

Group number 30

Creating communities- UniJobs

HCI, Final deliverable

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Introduction

This report presents the development of a **job market community** within the SmartCampus application MyCVs, which shall be called UniJobs. The goal of UniJobs is to develop a community which will strengthen the communication and interaction between the users as well as providing useful functionalities. The project has been performed in three phases which will be described in the report. The first section of the report will describe the implemented methodologies followed by a description of the conceptual design, main functionalities, the lo-fi and hi-fi prototypes and their testings.

The results of the final user evaluation will then be presented and followed by a discussion of the used methodologies. These will prove the demand of a functionality such as UniJobs. We will conclude with an outlook on the further steps that could be taken if this project were to be continued.

Methodology

The project has been done in three phases which will be described in the following section. In the first phase, the group evaluated the existing application and generated as many ideas as possible for future improvements and additional functions. In the second phase the final idea was established as well as its main functionalities. This was then evaluated by usability testing of a lo-fi prototype. Improvements were made to the application based on findings from the user testing and in the third and final phase a hi-fi prototype was created that was then tested and evaluated again.

First evaluation

The group started the project by doing an evaluation of what features could be judged as essential in a CV app, separate from the groups knowledge of the already implemented features. A ranking of priority and potential for improvement to evaluate the need for these features was then established. From the ideas for improvement groups of possible new features were formed.

Brainstorming

A brainstorming session was performed to generate more ideas and a collection of many small ideas that was later bundled into groups of similar features. Domains and real-world examples were used to help the group stay creative all throughout the process and the group then discussed different examples with similar goals and functionality.

PACT analysis

The methods used in the second part of the project were the PACT analysis and the evaluation of the conceived feature using low-fidelity prototypes and testers. The PACT analysis offers a framework with several pointers (see References) to evaluate a product with respect to the categories featured in the acronym: People, Activities, Context and Technologies. People stands for the users and their profiles, Activities for the tasks the product performs, Context for the setting which it is to be used in and Technologies for the technical implementations.

For the category People, personas who symbolize the types of users were created and these were featured in user scenarios, little sketches of situations in which the app feature could be referred to.

Lo-fi prototyping and testing

After the thorough analysis of the conceived design, a lo-fi prototype was created. This was meant to be a basic model of the app without too many details, but with all the main functionalities. The prototypes were assessed by experimenters, with the help of the designers, using the ‘Think-Aloud’ method, during which testers speak their thoughts aloud, while trying out the product. These were followed by short interviews by the group members.

From the material of the user testing of the lo-fi prototypes the group generated new ideas and key-points for improvement which were then implemented in the next prototype.

Hi-Fi prototyping and testing

The final prototype was made using JustInMind Prototyper (see References) and simulated to work as a mobile application and a web version. To evaluate the prototype a think-aloud session was held with 12 different users that were asked to perform different tasks within the mobile and web version. This time the group used a slightly different approach to the think-aloud method from the one that was employed in the first user evaluation of ViaggiaTrento and ViviTrento. Instead of giving the users tasks, they asked questions in order to encourage them to talk while performing the different tasks. For example, they were asked “How would you apply for a job?” instead of being told “Apply for a job”.

After the think-aloud session the testers were also asked to fill in a questionnaire and participate in a short interview.

MyCV evaluation and recommended functionalities

At the present time, MyCV is available in two formats, a web and a mobile application. One is required to register with a UNITN or FBK account in order to access the functionalities. Once registered, the data the University owns is uploaded and further information can be added manually. This process is very convenient and the generated CV has the **added reliability of the university-certified marks**.

However, further functionalities are very sparse. There is a noticeboard which has not yet been implemented. Another tab is for a space for “Notes” which could be replaced by having appropriate space on the website for the things that need to be annotated. There are the two subtabs “My Data” and “My CVs”, but there is **not a very clear distinction** between the two in name and function. My Data contains all of the user’s data and My CVs the different CVs a user may have, showing more or less data. There is a preview function of the CVs but it does not show what the export would look like, which is what one would expect. Thus it is violating Nielsen’s heuristic ‘Match between system and real world. Also, the CV produced by the export function is rather **unaesthetic** and not suitable for the actual job market.

From the evaluation of the existing MyCV application a table showing essential features and potential for improvement was made (see Appendix). By discussing possible solutions to this, two main groups of ideas were then formed; **“printing & sharing”** and **“connecting & communicating”**. In order to give the CVs on MyCV an actual purpose, one would need to be able to **share it with future employers**, most of whom are outside of the SmartCampus community. This feature is completely missing from the **mobile** app but would be very useful to have there, as it can make a CV portable. Hence printing the CV in a suitable format or sharing it via social networks would be a good option. The other idea proposed was to increase the communication within the app, by adding a **platform** on which you could share job advertisements. It was agreed that the latter was more in line with the theme of the project and would be a valuable addition to the app.

Conceptual Design

The PACT analysis

According to the PACT definition, the analysis is presented in the following subtopics: People, Activities, Context and Technology.

People

The application is aimed at people within the University of Trento; students, professors and other university staff. Hence it will be used by adults of all ages, coming from diverse cultural backgrounds and with different levels of technical experience. Their motivations can range from the need for extra money to gaining work experience to finding people with useful skills. Most users will refer to the application infrequently, only when they are looking for a job or want to offer one. Potential frequent users could be students who regularly want to take up minijobs.

