

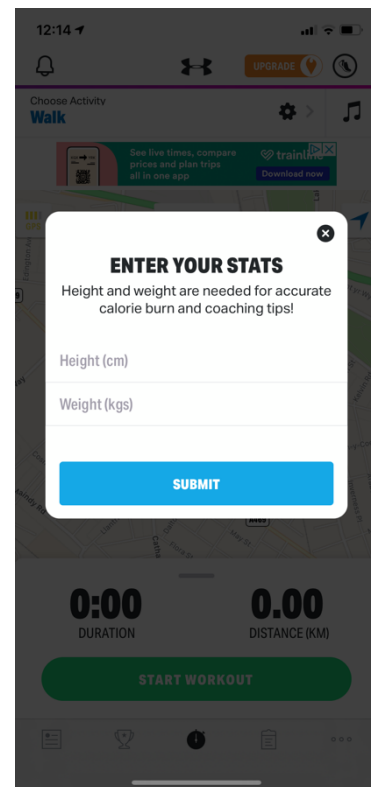
Appendix 1: Heuristic Evaluation

The following heuristic evaluations are based off Jakob Nielsen’s “10 Usability Heuristics for User Interface Design.

Heuristic Evaluation: MapMyWalk

Screen	1
Tasks:	
<p>A map which is centred around the user’s position is displayed (using most of the screen space). The user has the option to start a walk and select which type of walk they wish to track. The main focus is on the map and the duration/distance of the walk and the option to ‘start workout’.</p> <p>When opening for the first time, there was two pop up notifications. This was to request notification permissions and location permissions. These can be seen in screenshots 1.1 and 1.2.</p>	

For first time use, the following pop up screen is presented, which is asking the user to enter their statistics in order to create accurate calorie burn and coaching tips.

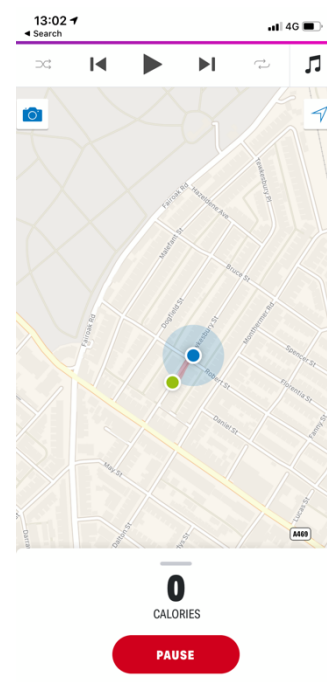


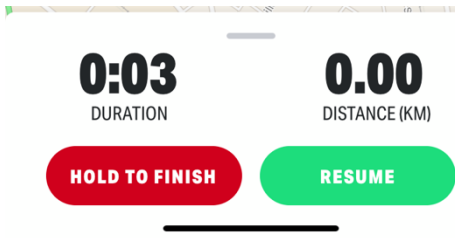
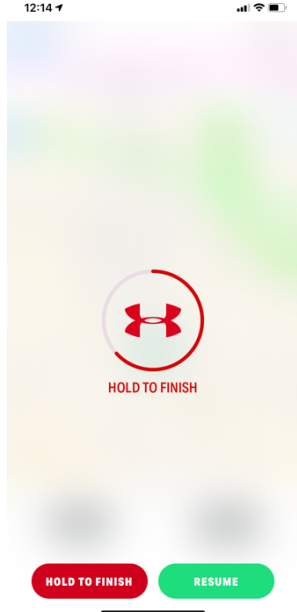
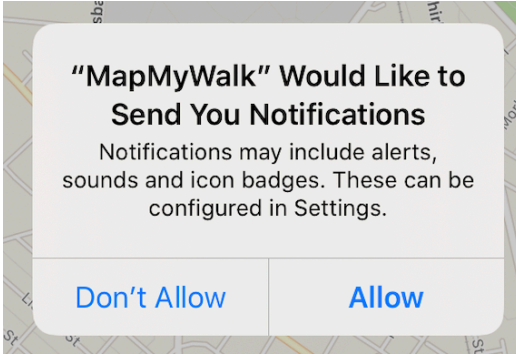
Once selecting these details, the workout begins once pressed the start workout button. This is confirmed by a sound bite playing which is a lady saying, 'Start workout'.

