# Research & Development 1: Expert Review

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# 1

1. *Choose a suitable Android app to create an expert review for, preferably one that you are yet unfamiliar with.*
   We chose the app "Koken met aanbiedingen" which can be downloaded from `https://play.google.com/store/apps/details?id=com.scrambled.kookmetaanbiedingen&hl=nl`. This app is quite unknown to us, since nobody of the group has used this app so far. In the description of the app, it says that it can help you with cooking. The meals are healthy and it is cheaper since the app searches for product discounts of selected supermarkets and you do not cook too much food.

2. *Construct personas for the different user types:*

   2.1. *Determine which user types are likely to use the app*
   This app will probably be used by various user types. This application is attractive for users who are not that good in cooking or just want to know new healthy receipts. User types could be for example parents, because they need to cook for their children or students, because you will save money using this app.

   2.2. *Create thorough persona profiles*
   For the **parents**, it can be very expensive to run a household. So saving money by cooking the right amount of food can be very beneficial for them. Also, you want to cook healthy for your family and the app can help you with this. For the **Students**, when you start to live on yourself, your parents do not cook for you anymore. This application could be useful to discover new receipts. Studying is also very expensive, so it is always nice to safe money on the meals. At last, you want to stay in shape, so cooking healthy always helps.

3. *Conduct a heuristic evaluation:*

   3.1. Done

3.2. *Determine a few scenarios that the evaluators will be reporting on.*
The reporters could report on several things in the app. It could be a little bit unclear how to change the supermarket. Also, very few receipts are shown. There are shops with only a single receipt available in the app.

3.3. *Have each evaluator inspect the interface alone.*
The interface looks pretty clear and is easy to use. There are three clear tabs where we can change between. The discounts, what do I have in home and saved recipes.

3.4. *Have each evaluator go through the interface twice and inspect the various elements.*
If the recipes are clicked on, you can see exactly how much you need of every product. There is also shown how to prepare the meal in detail which is nice. When clicked on settings, the supermarket can be changed and some things can be done on social media, like sharing the app, giving feedback or rating it The app is fairly simple in general so there are not many interface problems.

    3.4.1. *Visibility of system status*
It is clear what is happening in the app. The menu is clearly labeled and simple to use.

    3.4.2. *Match between system and the real world*
It matches clear with the real world, the recipes are supported with photos and clear explanations.

    3.4.3. *User control and freedom*
The user has a lot of freedom. To start, the user can choose one or more supermarkets. After this the user can add different items that you have bought to "what you have in home". If the user added a wrong item, it is possible to change the item

    3.4.4. *Consistency and standards*
The app is fairy consistent, mainly because the application is simple.

    3.4.5. *Error prevention*
There are not that many error messages in this application. There is a message that says there are no products found with the letters you typed in.

    3.4.6. *Recognition rather than recall*
The symbols are easily recognized and clear to use.

    3.4.7. *Flexibility and efficiency of use*
When typing in a product, the applications search for all the products starting with the letters. This is some kind of auto fill in.

    3.4.8. *Aesthetic and minimalist design*
The text is not unnecessary long and easy to follow

       3.4.9. *Help and documentation*
          There is a button in settings that explains the app, you can also give feedback to the developers. There is also general information button.

    3.5. *Classify problems by their severity.*
       There are no huge problems.

    3.6. *After all individual evaluations are completed, aggregate findings.*
       In general, the app is pretty easy to use. There are no complicated proceedings that have to be done.

4. *Draw a definitive conclusion on the app's usability based on the combined results from 3.*
   In short, the application is pretty good to use. Because the app has a fairly simple goal and the interface is clear and