

Low-fi Prototyping & Testing

0 by Trability



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Overview

1. Team mission statement
2. Interface
3. Low-fi prototype
4. Task flows
5. Experimental method/results
6. Suggested UI changes
7. Summary

Mission Statement

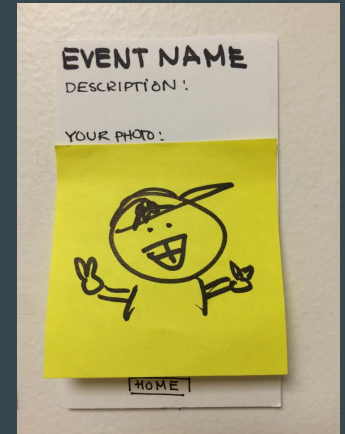
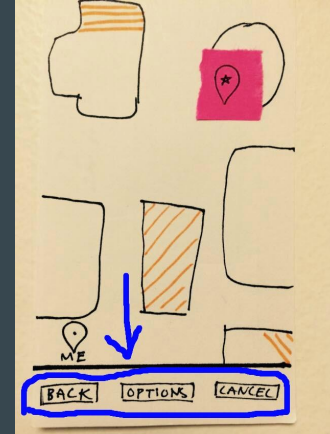
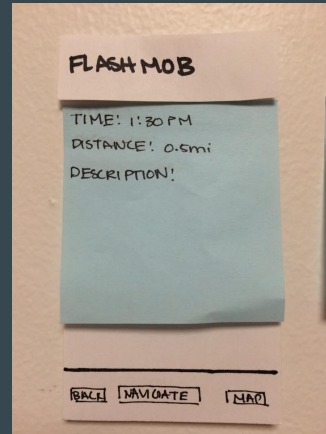
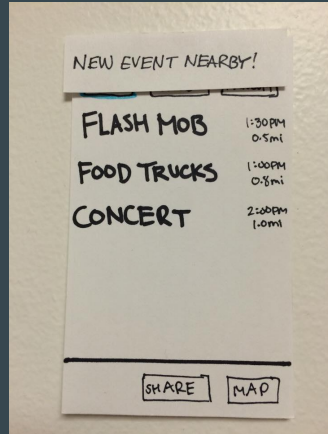
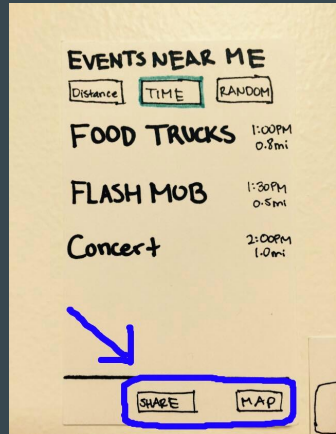
“Don’t be a tourist; be a traveler.”

The Battle of Interfaces

App vs. Smartwatch vs. Virtual Reality Website vs. Drone

- Drones require more maintenance
- Lack of wifi while abroad
- Smartwatches are less common
- Travelers depend heavily on their phones
- Travel should feel natural
- Interface complexity and flexibility

Low-fi Prototype



EVENTS NEAR ME

Flash Mob
Food Trucks
Concert

SEARCH CLEAR

EVENTS NEAR ME

Flash Mob
Food Trucks
Flash Mob
Concert

SEARCH CLEAR



CONCERT

Time: 7:00pm
Location: 1000
Description:

FLASH MOB

Time: 1:00pm
Location: 1000
Description:

EVENT NAME

Time:
Distance:
Description:

SEARCH CLEAR



FOOD TRUCKS

Time: 1:00pm
Distance: 1000
Description:



ADD NEW EVENT

CHOOSE YOUR CATEGORY

FOOD TRUCKS
FLASH MOB
CONCERT

ADD NEW EVENT

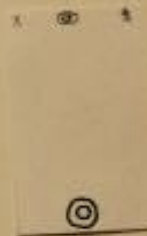
Event Name
Location
Time
Description

SEARCH CLEAR

EVENT NAME

TIME A-PM
ADD NEW EVENT

ADD EVENT



EVENT NAME

Description:

