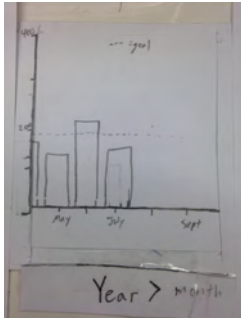

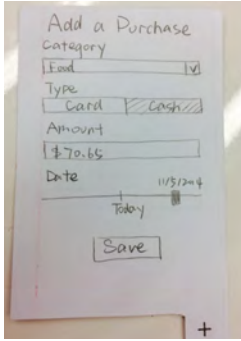
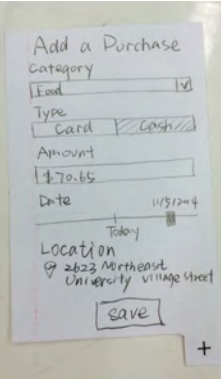
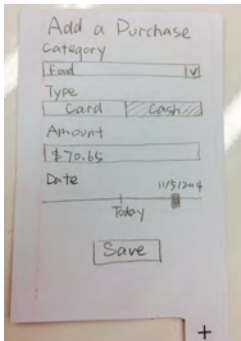
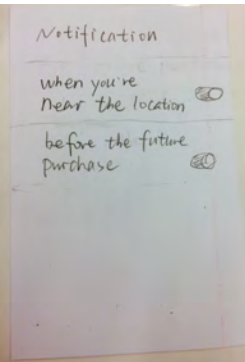
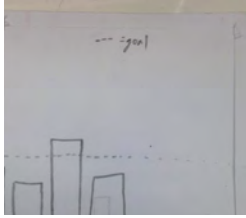
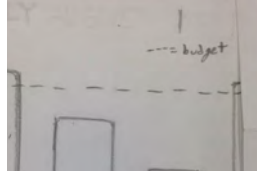


# Ka-Ching Usability Check-In

Acacio Domar, Wanlin Li, Andrea Martin & Elise Neroutsos

## Heuristic review 1

Image	Issue	Severity	Change	Fixed Image
	<p>Wanted way to click between years (from 2014 to 2013, etc.), confused by arrows between year/month/week</p> <p>Heuristic violated: User control and freedom</p>	3	<p>Made day, month and year into tabs to switch views, and added title to which year/month/week you are viewing with carisol controls to switch between consecutive months/year/weeks</p>	
	<p>Wanted to know the location they make the purchase to keep track of the place they usually make discretionary spending.</p> <p>Heuristic violated: User control and freedom</p>	2	<p>Add a location item, it would be default the current location if they have the location service open.</p>	
	<p>Want to set a reminder about future purchase, worried about not being able to remember or edit</p> <p>Heuristic violated: Recognition rather than recall</p>	3	<p>Add option to set daily overview notification in settings menu</p>	

	<p>wording goal is too similar to idea of reward</p> <p>Heuristic violated: Consistency and standards</p>	<p>3</p>	<p>changed “goal” to “budget”</p>	
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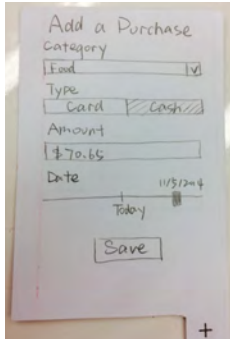
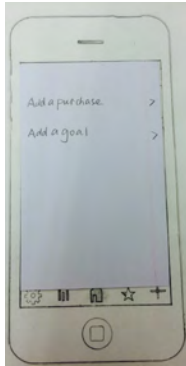
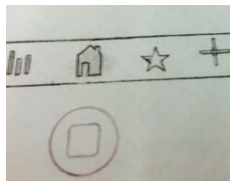
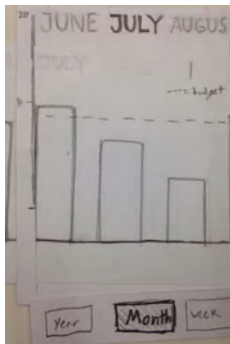
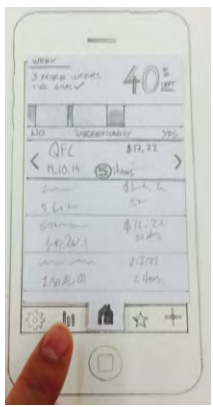

## Usability Test 1


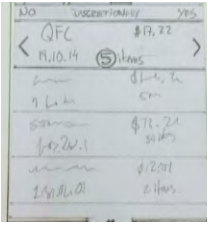
Our first participant was a male student in the Allen Commons. He does not use a budgeting app. We chose this environment because there are many people who could possibly be in a target user range and because staying in a common area made our participant feel comfortable and more willing while still being quiet enough. Students typically have enough money to participate in discretionary spending but do not have too much money to not worry about it. Elise and Acacio were the administrators, Wanlin was the computer, and Andrea was the note taker.