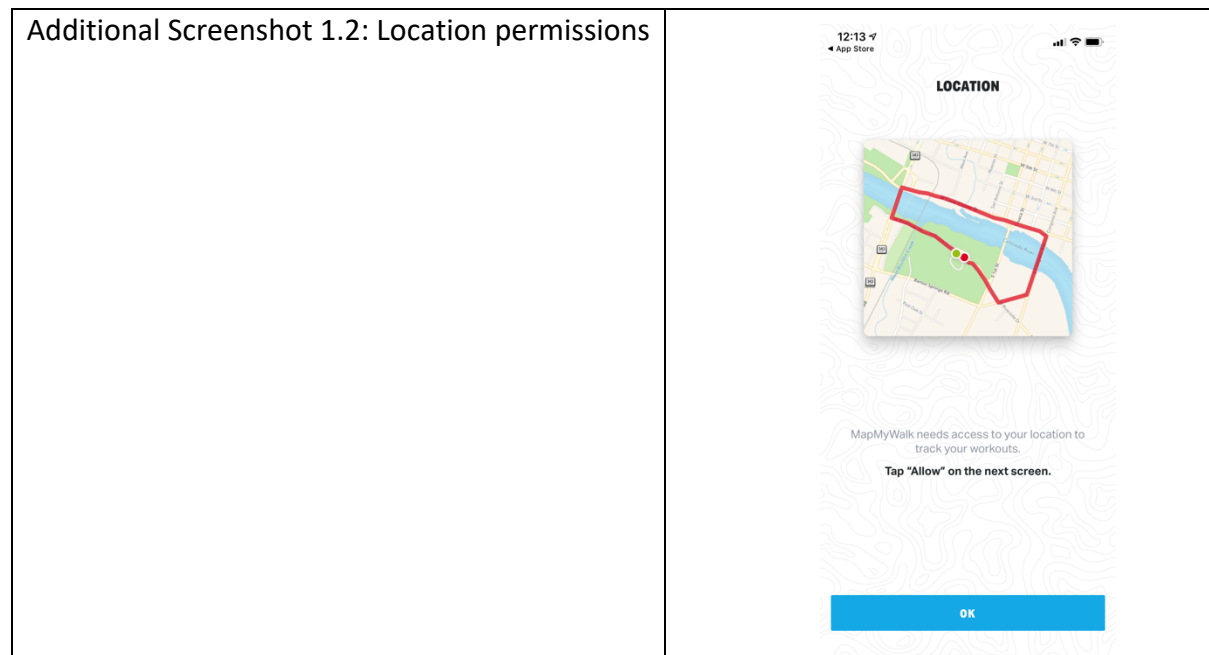
The users position point is a blue dot; however their starting point is pinned on the map as a green dot. The route the user is taking is displayed as a red line.

There are options to control the user's music from the app itself. The user can also add photos to the walk.

In order to finish the walk, the user must first pause the workout.



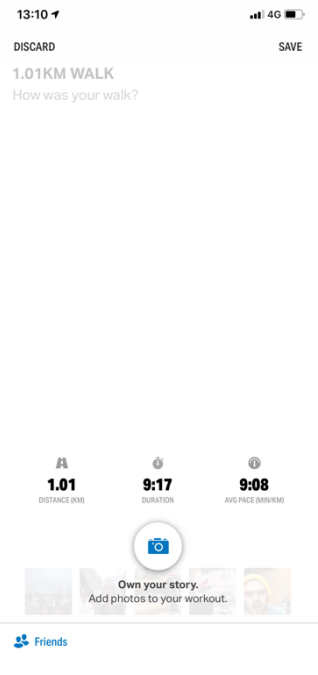
<p>The user then must hold the 'Hold to finish' button.</p>	
<p>The user is presented with the following screen: the circle goes around until completed in order to log and save their walk.</p>	
<p>Additional Screenshot 1.1: Notification permissions</p>	



Heuristic Evaluation:		
Heuristic	Rating	Comments
Visibility of system status	Very Good	<p>When walking, the user can see themselves moving and the route that has been taken. They can also see where they began.</p> <p>The feedback when logging the walk with the circle completing itself gives the user constant feedback with the state of the system and once completed.</p>
Match between system and the real word	Good	Any icons which are used are recognisable to the user. It is clear that the user can add a photo with the camera icon and the Pause button is clear and obvious to its functionality.
Recognition rather than recall	Good	The main focus of the application is to track their walks. This is the first screen which appears, and it is very clear its sole purpose. There is a heavy emphasis on just the 'Start workout' button