Actions

The table below provides a listing and analysis of the main tasks that can be performed through the app

Task	Frequency	Data input requirements	Active or passive	Length of time spent on task
Look for jobs	High	low	active	long
Add job listing	low	high	active	medium
Apply for a job	medium	medium	active	short
Contact employers	low	low	active	short
View sent applications	relative to number of job listings	low	active/passive	short
View own job listings	relative to number of job listings	low	active/passive	short
Recommend jobs	medium	medium	active	short
Receive applications	relative to number of job listings	low	passive	short
Respond to applications	relative to number of job listings	medium	active	medium

A special type of task is coping with errors. Possible error could be that the user sends an incomplete application, makes mistakes while writing it and a potential employer might not keep track of applicants or listings made. This should all be prevented as much as possible by the application and possible solutions to these problems could be to use confirmation boxes, status indicators and notifications etc.

User control should be maximized when posting ads or sending applications through previews and withdrawal options.

Furthermore, the **quality vs quantity** trade-off has to be considered. There are two possibilities for the application regarding this trade-off. A focus on quality could mean that the job listing is supervised and only selected job ads appear on the job market. A focus on quantity on the other hand, could mean that anyone can advertise their job offers, which would appear instantly in the “JobMarket” section. The group came to the conclusion that an unsupervised posting of ads is preferred with the hopes of creating a more lively exchange of skills. Instead, a useful search function through a tag-system will be implemented.

Context

The application can be used within and outside the university area and probably in a situation where the user has a moment to spare. However, the context of the web app has to be separated from the context of the mobile application. The user is more **likely to do spontaneous job searching, replying and receiving of notifications i.e. simple tasks on the mobile app and actual applying and creating of job listings on the computer**. The bigger screen prevents errors from being made and is therefore more suitable for official purposes.

It can be used both for academic purposes and for private affairs, but mainly it is expected to be used in a University context between students, their teachers and the staff.

Regarding the external support of the users for this app, the users are not expected to attend tutorials or have excessive demonstrations of the app but should be able to autonomously learn how to function the app. By creating a simple user interface, the aspiration is to create an independently growing community, in which anyone can participate.

Technology

The app exists in both mobile and web form. We shall discuss the two separately, as they differ to a great extent.

The mobile application has the typical constraints of a mobile platform: small screen output, data is introduced via a small keyboard (usually on-screen). The device needs to be connected to the internet at all times but since the data consists of text only there shouldn't be a big difference between 3G and wifi. There is no real need for sound feedback.

The web application will have a bigger screen output and a regular keyboard. Here sound feedback is also not needed. Data input will mainly consist of text and eventually links and a single portrait.

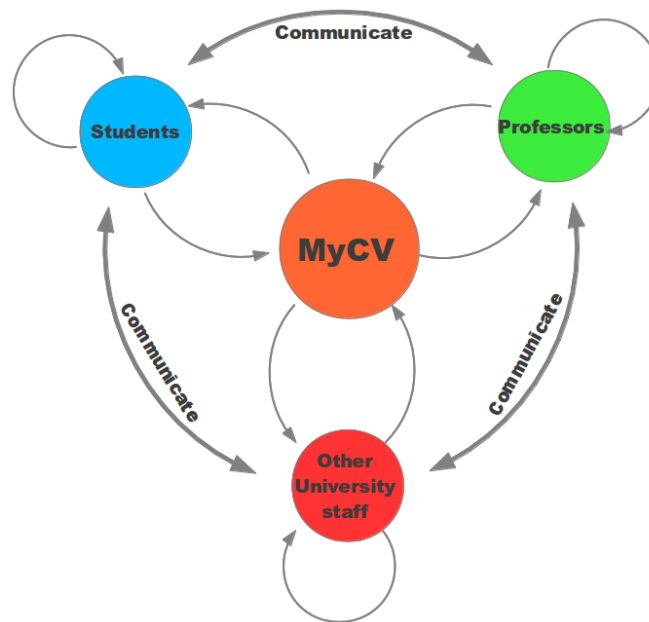
The application needs to have two versions, web and mobile. All the intended users may not have a smartphone or may have different preferences on whether using mobiles or computers, therefore it is preferable to also have a web version as an addition to the android application. The web version also has the possibility to be run on different operating systems. For more complex tasks such as creating job applications and job ads the computer also offers a keyboard. All in all, having the application in two

versions provides a wider range of users which is positive to this kind of application as it increases the chance of getting a larger quantity of job ads etc.

The CV and the mobile app are completely synchronized and should at all times be displaying the same information. The users, i.e. employers and jobseekers, should be able to communicate with each other via the app

Stakeholders' map

This map shows the many possible lines of communication that could be established through the feature of a job sharing platform. There would be not only direct communication of all the parties with each other or themselves motivated by job adverts, but also indirectly through the MyCV app by posting ads and receiving replies.



Stakeholder scenarios

Giuseppe, 23, Master's Student:



Giuseppe goes to a bar where he spends a lot of money. He finds himself unable to do everything he wants and his parents will not give him any more money. Giuseppe feels a bit depressed because of financial insecurity. While looking up the bus timetable in the SmartCampus application he stumbles upon MyCV and goes to the JobMarket where he finds an ad made by Paola saying that she is searching for participants in an experiment. He applies for the job and gets a positive rating by Paola after the job has been done. Giuseppe starts to follow tags that match his skills and takes up small jobs giving him the extra income he needs.