We asked the participant to:

- Add a goal: a TV that costs 849.99
- Review spending from June
- Designate spending as discretionary
- Add a purchase

We might want to find someone who has less of a time constraint, tell them it will take 10 to 15 minutes ahead of time. The participant seemed a little rushed and told us near the end that he needed to go. We should also ask the participant what he would like to happen or what he expected to happen when the result is not what he is expecting or what we were expecting. We want to rephrase questions such as “add a goal” to “set a goal” so that the user is not automatically inclined to press the ‘+’ button. We also think that we might need to explain what discretionary spending is to the participant before they begin because some people may or may not know the definition.

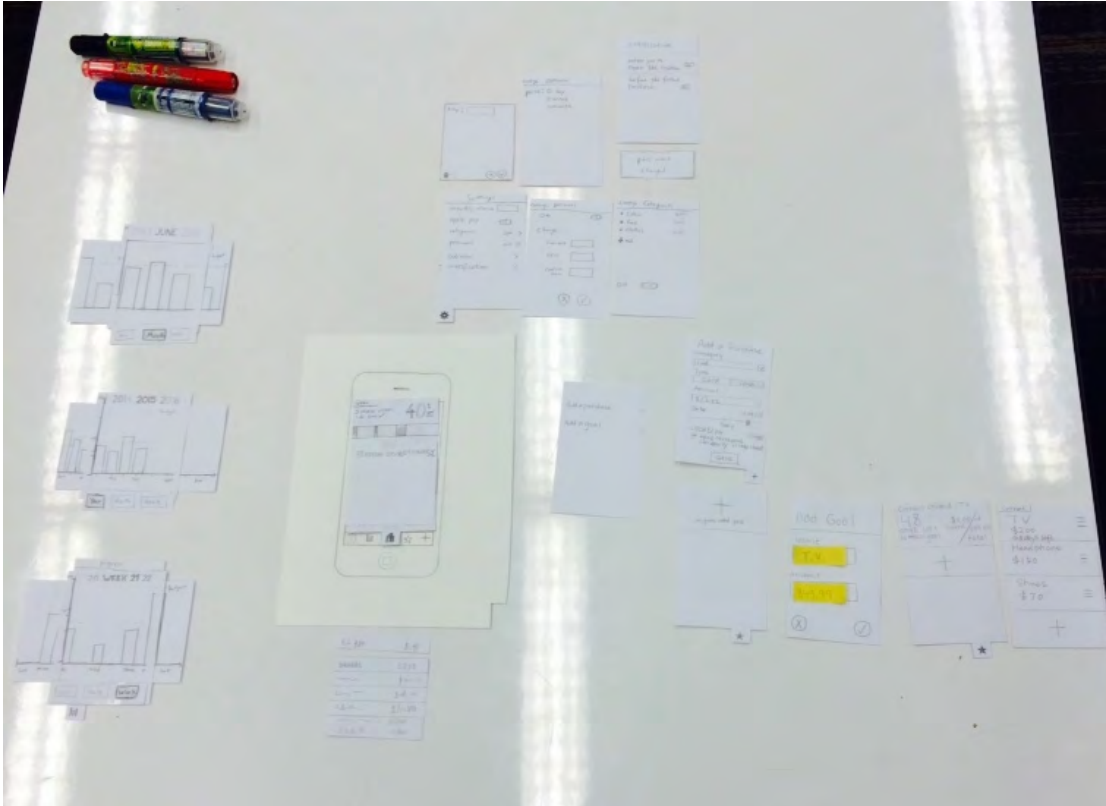
Image	Incident	Severity	Fix	Fixed Image
	<p>tried to use plus to add goal, filled out full add purchase form thinking that it might not reply to goal.</p>	<p>3</p>	<p>We combined add purchase and add a goal into one tab. Users can still click on add button in the star screen, and once they do that it will take them to the plus screen. And if they saved the goal, it will go back to the star with an overview of the goal just being added.</p>	
	<p>Liked plus to add and star for goal</p>	<p>NA</p>	<p>NA</p>	<p>NA</p>
	<p>knew to scroll on graph right away</p>	<p>NA</p>	<p>NA</p>	<p>NA</p>
	<p>Thought home screen was an overview of current spending, did not realize that it was to designate which items were discretionary</p>	<p>4</p>	<p>We added a dropdown button that is on the home screen with a notification-esque alert of how many items need to be reviewed. This change maintains the urgency of having the notification be on the home screen but forces users to read that the list is of pending discretionary purchases and not all</p>	

			purchases.	
	Got that the controls were to swipe left and right for no and yes when told that the menu was for designating discretionary	NA	NA	NA