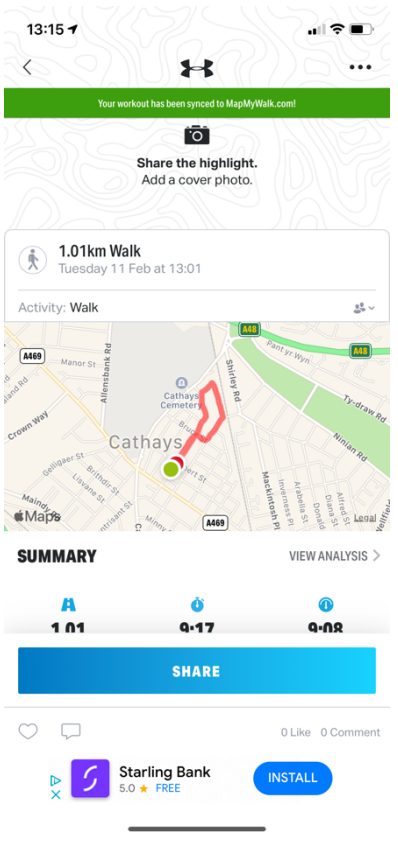
		and any other features which can be used in the application are not as prominent.
Flexibility and efficiency of use	Moderate	The user has no option to immediately end the walk. They must pause the walk and then finish the walk. This is not stated or presented to the user therefore the user may get lost in how to end a walk quickly.
Aesthetic and minimalist design	Good	<p>As there is a prime focus on the application being to track their walk, the main screen is simply just a map with the option to start walk. The user can choose their activity type by selecting the additional option, or load routes but this is hidden behind buttons allowing there to be a clean design with only the necessary features on the page.</p> <p>The user when walking can scroll up on the actual walk details and selecting and seeing other statistics regarding the walk such as average pace, but these details are hidden unless the user specifically wishes to see them.</p>
Help and documentation	Moderate	There is no help guide or walkthrough when opening the app as to how to use it. Although it is a simple flow in order to track a walk, there are several other features which could be explained. The user is to figure these features out such as 'Choose Activity' or

		'Load route' through trial and error.
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Screen	2	
Tasks:		
<p>Once the user has held the button in screen 2 to finish the walk. The user is then presented with a screen in which they can add text to the walk entry. The user can also add photos or share with friends.</p> <p>The user has the option to save or discard the walk.</p>		

Heuristic Evaluation:		
Heuristic	Rating	Comments
Match between system and the real word	Moderate	<p>Any icons which are used are fairly recognisable to the user. It is clear that the user can add a photo with the camera icon.</p> <p>It is not so clear what the friends feature is, it is to share the route with their friends but this is not explicitly stated.</p>
Recognition rather than recall	Good	The details of the walk can easily be inputted and the user has two options to save or discard. These options are through the use of two text buttons both at the top of the screen.

Consistency and Standards	Good	The colour scheme and professionalism are apparent throughout the screen. It has a minimalist design and the colour schemes match all other screens and the company colours.
Flexibility and efficiency of use	Good	The user has several options with how to progress with the log. They can either save the walk or discard it.
User Control and Freedom	Good	The user can navigate the screen and select which features they wish to use. If they select discard, they are asked to confirm if they wish to discard the walk log – allowing for error prevention and loss of data.

Screen	3	
Tasks:		
A summary of the users walk is displayed once the user saves the workout.		
This includes the time, number of calories burnt and distance covered.		
It allows the user to add a cover photo to the walk and also share the walk with friends.		
		 <p>The screenshot shows the MapMyWalk app interface. At the top, a green banner states 'Your workout has been synced to MapMyWalk.com!'. Below this is a 'Share the highlight. Add a cover photo.' prompt with a camera icon. The main section displays a map of the walk route in Cathays, with a red line indicating the path. Below the map, a 'SUMMARY' section shows the following statistics: 1.01 km distance, 17 minutes duration, and 418 calories burnt. A blue 'SHARE' button is prominently displayed. At the bottom, there are social media sharing icons (heart, comment, share) and an advertisement for 'Starling Bank' with an 'INSTALL' button.</p>

Heuristic Evaluation:		
Heuristic	Rating	Comments
Visibility of System Status	Good	There is a confirmation message at the top of the screen which states that the workout has been synced to MapMyWalk. This allows the user to know that their walk has been saved.
Flexibility and efficiency of use	Very Good	The user has all possible options available in order to add/attach details to the walk.
Consistency and Standards	Good	The user interface has a consistent feel to it with the walk route being mapped out and shown again, along side the standard statistics.

