

Prototype 1 = Red
Prototype 2 = Blue
Comparison = Purple

Disclaimer: Due to the similarity between the two prototypes (essentially the same functionality but with a slightly different interface) some of the categories will have the same feedback for both prototypes. In these instances I will indicate it in the comparison.

Visibility of system status

It is hard to keep track of where one is with this app since the user has to actively hit the "you are here button" when they want to see where they are. (3)

The user needs to be able to get a time estimation between locations. As of now there is just a picture showing distance with no way to tell how long traversing the distances will take. It also will not give them updated times to destination(2).

Because of the similarity between prototypes 1 and 2, prototype 2 has the same problems as the first one. The prototypes lack the ability for the user to have constant access to their current location as well as time to destination.

Match between system and the real world

When suggesting locations to arrive on campus to get to location, the app is assuming the user has an extensive knowledge of the campus since it is a list of names of parking lots and bus stops. If the user does not know where these places are, they must individually click on them to see their location. It would be easier to display possible entrance locations to campus on the map and have the user select one. (3)

Because of the similarity between prototypes 1 and 2, prototype 2 has the same problems as the first one. The prototypes assume the user knows the campus and the name of all the possible entrances. If this is not the case, the user will not be able to tell which entrance is most efficient.

User control and freedom

Does not allow to shuffle around the order of the points easily. One has to go to a separate page to do so. (1)

There is no way to clear the points from the page as well as an undo button. (1)

If the user hits a button on the bottom, a window pops up with no clearly marked exit button. The user can tap somewhere outside the pop up, but some users might get confused and frustrated because they do not know how to get out.(2)

Prototype two has a side bar where you can drag points into the desired order. Great!

Still no way to clear the points from the page without navigating to another page. (1)

This prototype has the same problem as the first one in that its pop ups lack clearly marked exit buttons.(2)

The prototypes both lack the clear exit buttons on the pop up windows. There are also no undo buttons throughout the page.

Consistency and standards

Both prototypes were the same in this category:

Both prototypes used arrival locations. This could be misconstrued as link that displays the points themselves among other things. Change the wording to make it clearer to the user.(3)

Error prevention

Both prototypes were the same in this category:

No error messages in the prototypes. What happens if I search something that does not exist or is outside of the university? What happens if try to share my location with others and I am outside of the University. (3)

Recognition rather than recall

The side bar that contains the points are represented by letters and at the top there is the search button. This makes it seem as though to search for locations beginning with the letter B, one must hit the B under the magnifying glass. Make some sort of differentiation between the search and the letters, or don't use letters to represent location.(2)

Currently the locations are being represented as pins labeled with letters. There is no correlation between the letters and the location. When multiple locations are being plotted, the user will get confused as to what each pin is. (2)

The bottom of the page has icons, some of which are intuitive, others not so much. The three dots on the bottom right make it seem as though it will plot a course between locations, not show you best way to get to campus. (2)

Flexibility and efficiency of use

For users who are trying to share their location, the search location might be tedious. Needs a function that allows the user to place a point on the map directly to speed up efficiency for experienced users. (2)

Need to be able to shuffle order of points and toggle between different points on the main screen without having to navigate to another page. (1)

Great job allowing access to points in the side bar. Are you allowed to shuffle the order of points using the sidebar? If not let the user do that and allow the user to toggle between different points on the screen.(1)

Aesthetic and minimalist design

A lot of clutter with two different menu bars. The side bar should be minimized into the side with the ability to have it pop out so that 50% of the border is not permanently covered by menu bars. (3)

Allow user to drop locations on the map directly. Maybe by double tapping on screens. (3)

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Help users recognize, diagnose, and recover from errors

There are no error messages. Make sure to add error messages expressed in plain language which indicates the problem and helps the user find solution. See error prevention(4).

Since there are no error messages, there is no feedback I can do on said messages.

Help and documentation

There was not a clearly labeled help section in either of the prototypes. Place a help tab/button in both that goes over how to use, since some of the buttons are not instantly intuitive. (4)

Have the help tab not necessarily just be text. Try to include pictures depicting solutions to the errors they might be encountering, or links to YouTube videos. (3)