Paola, 25, PhD Student:

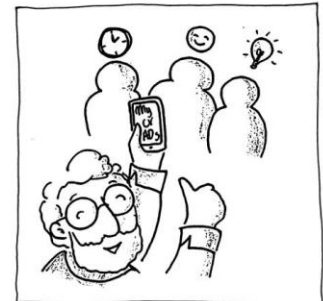
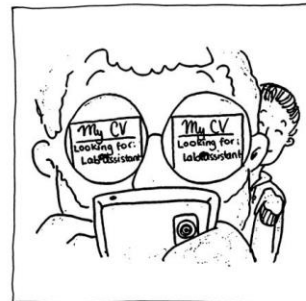


Paola just arrived in Trento has no friends but a big PhD project that keeps her from socializing. For her PhD project she needs to find native Italian speakers which are fluent in a second language, a very difficult

task. She has received a big amount of funding for her project so she knows she can pay these people for their time. She talks to her professor and he suggests to use the Smart Campus App to recruit participants. She publishes a job ad and soon many students contact her for the quick 10 Euros.

Prof Gaetano, 62, Chemistry Professor:

The Lab Assistants that have usually been assigned to Prof. Gaetano, have never been very reliable, friendly or interested in his work which makes him a bit unhappy. He decides to take matters into his own hands and find his own lab assistant. With the help of his grandson he puts an ad on the job listings for myCV. He meets up with a couple of them to find his perfect match!



Prototype design

Explanation of main functionalities

The home screen of UniJobs includes four icons: CVs, JobMarket, MyApplications, MyJobAds. The CVs icon leads to the current home screen of the application with a listing of the CVs. The other three are further elaborated on below:

JobMarket

This includes a [listing of all the current job adverts](#). It is accessed from the main screen by clicking the icon for JobMarket. Whilst in the JobMarket the user can browse through the all listings or use the tabs 'Tags' or 'Favourites'.

To apply for a job the user clicks on the ad and is then shown a screen with the ad description. From there user is able to press 'Apply' after which he or she is asked to choose one of his or her CVs and add a message. Another possibility is to "Recommend" the job to a friend. This is done by clicking the 'Recommend' button. After this user can select list of user and send recommended ad to them.

An ad can be posted by accessing the JobMarket and clicking on 'Add Listing'. Then a new screen comes up where the user can fill in all the information about the job he or she would like to offer. Clicking on 'Preview' redirects to a preview of job ad. Clicking on 'Post' adds a new job to system.

MyApplications

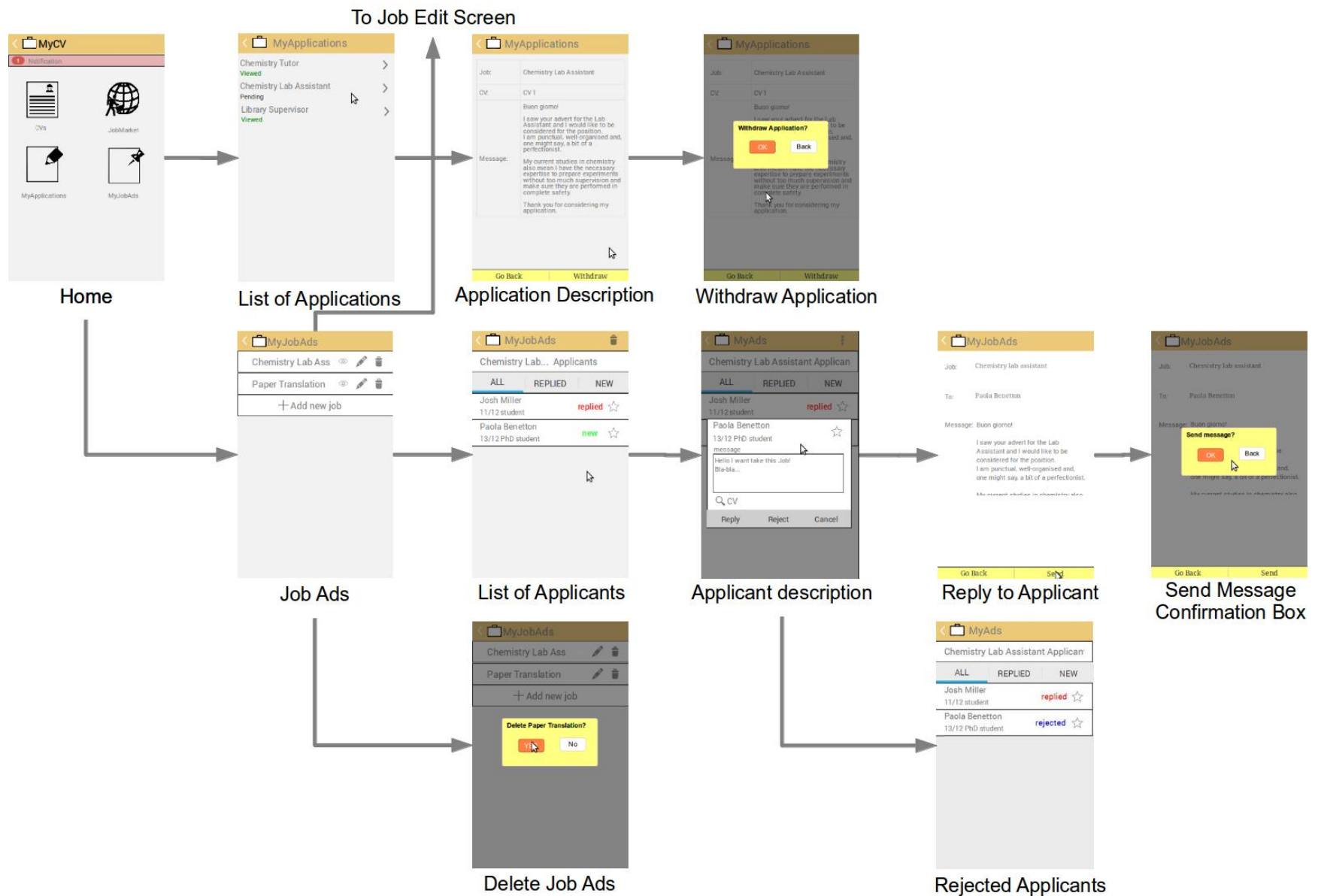
The MyApplications function is also accessed from the main screen and shows a list of the [applications](#) the user has sent to different jobs. This also informs the user if the application has been viewed or rejected. Clicking on a particular application redirects to a new screen with full information about application. Users have the ability to withdraw an application just clicking on 'Withdraw'.

