



Design and Implementation of a Mobile Application for the Collaborative Structuring of Knowledge-Intensive Processes

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Agenda



1. Motivation

2. Review of Existing Applications

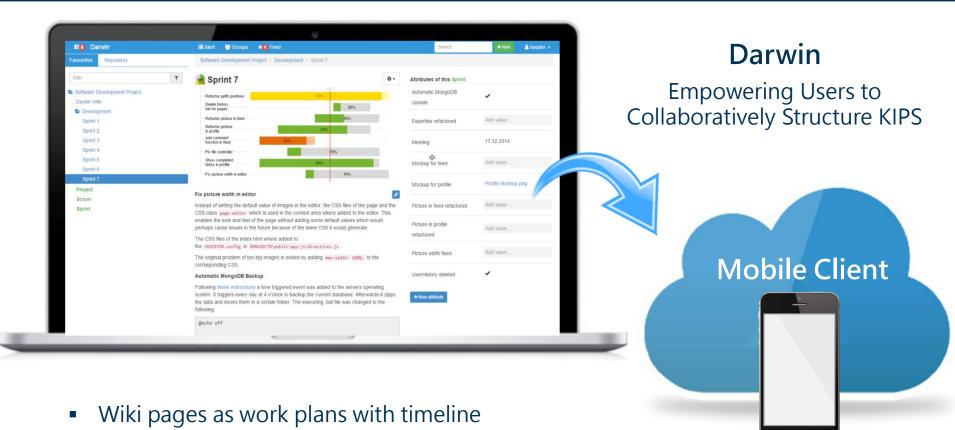
3. Implementation

4. Live Demo

5. User Evaluation

Support for Collaborative Knowledge Work





Simple structuring concepts as metaphors

Creation and generalization into work templates

Task-Centered Mobile Applications I





Intuitive UI

Calendar feature

Easy Creation of boards and cards for projects

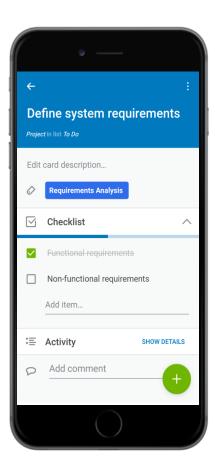
Collaboration within a team



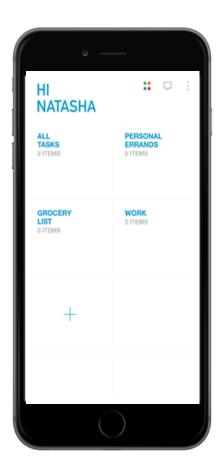
No charts for project progress and tracking

No wikis for boards, only simple descriptions











Simple

Intuitive UI

"Any.do Moment"



No sorting of tasks by dates

No web app, only chrome extension

No wiki, only notes for tasks

Task-Centered Mobile Applications II





Simple and easy to use

Add notes via email and Google Now

Collaboration with comments



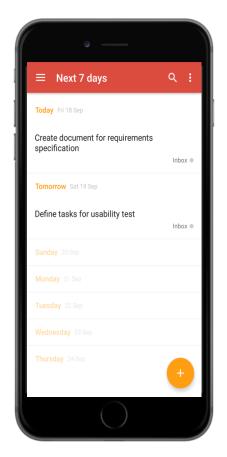
Subtasks hidden within task window

Limited customization and organization options











Minimalistic UI

Extended search and filtering functionality

Multiple ways to organize tasks in projects



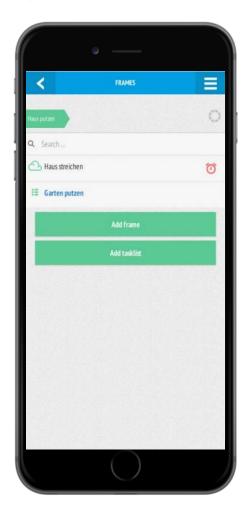
Free version very limited (no labels, reminders)

