**Baba’s Toolbox**

CSCC10 Phase III: Interactive Prototype

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**Task 1: Create a Travel Plan**

This task will most likely be the first task that a user will perform on the UTour application. On the home screen, users will be prompted to create a travel plan by clicking the + button if they do not already have one. The user will then be taken through the process of creating a travel plan by filling in an agenda. This agenda gets filled in while the user browses destinations and adds the ones they wish to travel to into their agenda. Additionally, users will be given the option to backtrack at any point in this process. Once the user has completed their agenda, they can submit it to save their travel plans into the application for their own reference and more importantly, for the backend to begin the process of grouping this user with other users to travel with.

URL: <https://www.justinmind.com/usernote/tests/41654838/41655092/41655094/index.html>

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| Instructions | Screenshot |
| 1. On the home screen, the user is prompted to create a travel plan by clicking the + button. Click the + button. |  |
| 2. Fill in the form to give the agenda some metadata as well as to improve search results when browsing destinations. Click Next. |  |
| 3. Assuming that the user will only be travelling for one day on October 29 2018 as selected in step 2, the user is then brought to their travel agenda. Scroll down and click the + button in the 12:00 time slot to begin browsing for a destination. |  |
| 4. The user is then brought to the search page. Additionally, assuming that the user chose Canada in step 2, suitable recommendations will also be present on this screen. The user may either proceed to step 5 or skip to step 6. |  |
| 5. Search for “CN Tower” and click the Search button. |  |
| 6. Click the > button for the CN Tower destination. |  |
| 7. The user is then brought to the CN Tower details page. Click the “Add to Agenda” button. |  |
| 8. A dialog box will pop up with the Date and From fields filled in already. The user should then fill in the To field and click OK. |  |
| 9. The user is brought back to their agenda with the CN Tower destination in their plans (assuming they plan to be there for 2 hours). Click the Submit button on the bottom. |  |
| 10. The user is brought back to the home menu with their travel plan saved (assuming it was named “CN Tower Day-Trip” in step 2). |  |

**Task 2: Read and/or Listen to Details about an Attraction**

The intent of this feature is to act similarly to a tour guide for users. Although users may view details about attractions at any time, the main focus of this feature is for when users want detailed information about an attraction and the nearby area while actually there. When at the destination, users will receive a notification on their device where they will be asked if they would like to view details about the attraction. Tapping on this notification will give the user a shortcut to the details screen for this attraction where they may choose to either read or listen to the information.

URL: <https://www.justinmind.com/usernote/tests/41654838/41670892/41670902/index.html>

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| Instructions | Screenshot |
| 1. The user receives a notification that prompts them to view details about the attraction. Click the notification to proceed. |  |
| 2. The user is brought to the attraction’s details page where information about the attraction is present for the user to read. The user also has the option to click the red button in the screenshot to listen to this information.  Note that the information provided in this prototype is kept short for simplicity. |  |
| 3. The user may also explore the area around the attraction with the provided map functionality. |  |

**Task 3: Leave a Rating, Review, and/or Upload Pictures about an Attraction**

This part of the application focuses on actions that the user can take before, during, and after visiting a specific attraction. This section consists of four pages which provides:

1. A detailed map for directions and viewing the surrounding area
2. A rating page for users to share their experience at the attraction by providing a rating and a review
3. A reviews page for users to see what others have said about the attraction
4. A pictures page for users to see what the attraction looks like beforehand as well as upload pictures of their own to share

On all of these pages, users have the freedom to access any of the other pages as well as to go back to the general attraction details page. Therefore, users do not have to remember any specific steps to navigate within this section of the app.

URL: <https://www.justinmind.com/usernote/tests/41654838/41670937/41670939/index.html>

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| Instructions | Screenshot |
| 1. One possible way to access this feature is when a user finishes visiting an attraction. The user will receive a notification on their phone which prompts them to share their experience at the attraction they visited. Tap on the notification to continue. |  |
| 2. The user will be brought to the rating page where they can can give a star rating by tapping on the stars directly to indicate their level of satisfaction. Additionally, users can write a review in the provided box to add to the list of reviews for this attraction. Tapping on the submit button will bring users to the reviews page. |  |
| 3. The reviews page may also be accessed by tapping the reviews button on the bottom toolbar.  On this page users can view what others have said about the attraction and see what they have rated it. |  |
| 4. To access the pictures page, tap the pictures button on the bottom toolbar.  On this page, users can see pictures of the attraction submitted by other users. Additionally, users can upload their own pictures by tapping on the + button on the bottom right corner. |  |
| 5. After choosing to upload a picture, a menu will appear. Users may cancel this operation by tapping the CANCEL button or by tapping anywhere else on the screen outside of the menu. To proceed, the user must tap an option on the menu and tap the OPEN button.  The functionality of choosing a picture to upload will be deferred to external applications, similar to other mobile applications. Once done, the user will be returned to the pictures page. |  |
| 6. To access the map page, tap the explore button on the bottom toolbar.  On this page, users will be provided a map with directions from their location to their target location. Additionally, this page may be used simply to explore the surrounding area. |  |
| 7. If users would like to choose another attraction or go back to view the general attraction details page, they can tap the details button located on the bottom left on any of the above pages.  Another way to access these four pages of the application is through the “Explore More Details” button located at the bottom of the general attraction details page. Clicking this button will bring the user to the explore page. |  |

**Evaluation Plan**

We will have two phases in the evaluation process of our prototype. Phase 1 will involve testing the usability of our prototype by asking users to perform the three tasks outlined above. Phase 2 will be to gather the participants’ thoughts about their experience in using the prototype. Prior to the evaluation, potential participants will be provided with an informed consent form which they will be asked to look over and sign if they agree. The form contains information on why the evaluation is being done, what the participants will be asked to do, their rights, and any risks.

For phase 1, we will have 3-5 targeted participants perform the tasks in separately controlled environments while under the observation of one or more members of Baba’s Toolbox. The participants will be students selected from UTSC, with some being experienced travellers and others being ones that rarely travel.

Task 1 will require participants to create a travel plan in UTour. Participants will be provided necessary information such as the destination, date, and time before attempting to perform this task. As the participant is performing the task, the observer will record down any errors they see the participant make as well as time how long it takes for them to reach certain screens. Task 2 will have the participants read and listen to the details of an attraction from the application. The observer will tell the participant which attraction to choose beforehand. Similar to task 1, the observer will record down how well the participant performs this task. Task 3 asks participants to leave a rating and review, as well as upload a picture for an attraction in the application. As this task is more complicated and each subtask can be completed in any order, the observer will also note down what order the participant completes these subtasks in addition to how well they perform them.

After the participant has completed all three tasks, the evaluation will move on to phase 2 where the observer will ask the participant a series of open-ended questions. These questions pertain to the user’s opinion of the tasks’ difficulty as well as their overall enjoyment and experience with the prototype.

Overall, the purpose of this evaluation is to gather quantitative and qualitative data on the target audience’s expectations and their impressions of our proposed solution. Our methods also provide us with insight on potential usability problems in our application and ways they can be solved. This will all help us in improving our prototype for the next iteration since our goal is to enhance user experience and satisfaction.