

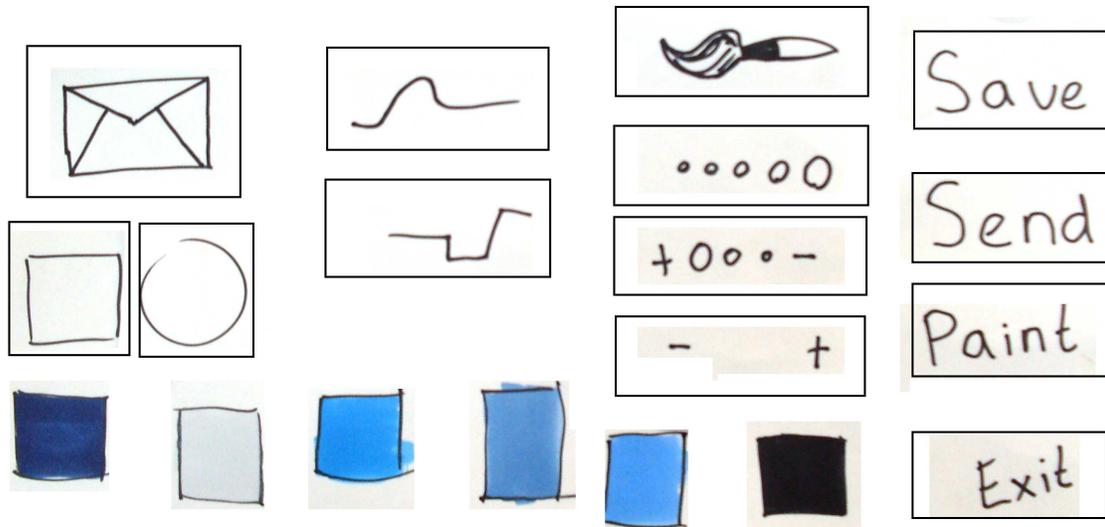
Research 1: User interface.

Goal:

The goal of this research is testing with people what functions are necessary for the interface of the drawing application, which buttons fit the functions best and where the people want the buttons placed.

Plan:

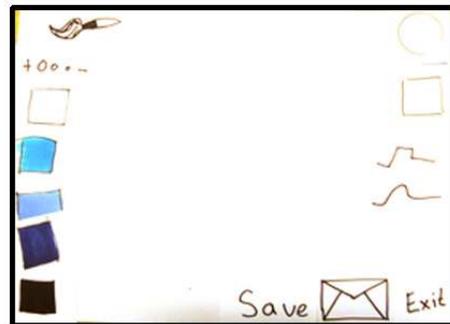
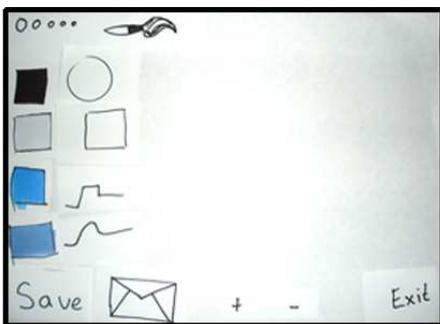
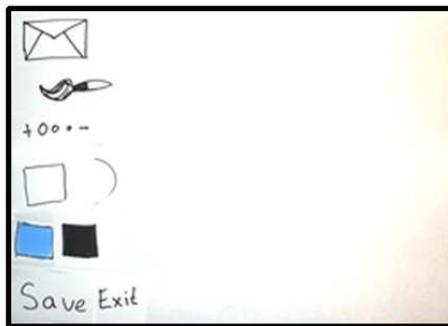
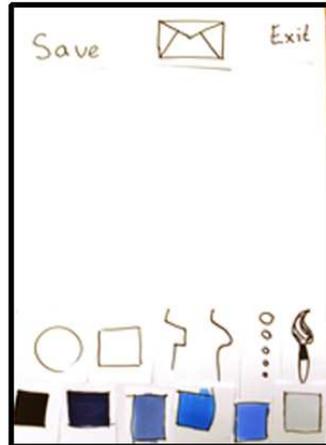
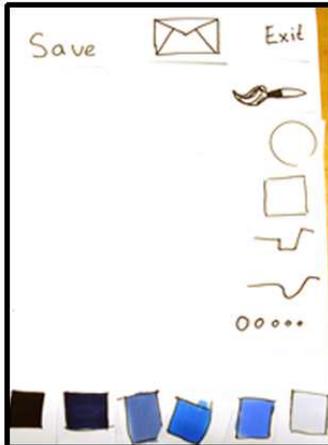
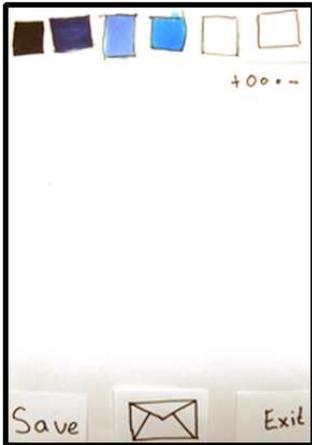
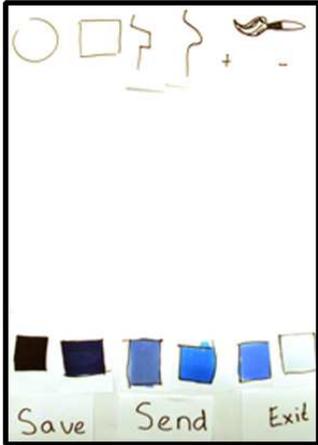
The participants will get an A4 paper; this paper represents a touch screen of a Phone or a Drawing point. After that the participant gets the following icon.



These icons represent functions and/or actions. We want the participant to fit and move the icons around so that he/she creates an interface which they think is easily usable and has all the functions needed. This way we find out which icons are Handy, which are missing, which are unnecessary and what the best layout for them is.

Implementation:

On the next page the most important and different user interfaces created by the participants are shown. Each user has different remarks and the most important one will be reported here. There remarks have been used in making the final user interface for the drawing point and the Phone application.



Results:

- Some people wanted to rotate the page for a landscape kind of view but they find it hard to divide the icons equally to the left and right side. They want the drawing part exactly in the middle.
- Save, Send and Exit are well placed at the bottom because it's a habit and some phones have buttons at the bottom.
- Mostly people don't want a menu in a menu therefore they like to have all available buttons on the screen.
- Most people don't like the straight line and curved line buttons because they think they can make those lines by themselves without the extra functions and thus have more space to draw on.
- Almost everyone wanted a function that enlarges or decreases the brush size, this is mostly a combination between an icon of a brush and icons that have + and -
- Some people like the envelope icon for send other think it's not consistent since save and exit aren't icons and think 3 words at the bottom is more clear.
- Mostly the circle and square icons are placed with hesitation since they aren't really needed for most drawings.

Conclusion:

We used the feedback of the users to remake the application interface of the screen. The old interface and the new interface are shown below.

