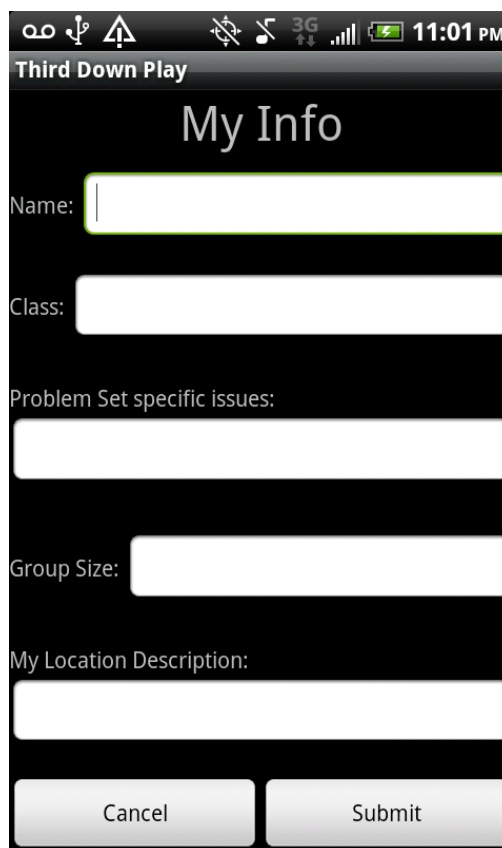


1. Cosmetic: **Poor whitespace grouping for “My Info” activity** (aesthetic & minimalist design)

It appears as if there is a larger whitespace gap between similar fields (for instance, “Group Size” and “My Location Description”) than between dissimilar fields (for instance, “My Location Description” the “Cancel” and “Submit” buttons).

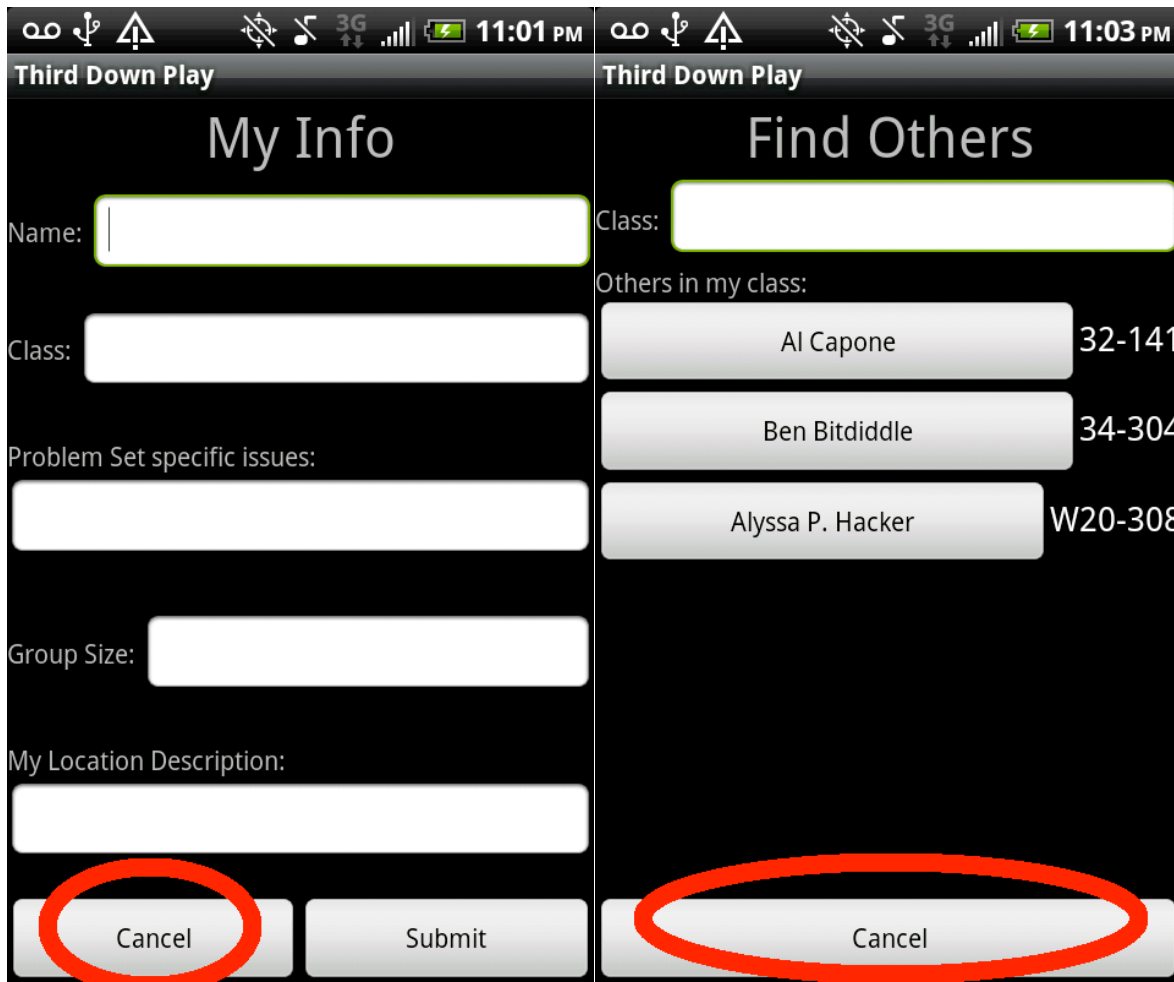
Recommendation: Divide the screen into three different regions--the header at the top, the input boxes, and the buttons at the bottom--and provide more whitespace between the different regions than between items within each region.