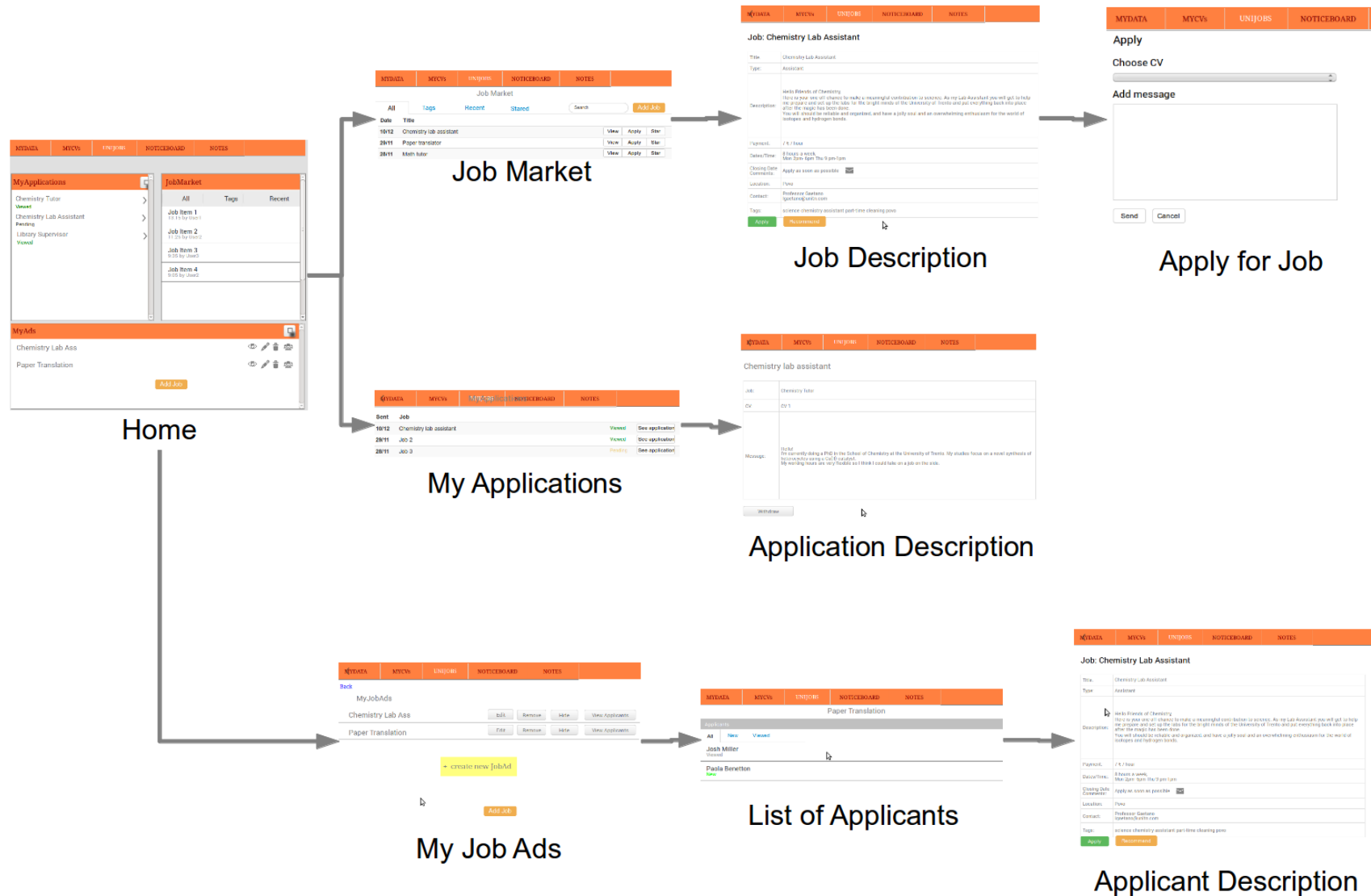
MyJobAds

MyAds shows a list of the [ads posted by the user](#) who can choose to edit the listing, remove it or see the applicants. If 'see applicants' is chosen, these will be displayed in a list. Users can select 3 different tabs 'All' for all applicants, 'New' for applications which haven't been viewed, 'Replied' for applicants who have been replied to or also rejected. Clicking on an applicant will show a subwindow with the applicant's message and his/her CV. The user can then reply to the applicant (by sending a message) or reject them directly.

