

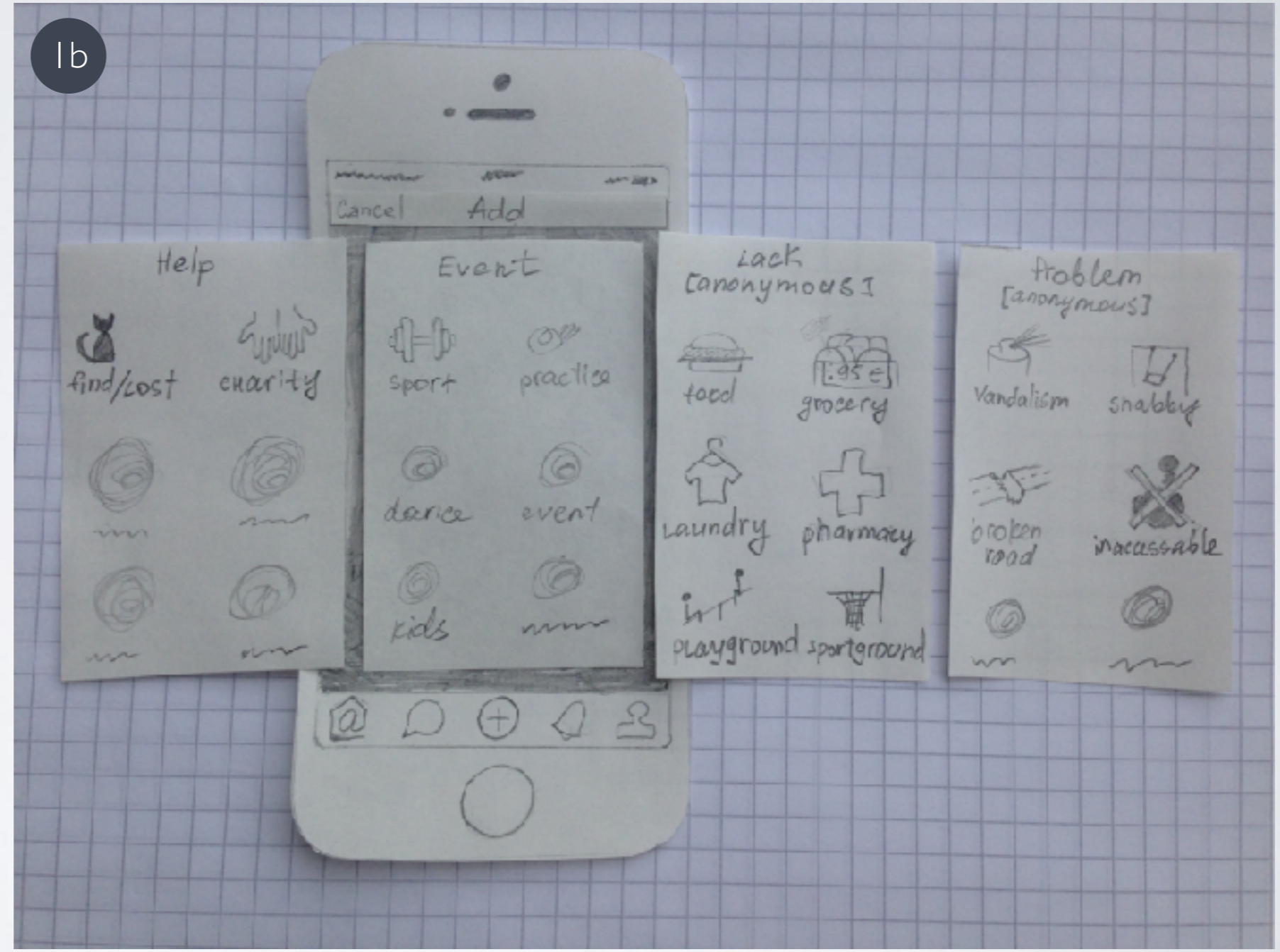
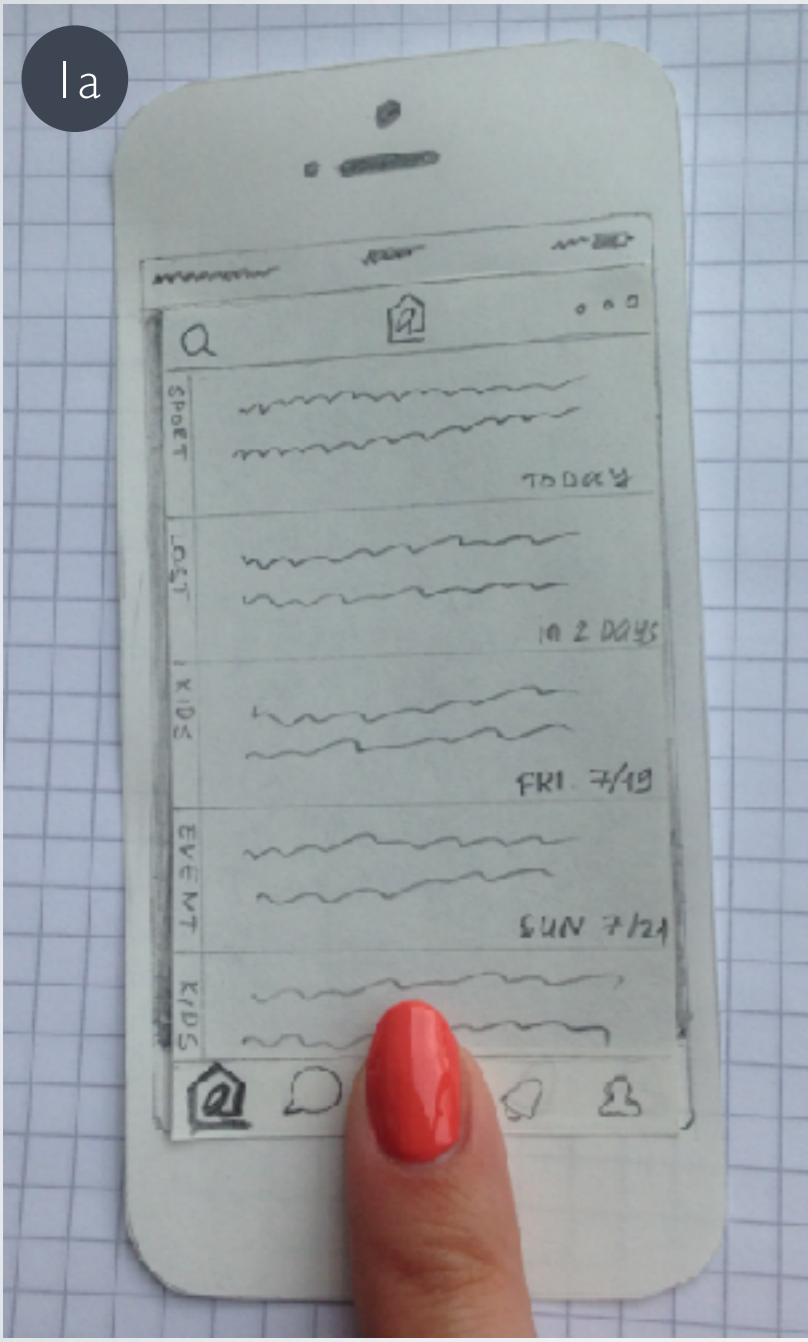
2 FLOWS

