

Homework 2
Anvisha Pai
Evaluating Neophytes-2013
Collaborators: None

Contents:

[General Feedback](#)
[Home Page](#)
[Add New Athlete Page](#)
[Athlete Page](#)
[Current Program](#)
[Injury History](#)
[Athlete Progress](#)
[Nav Bar](#)

General feedback:

I had a smooth experience using this website, the interface was clear and well-organized for the most part.

It seems like there is a 1:1 mapping between Athlete and injury. This seems a bit flawed to me since an athlete can have 2 injuries but here you might have to create 2 instances of the same athlete to record and maintain workouts for different injuries. This is not a UI thing per se, more of an overall design issue.

Home Page

1. Good: Color Changes on mouse-hover

On mouse-hover, the background of athlete boxes on the home page go grey which represents good visual feedback to the user.

Heuristics: Feedback

Add New Athlete Page

2. Injury Date Field



The image shows a screenshot of a web form. On the left, the text 'Injury Date' is displayed. To its right is a rectangular text input field containing the date '02-16-2012'. The entire form area is enclosed in a thin grey border.

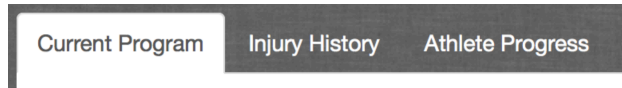
Injury date is a text field, which makes it hard to input (and validate) a date. Using a date picker widget would make this easier to use, plus it's what most other web pages use so there is consistency.

Heuristics: Error Prevention, Consistency and standards

Severity: Low Persistence, i.e. only needs to be overcome every time the user creates a new athlete.

Athlete Page

3. Good: Tabs for Current Program, Injury History and Athlete Progress

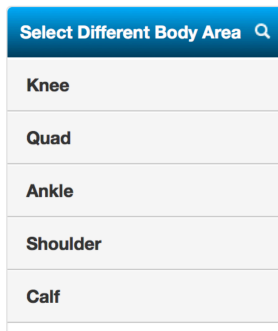


The tabbed approach works very well since it is efficient to use and very learnable. It also reflects external consistency.

Heuristics: Consistency, Efficiency

Athlete Page: Current Program

4. Sidebar Menu: Affordances in Menu

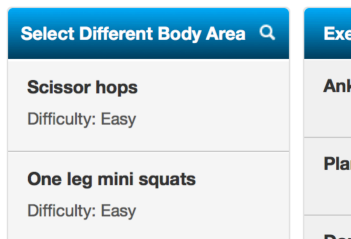


Injury selection dropdown menu first lists body parts, but I tried to drag and drop these into from the sidebar first because I didn't anticipate them to be a menu option. Something like arrows or basically adding affordances to show the nature of these menu options would be useful. Another possible option is to change the text from "Select Different Body Area" to simply "Select Body Area from List below".

Heuristics: Affordances, Learnability

Severity: Major. I would change this immediately if I want to improve learnability of the interface.

5. Sidebar Menu: Select Different Body Area "Button"



At first glance, this looks like helper text and not a button, especially since it is the same color as the table headings adjacent to it. When clicking on a body part and going into the exercise menu on that part, it's hard to realize that this button needs to be clicked to return to the previous part of the menu. Moreover, the Search icon throws the user off as they might think it's a textbox that can be clicked to manually input a search term.

Heuristics: Affordances, Consistency (External)

Severity: Major. This could be a big source of confusion for users.

6. Menu Animation / Behavior

The accordion-like behavior of the menu does not seem to reflect its actual functioning. It collapses and re-expands, while really clicking on the a body part should give users some kind of visual feedback that it's narrowing down the area. It's good in that it is giving some feedback; personally I think it is not the correct kind of feedback however. This also adds some time and could reduce efficiency.

I would suggest exiting left-to-right movement (similar to interfaces on mobile phones) that represent going deeper into a Menu. This way, arrows can also be used to show affordances of different menu options.

Heuristics: Feedback, Aesthetics, Efficiency

Severity: Cosmetic. This is a subjective evaluation.

7. Good: After dragging and dropping an exercise, it disappears from the Sidebar

This is a good practice and prevents errors. Moreover, after removing an exercise from the list, it shows back up in the sidebar – good work!

Heuristics: Feedback, Error prevention

8. Dragging and dropping Exercises adds them to top of the list

Though I am not certain if the ordering of the exercises matters, it is counter-intuitive that dragging and dropping an exercise leads to it being added at the top of the list. Giving users an option to either reorganize exercise order via drag and drop or adding dragged exercises to the bottom of the list seems appropriate.

Heuristics: Consistency, Flexibility

Severity: Minor if the ordering doesn't matter, Catastrophic if it does!

9. Editing Repetitions/Set information

There doesn't seem to be a validation for repetitions.

Exercise	Week 1 April 20th
Ankle Rolls	oh x hi

Heuristic: Error prevention

Severity: Minor. Users would be able to notice and fix errors relatively easily. However, if they don't, they risk not remembering what they initially intended to input.

Athlete Page: Injury History

10. Color Injury Status

Would be useful to color the **status** of injury on the Injury History Page red or green, because this is what was used on the home page and shows internal consistency.

Date	Injury	Status
April 12th, 2013	Torn Achilles Tendon	Beginning Rehab
January 3rd, 2013	Concussion	Healed
August 14th, 2012	Sprained Right Wrist	Healed
June 19th, 2012	Chin Laceration	Healed
September 8th, 2011	High Ankle Sprain - Left	Minor Aggravation

Consistency (Internal & External)

Severity: Minor, since it's not a devastating issue and the page still gets the point across

Athlete Page: Athlete Progress

The screenshot shows a navigation bar with three tabs: 'Current Program', 'Injury History', and 'Athlete Progress'. Below the tabs, there are three message boxes. The top box is green and contains the date 'April 14th, 2013' and the text 'I woke up feeling a lot better. I was able to put pressure on my heel and limp around. I noticed some extra tightness in the morning'. The middle box is red and contains the date 'April 13th, 2013' and the text 'Trying to stretch my achilles, I was almost in tears. I felt a shooting pain up and down my whole leg.'. The bottom box is green and contains the date 'March 11th, 2013'.

11. Good: Colored feedback messages

In addition to being consistent, could help a power user because the color of the most recent message would immediately tell the coach about the status of the athlete currently.

Heuristics: Internal Consistency, Efficiency

12. Message ordered earliest to latest

It could be more efficient to have the messages either categorized by injury, and sorted in *descending* order of date. It seems like this would be more useful to the user group, and more consistent with external standards.

Heuristics: Consistency

Severity: Minor

Nav Bar

13. Athletes Dropdown

It may be concerning that as the number of athletes grows, the dropdown might become very large. It's worth reconsidering the design of the dropdown.

Heuristics: Efficiency

Severity: Minor.