Map of interaction







Low fidelity prototypes

To make the lo-fi prototypes the group made models of the smartphone in **cardboard** and used **paper slides** to represent the screen and post-it's for pop-up windows. During the testing of the lo-fi prototypes the slides were changed manually by the supervisors and given to the participants as soon as they had chosen a button to press. Pictures of the lo-fi prototype can be found in the appendix.

Low fidelity users' evaluation and redesign

Generally, the group can conclude that the lo-fi prototype proved very useful in a lot of ways as it showed that the idea of the project was generally appreciated and also exposed problems of the interface. We took these into consideration to create a high quality hi-fi prototype.

We adopted the features which had received positive feedback, such as the clear overall structure and the general functionalities. On the other hand, **some useful suggestions were not elaborated on**, as they were considered to be outside of the scope of the project, such as posting skill offers. Otherwise, the main problematic features that were altered regarded terminology, system flexibility and user control.

Regarding the terminology we had to consider that even the English version of the app would not primarily be used by native speakers, but by international students from all over. Additionally, we had to be more consistent. The terms 'Listing' and 'Ad' were changed to the more comprehensive 'Job Ad' to have the consistent recurrence of 'Job'. The term 'One-Off' was changed to 'One-Time'.

Then to make searching for jobs easier, we added the possibility of marking job adverts with stars, as proposed by a tester. We also changed the tabs to 'Tags' and 'Favourites' as this would hence be more relevant.

As testers liked the tab option, we also employed it in 'MyJobAds' to sort between replied and new ads. This serves for cases, in which one posts a job offer that is in high demand.

Furthermore there was a demand for more user control in posting a job advert and sending an application. Following suggestions we added the functionalities of hiding a job advert, as to keep it as a draft to be reused or to temporarily close the application process. For 'MyApplication' we added the possibility to withdraw an application.

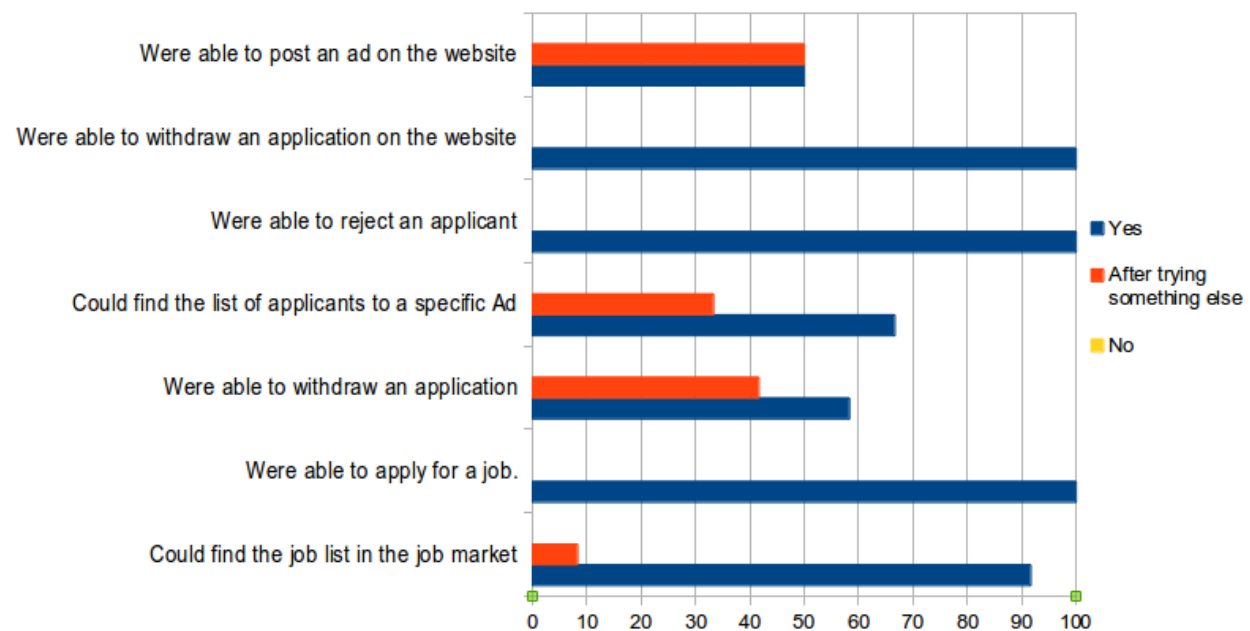
High fidelity prototypes and evaluation methodology

We created two prototypes, a web and a mobile application. The prototypes were made using the Justinmind Prototyping tool. (See References) This programme lets prototypers create a realistic simulation of the app including interactions, text input fields and the possibility to create both web and mobile applications. Concerning latter, both simulations could be run on their respective mediums. We used our [Android phones and laptops to run separate tests on the prototypes.](#)

Results from User evaluation

Think-aloud

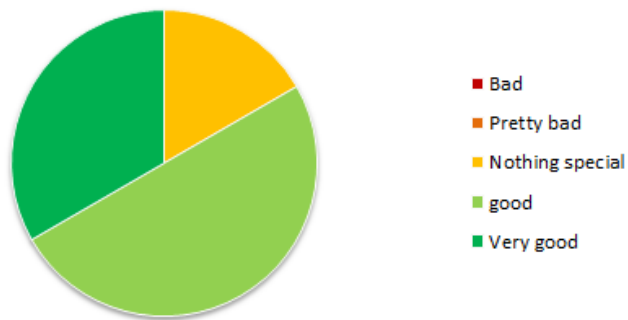
During this stage, [finding the jobmarket and apply for a job](#) which is two of the important functionalities were used without problems by all the testers. Problematic task were withdrawing an application, finding the list of applicants and posting an ad.