updated after heuristic evaluation

FLOW #1

**CALL NEIGHBORS OUT
TO PLAY VOLLEYBALL**

I. Tap +

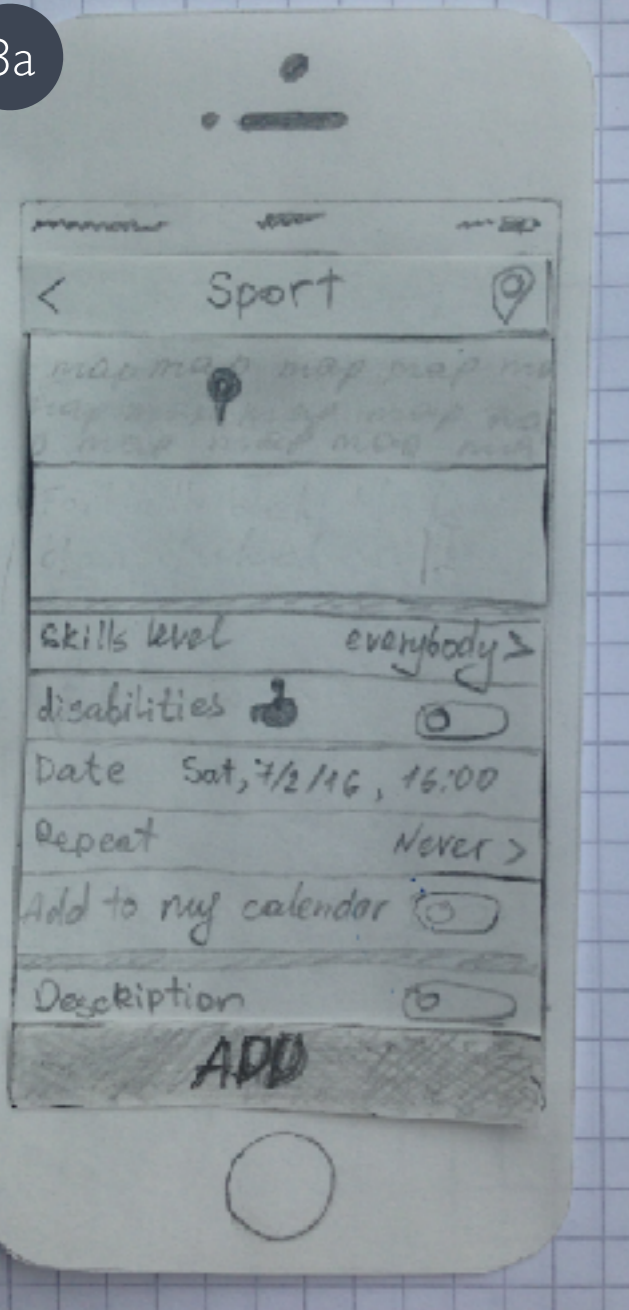


2. Choose category

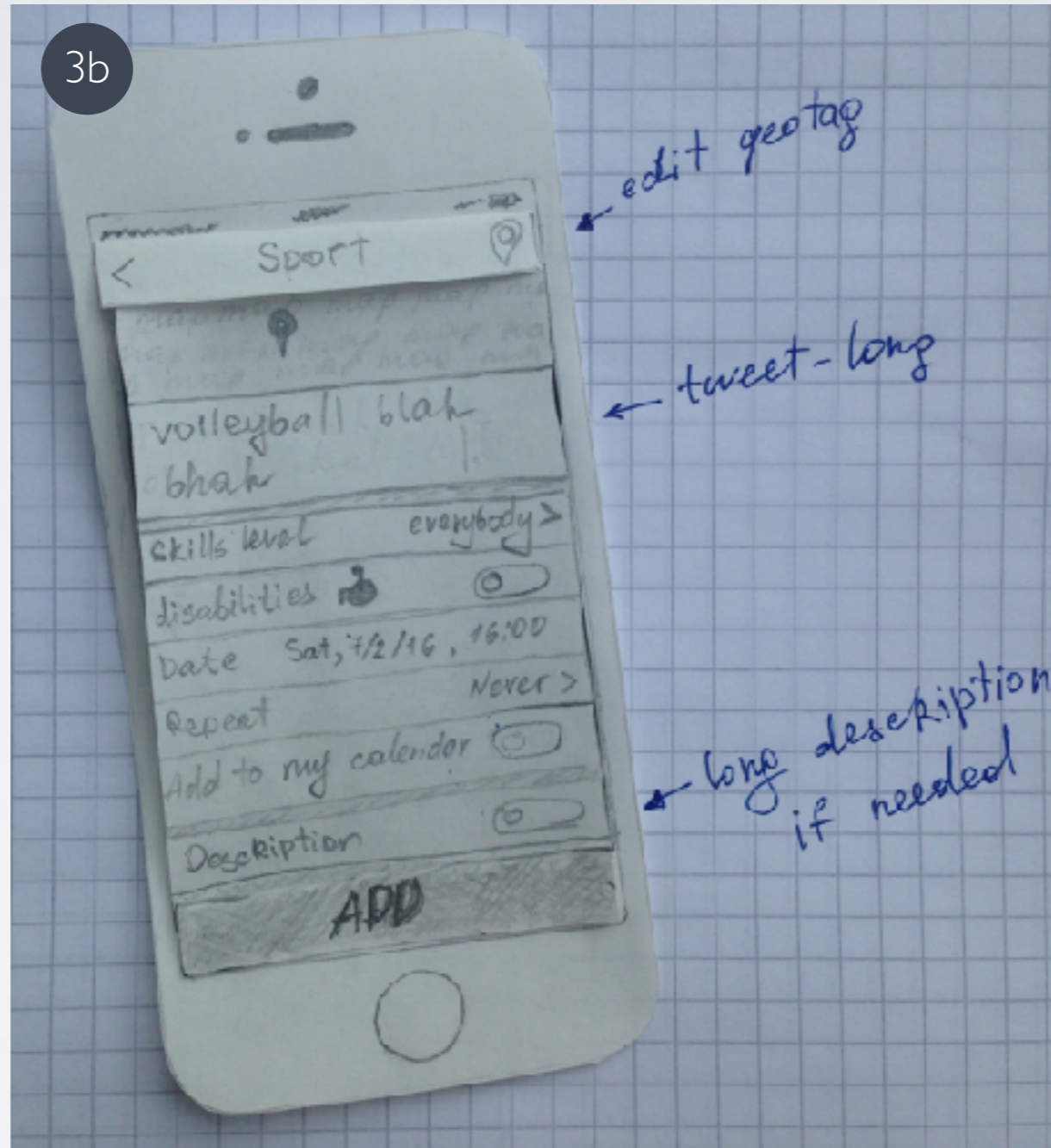


3. Edit details and add

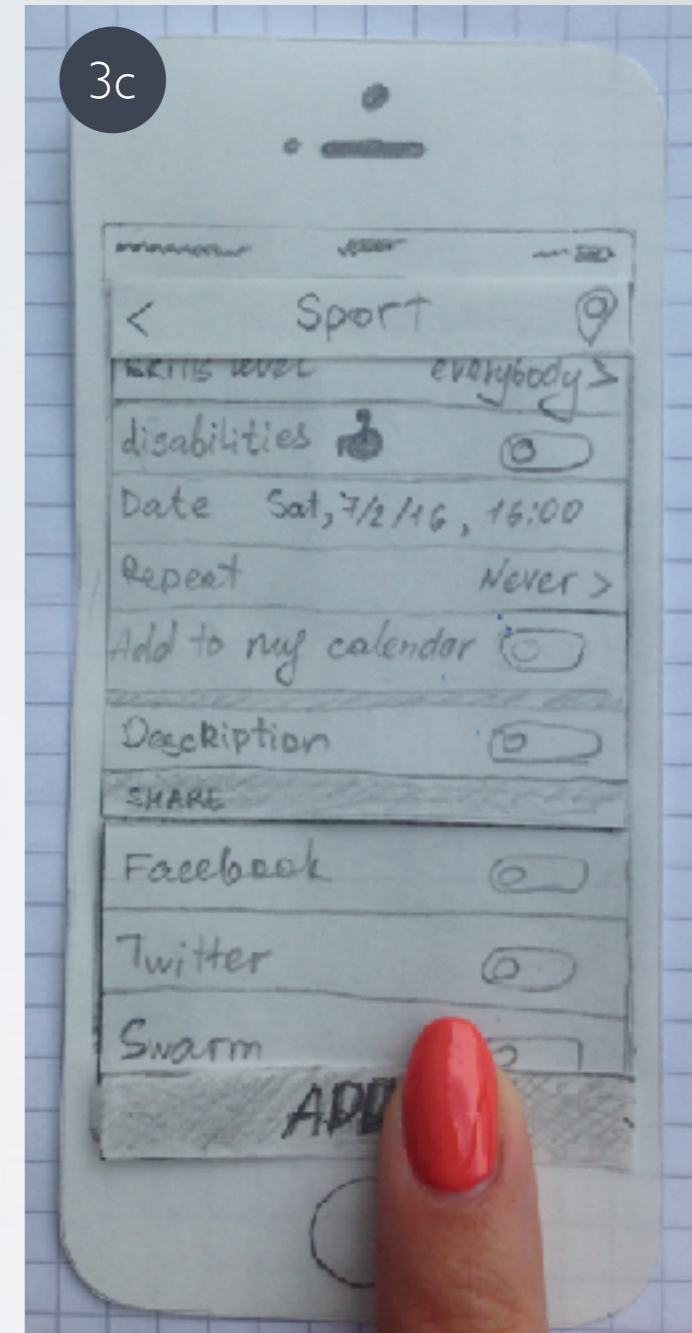
3a



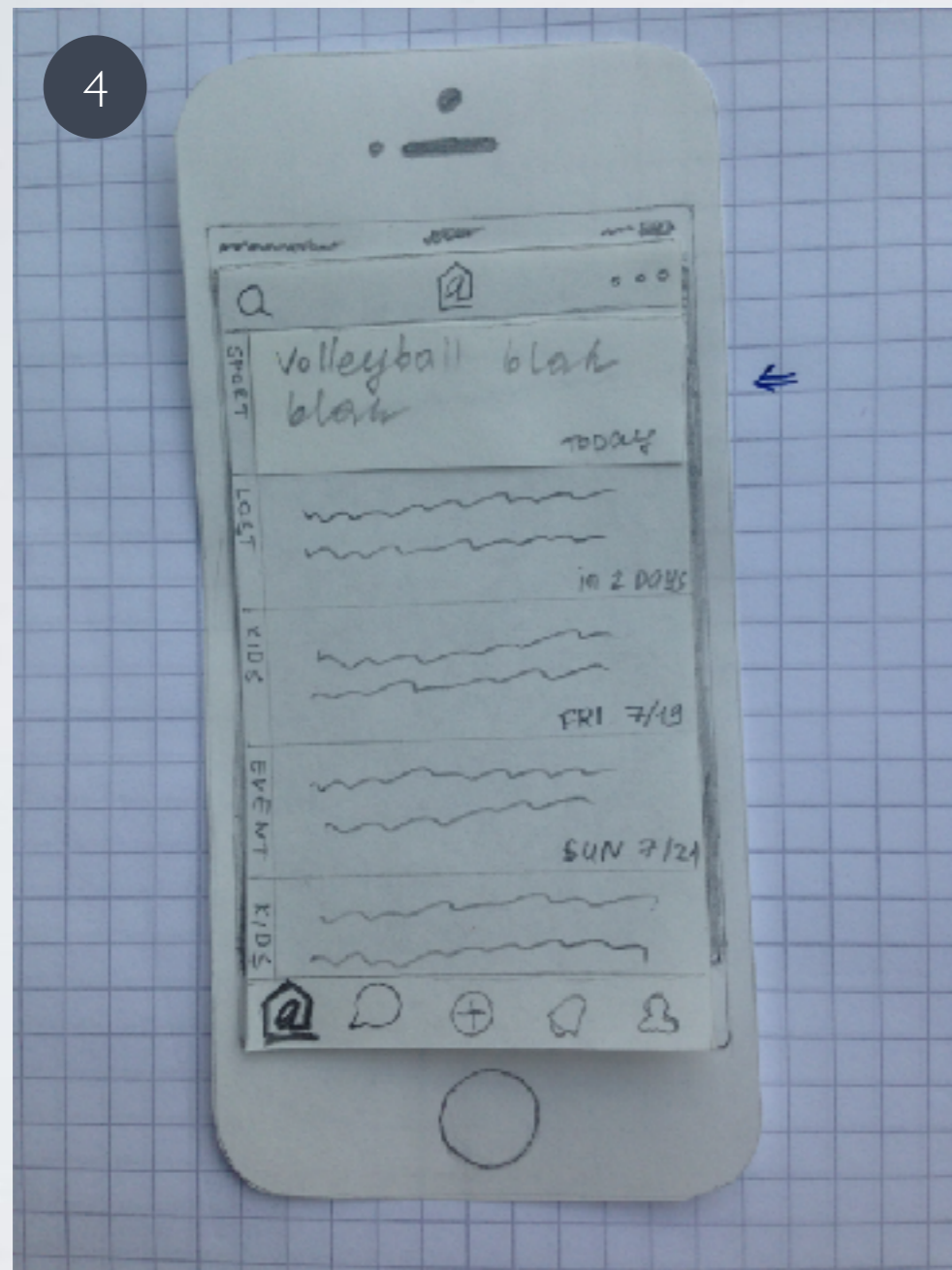
3b



3c



4. Done



App shows how your entry appears in the list and then scroll you up to the top

FLOW #1 UPDATES
BASED ON
HEURISTIC EVALUATION
