

Native app studio week 2 opdracht 2

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1 Complete experience of this week's app

This week's app can be described in a number of steps which done in succession form the path to accomplishing a certain task. As an example in this app, turning the alarm on can be done by following two paths. In this case swiping right or swiping left both turn on the alarm, swiping here is a step, and the paths to turning on or off the alarm consist of only one step. Using the app to set your alarm results in an interaction, so does turning the alarm off in the morning. If a small number of steps are needed to accomplish your task, the interaction will most likely be positive. Multiple positive interactions result in a positive experience with the app.

2 App's consistency with norms

As written by John Gruber after programmers were allowed to develop third-party software for the iPhone:

'Figure out the absolute least you need to do to implement the idea, do just that, and then polish the hell out of the experience.'

When this is seen as the context with norms such as: keep it simple, polish the interface and the experience; the Rise app can be analyzed as to how consistent it is with these norms.

The norm 'keep it simple' was certainly kept in mind designing this app.

- Setting the time for an app can be done swiping with one finger, instead of pushing endless arrows to adjust the time.
- Furthermore is turning the alarm on or off also simple by swiping right or left, instead of having to accurately touch a small 'turn on' button.
- Turning off the alarm also is an polished experience because it can be done while half asleep in the morning.
- The app however is less consistent with these norms in the settings menu. Setting the sound level or the alarm sound could also be incorporated on the main screen instead of a different settings menu. This reduces the path length to accomplishing the task, and gives a more positive interaction.

- What is consistent with these norms however is that this app does not try to do everything, it sticks to simple features which are polished.

3 Affordances

Affordances are improvements on objects or the environment which improve the relation and experience between these and a person. For instance, pouring tea out of a bowl is painful for your hands. The handle on a teapot is an affordance which improves the relation between the object and a person.

This app has affordances in that instead of using your analogue alarm, swiping with your finger on the app sets the time. Furthermore being able to change the alarm sound is an affordance compared to a analogue alarm.

4 Five constraints

List some constraints (5) that you think the creators of the app have used to determine the app's shape.

Constraints imposed by the creator of this app, determine the shape and behaviour of the app. Five constraints are possible:

- It has to be able to set a time for the alarm
- It has to be able to play a sound on the set time
- The app should be able to be set without having to scroll
- The app should be able to be set without having to push any buttons
- The app should be able to be used when 'rising' in the morning, half asleep.

5 What is a concept

A concept is an idea, most of the time an opinion. Often used as a starting point for expanding it into a product.

6 Ten very important concepts

Make a list of 10 very important concepts in both chapters. The text contains quite a few concepts that are important for talking about interaction design. Include a short definition or few keywords that help you remember the definition of each concept. It does not have to be completely correct, though. Rate them 1-10 on how easy it would be to use the concept in building an app.

- Mission Statement
What, for who and why are you making this app?

- Consistent behaviour Behaviour to input from interface consistent
- Monotonous interface Single path to a single task mapping, provides consistency
- Keep it simple Satisfy as many people as possible, and stop there.
- Interaction Design
Make things easier to use.
- Develop for intermediate users
Designing an app for intermediate users, pleases most expert and beginners also.
- Consistency Labels, feedback, errors etc. should be consistent in syntax/structure
- Inviting Initial state Inviting initial state with for instance a tutorial
- Character The impression on a user of the app
- Good Fit If the app works great within the norms of the context