The screenshot shows a mobile application interface with a black background. At the top, there is a status bar with icons for signal strength, 3G, and battery, along with the time 11:01 PM. Below the status bar is a dark header with the text "Third Down Play" in white. The main title "My Info" is displayed in a large, white, sans-serif font. Below the title, there are several input fields: "Name:" followed by a white text box; "Class:" followed by a white text box; "Problem Set specific issues:" followed by a wide white text box; "Group Size:" followed by a white text box; and "My Location Description:" followed by a wide white text box. At the bottom of the form, there are two buttons: "Cancel" and "Submit", both in white text on a dark background.

2. Cosmetic: **On-screen “Cancel” buttons serve same function as built-in “Back” button** (both consistency and standards, aesthetic & minimalist design)

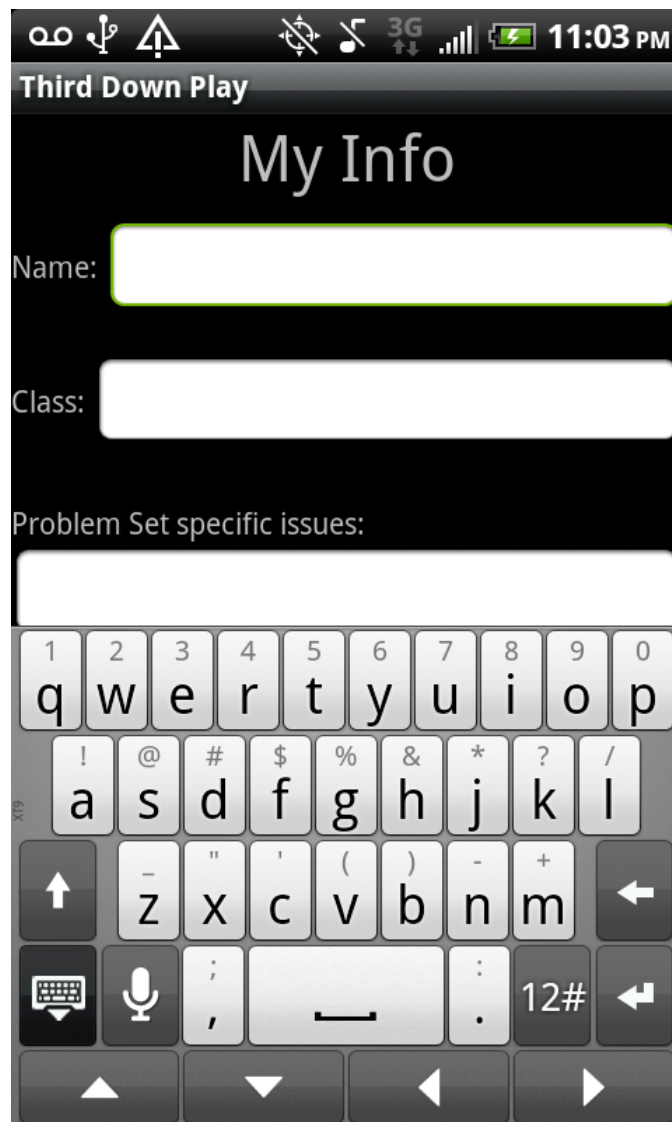
Both the “My Info” activity and the “Find Others” activity contain on-screen “Cancel” buttons that provide the same functionality as the built-in Android “Back” button. This is both non-minimalist and inconsistent with most other Android apps, which expect users to be trained to use the “Back” button.



3. Major: **Every form brings up the keyboard in its default state** (efficiency, visibility of system status, consistency and standards)

Clicking on every input field brings the keyboard up in its default state. This causes the user to take longer entering input, causes the UI to miss a chance to provide feedback on the kind of input the form requires, and is inconsistent with other Android applications.

Recommendation: Have different input fields trigger the keyboard in different states. For instance in the “My Info” activity, clicking on “Name” should cause the keyboard to come up in its all caps state for entering the first letter, while clicking on “Group Size” should cause the keyboard to come up in its numbers state. (Google provides a class for this--InputType--as part of the Android SDK).