BY JAIME ZAMORANO

Original: https://docs.google.com/document/d/1vODPtADkmXuS_xf0_QQnDuE89tFjkeV-CwB6PNExr8/edit#heading=h.pgiqsnie7px6

Violation: On the menu bar are mixed lists or sections with a direct action button - create (+)

Heuristic: Consistency and standards, severity 2.

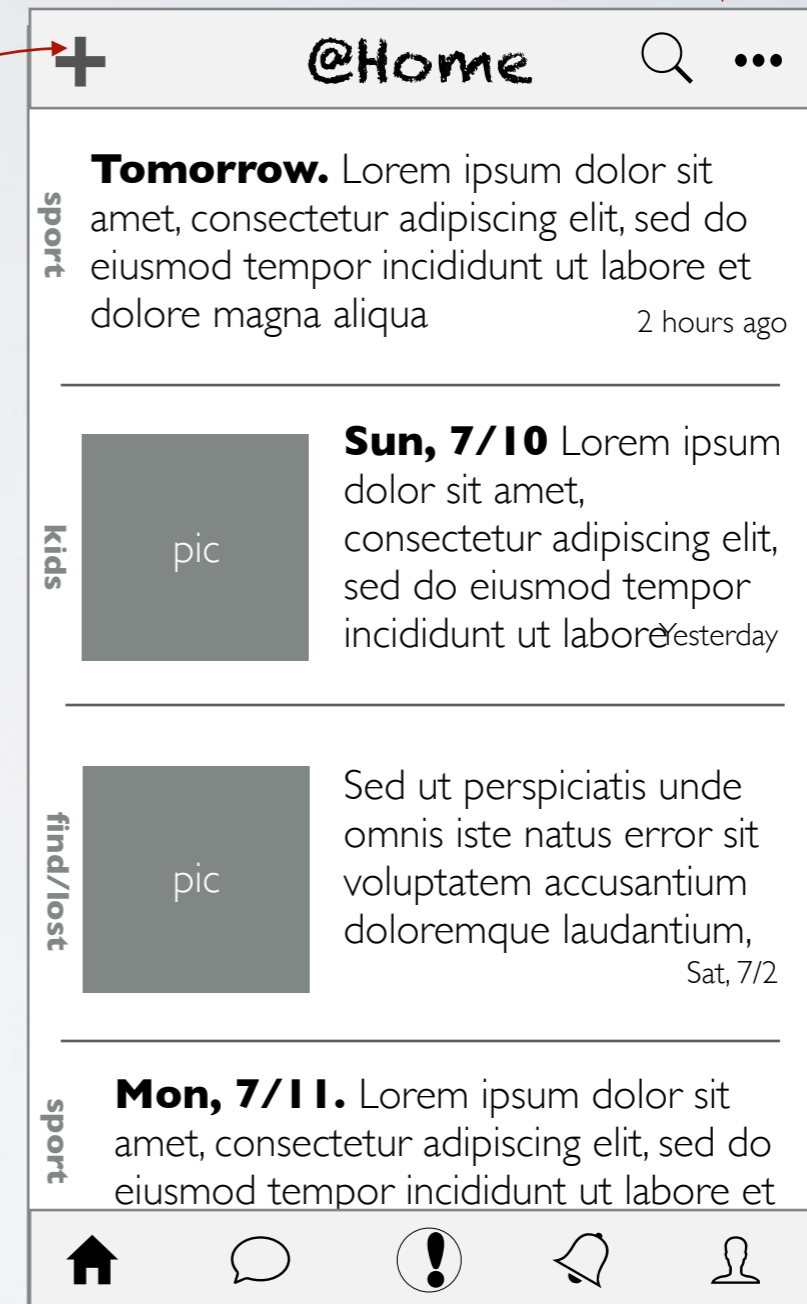
My comment: Disagree. Direct action is «Add». Also it's common practice: Instagram (add), couchsurfing (search), swarm (checkin).