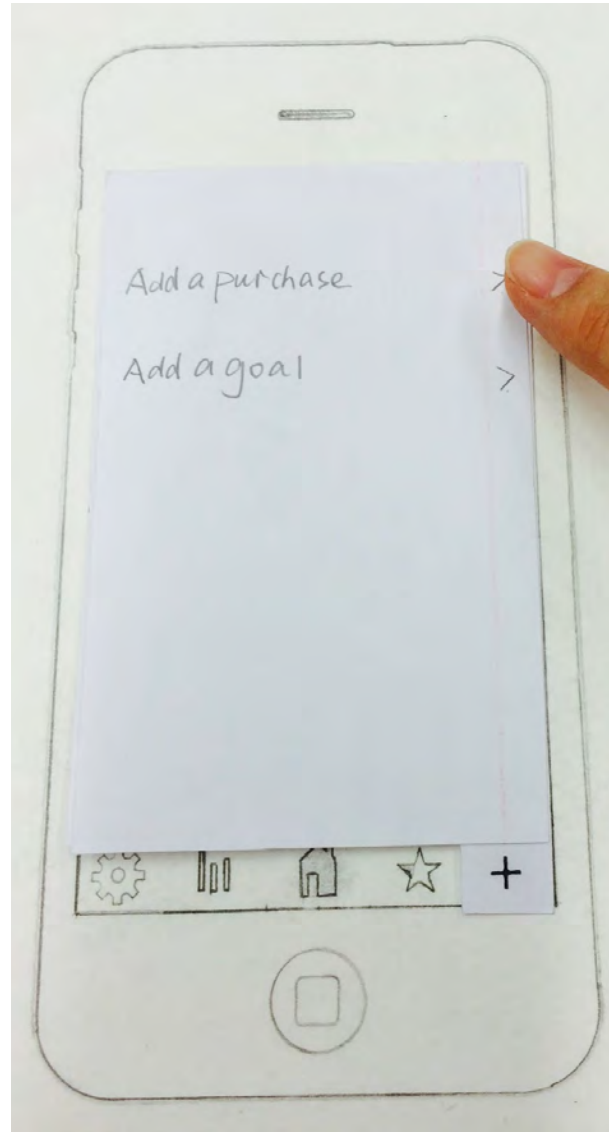
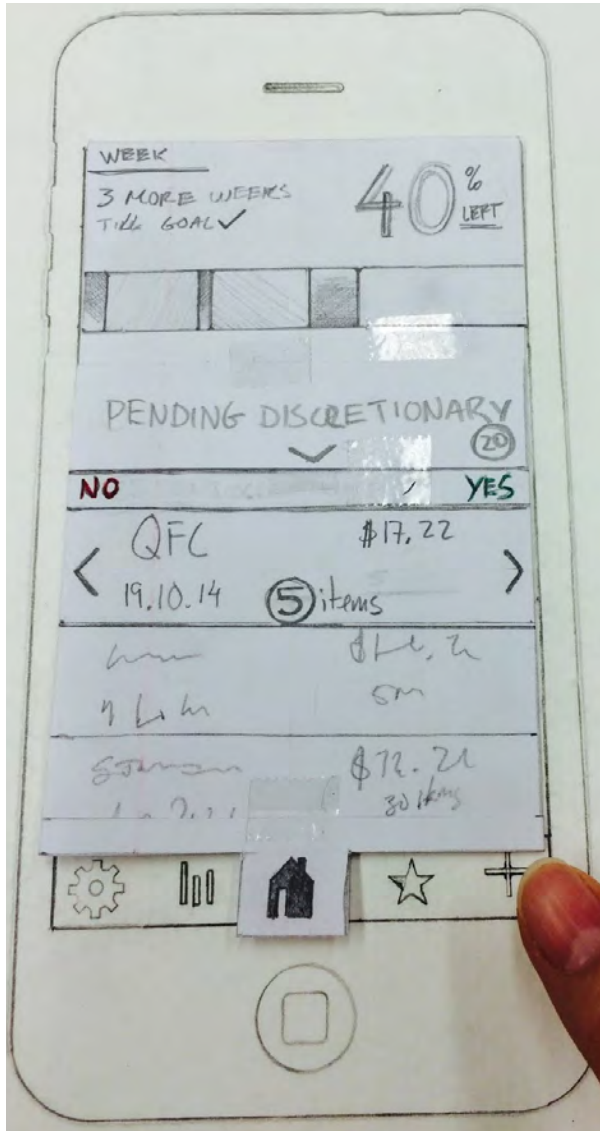
**Future Usability Test Plan**