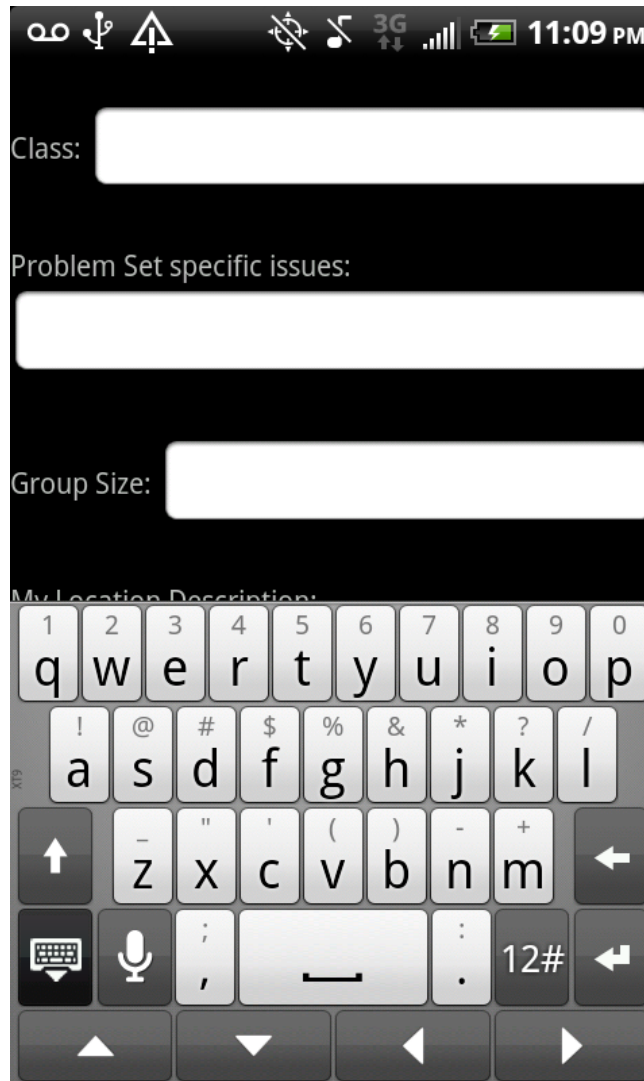


(screenshot: name field clicked, lowercase keyboard appears)

4. Catastrophic: **The keyboard overlaps some input fields in the “My Info” activity** (visibility of system status)

A good example of this is when attempting to enter a “My Location Description.” Clicking on the corresponding input field will trigger the keyboard popping up, completely covering the input field and providing the user with no feedback regarding the text he/she is entering.

Recommendation: Make it so that clicking on any input field will cause the page to shift up sufficiently so that the top of the keyboard is at least below the bottom of the input field being typed into.



5. Major: **User may leave “My Info” activity and lose entered data** (error prevention)

If the user has already filled out significant portions of the “My Info” activity and then leaves hits back (for instance, accidentally hitting the “Back” button twice when leaving the keyboard), the user has to re-input all of the information.

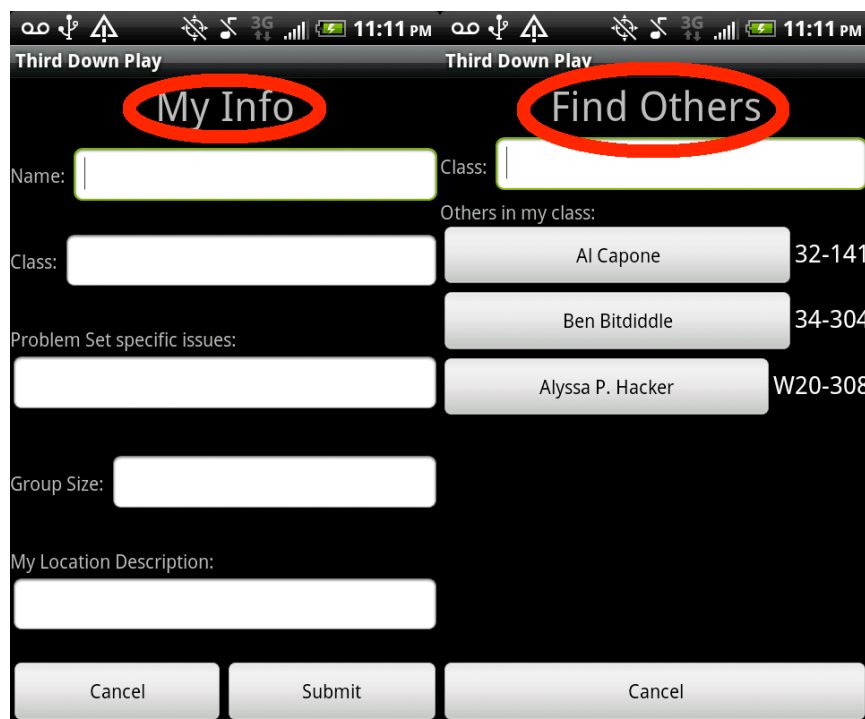
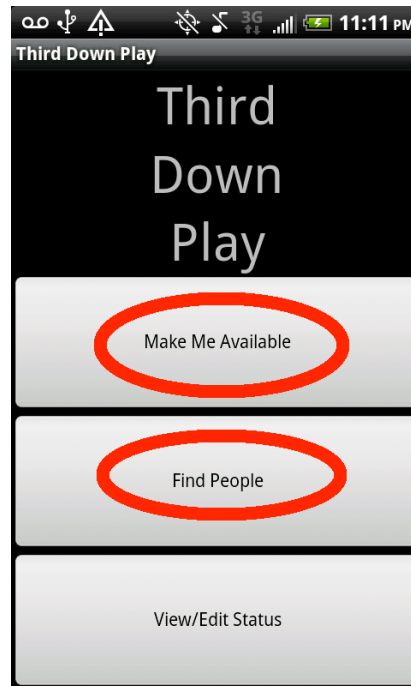


The screenshot shows a mobile application interface with a black background and white text. At the top, there is a status bar with icons for signal strength, 3G connectivity, and battery level, along with the time 11:01 PM. Below the status bar is a header bar with the text "Third Down Play". The main title "My Info" is centered below the header. The form consists of several input fields: "Name:" followed by a white text box; "Class:" followed by a white text box; "Problem Set specific issues:" followed by a white text box; "Group Size:" followed by a white text box; and "My Location Description:" followed by a white text box. At the bottom of the form are two buttons: "Cancel" and "Submit".

