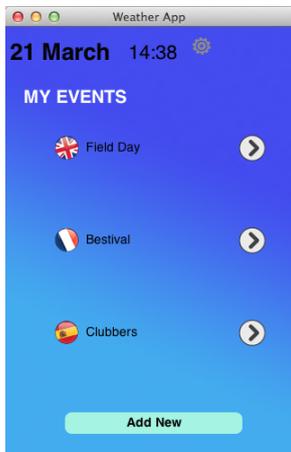


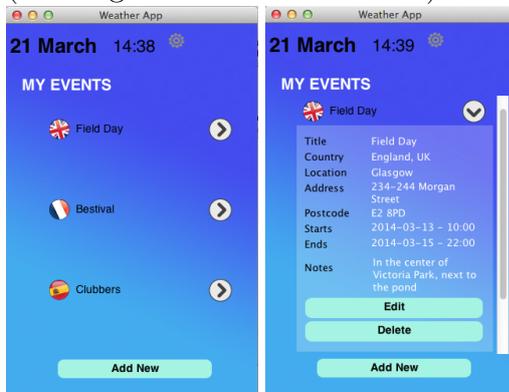
6 Interaction Design (hg410)



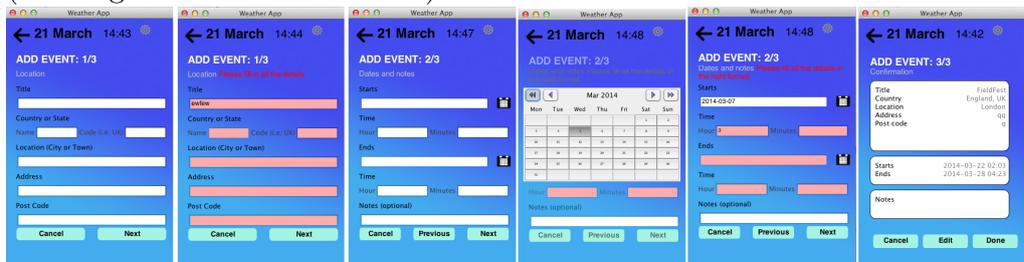
A weather app, whose main screen is shown in the figure above, has been created specifically for event organizers as primary stakeholders.

(a) Evaluate the provided low-fidelity prototype using Cognitive Walkthrough and the visualised screens (if you need to, you may come up with your own assumptions regarding the primary stakeholders), for the following tasks:

(i) (starting from the main screen) View details of the event called Field Day

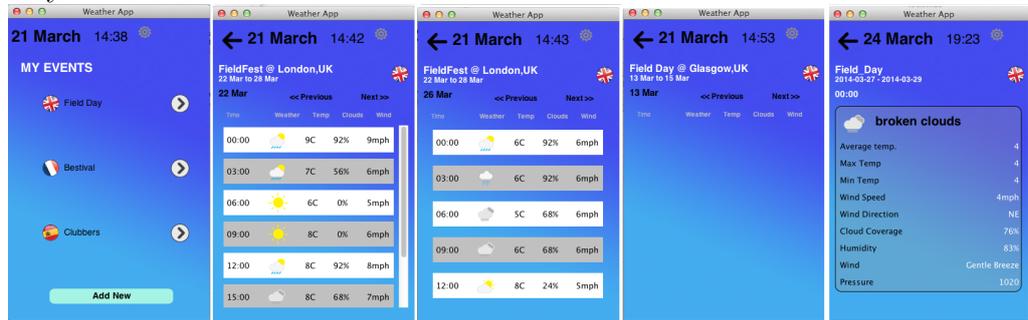


(ii) (starting from the main screen) Add a new event

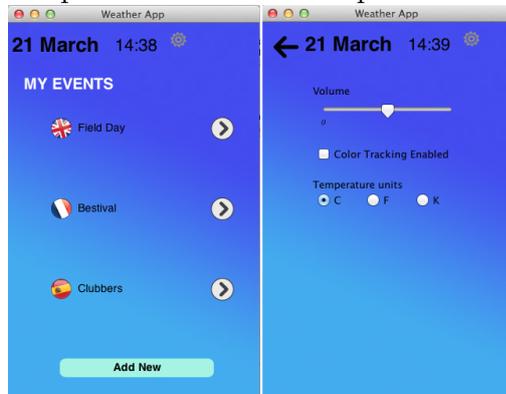


[continued ...]

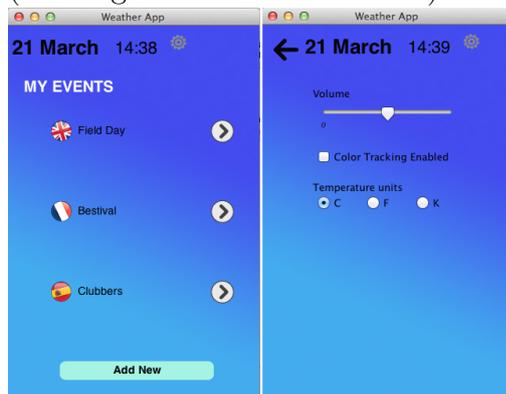
(iii) (starting from the main screen) View detailed weather forecast for Field Day



(iv) (starting from the main screen) Change the units of measurement for the temperature information provided



(v) (starting from the main screen) Modify the volume setting to 150



[14 marks]

(b) Using the outcome of the CW you have conducted above, provide a list of suggestions for re-designing this weather app. [3 marks]

(c) Considering that user-centred design is iterative, how would you go about gathering another round of data from the target user group using your findings from the CW? Explain which data gathering techniques you would use and why. [3 marks]