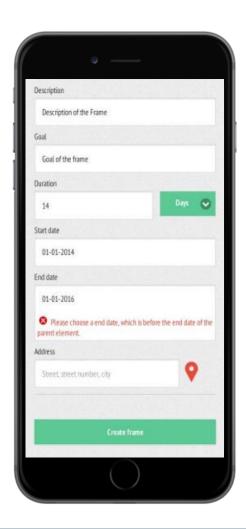
Assigning of tasks cumbersome

Process-Aware Task Management for KIPs with Checklists











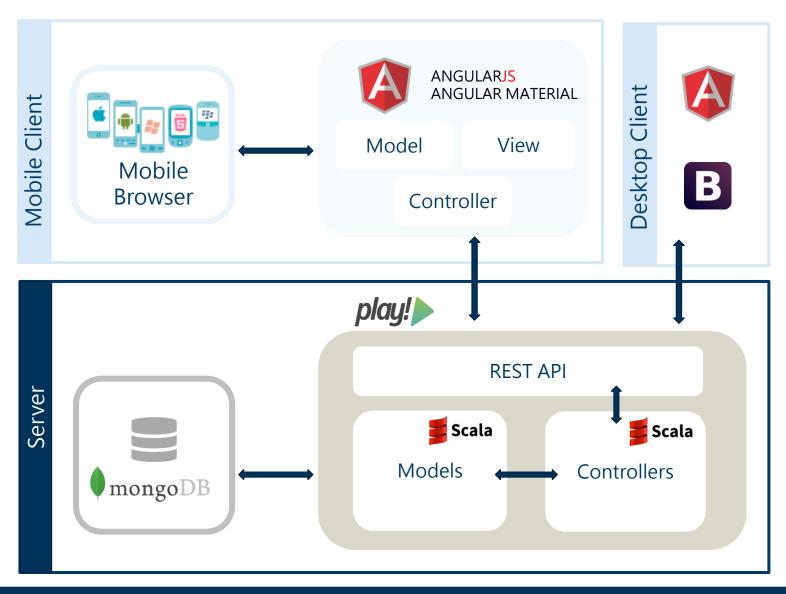


proCollab

- Research project of the university of Ulm
- Process-aware task management support for KIPs
- Checklists for active, organizational and dynamic coordination of tasks

Seperation of Concerns with a Client-Server Architecture





Material Design











- Set of design guidelines introduced by Google
- Provide intuitive and natural interfaces by transferring attributes of the real work to the virtual world
- Comprehensive design language unified experience across platforms and device sizes



User Interface Design



Colors



Typography

ABCDEFGHIJKLM NOPQRSTUVWXYZ abcdefghijklm nopgrstuvwxyz 1234567890 Quantum Mechanics 6.626069×10^{-34} One hundred percent cotton bond **Quasiparticles** It became the non-relativistic limit of quantum field theory Probabilistic wave - particle wavefunction orbital path MEDIUM ITALIC ENTANGLED Cardstock 80lb ultra-bright orange POSITION, MOMENTUM & SPIN

Components



Toolbar & Tabs



Navigation Drawer



Live Demo

Empirical User Evaluation to Determine the Usability of the Developed Website



Participants 🙀



- 69 students of the Seba Master SS 2015 course
- Used desktop Darwin to hand in deliverables

Time & Place 👼

- Conducted over two days
- Students distributed to slots, each about 20 minutes



Procedure



- Participants were asked to perform five tasks
- Think-Aloud Protocol and observation of user behavior
- Following a SUS questionnaire with

Tasks 🗯



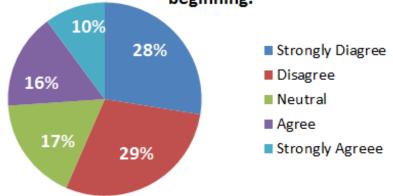
- Commenting on feed entry
- Navigating to a wiki page
- Creating a new task
- Navigating to the task overview
- Finishing a task

Results of the Questionnaire I



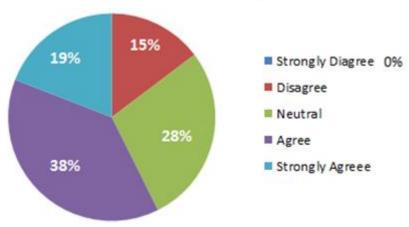
Frequency of use

I think that I would have used the mobile www.sebamaster.de frequently, e.g. additionally to the desktop version if it would have been available from the beginning.

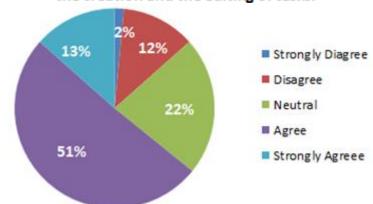


Ease of use

I felt very confident using the system.



I thought the system was easy to use, e.g. regarding the creation and the editing of tasks.