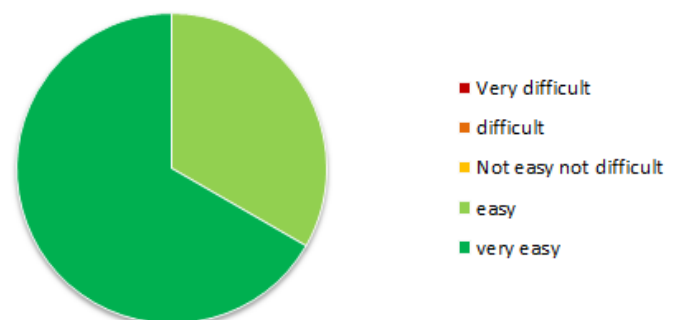
(No tester was unable to do any of the tasks)

Questionnaire

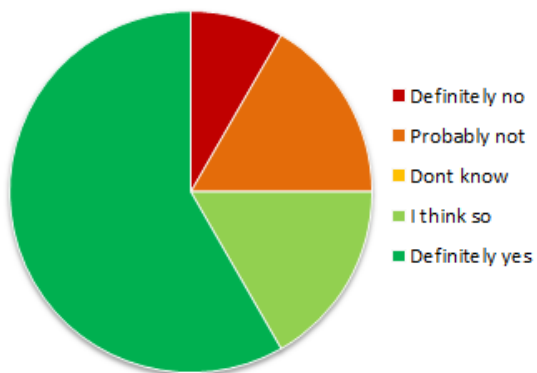
How was your first impression of unijobs?



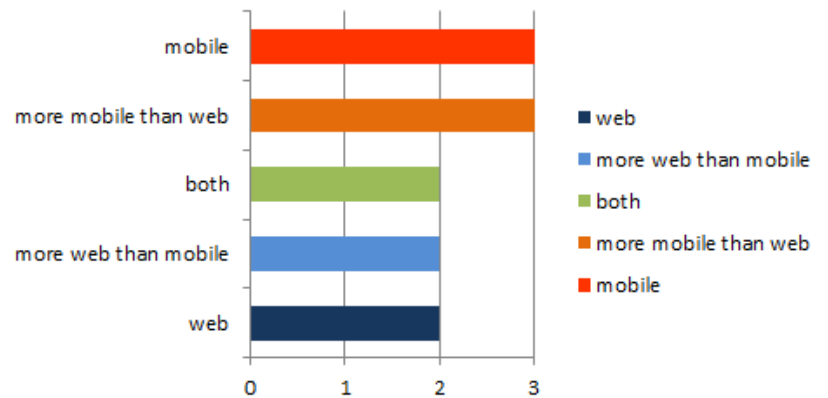
How easy did you find it to look for a job?



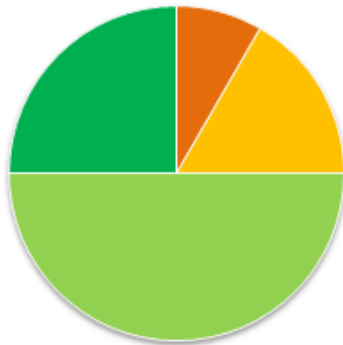
Would you use unijobs?



Which version do you find easier?

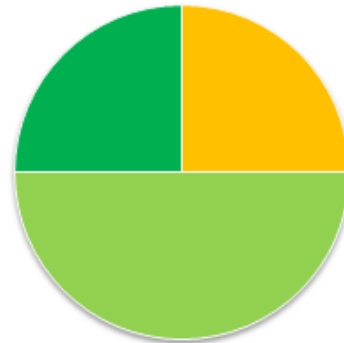


How useful do you find the mobile application?



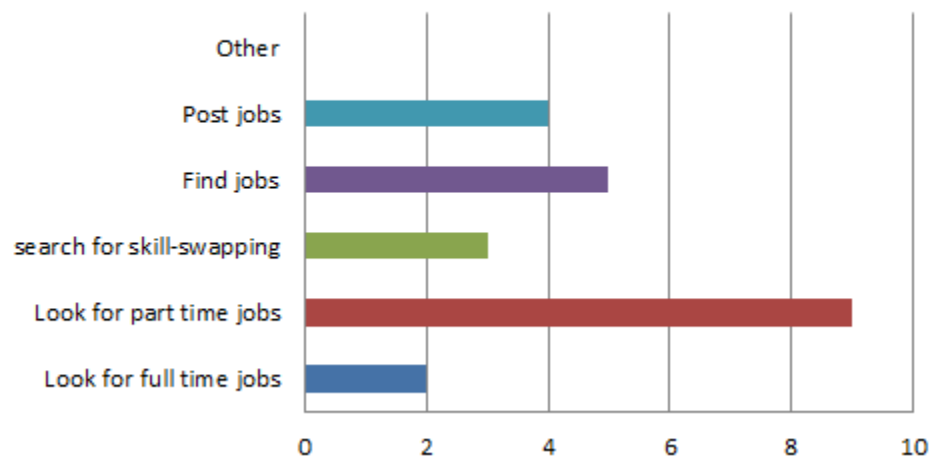
■ Not at all
■ No so much
■ i dont know
■ useful
■ very useful

How useful do you find the web application?