Feedback based idea: I was wondering how to separate events other people can see (social part) and reports to data base for administration/business. Then I checked twitter

Two icons in one corner aren't pretty comfortable, but twitter did so...

Add event / help
(others can see on this page)

Report problem / lack
(only administration can see)

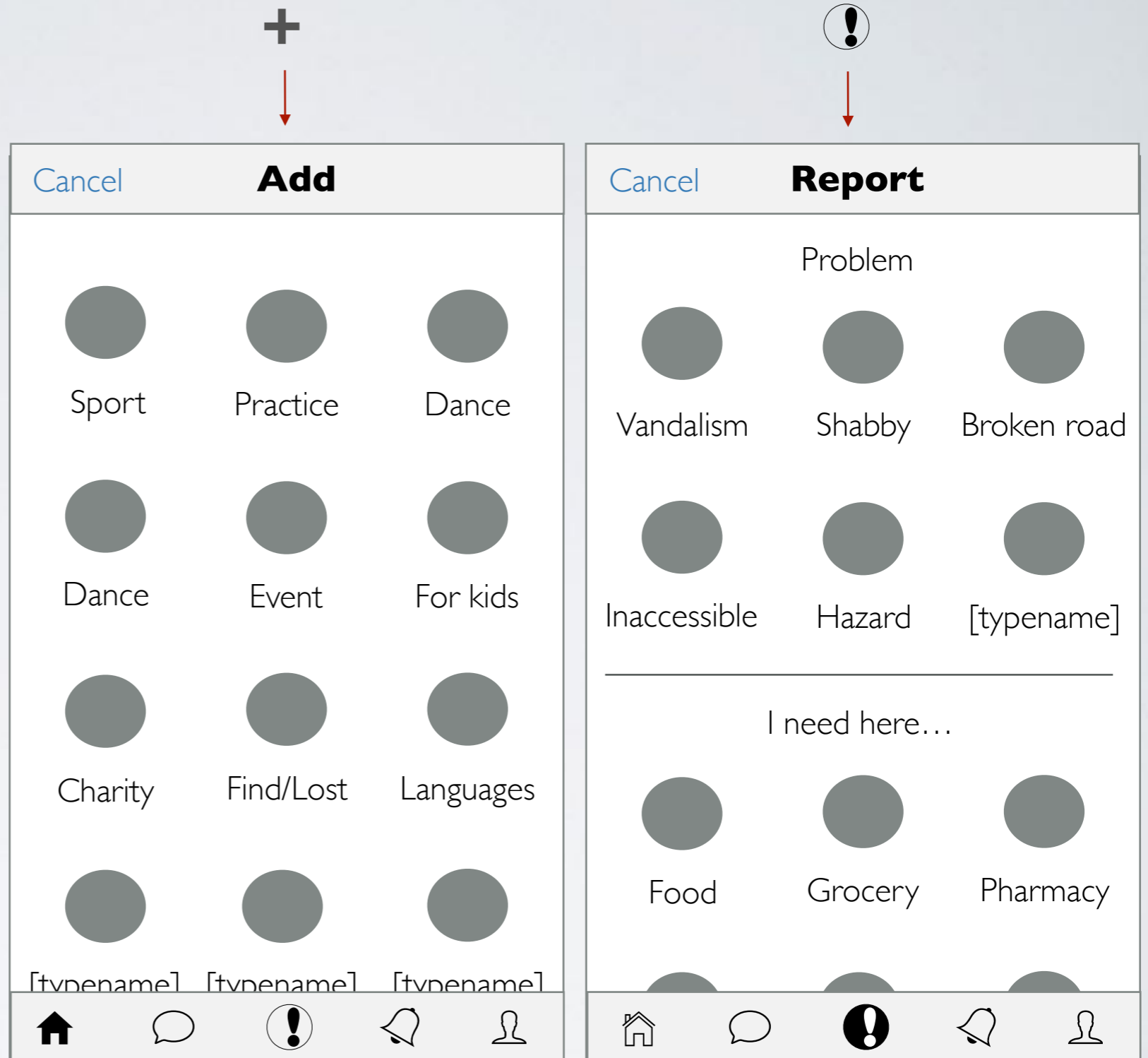


Violation: When creating an action is difficult to figure out which other sets of actions there are unless you swipe to all of them.

Heuristic: User control and freedom, severity 2

My comment: Yes. But It's a phone. You swipe, or scroll, or check dropdowns.

Feedback based idea: as soon as I separated events and reports, I can use one list for all types.



Violation: Some menu icons are hard to read, it'd perhaps need to be helped by text or more understandable icon

Heuristic: Match between system & real world, severity 3.

My comment: If evaluator talking about event/report types icons, yes. Agree. But I consider them a part of the graphical design, so will not fix it for now.

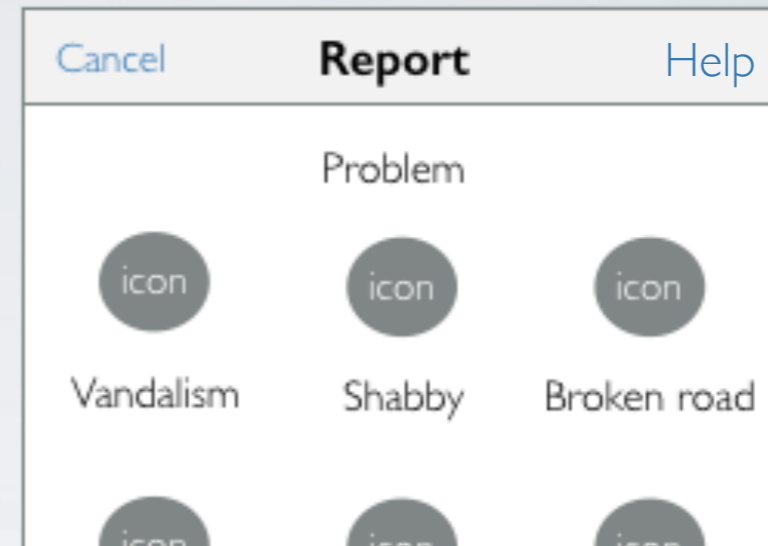
Feedback based idea: Events are easy to learn - there are a lot of examples in front of you. But report items really need a description (not just a good icon) during onboarding. While they'll be annoying for experienced user.

Option 1: another screen with descriptions

Option 2: show/hide description on this screen

What do you think?

