

Garrett William Sippel, Suchita Lulla, Dilara Madinger -> Team Hex Pistols
Milestone 2

Initial prototype link:

https://www.figma.com/proto/SZgjhNcz6zq8cYnJQ9WjCr7h/Milestone2_sippelLullaMadinger?node-id=25%3A23&scaling=min-zoom

User study description:

Task 1: Choose Lord of the Rings Scenario and finish the run. Assume the app is used for running, but for this testing we will use a short walk.

We chose this task, because we need to see how users will use our app for running.

Task 2: Connect wearable wristband tracker to your device.

This task was chosen to see if the connection screen is easy to use.

Task 3: Enter biometric data into the app.

This task allows us to see if users can easily put their biometric data and if any of our wording or directions are confusing to users.

Questions for users once tasks are finished:

- 1) What did you find confusing in task#?
- 2) What did you like about the app?
- 3) What did you not like about the app?
- 4) Did anything surprise you in this app? What? How was it surprising?
- 5) How do you feel about colors?
- 6) Did you understand where you are and how to get to the next place?
- 7) Was text large enough for you to read?
- 8) Is there any other feedback you could share?

User setting description:

- *Setting:* Suchi's and Dilara's homes.
- *Duration:* 30 minutes.

#	Age	Gender	Academic Background	Struggled	What did not like	What liked
1	36	M	Master's degree	Alphabet keyboard should be numeric. Scenario screen confusing, thought the picture of Bilbo was part of the game.	Colors are bland. Wants indicator on map where orc is. Centered buttons and text don't look nice. Should show time / general feedback.	Theme of LOTR, simple
2	8	F	Elementary	Didn't tell when to stop; was	Map did not move	Liked that can choose

			school	not sure if she had to put in info.		themes; liked colors; the flow is easy and intuitive. Went through app really easy.
3	24	M	Undergraduate	After connecting bluetooth, expected to click somewhere on the screen to go back, rather than using home button.	When entering biometric data, number pad should come up, not keyboard.	Simple, intuitive layout
4	21	F	Undergraduate	On the pause screen, the message to connect bluetooth was confusing	Colors were bland and generic	Pretty easy to navigate around

Additional feedback:

- Would be nice to take on a character like Gandalf.
- Need pulsing on the map to show my location and orcs' location to show that there is something moving or going on.
- The app looks too blocky. On the scenario page all information looks equally important. Would be nice to discriminate what is just set up, what is important. The scenario does not look very narrative. Need something like: "The orcs are behind you... You need to get to Aragorn and the rest of the group..."
- "Connect bluetooth" is too specific. Need something like "Connect wearable."
- For Lord of the Rings suggested more royal colors going with the theme, something like dark purples and blues.
- Need reminders for the fields to fill up.
- The text for My Info does not tell me what exactly my biometrics will be used for. Need either simpler text or tell me exactly how the info will be used.
- What is a token?
- My info icon looks like Jesus. Suggested Da Vinci's universal man.
- Need a stop watch for better experience.
- Not much functionality (yet).
- Not much feedback upon completing the run.
- Confusion on what "tokens" are.

Plan for improving prototype design:

- Make navigation from wearable screen/my info screen to home page/start run more intuitive.
- Brainstorm ideas to improve aesthetics of the app (color scheme, etc.). Consider different color schemes per theme.
- Instead of "Connect bluetooth", "Connect your wearable device via bluetooth."
- Look into changing alphabet keyboard to number keyboard for My Info.
- Rework scenario screen to make it more clear.
- Need to flesh out the reward system and token logic, explanation, ratings, etc.
- Consider adding a stopwatch for the map screen.

- Consider adding more information to the summary screen, for example average speed, highest speed, and such. Maybe we can put that info into our reward system. Tokens will have some type of value like distance or speed or elevation.
- We need to include the whole experience of using our app, including configuring and putting on the wearable device, actually running, and hearing sounds accompanying running.

Individual contributions:

- Garrett William Sippel: created My Info screens for Figma prototype, brainstormed questions for users, brainstormed scenarios for testing, conducted user test on two subjects in a telecommuting manner together with Dilara, analyzed feedback, came up with the items for our improvement plan.
- Suchita Lulla: created Wearable screens for Figma prototype, brainstormed questions for users, brainstormed scenarios for testing, conducted user test on two subjects, analyzed feedback, came up with the items for our improvement plan.
- Dilara Madinger: created screens for Figma prototype (the theme flow, except for the first screen - we did that all together), brainstormed questions for users, brainstormed scenarios for testing, conducted user test on two subjects together with Garrett, analyzed feedback, came up with the items for our improvement plan.

Resources:

<https://icons8.com>

<https://medium.com/@rjmarvin1/the-hobbit-lord-of-the-rings-marathon-to-end-all-marathons-a-binge-watching-guide-c44f61239c4>

<http://www.newhydeparkpodiatry.com/map-directions.php>

https://www.elfdict.com/phrases/1-sindarin/56-how_to_thank_in_sindarin#!4546

<http://www.themakeupgallery.info/fantasy/elf/rings/ringscb.htm>