■ Not at all
■ No so much
■ i dont know
■ useful
■ very useful

What would you use UniJobs for?



Analysis of the Users' evaluation result

The testing with the hifi prototype proved, just in the way the lofi testing did, that many students are interested in having such a platform available to them. The enthusiasm towards such an idea sometimes even reached up to a point at which it would distract the testers from the details of the user interface. A quote from a student: “Since what you are creating is absolutely new and useful, I can hardly have anything to criticize. I think whatever you do will consist in a useful addition to MyCV.” Further positive comments were made on the app being easy to use and well structured, especially the mobile application. They liked the accessibility of the data that a mobile application would provide. Some special feature like the ‘Recommend’ function received ample compliments. In this respect, the main aims of UniJobs have been reached among its main target group, the students.

But of course there is still enough room left for improvement. In the following paragraph, we shall analyze the problematic aspects of the app. One of the hurdles that we would have to overcome is the language barrier that non-native English speakers will face when using this application. This caused confusion for the terms ‘Save Draft’ and ‘MyApplications’, when people were looking to save an advert for the former and applicants of their job adverts of the latter. Then there were some concepts which did not match the real world of the users like withdrawing an application through a direct button or previewing before posting. Both the terminology problem and these functionalities could be introduced through a quick tutorial that users will have to go through before their first use of the app.

The switching from website to hifi seemed slightly problematic as some people found that the webpage contained too much information and some buttons like “Add a Job” did not seem obvious enough. More thought has to be put into its formatting.

Since the tests were conducted with both experienced (users who had seen the lofi prototype) and inexperienced users, we were interested to see the differences between them. Both however completed the tasks equally well. We attribute this to the long time that had passed between testings and the many changes that had been made to the prototypes.

Discussion

In the following section we discuss hi-fi prototype from different point of view and methods of testing of hi-fi prototype: think aloud, questionnaire, interview and so on. Each offered a different level of insight into the user experience which will be analyzed and evaluated.

Hi-fi prototype

The hi-fi prototype has a higher quality of interaction than the lo-fi paper prototype because it actually has the looks and the feel of a real app. Based on this it made people more comfortable using the prototype. Moreover testers in our experiments seemed to take it seriously, much more so than the lo-fi paper model. On the other hand people expect that they are using an active app. Because of this they are confused by slowness and problems in the prototype not actually due to the designer's implementation, but to the limitations of the prototyping program.

This type of hi-fi prototype takes a lot of time to create even using a special prototyping software. Also, one has to assure oneself that the model has all the necessary functions. Nevertheless the prototype is quite flexible regarding changes and new ideas.

In general the hi-fi prototype is an extra step in creating final product, but it is useful for testing and approving development of app. Using this prototype we can do **usability evaluation**, find what people think about even with drawbacks of slow running and errors.

Think Aloud

The Think Aloud method was the first one used for the hi-fi prototype testing. The group already had experience of this type of testing, but some changes were made to the method based on prior experiences. During the first Think Aloud testing that the group had performed, the main difficulty was to get the testers to physically speak their mind. **The group anticipated this to be easier for participants if they were given specific questions to answer** to like “How would you apply for a job?” instead of being told “Apply for a job”. A lot of time and thought was put into preparation of the testing including the choice of setting, subjects and specific tasks to be performed by the testers and finally in the actual execution of the testing with the 12 participants.

The positive aspects of this method hold the same with or without question based tasks. In the Think Aloud method, the users have no prior knowledge of the technology being tested. This provides valuable **insight into the first encounter** a user might have with the application. It also **helps rank the severity** of a problem in the practical usage of the application. Here, sometimes a problem can prove to be a real obstacle for the user, while another one can be easily worked around.

One of the benefits of the Think Aloud method is that testers start talking about all necessary moves and acts. However, testers sometimes talk more about what they are doing and not so much about why they are doing it, and it is sometimes hard to understand how their personal experience and preferences affect the way they act. In some cases, the testers also started to talk faster and forgot to explain some important steps and due to this some errors were missed. Even using cue questions this obstacle could not be completely overcome.

A problem that occurred due to the questions was that the testers sometimes didn’t grasp the extent of the task because it seemed more like a theoretical question and so they did not follow through with the whole task. The experimenters would therefore have to intervene by stating the tasks.

During the test the subjects sometimes felt pressured by the observation and expressed the concern that they were not “doing well”. This suggests that they may have been feeling as if they were the ones being tested, instead of the application.

All these drawbacks however do not completely diminish the value of the data. The Think Aloud method provides good material for evaluating if a task is hard or easy and combined with the speaking a good insight of where exactly users get stuck.

Questionnaire

The questionnaire part of the testing rendered some important results, giving a general image of the users' preferences and how varied they can be. A very important stage in the questionnaire part was the **preliminary** one, preparing the questions and choosing the sample of users. In what concerns the questions to be asked, it seemed that choosing to use questions with scores on a range rather than "yes"/"no" questions was a good approach as these kinds of questions were more **expressive**. The choice of subjects for the questionnaire was highly restricted in this phase of the design process by the fact that it **required knowledge of the app**. Therefore, only the people who had tested it in the previous stages were fit.