Screen	4
Tasks:	
A summary of the users previous walks is given in a linear format.	
This is hidden behind the 'workouts' tab at the top of the screen and not the clearest to find.	
Walks are displayed in decesndng order in terms of start time. Displaying the walk distance and date as the prominent text fields.	
With two adds on the screen, can add the cluttering.	
Once a walk is clicked on, screen 3 (for the particular walk) is displayed.	

17:15

4G

LOG

DASHBOARD

MY PLAN

WORKOUTS

Invoice & Expense with Asto

4.0 ★ FREE

INSTALL

THIS WEEK

00:00:04 Walk

19/04/2020

00:00:04 0.0 km

ADVANCED WORKOUT DETAILS

Get deeper workout analysis with MVP.

MVP

OLDER

1.01km Walk

11/02/2020

00:09:17 1.0 km 9:09 min/km

00:00:04 Walk

11/02/2020

00:00:04 0.0 km

0.02km Dog Walk

10/02/2020

00:01:36 0.0 km – min/km

0.00km Walk

05/02/2020

00:00:17 0.0 km – min/km

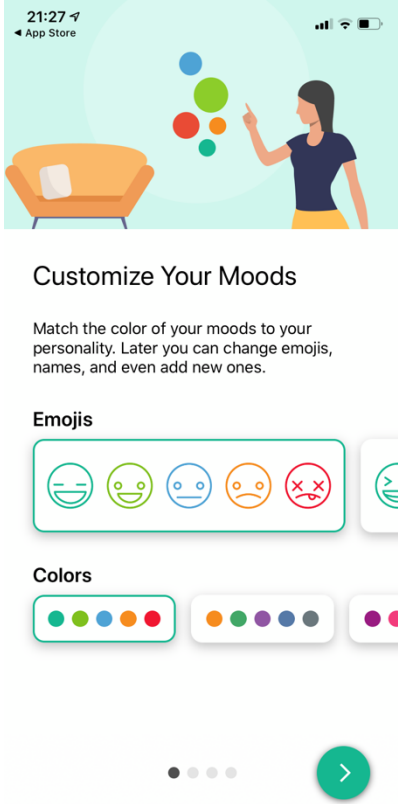
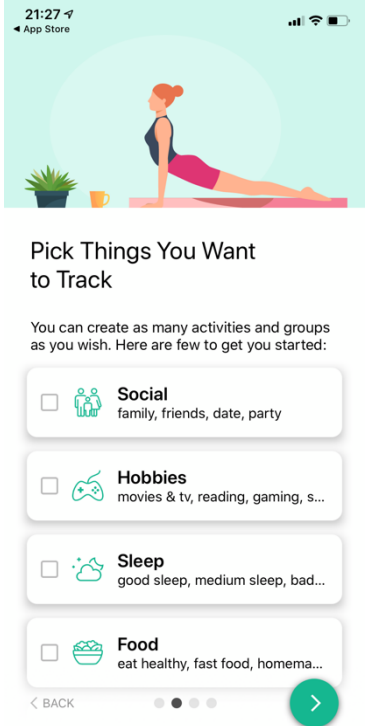
3.28km Run

22/04/2019

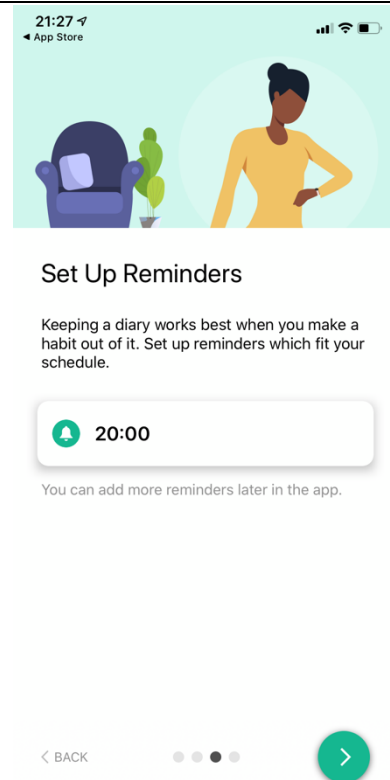
00:28:56 3.3 km 8:49 min/km

Heuristic Evaluation:		
Heuristic	Rating	Comments
Flexibility and efficiency of use	Moderate	The user can view all previous walks. However, the user has no flexibility to sort the walks by distance or type. The user also does not have the option to search walks via keyword.
Match between system and the real word	Good	Any icons which are used are fairly recognisable to the user. The difference between walk and run allows the user to quickly distinguish between the types of exercise. However there is no difference for 'Dog Walk'.
Consistency and Standards	Good	The user interface has a consistent feel to it with the same font and style throughout.