(re-entering “My Info” after having previously entered data)

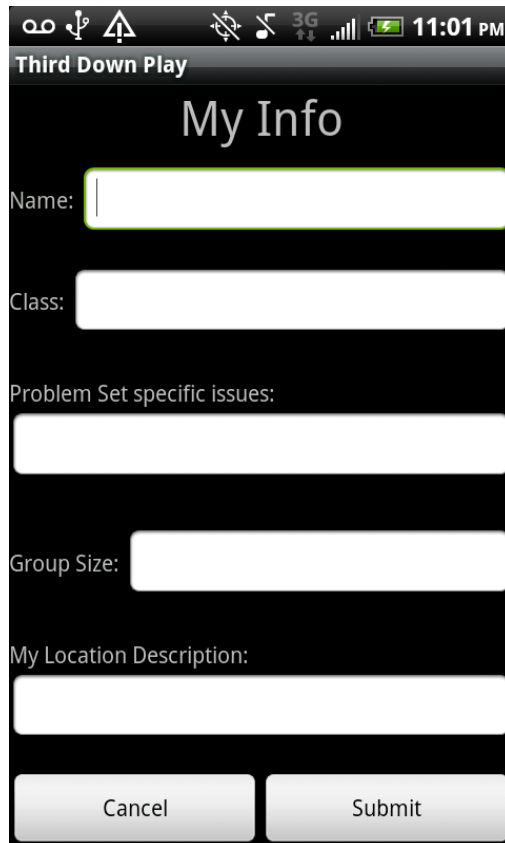
6. Minor: **Button labels and titles do not match** (Consistency and standards)

The button labels “Make Me Available” and “Find People” do not match the titles at the top of the screens they lead to (“My Info” and “Find Others”)



7. Minor: **Users can submit form with invalid input** (error prevention)

In the “My Info” activity, the “Submit” button is always enabled, even when the form is blank.

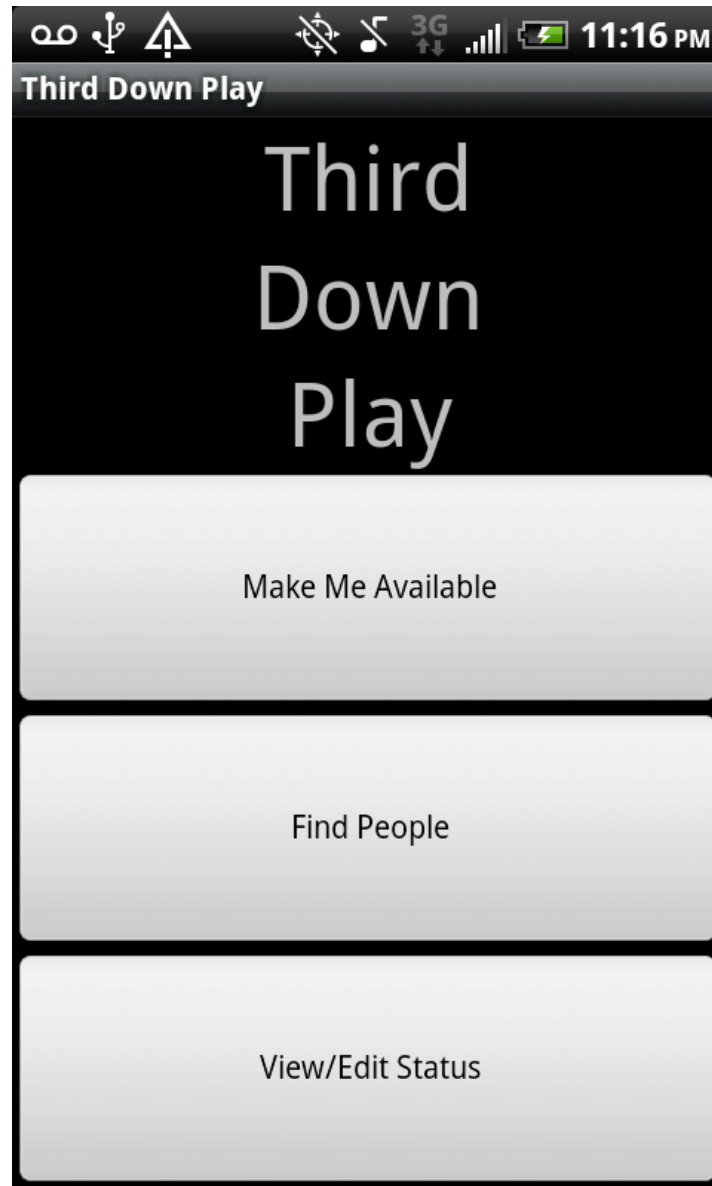


The screenshot shows a mobile application interface with a black background. At the top, there is a status bar with icons for signal strength, 3G, and battery, along with the time 11:01 PM. Below the status bar is a header with the text "Third Down Play". The main title of the form is "My Info". The form contains several input fields: "Name:" with a text input field, "Class:" with a text input field, "Problem Set specific issues:" with a text input field, "Group Size:" with a text input field, and "My Location Description:" with a text input field. At the bottom of the form, there are two buttons: "Cancel" and "Submit". The "Submit" button is highlighted, indicating it is enabled.