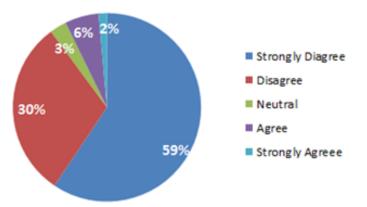


Results of the Questionnaire II

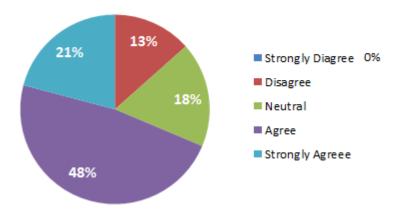


Learnability

I think that I would need the support of a technical person to be able to use this system.

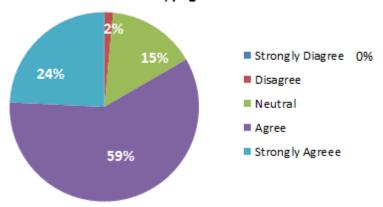


I would image that most people would learn to use the system quickly.

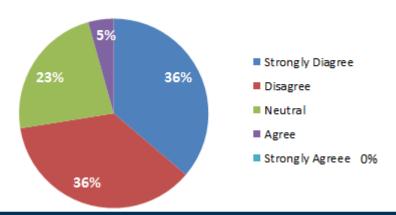


Consistency

I found the various functions of www.seba-master.de were well integrated into the mobile version, e.g. the feed, pages and tasks



I thought there was too much inconsistency in this system, e.g. the colors in the feed.



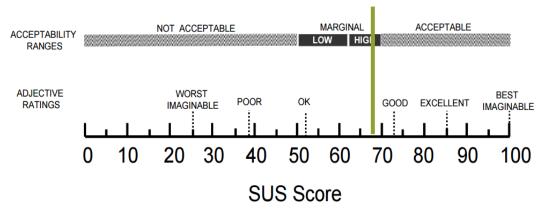
The System Usability Score



- System Usability Score (SUS) gives indications about a product's usability
- It is calculated with the responds of the 10 item questionnaire
- Score ranges from 0 to 100
- Different interpretations of SUS score in terms of product usability

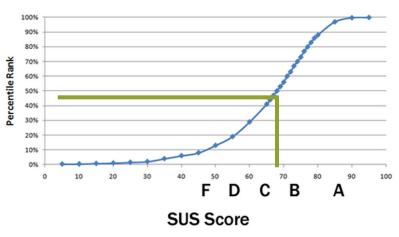
Calculated SUS Score 67.57 Counts as highly marginal Equivalent letter grade C

Average system wide SUS score*
68



Aaron Bangor, Philip Kortum, and James Miller. Determining what individual sus scores mean:

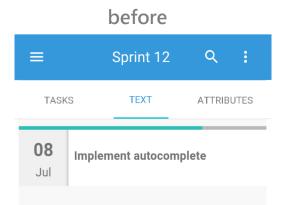
Adding an adjective rating scale, 2009



*Jeff Sauro. Measuring usability with the system usability scale (sus). 2011

Adaptions to the UI according to participants' responses

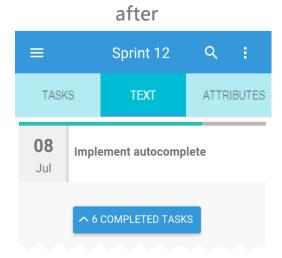


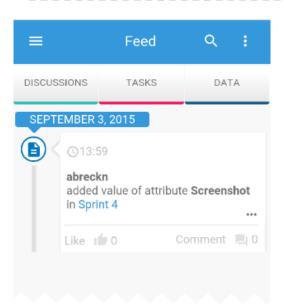


6 COMPLETED TASKS

1. Improve visibility by highlighting tabs with colors

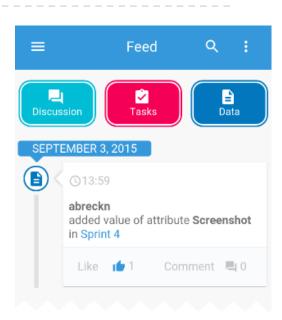
2. Apply "typical" button design





3. Make use of familiar designs

4. Provide available actions at first glance





Mobile-Friendly Test 641

http://vmmatthes19.informatik.tu-muenchen.de/

ANALYZE

Awesome! This page is mobile-friendly.