Option 1



leads to another screen with descriptions

VS

Option 2


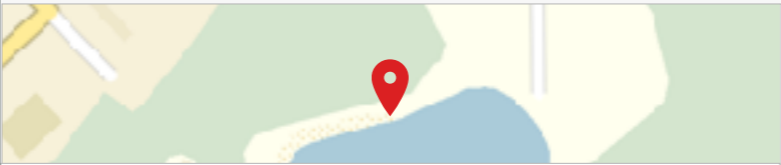









Violation: Activating switch to add description (extra action)

Heuristic: Recognition over recall, severity I

My comment: Agree. Let's make a usual field which expands while typing

*Also considering the idea to allow photos in any type of events

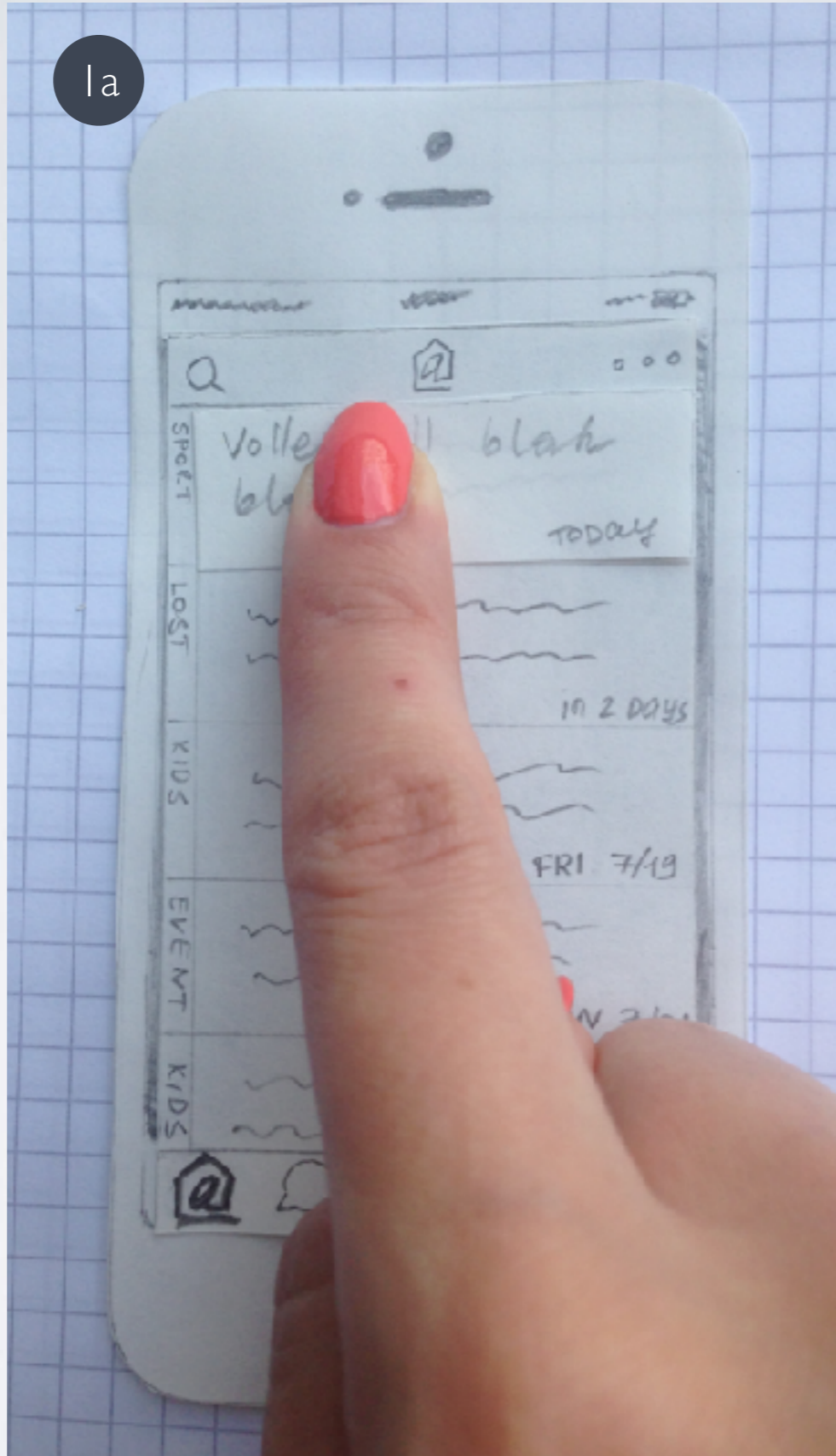
 Sport	
What you're up to? Start title with type like «Football»	
	
Location	South lake 
Specify some details, if you'd like	
Date	Sat, 7/2/16, 16:00
Repeat	Never >
Add to my calendar	<input type="checkbox"/>
Skill level	Any >
Barrier-free 	<input type="checkbox"/>
Facebook	<input type="checkbox"/>
    	

FLOW #2

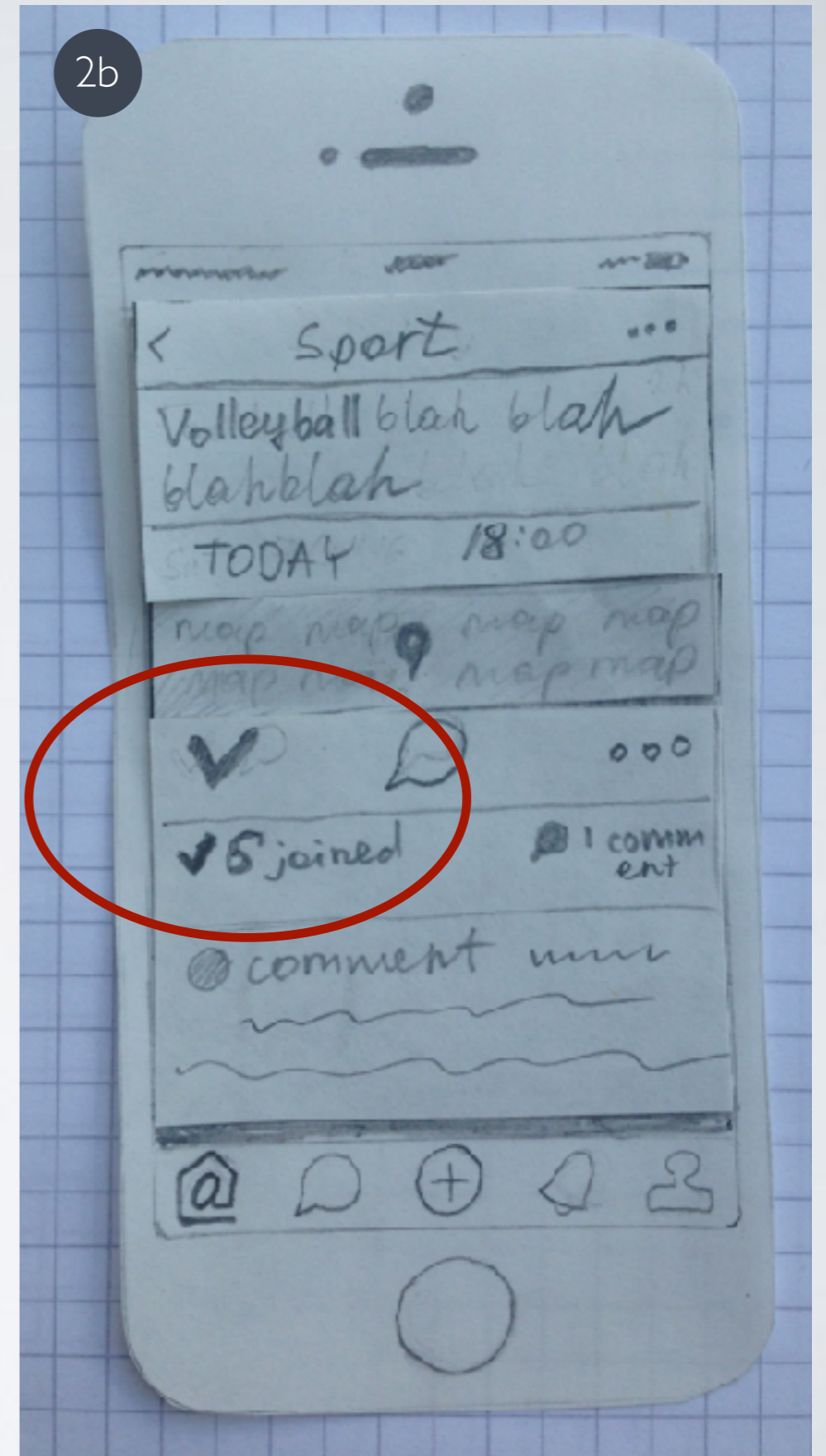
JOIN VOLLEYBALL GAME

(if someone else added it, not me)

1. Tap entry and browse details



2. Tap «join»
and see
feedback



FLOW #2 UPDATES
BASED ON
HEURISTIC EVALUATION
BY JAIME ZAMORANO

Violation: Sport detail does not have the description field

Heuristic: Consistency and standard, severity 2.

