OnTop Low-Fi Prototype

Always on Top.

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Overview

➢ Mission Statement

➢ Representative tasks

➢ LoFi Structure

➢ Experimental Methods/Results

➢ Suggested Changes

➢ Summary

OnTop Mission statement

Always on top, stays on top.

- OnTop
  - Integrates goals and schedules with open pockets of time
  - Make people able to complete many tasks they otherwise would leave unscheduled and perhaps undone

Representative task 1

Adding a new task

- Primary task(Adding, changing, deleting to or from schedule)
- Medium Complexity
- High Frequency

Add A Task

Eat A burrito
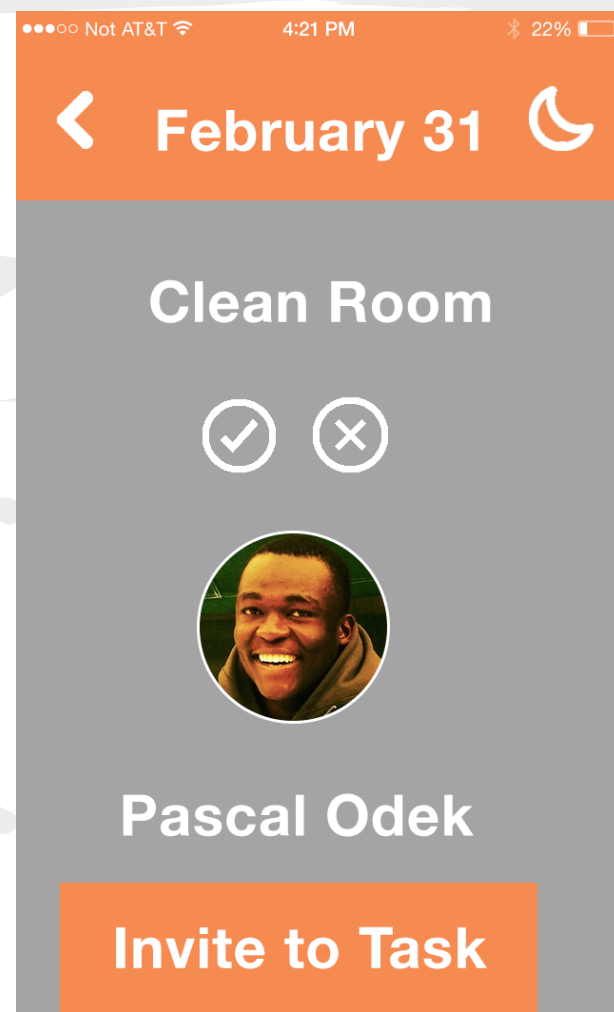
Time to Complete

20 Min.

Invite Someone

Add   Cancel

Representative task 2

Invite a friend to the task

- Social Aspect of task helps to motivate further
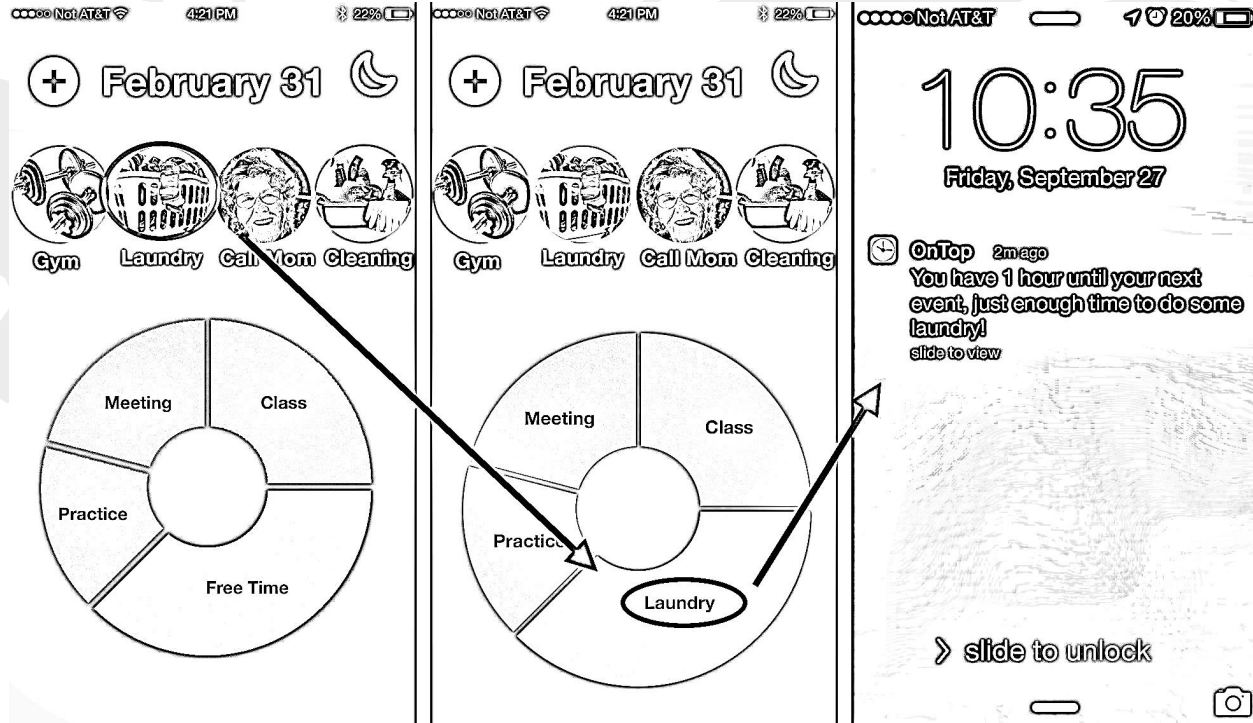- High Complexity
- Medium Frequency

