

Don't Forget!

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Overview

- The Problem, The Solution
- Representative Tasks
- Prototype Structure, In Use
- The Experiment
- The Results, Applied
- Summary

The Problem, The Solution

- Humans have imperfect memory
- Forgetting items can cause undue stress
- Create a tool that allows users to associate items with events
- Scans users on their way out to ensure that all necessary items are present

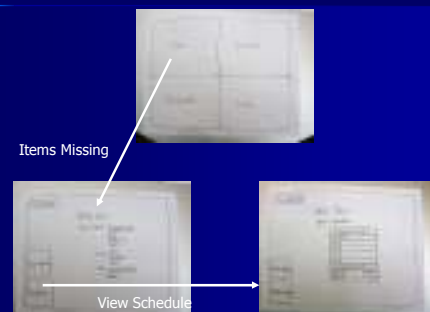
Representative Tasks

- 1) Leaving in the morning with all items present
- 2) Acquiring a new item and adding it to the program
- 3) Scheduling a new activity/event

Prototype Structure



In Use: Task 1 Leaving the House



In Use: Task 2 Adding Items



In Use: Task 3 Adding Activities



The Experiment

- Participants chosen randomly from around Paul Allen Center
- Each participant given three scenarios

The Experiment

- Generally successful, no critical errors
- Some clarification necessary
- Some confusion due to low-fi nature of experiment

The Results, Applied

- More distinct buttons
- More functionality within submenus
- Security – login/out feature
- Favorite Items/Searchable Items
- Confirmation dialogues on adding items/activities

Summary

- Participants recognized usefulness of tool and were able to use it after minimal instruction
- Notable improvements include supplemental functionality, security
- General interface works well