My comment: ...what's mean user added nothing here

Violation: Actions and all the information are widespread the screen and need to be better hierarchized

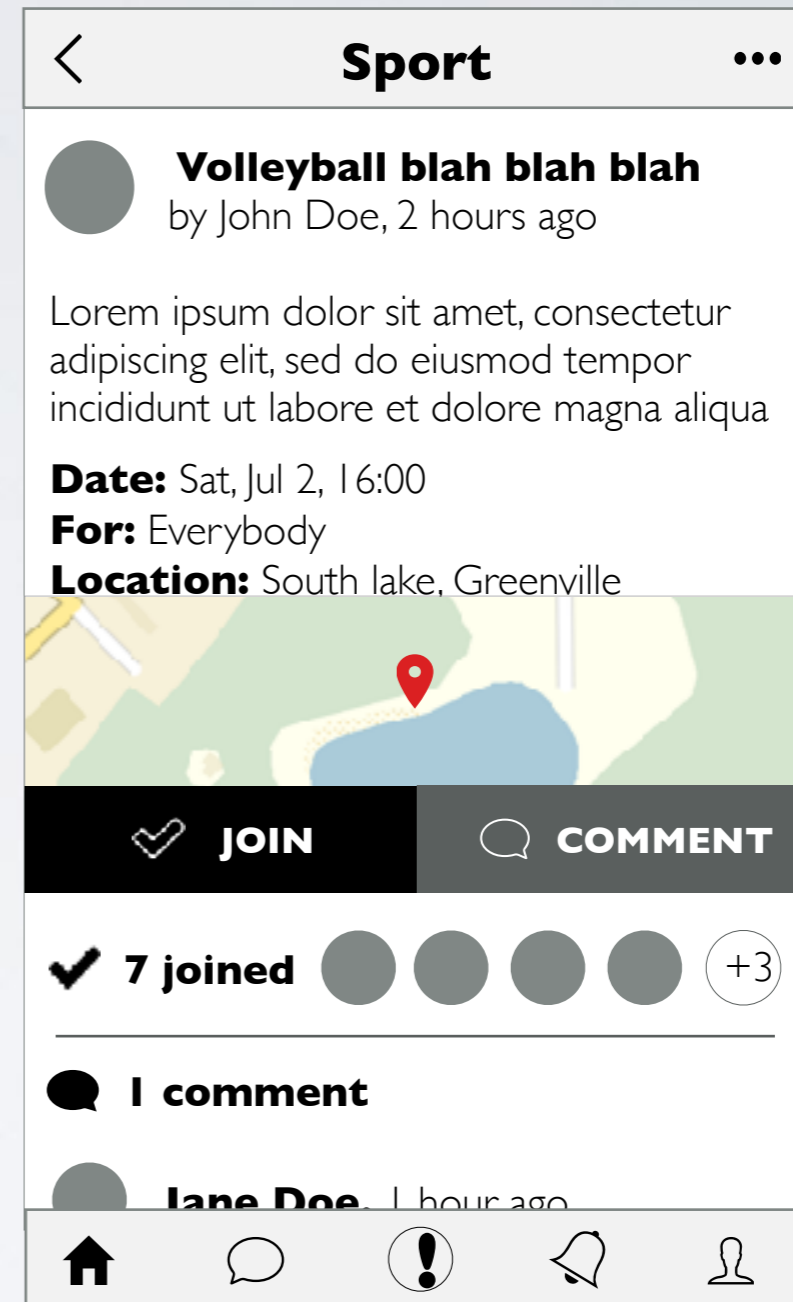
Heuristic: Consistency and standard, severity 2.

My comment: Agree. Reorganized a bit.

Violation: Check icon is a bit confusing and lacks information -> join label/icon

Heuristic: Match between system & real world, severity 1.

My comment: Added text. Is it really better?

