**Usability Issues Prototype 1 Prototype 2**

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| Usability Issue 1  **Match between system and real world.** | - Hard to define where the user will end up form the provided prototype.  - What is the mindful implication, how is the mood tracked, what goes on behind the scenes, on the computational level where will you derive content, and on an algorithmic level how will you filter your content in order to arrive at the users emotions? I felt like there is a lost sense of direction.  - I felt like you guys are not trying to create a feasible application – the designers brushed off a lot of the bugs that I encountered by saying, “we’ll wizard of oz it”. I do not think that is the purpose of the project.  **Severity:** 4 – must be fixed | -The second prototype was very confusing. The default emotions would be hard to apply to certain contexts and if the user wants to change these settings it requires way too much work.  -Due to this confusion it would be hard to track the emotional state and therefore could confuse the user more.  -I like the route where you guys began to rate emotional states of other users – but I really think you should stray away from using strictly emoticons.    **Severity:** 4 – must be fixed |
| Usability Issue 2  **Flexibility and Efficiency**  In both prototypes you have very similar ideas – I feel like you should have given more options to track mood because it is not flexible for many users to change there use of emoticons in order to fit the application. Maybe think outside the box – where else can you derive content from to track mood? | -The use of strictly emoticons really hinders who can benefit from your design. I do not like the idea of basing your own mood and friend’s moods based on strictly emoticon usage. I never use emoticons and if I do they never convey how I feel – I use them as a joke. However, I would love to have an app that tracks my mood. Think of some other ways this can be done.  -If I wanted to change my emotional status because I was not satisfied with the status that the app provided, how would I do this?  - Also buttons that would help navigate through the app, would make it much more flexible.  **Severity:** 4 – must be fixed- think outside of the box and make sure to create an application that can be used. Maybe you guys should revisit your needfinding assignment and see how else you can accomplish your goals. | - I really like the mood tracking, however I do not want to change every single emoticon to match my actual mood every time. I feel like this is what would have to be done in order to match my true emotional state. This would not be efficient or plausible for the user.  -Weekly breakdown takes too much time to understand in a graph form. Instead why do not just show one behavior at a time – or you can have a day-by-day or hour-by-hour option to see all the moods that were experienced that week. This way you can go back and look at when you felt the happiest or the sadist.  -Another idea that can attach to this is maybe tracking where people are and who they are with when they feel a certain way.  **Severity:** 3 – major usability problems – however there is a good foundation by tracking the mood – just branch out and use more than just emoticons to accomplish the task. Use a scroll bar or something that works in accordance and then have an algorithm build based on previous experiences. |
| Usability Issue 3  **Consistency and standards** | -This touches back on the flexibility and efficiency, but how does the user know that a certain emoticon will represent his actual feelings. As designers, I am sure you are aware that different users of emoticons can use one emoticon to mean many different things.  -This also brings forth the issue of privacy- I would not want my friends seeing when I am angry or frustrated, especially if the attitude being conveyed is not correct.  **Severity:** 4 – must be fixed. | -With your second prototype, it seems improbable that the user will go through and change the personalized settings every time the user wants to change the meaning of a certain emoticon, there needs to be consistency and like I had expressed during the walk through, the default settings would be very difficult to standardize across users.  -I know I keep reiterating it – but how can you find a more standardized emotional compass. After looking at the inspirations you provided I feel like you are going in the wrong direction. There is a lot of available data and the use of only emojis seems to limit your niche market. Utilize the data that users provide on the web – make this app come to life and have potential. I felt like you guys have hit a roadblock and it is not to late to engage in more need finding.    **Severity:** 4 - Must be fixed. The last thing you want is an application that needs to be OZed the entire way through. Make sure to look at user needs. |
| Usability Issue 4  **User control and freedom**  As stated in the previous examples, there does not seem to be an interactive enough interface to give the user the necessary control.  Make sure there are back buttons and other user controls that can help users navigate to the desired page. | -I would like to have had to option to move around the prototype more fluidly. There were no clearly marked back buttons, there is not an option to change settings from any of the pages, I was lost at times, and I felt like the app would be very confusing to get control of. Where does the bracket at the top left corner take you?  **Severity:** 3 – Major usability issues that are generated from lack of user control. How does the user navigate through the page – I know it was only a rough prototype but it is better to implement more broadly in the beginning. | - This app has more freedom, with the ability to change emoticon settings, but it is not a necessary feature. The users data needs to be derived from a more diverse database to increase user control. This is where I can see your application becoming very useful. Put more emphasis on where your participant is. Using facebook check-in or messager along side the documentation of user text messages.    **Severity:** 3 – Once again make sure you are looking for ways to incorporate user content that can help |
| Usability Issue 5  **Aesthetic and Minimalist Design** |  |  |
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