For our future test we would like to get at least one non-student. We will ask them to complete a slightly modified version of the same tasks, and use a more planned out script for introducing our project and the amount of time it will take. One goal will be to see if they are also confused by the discretionary designation on the home screen or if our changes have clarified this. We will also be looking out for if they go to the star or the plus to add a goal now that both will lead to adding a goal. In the future we will make sure to prompt the participant to finish the task all the way, not letting them move on if they say what they would do the rest of the way. We plan on keeping the same roles as the first test, but rather than having two people administrate, we will have two people taking notes. One note taker will take notes on his/her actions and the other will take notes on his/her outward thoughts.

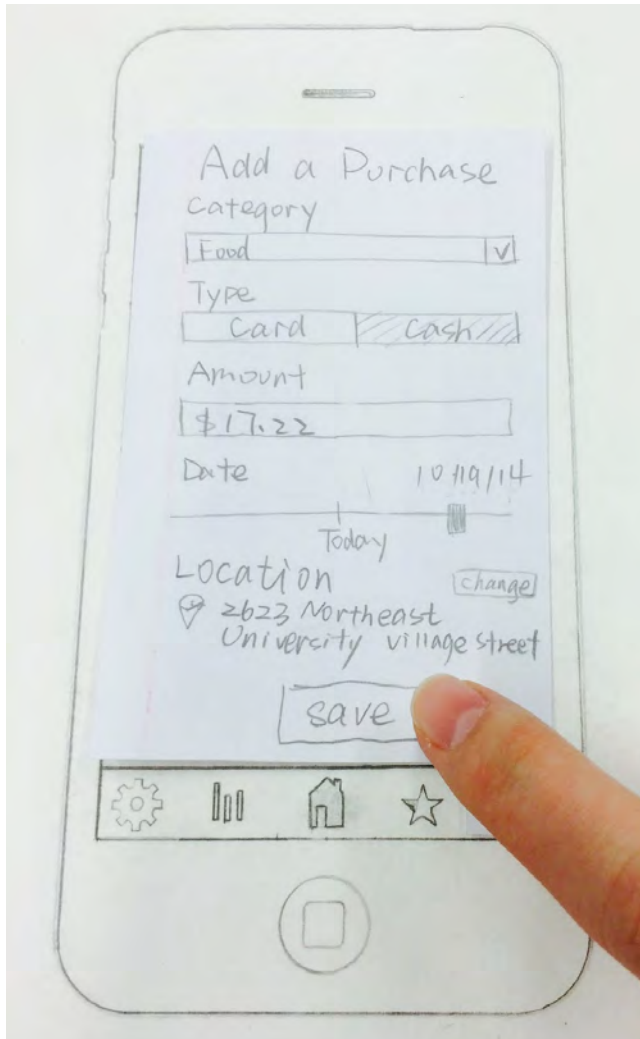
# Paper Prototype Overview

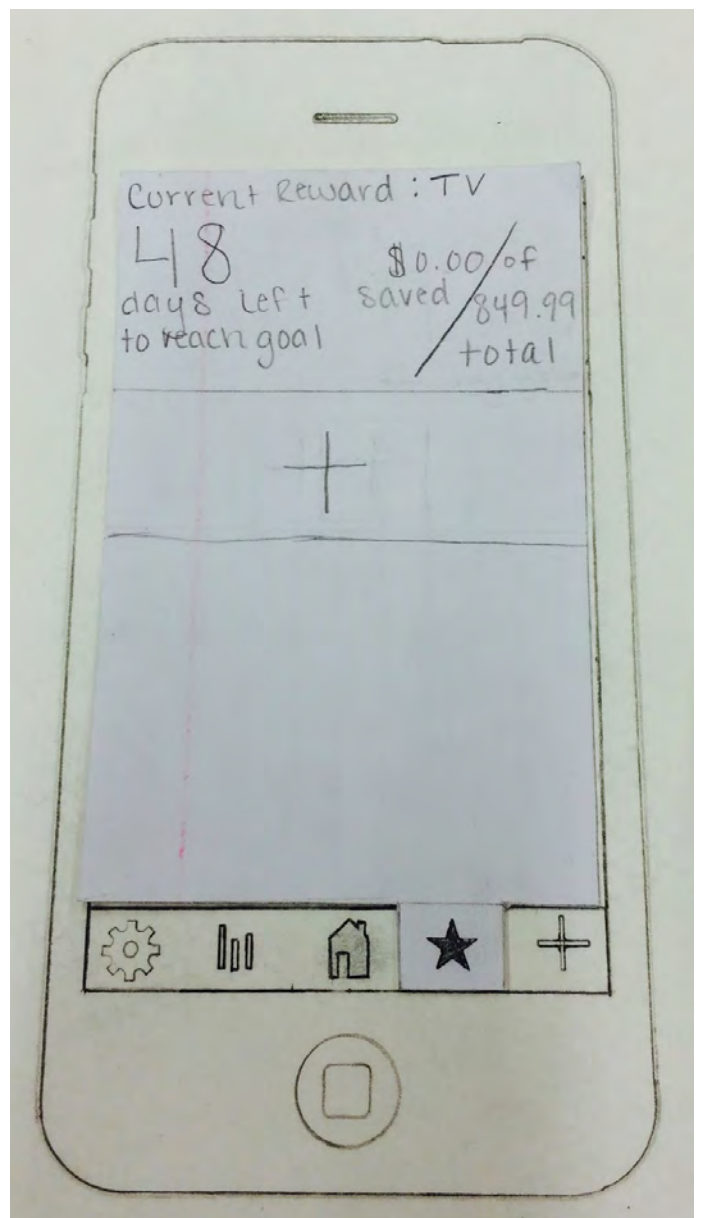
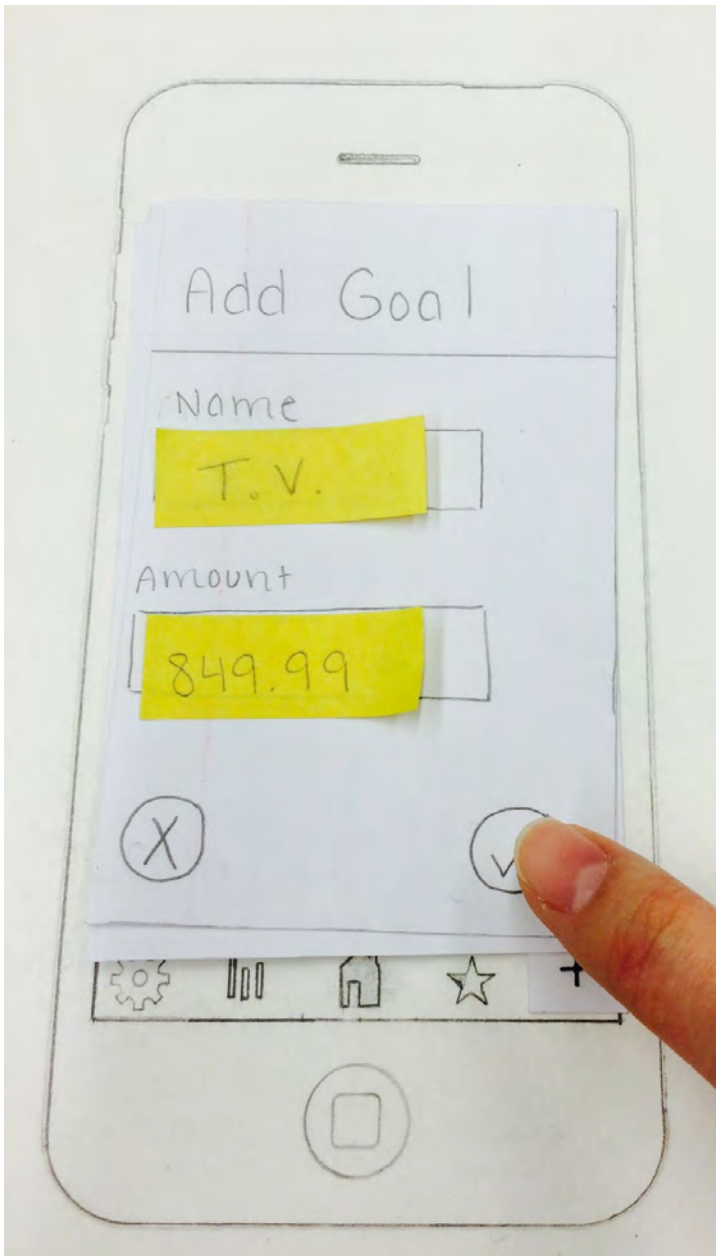


# Task 1: Add a Purchase & Add a goal











## Task 2: Review Progress