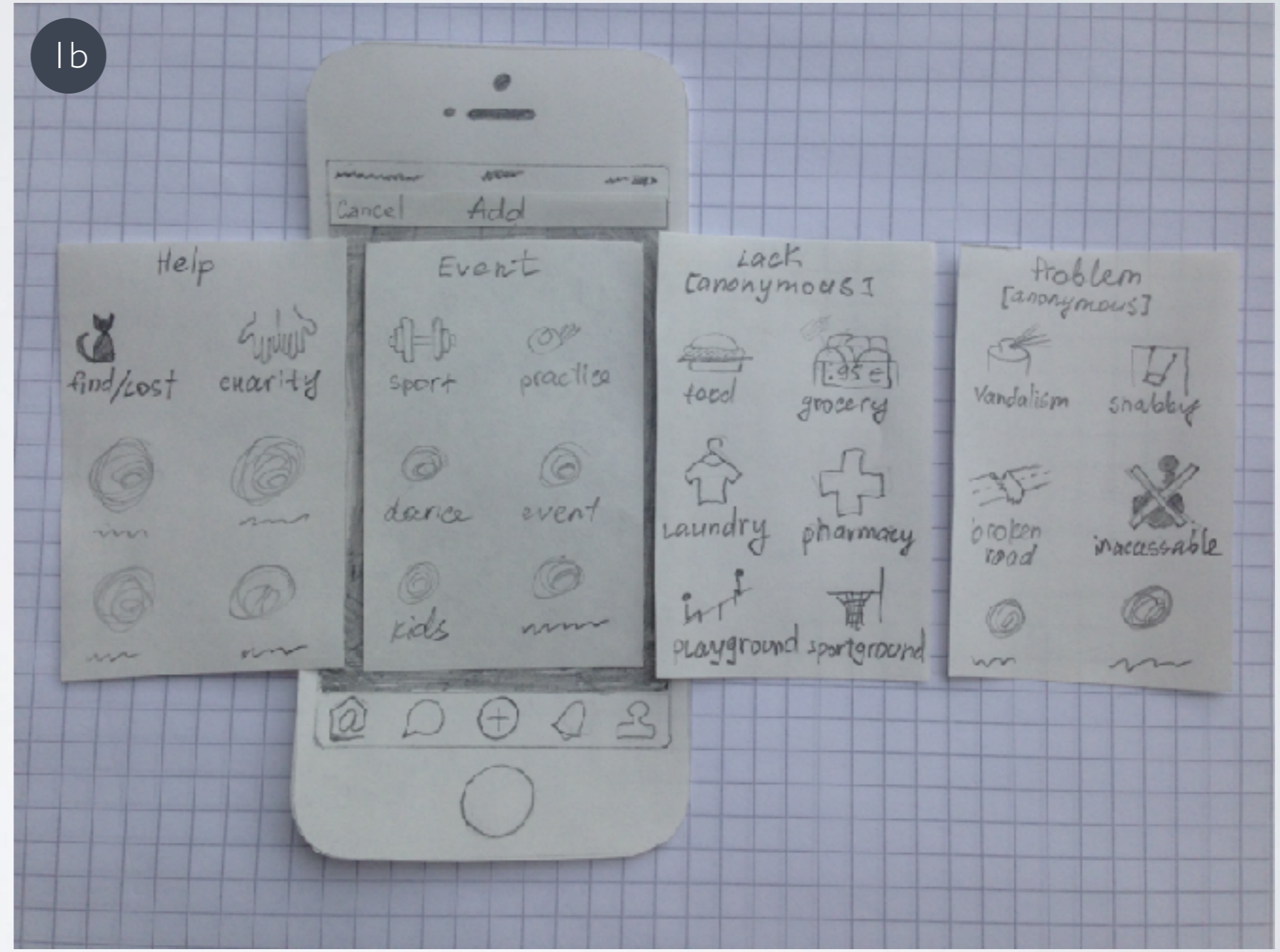
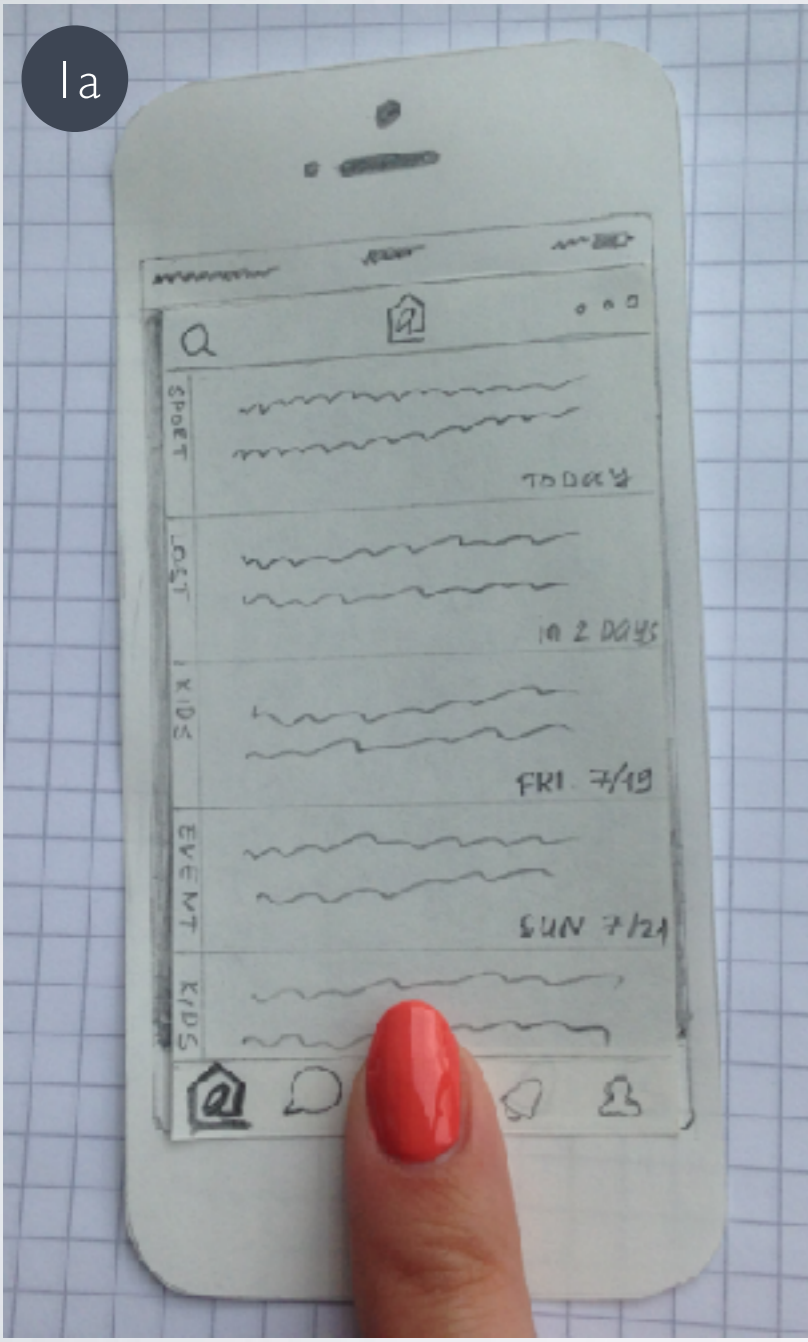


Barrier-free icon would be added if «yes»