February 31

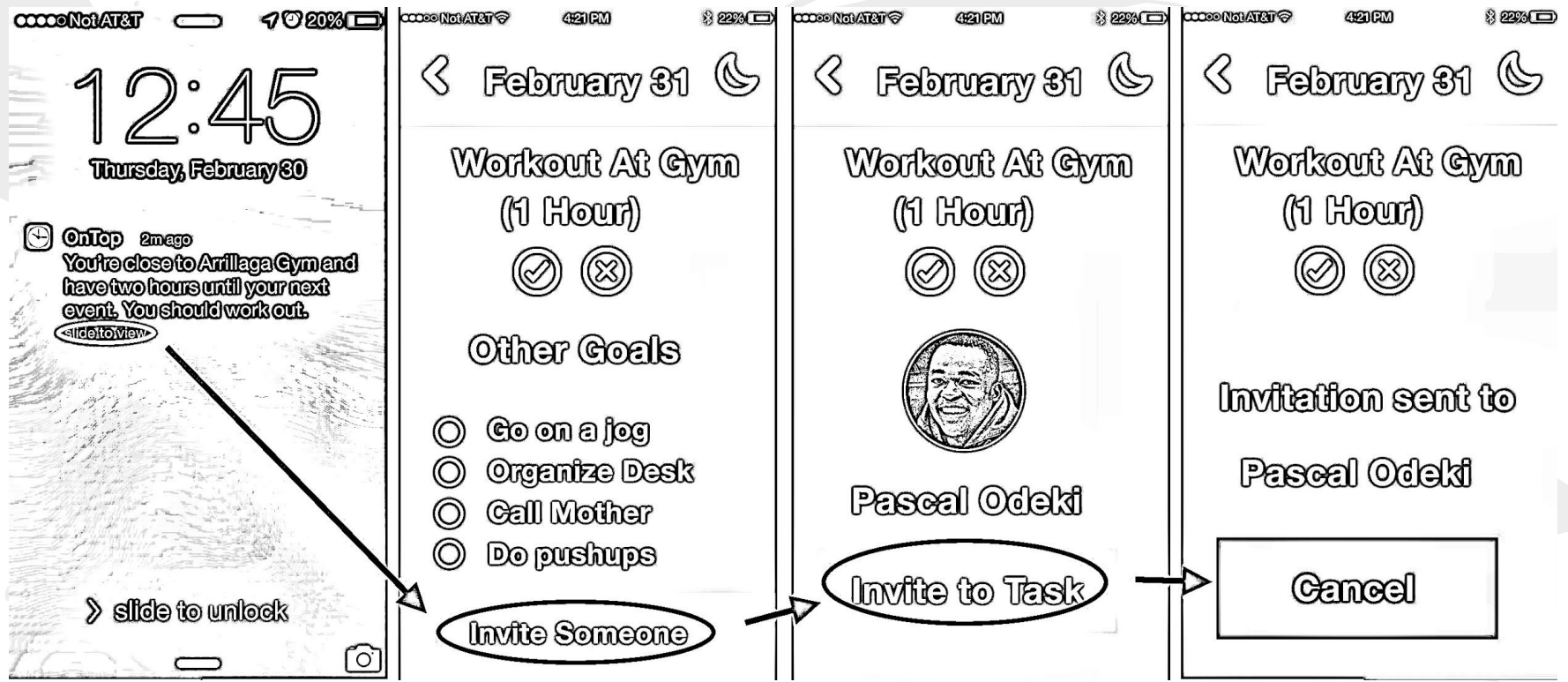## Clean Room

Pascal Odek

Invite to Task

Turn on the "Do-Not-Disturb" feature

- Helps adjusting to user's needs and emergencies
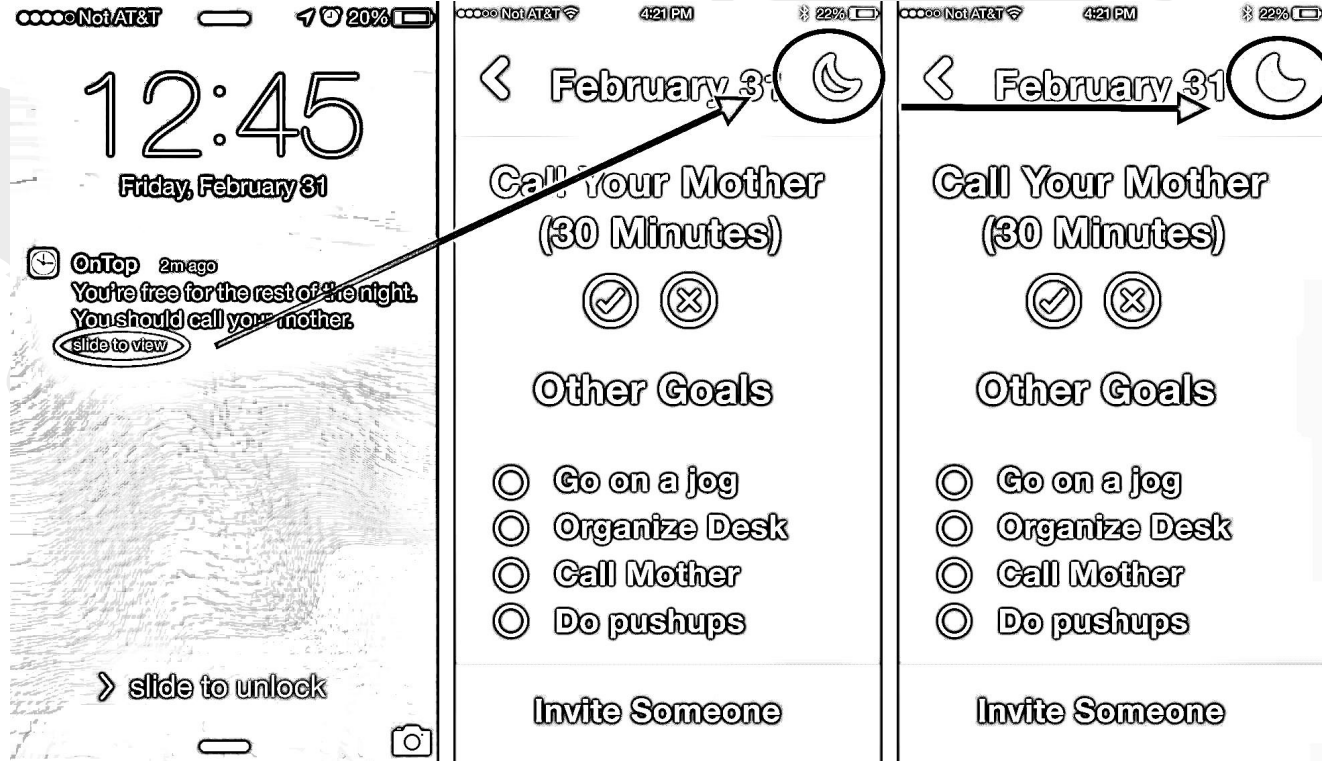- Low Complexity
- Low Frequency

Lo-Fi Prototype structure (Task1)

Lo-Fi Prototype structure (Task2)

Lo-Fi Prototype structure (Task 3)

3 Scenarios

https://www.youtube.com/watch?v=b_izSb19Gc0

Experimental methods

- Participants: Interviewed at COHO/ Tresidder Union
  - Offered coffee as compensation
- Environment: POP App
- Roles: Greeter: Pascal   Facilitator: Matt

  Computer:Alec

  Observer:Pallabi

- Demo followed by the user performing the 3 tasks

Experimental results

Pros:

- Users easily understood the tasks
- Navigated through the interface efficiently

Experimental results

Cons:
- Clock diagram in the center of the home screen was confusing
- Putting the app on sleep mode was the most difficult, because it had no textual label
- '+' sign to add custom tasks not clear

Suggested UI changes

- Making the circular calendar linear (less confusing)
- Putting the app in a sleep mode (More explicit technique like a slider or other button tool)

Suggested UI changes

- Create a custom task("Add Tasks" button in the center of the circle instead of off in a corner)
- Invite button in "Invite-to-task" screen made more prominent

Summary

- Users found interface intuitive
- Certain aspects require more explanation
  - Time diagram/Sleep
  - Tutorial?