submit button enabled even though form is blank

8. Major: **No immediate feedback on forms** (visibility of system status)

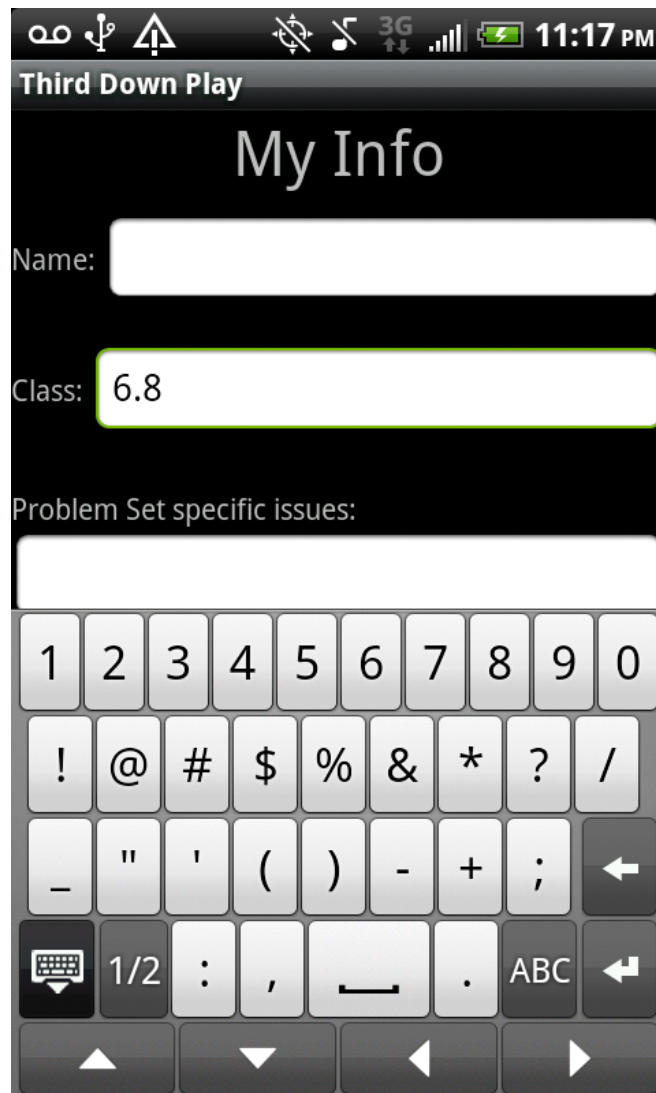
Upon hitting submit in the “My Info” activity, there is no immediate feedback on whether provided input was valid. This may simply be because the form interface is shallow (this was not mentioned on the Wiki).



returns back to main activity without any feedback

9. Minor: **No autocomplete for class input** (error prevention, flexibility and efficiency of use)

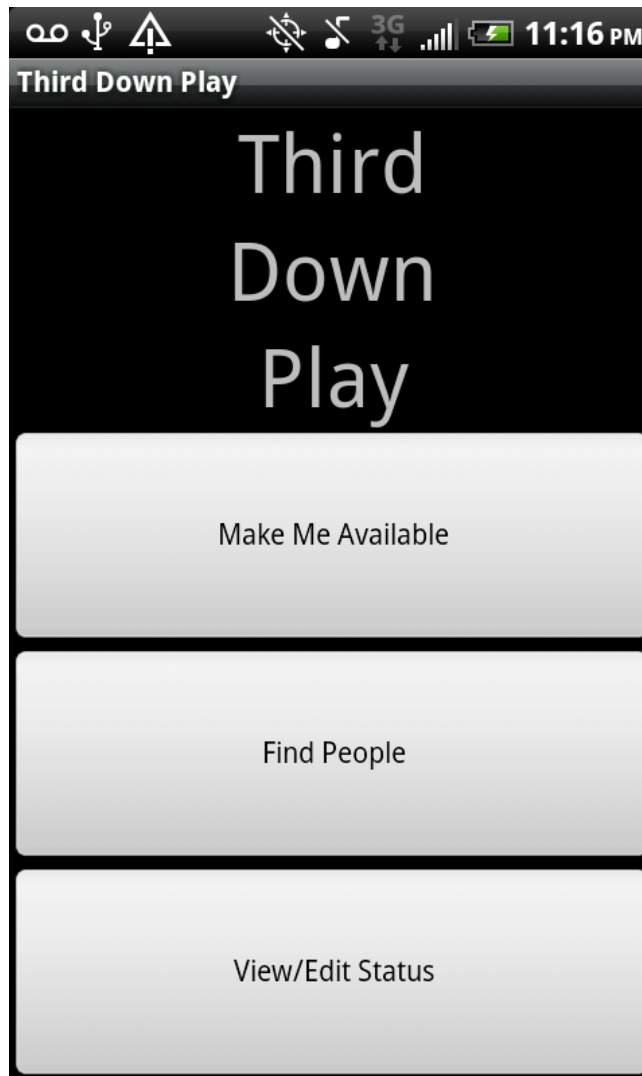
There is no autocomplete for filling out class names under the “My Info” activity (the Wiki describes the class as being specific to MIT). Since classes are made searchable, this might also be an error prevention issue (for instance, last semester, the class most people referred to as “6.170” was officially “6.S197”).