How Googlebot sees this page

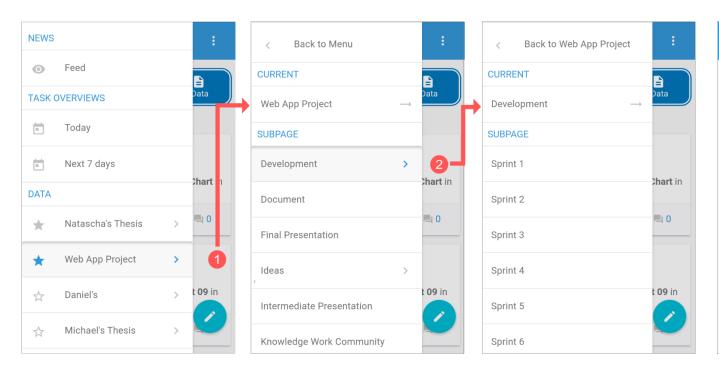


Any questions?

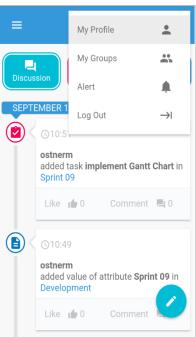
Navigation



Side Drawer Navigation



Drop Down Menu



Feed



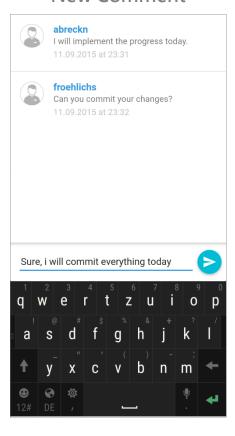
Feed



New Discussion Post



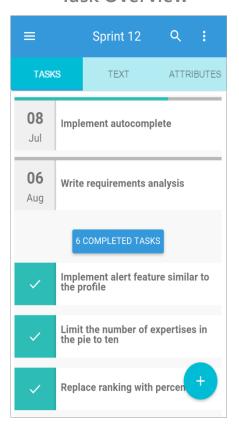
New Comment



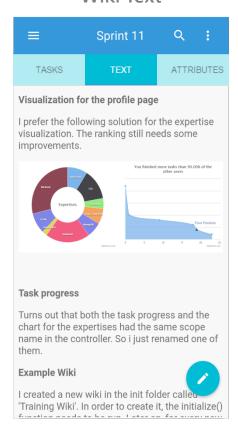
Wiki Pages



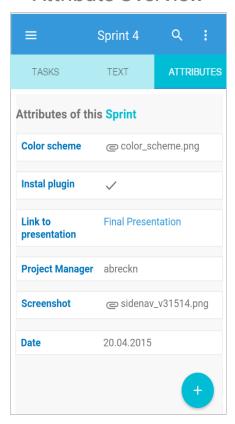
Task Overview



Wiki Text



Attribute Overview



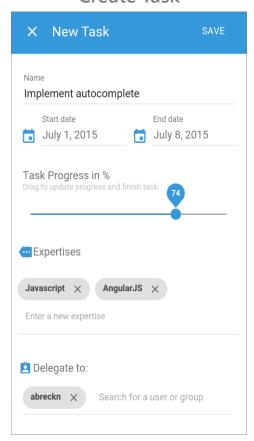
Creating Tasks and Attributes



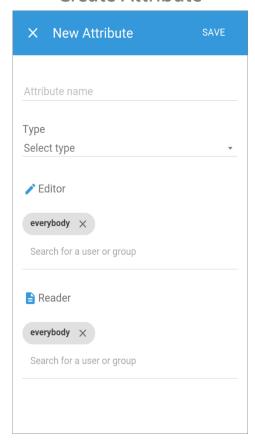
Edit Text



Create Task



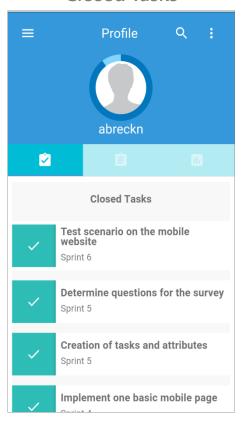
Create Attribute



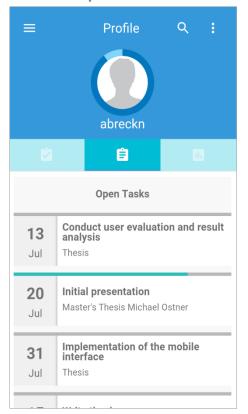
Profile



Closed Tasks



Open Tasks



Expertises