EVENTS NEAR ME

Museum Tour
Flash Mob
Food Trucks
Concert

SEARCH CLEAR

EVENTS NEAR ME

Flash Mob
Food Trucks
Concert
Museum Tour

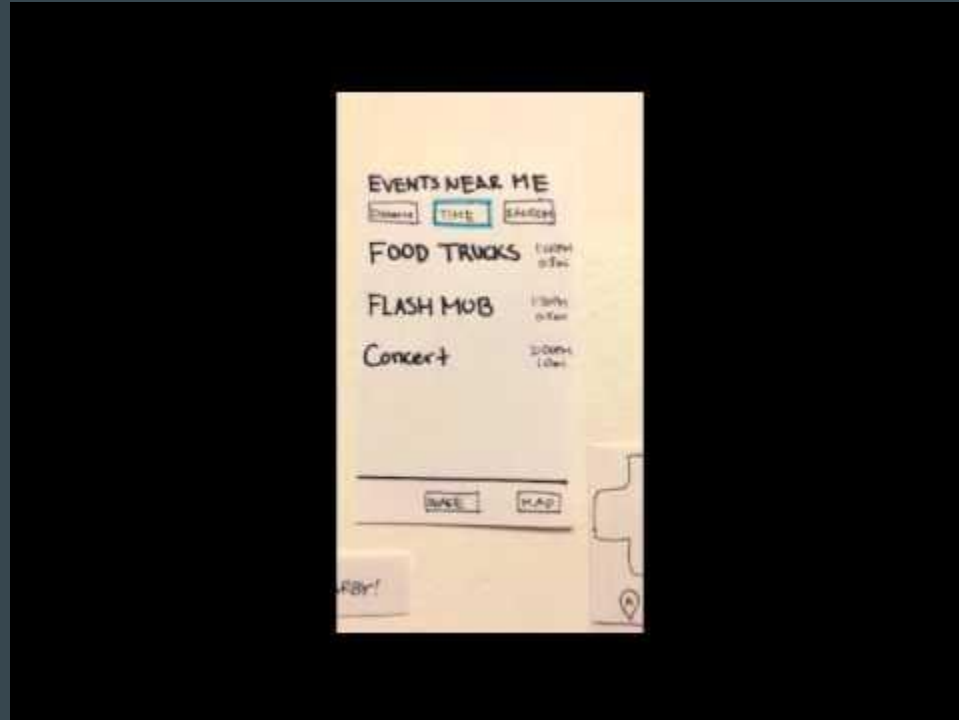
SEARCH CLEAR

ADD EVENT

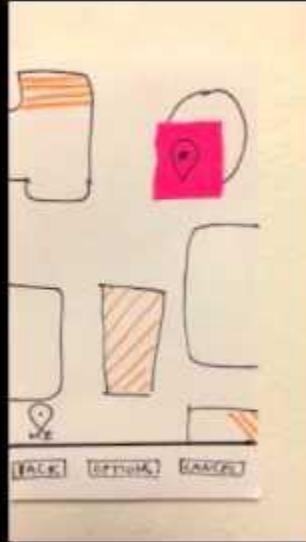
SEARCH CLEAR



Task #1 - Finding an Event



Task #2 - Navigating to an Event



Task #3 - Sharing an Event



Testing in the Field

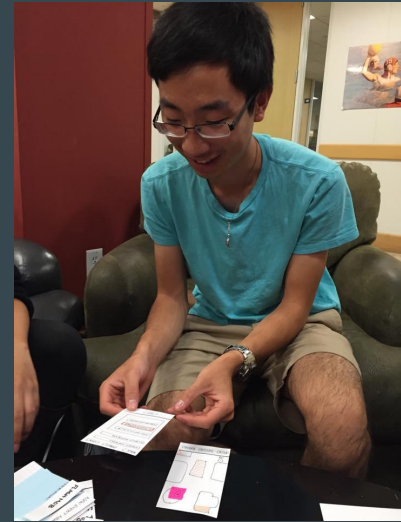
Target: users who have traveled abroad



Participant #1



Participant #2



Participant #3

Testing in the Field (cont.)