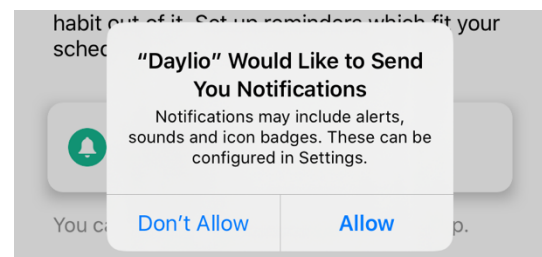
Heuristic Evaluation: Daylio Journal

Screen	1	
<p>Tasks:</p> <p>When the user opens the app for the first time, they are guided through several personalisation steps in order to enhance their experience.</p> <p>In this screen, the user can customize their moods with a certain colour palette.</p>		
<p>In this screen, the user can customize the types of things they wish to track such as social events or hobbies. This will be in order to track over time.</p>		

In this screen, the user can decide if they wish to set up reminders through the app in order to remember to make a record of that day's moods.



As this is the first time opening the application, the user is asked to give notification permissions.



Heuristic Evaluation:		
Heuristic	Rating	Comments
Visibility of System Status	Good	The four dots at the bottom of the screen are an indicator of how far through the starting screens the user is.
Error prevention	Good	The user always has the option to go back to the previous settings page.
Consistency and Standards	Very Good	The user interface has a consistent feel to it with similar colours and fonts throughout
Flexibility and efficiency of use	Poor	The user does not have the option to skip these

		personalisation settings if they wish to do so.
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Screen	2
Tasks:	
<p>The user is presented with this minimalist screen which asks them to select an emoji to describe their day. These emojis are paired with a one word description which accompanies the emoji. Such as 😞 correlating to 'bad'.</p> <p>The date is shown, as well as an option to edit the moods (change the emojis) as well as an option to leave the screen.</p>	

21:27

App Store

HOW ARE YOU?

Today, 11 Feb, 21:27

rad

good

meh

bad

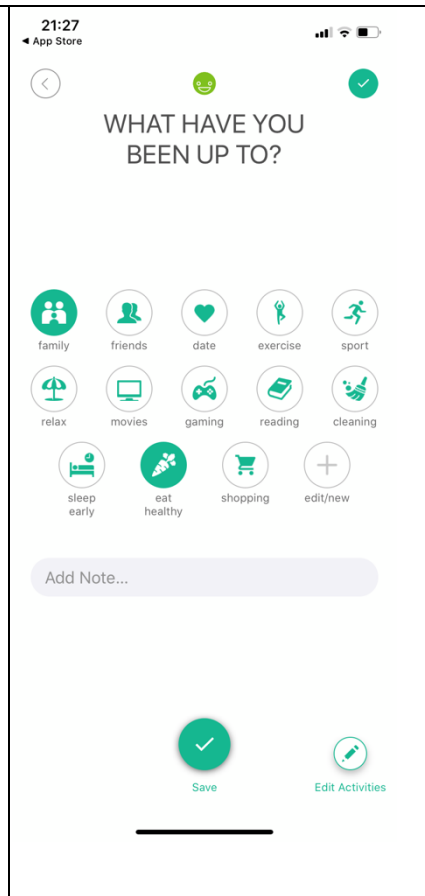
awful

Edit Moods

Once a mood is selected, a user is asked to select certain activities which they completed that day. This is in order to get a well-rounded view and statistics on mood correlating to activities.

This screen gives the user the option to also add a written note to the log.

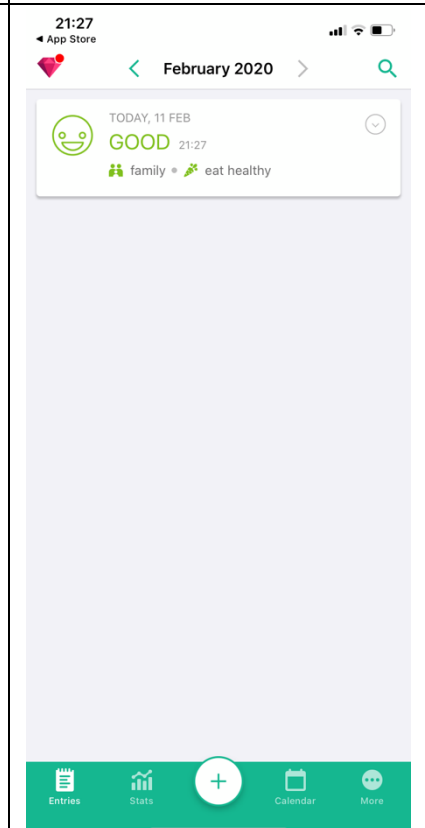
The user can save the log or go back to change the mood.