The image shows a screenshot of a mobile application interface. At the top, the status bar displays various icons including signal strength, 3G, and battery level, along with the time 11:17 PM. Below the status bar, the text "Third Down Play" is visible. The main heading is "My Info". There are three input fields: "Name:" followed by an empty white box, "Class:" followed by a white box containing the text "6.8", and "Problem Set specific issues:" followed by an empty white box. A virtual keyboard is overlaid on the bottom half of the screen, showing numbers, punctuation, and navigation keys.

10. Cosmetic: **Hitting the Built-in “Search” button does nothing** (consistency and standards)

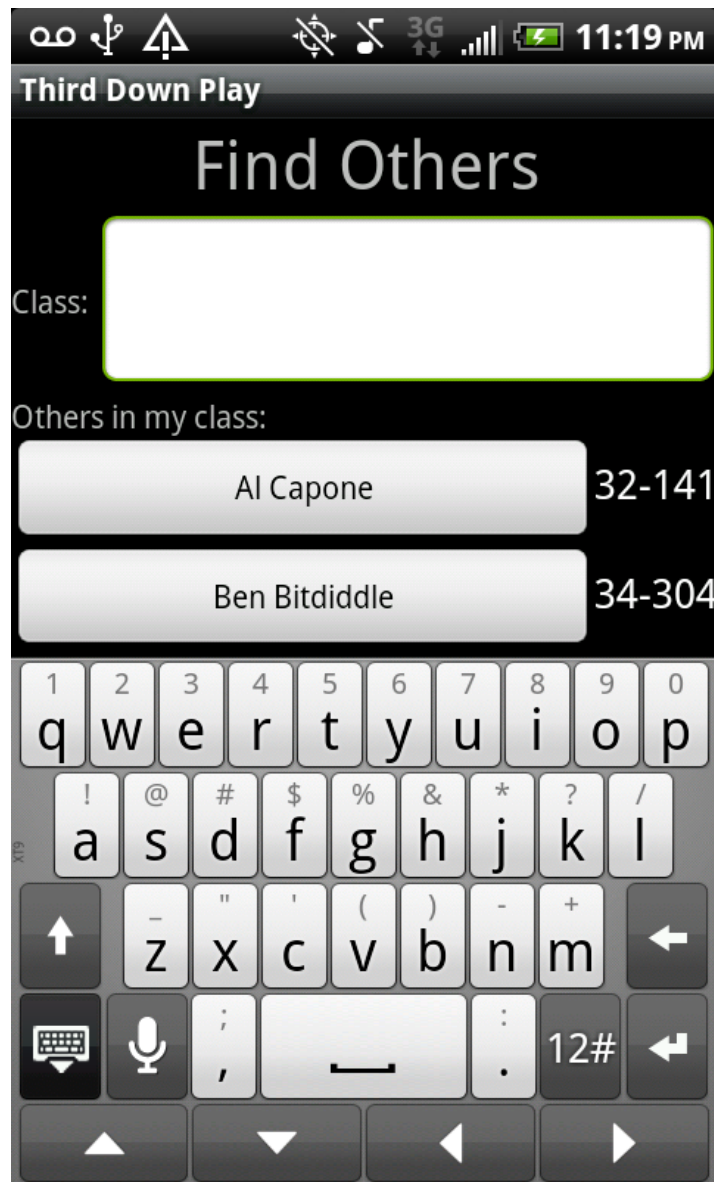
When the user hits Android’s built-in “Search” button, nothing happens. This is inconsistent with most other Android apps, where hitting the search button within an Android app usually takes the user to the in-app search feature (in this case, “Find Others”) when it has one.



nothing happens

11. Catastrophic: **Unclear how to submit search query** (consistency and standards)

On the “Find Others” screen, it is not entirely clear how to submit a query after typing in a class name. There does not appear to be any consistency with how to submit on other pages within the app (by hitting the “Submit” button in “My Info”) or with other apps on Android such as Google Search (pressing the “Enter/Return” key on the keyboard or instant feedback). However, this may be just a shallow part of the interface (this was not listed on the Wiki).