- Hali: facilitator/computer
- Michael: note-taker
- Max: reaction observer
- Script: intro + 3 tasks



- ~15 min + discussion
- Noted users' reactions and emotions

The Data

Satisfaction Summary: 10 being super excited and 1 being annoyed, 5 being indifferent.

	Participant #1	Participant #2	Participant #3
Task 1 Find	8	10	8
Task 2 Navigate	10	7	7
Task 3 Share	7	4	6

The Data (cont.)

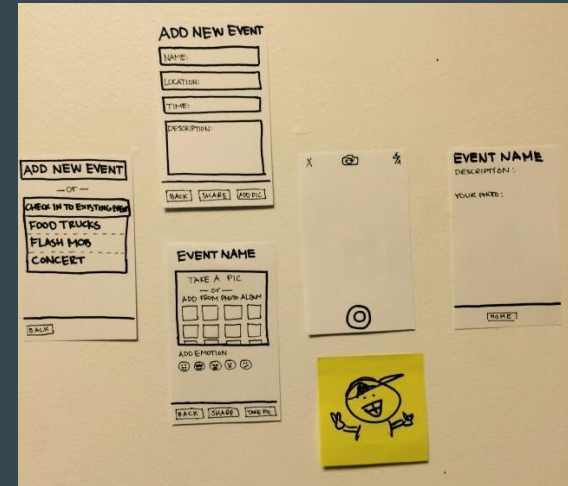
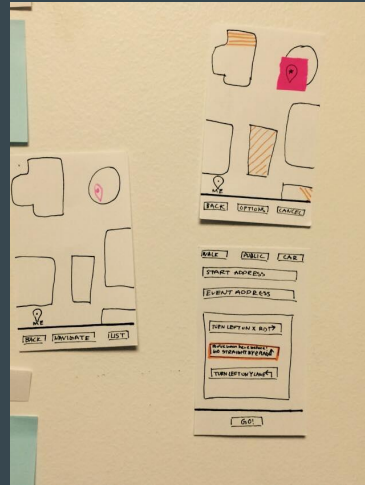
Critical Events

Event Description	Severity: No problem (0 - 4) usability catastrophe
Can't share from navigation page	4 - All three users cannot intuitively complete the third task. Participant #2 told us that he would have "given up" at that point
Can't run navigation in background	3 - User wants to view other events while navigating to a selected event. The current implementation would require leaving the navigation screen altogether
Pop-up notification is annoying	2 - Participant #2 felt it disrupted his completion of the first task. Participant #3 was confused when the pop up appeared and had to take some time to decide what to do.
Emojis are not necessarily the best rating system	1 - Participant #1 thought there would be better ways to provide a quick overview of an event. Participant #2 finds emojis to be annoying in general.

There's Always Room for Improvement

Observations

- Spontaneity didn't stand out
 - Plan ahead
 - Banners annoying
- Users wanted to use Google Maps
 - Familiar
 - Travel info + options
- Indifferent towards sharing
 - No excitement or complaints
 - Emotion rating system unuseful



There's Always Room for Improvement (cont.)

Suggestions

- Show future events
 - Supplement to itinerary
- More filtering options
 - Event categories
- More navigation information
 - Travel time, alternate routes, modes of transportation
- Better rating system
 - Population

Summary

- Goal: allow tourists be travelers
- App interface
 - Smartphones ubiquitous and versatile
- Prototype and test w/ users who have traveled abroad
- Users found app to be cool and would use it
- Wide range of bugs/improvements
 - Improve interface for untraditional features

Testing results do not reflect actual foreign location