This method allows the testers to answer as honestly as possible without the "pressuring eye" of an experiment conductor in their back. Answers can be restricted and this helps in comparing and analysing the results. It facilitates the collection of data and offers a format that can be applied on a large quantitative scale. However, the data obtained by a questionnaire **lacks the justifications** that the testers can provide in a free interview. Their choice of answers is usually limited to a restricted set for ease of analysis and thus makes the **qualitative value of the data poorer than from the interview**.

Interview

In contrast with the questionnaires and the "think aloud" tests, the interview had a more natural feel to it, once the initial shyness of the interviewee has passed. An important factor in this was that in all cases the interviewer and interviewee already knew each other from before. The **natural interaction** gave the interviewer freedom to deviate slightly from the list of questions, go deeper into topics they consider particularly interesting and ask for details and clarifications where these are needed. This can be done spontaneously and can be based on previous answers. On the downside, this technique was the one where the **language barrier** had the most impact on the results yielded. The interviewees with a less advanced level of English language tended to be less talkative than the ones confident in their language abilities. Also results could not as easily and neatly be compared as the ones obtained from the questionnaire.

Conclusions

In conclusion this application has lots of potential which was also confirmed by the final user testing. The testers were very positive to the idea and had a good first impression of the application. UniJobs would have benefitted from further exploration of some of the functionalities but the possibilities were limited by the timeframe of this course. Especially the use of English as a language has been a problem during the whole project and would need further research and testing to find suitable expressions etc. If this project would be continued a possible next step would be to get feedback from all the stakeholders such as university staff, students and professors. Then being in Trento, naturally, an Italian version would be made and tested.

Ultimately, the group has gained valuable insights into the methods of testing and has found each one to have their advantages and drawbacks. Thus we conclude that the varied methodology used in this project, though it may be time consuming, offers best results as it allows the methods to complement each other and offers a broad spectrum of information of usability, necessary in the design of any ambitious application

References and credits

The material and standards used in the evaluation and analysis:

1. 10 Heuristics for User Interface
<http://www.nngroup.com/articles/ten-usability-heuristics/>
2. PACT Analysis
<http://hci.ilikecake.ie/requirements/pact.htm>
3. Justinmind Prototyper
www.justinmind.com
4. Human Computer Interaction Course 2013-14: Lecture on Prototyping from November 5; accessible from
http://disi.unitn.it/~deangeli/homepage/lib/exe/fetch.php?media=teaching:hci:hci2013_2014:unit7.pdf
5. Drawings of User Scenarios by Yasmin Hanschke on the basis of descriptions by the group.

Appendix

MY CV Evaluation

We collected features we would judge essential in a CV app, separate from our knowledge of the already implemented features. Then we established a ranking of priority and potential for improvement to evaluate the need for these features.

Expectations What we would expect to find in a CV application	Priority (for each person) 1-10 where 1 is not important and 10 is very important	Potential for Improvement (for each person) 0-10 where 0 is perfect= no potential for improvement and 10 is the highest potential = it does not exist	Final score priority * potential for improvement
Print from phone	10 10 8 10	3 10 7 10	Average 71,5
Show list of courses	10 10 10 10	3 3 4 3	Average 32,5
Teachers/Employers can add references and certificates directly	4 3 5 7	8 8 7 7	Average 35

Customize CV	9 8 9 10	9 8 10 8	Average 78,75
Apply for jobs through the app	7 8 7 9	10 10 10 10	Average 77.5
Send a link of your CV profile to employers	5 5 4 7	10 10 10 10	Average 52.5
Add references for work experience	6 4 6 8	7 8 8 7	Average 44.5
Translate the CV into different languages	7 7 5 6	10 10 10 10	Average 62.5

”Think aloud”, questionnaire and interviews

Think aloud

Mobile app

1. How do you find the list of jobs?
2. You see the job “chemistry lab assistant”. How do you apply?
3. You change your mind about an application you sent for the job “chemistry lab assistant”. How do you withdraw it?

4. Who has replied to your jobad “chemistry lab assistant”?

5. How do you reject Paola Benetttons application?

Web app

1. You change your mind about an application you sent for the job “chemistry lab assistant”. How do you withdraw it?

2. You have too much money and you want to employ a an assistant. How do you post an ad?

Questionnaire

1. How was your first impression of UniJobs?

1 2 3 4 5

Bad

Very easy

2. How easy did you find it to look for a job?

1 2 3 4 5

Very difficult

Very easy

3. Would you use UniJobs?

1 2 3 4 5

Definitely no

Definitely yes

4. Would you recommend it to friends?

1 2 3 4 5

Definitely no

Definitely yes

5. Which version do you find easier?

1 2 3 4 5

Web application

Mobile application

6. How useful do you find the mobile application?

1 2 3 4 5

Not at all

Very useful

7. How useful do you find the web application?

1 2 3 4 5

Not at all

Very useful

8. What would you use UniJobs for?

- ☐ Look for full time jobs
- ☐ Look for part time jobs
- ☐ Search for skill-swapping
- ☐ Find jobs
- ☐ Post jobs
- ☐ Other.....what?

Interview

1. Is there anything you found particularly good about UniJobs?
2. Is there anything you found particularly bad about UniJobs?
3. Is there any difference in how you would use the mobile application/web page?
4. Do you have any other comments?

Low-fi prototype

The low-fi prototype was made in cardboard and paper. All screens and functions were made and tested. Below is a sample of how the different screens were designed.



fig.1.1



fig.1.2



fig.1.3



fig.1.4



fig.1.5



fig.1.6