hitting the “Return” key just makes the text area bigger

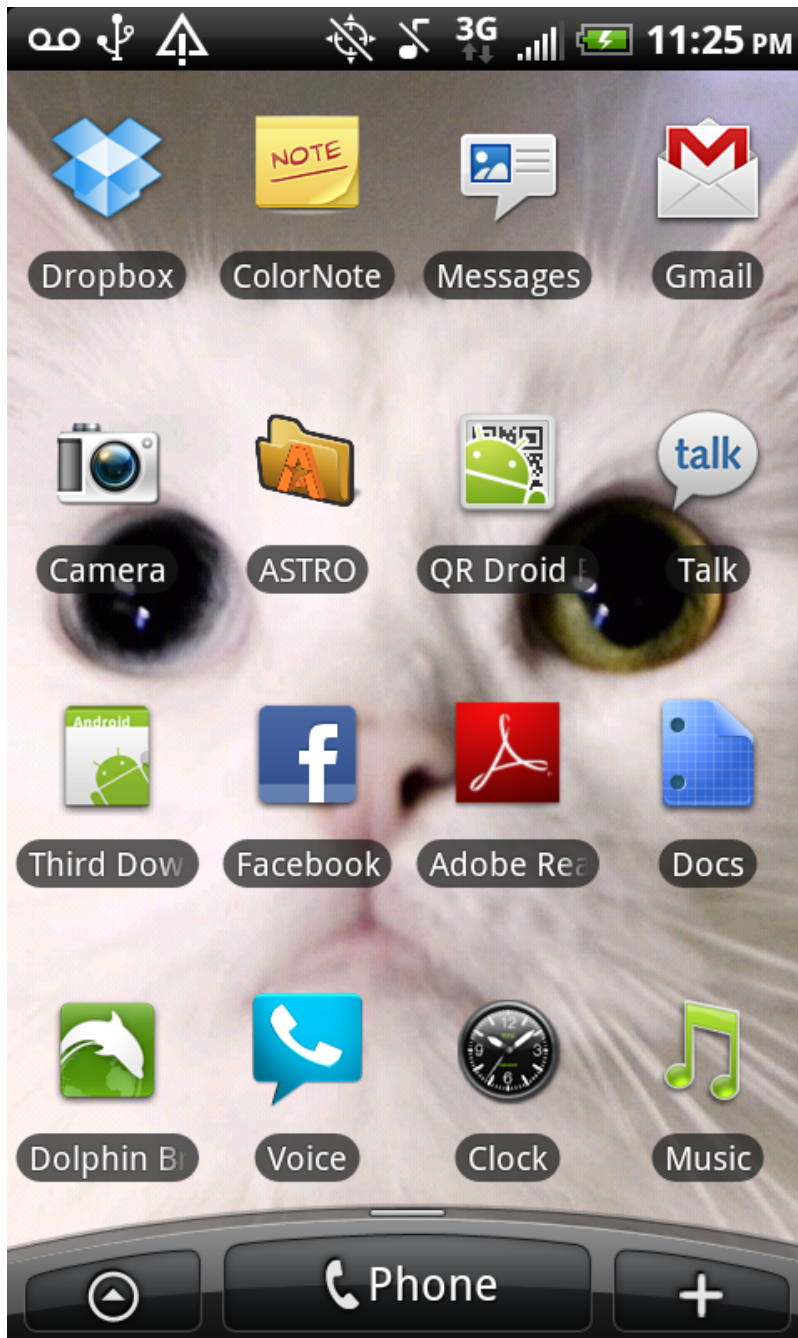
12. Major: **All input fields expand vertically** (consistency and standards, error prevention)

When the entered text is too large to fit into a given input field, it will resize by expanding vertically. This is to be expected for fields such as “Problem Set specific issue” for which users might be expected to enter paragraphs of text. However, it is inconsistent with other Android apps for input fields such as “Name” to resize instead of becoming horizontally scrollable. This is particularly bad because the other views shrink to accommodate the oversized input fields and become less usable as a result.

The screenshot shows an Android application window with a black header bar containing the text "Third Down Play". Below the header, the title "My Info" is displayed in a large, white, sans-serif font. The form consists of three input fields, each with a label to its left. The "Name:" label is followed by a white rectangular input field that has expanded vertically to approximately 100 pixels in height. The "Class:" label is followed by a white rectangular input field that has also expanded vertically to approximately 100 pixels in height. The "Group Size:" label is followed by a standard single-line white input field. At the bottom of the screen, there are two buttons: "Cancel" on the left and "Submit" on the right, both with a light gray background and black text. The status bar at the top of the screen shows various icons including signal strength, 3G connectivity, and battery level, along with the time "11:22 PM".

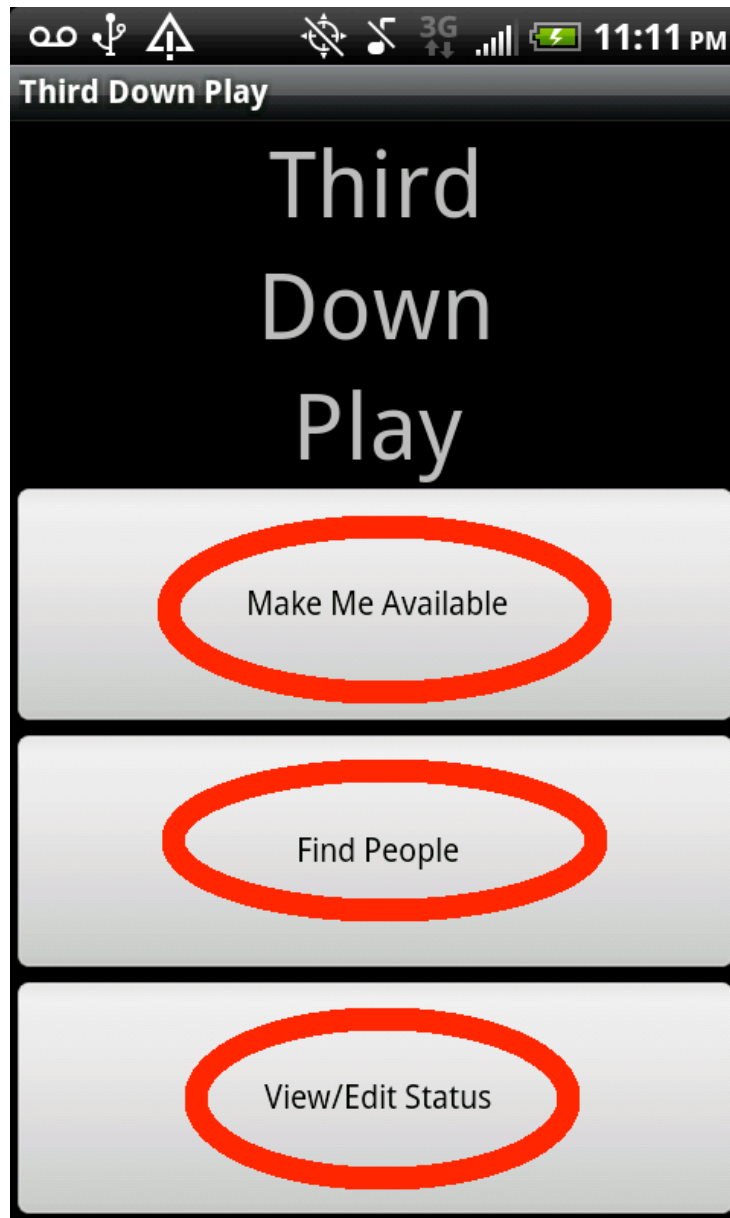
13. Minor: **No app icon** (recognition rather than recall, error prevention)