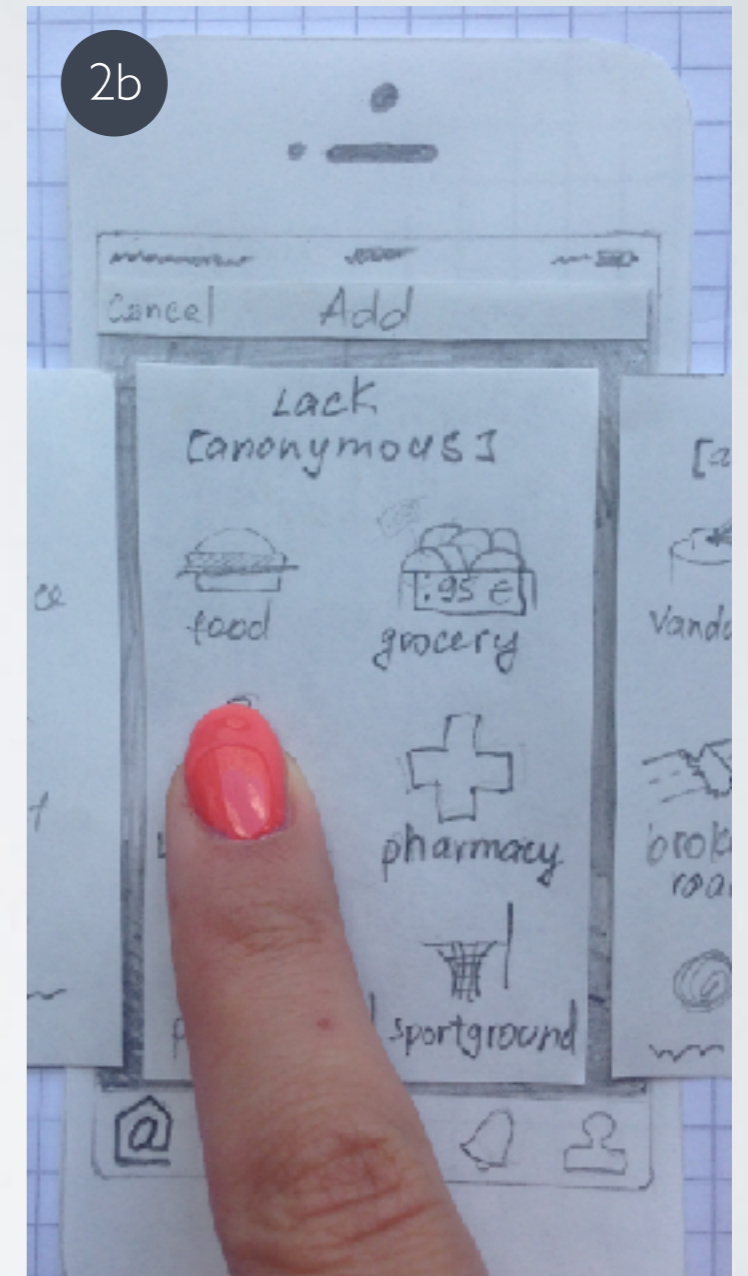
FLOW #3

**TAG THAT YOU
NEED A LAUNDRY HERE**

I.Tap +

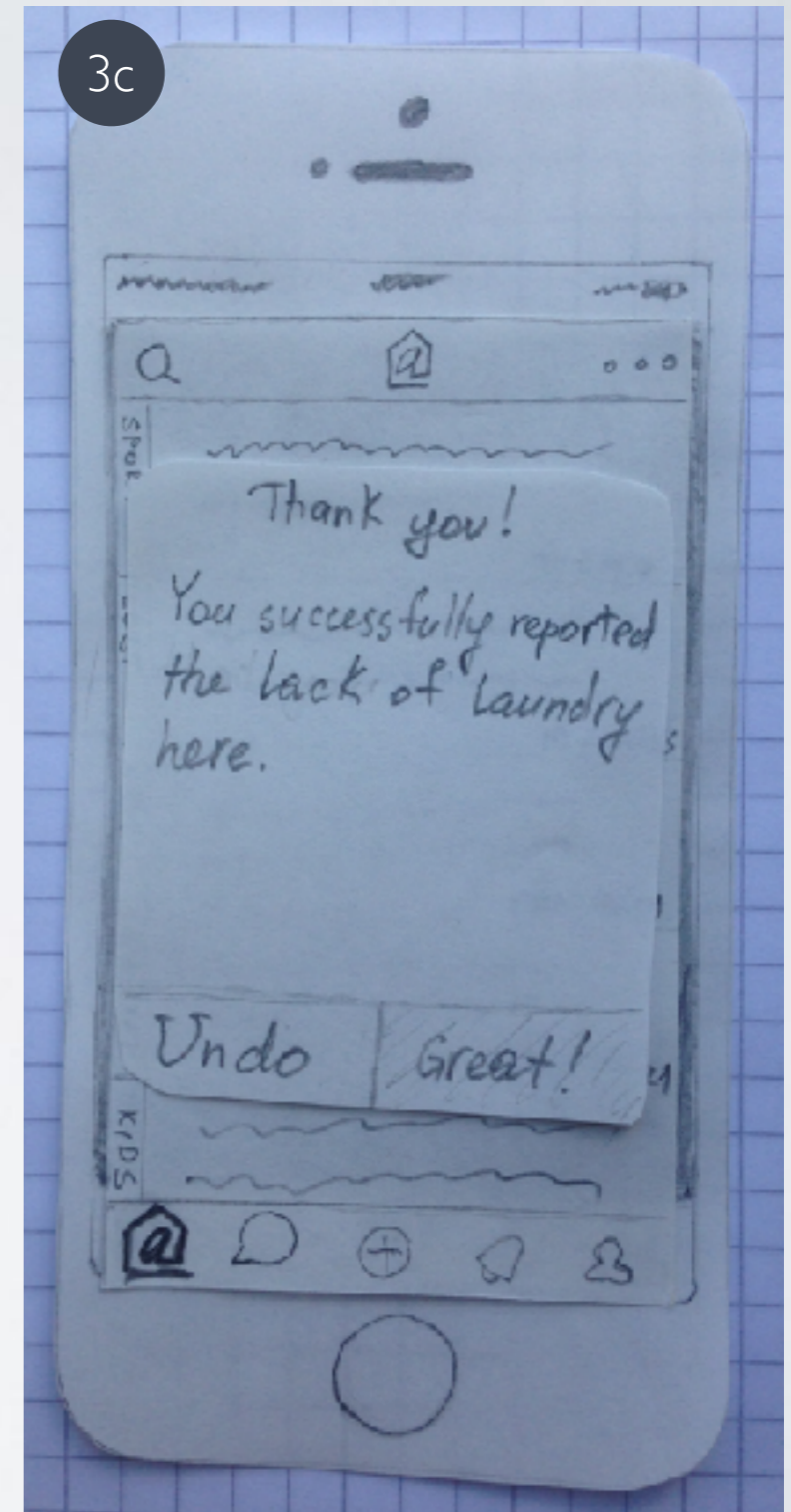
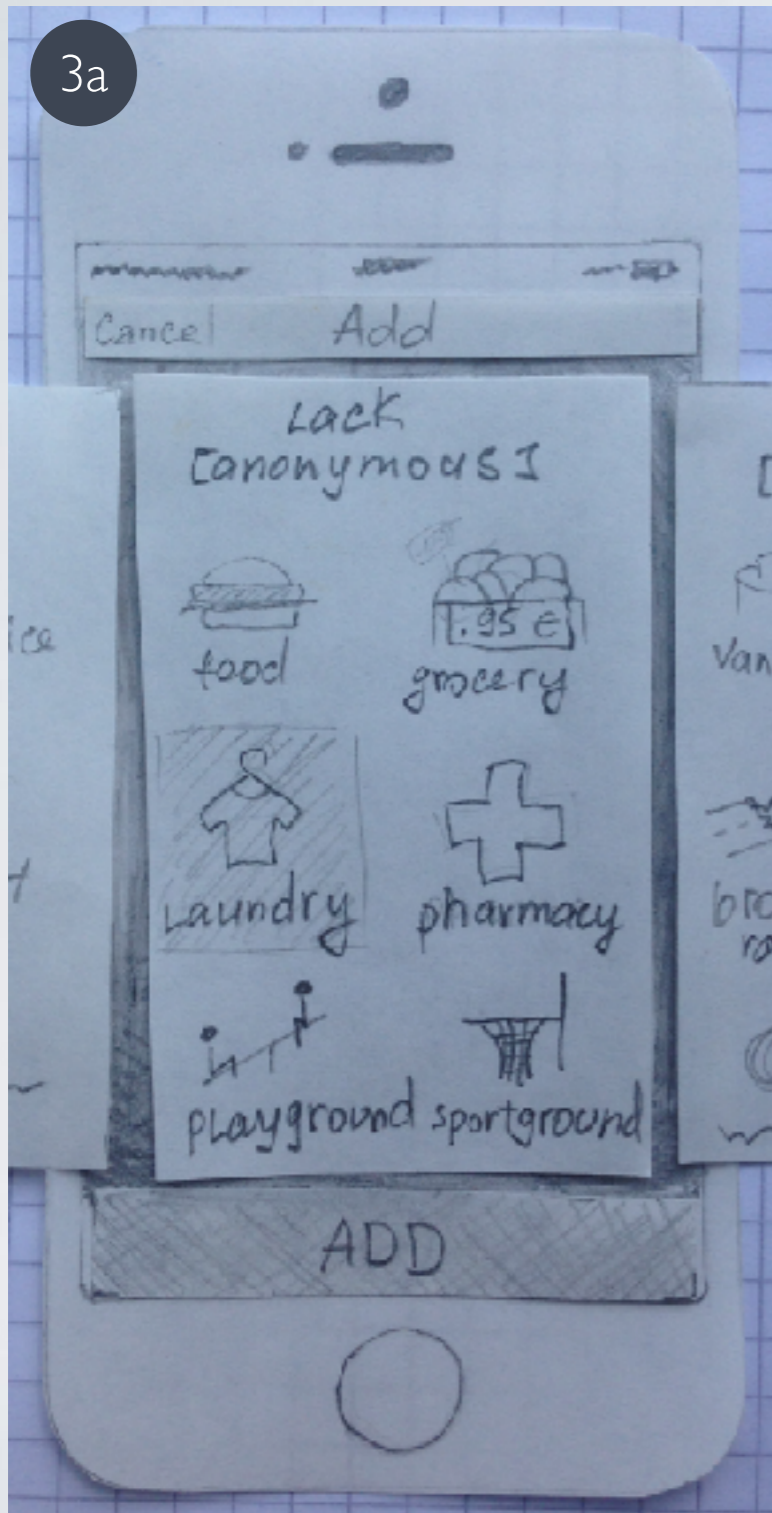


2. Choose category



← swipe

3. Confirm



FLOW #3 UPDATES
BASED ON
HEURISTIC EVALUATION
BY JAIME ZAMORANO

Violation: There are different messages and display of information after the last step of creating a “lack” or “task” (flow 1 and 3)

Heuristic: Consistency and standard, severity 2.

My comment: Already solved by separating events and reports.

Violation: Lack’ can be a confusing word in the title for “the lack of ____” in a zone

Heuristic: Match between system & real world, severity 1.

My comment: Already renamed to «I need here...»

Violation: When creating a ‘need for’ or a ‘lack of’. There could be more details added, such as the area (I guess it takes the area where the user is, but it’s not clear), a description and perhaps other information such as the closest laundries available, etc.

Heuristic: Visibility system status & User control & freedom, severity 3.

My comment: Agree. So next screen between «I need...» and «thank you» may look like this

