status not updating

Visibility of System Status
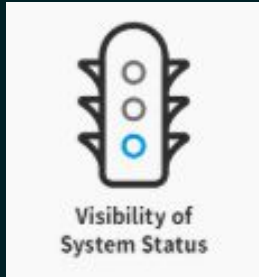
- Location changing upon refresh

User Control & Freedom

Prototype Implementation

- Lots of UI building tools
- Too heavy for prototypes
- Nested hell, hard to write
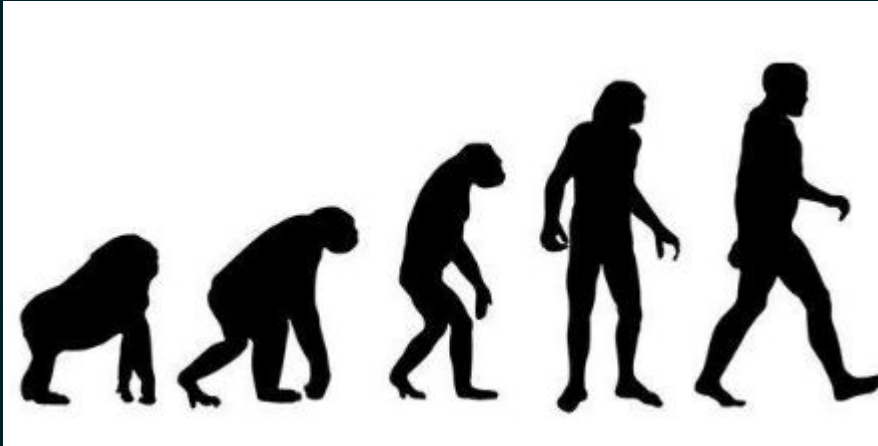- Hardcoded data using backend: supabase
- Using API keys

Summary

- UI evolved as needs changed
- The designers vision may not be the best version
- Using flutter was challenging

when someone says graphic design is easy

Now for the demo!