The app does not have an icon. This may be an issue if users tend to look for a familiar icon they recognize, rather than recall the name of apps in order to open the app they are looking for. This may also be an issue if the user has multiple apps without icons installed on his/her phone. He or she might accidentally click on the wrong one.



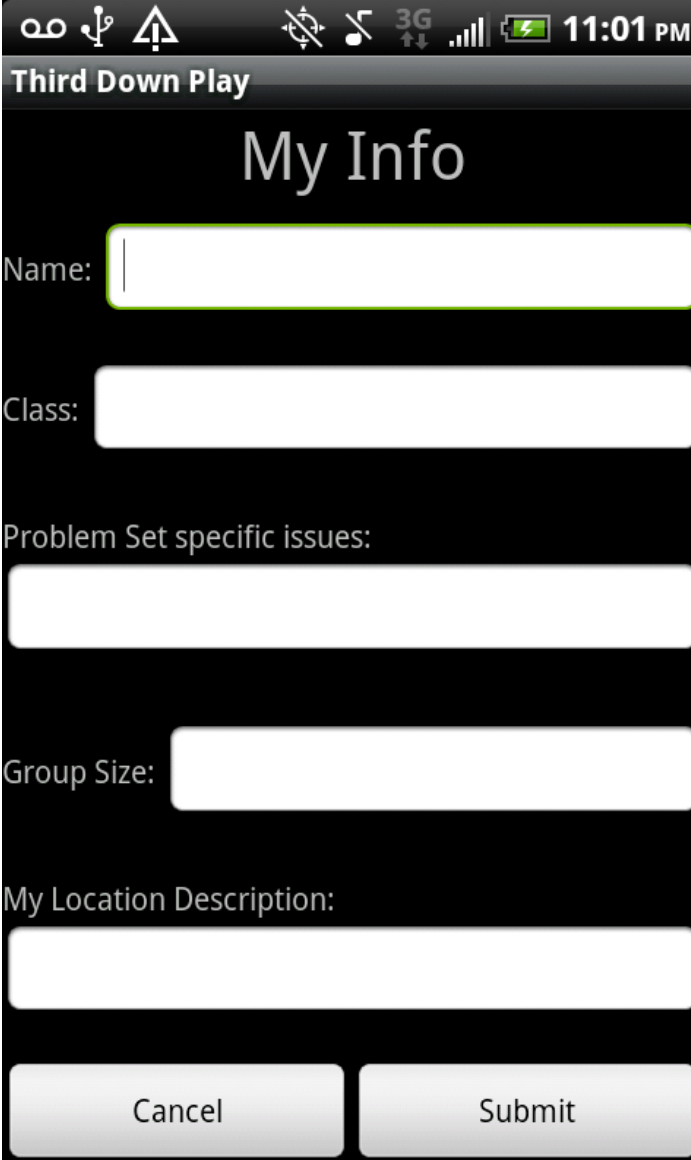
14. Good: **Well-labeled buttons in main activity** (match between system and real world)

The button labels in the main activity (“Make Me Available,” “Find People,” and “View/Edit Status”) are in the user’s language and do a good job conveying the app’s main tasks.



15. Horrible: **Slower than molasses and generally unresponsive interface** (flexibility and efficiency):

Just kidding :) The interface feels very fast and responsive, even on my older HTC Evo 4G. This was one of my favorite parts of the “Third Down Play” experience. This definitely merits a “Good!”



The screenshot shows a mobile application interface with a black background. At the top, there is a status bar with various icons and the time 11:01 PM. Below the status bar is a header with the text "Third Down Play". The main content area is titled "My Info" in a large, white, sans-serif font. Below the title, there are several input fields: "Name:" followed by a white text box with a green border; "Class:" followed by a white text box; "Problem Set specific issues:" followed by a white text box; "Group Size:" followed by a white text box; and "My Location Description:" followed by a white text box. At the bottom of the form, there are two buttons: "Cancel" and "Submit", both with a white-to-gray gradient.

This came up really fast!