Once saved, the days log is stored on the app and this will be stored in chronological order.


A summary of the day can be seen which includes the mood, date, time recorded and what activities were performed that day.

There are options to explore at the bottom. Such as stats and calendar. There is an option to select the month, add a new diary and even search for particular entries



Heuristic Evaluation:		
Heuristic	Rating	Comments
Match between system and the real word	Very Good	<p>The user is able to navigate through the simple interface mostly through the use of emojis and icons. There is little text throughout the application but mostly through icons. These icons are common and universally used.</p> <p>The user has the ability to customise the use of emojis in order to make them more suited to their day and their moods.</p>
User control and freedom	Very Good	At all times the user has the option to go back and change part of their diary entry. This allows for the user to have the freedom to navigate the application without the fear of creating errors which cannot be undone.
Aesthetic and minimalist design	Good	<p>The diary entry screen is simple and clean with just a range of 5 moods to choose from. This allows for the user to truly focus on their mood and the primary function of the application which is to record and store their emotions for the day.</p> <p>This is the same with the activities screen. The user is presented with a range of clean and presentable icons to choose from on a clean slate background.</p>
Help and documentation	Moderate	There is no help guide or walkthrough when opening the app as to how to use it. Although it is a very simple flow in order to log a diary

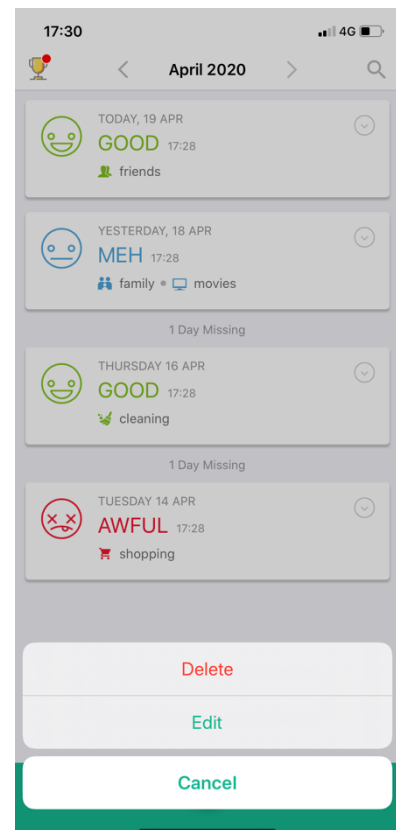
		entry there are several other features which could be explained. The user is to figure these features out such as how to use the calendar in the app or what the search function can be used for.
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Screen	3	
Tasks:		
<p>In order to review previous entries, the Entries tab at the bottom left is pressed.</p> <p>Each entry is stored in chronological descending order. The main parts of the entry are displayed: Mood recorded, date, activities and the time.</p> <p>The mood recorded alongside the text tag is displayed in the same colour. Reinforcing the users mood at that time.</p> <p>The interface shows if a day has been missed in order to prompt the user to use the app daily in order to get complete statistics.</p> <p>Each entry has a drop down option.</p>		

Once the dropdown is pressed, the option to delete or edit the entry is shown.

This provides the user with various options to edit the mood entry.

Once edit is pressed, it takes the user back to Screen 2 for the day in order for it to be edited.



Heuristic Evaluation:

Heuristic	Rating	Comments
User control and freedom	Very good	<p>The user has the option from the viewing all moods page to edit or delete a mood entry. The user does not have to enter into that individual entry in order to do so. The user has the option to search through mood entries.</p> <p>The user also has the ability at anytime to move screens using the navigation bar at the bottom.</p>
Consistency and Standards	Very Good	The user interface has a consistent feel to it with similar colours and fonts throughout
Aesthetic and minimalist design	Good	The entries are clear and concise as to what they are. There is no more information than needed

		within each entry giving the user all of the important details without having to enter into each entry individually.
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