Stone Soup

User Testing

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Stone Soup

Introduction & Mission Statement

Potlucks are an efficient and economical way to plan food for a group function. By outsourcing the food dishes to each person or family that is attending, much less of a burden is placed on the event's host. However, because of the unique properties of a potluck, potential problems are introduced that do not factor in to the planning of any other type of event. There is always the danger that people will bring too many of a single dish, or that some type of food, such as salads or drinks, will be underrepresented. Potlucks are also often planned for groups outside of one's circle of close friends, which makes contacting the right people a difficult task. To help solve these difficulties, we have developed the Stone Soup application, an event planner tailored specifically for the planning of potlucks. By making it easy to populate a list of your contacts through a variety of networks, users of the application will be able to make sure all the right are invited every time! In addition, by having a centralized list of what people are planning to bring, you can be sure that your potluck will be a success.

Our Mission is to make it really easy to get together with friends and enjoy a great meal where everyone contributes.

Prototype

How It Works

To test the usability of our interface, we developed a paper prototype. Quickly sketching our ideas out on index cards, post-it notes, and other readily available supplies helped us quickly eliminate the obviously bad interface ideas and refine the ones that had promise.

We designed the home screen to serve as a quick reminder of upcoming events. It displays an agenda-like list of all upcoming events, with events that you have been invited to, are attending, and are hosting all highlighted in different colors for easy sorting. This list is scrollable to see events further in the future than the screen size allows. A search bar is present at the bottom of the screen, which allows the user to quickly search for the event he's interested in without visually searching through the list. Clicking any of the events opens up the event's dedicated page, and clicking the "Create New Event" button opens the event creation wizard.

Fig. 1   Stone Soup Home Screen

Each event's page shows all of the information relevant to that event: the basic description, your RSVP status, and the contributions being provided by the people attending the event. This data is presented on four separate screens, accessible from the horizontal scroll-bar at the top of the screen. The basic information screen is the first to open, and clicking the left or right arrow buttons reveals the other pages. On our paper prototype, this scrollbar is simulated using a long strip of paper which can be "scrolled" to the next word when the user presses the appropriate button. A separate mock-up of each screen is then inserted appropriately into the frame.
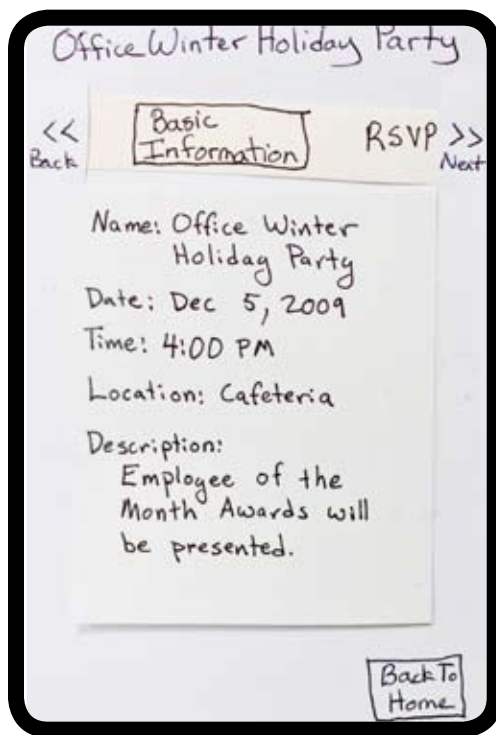

Fig. 2   Basic Information about an Event
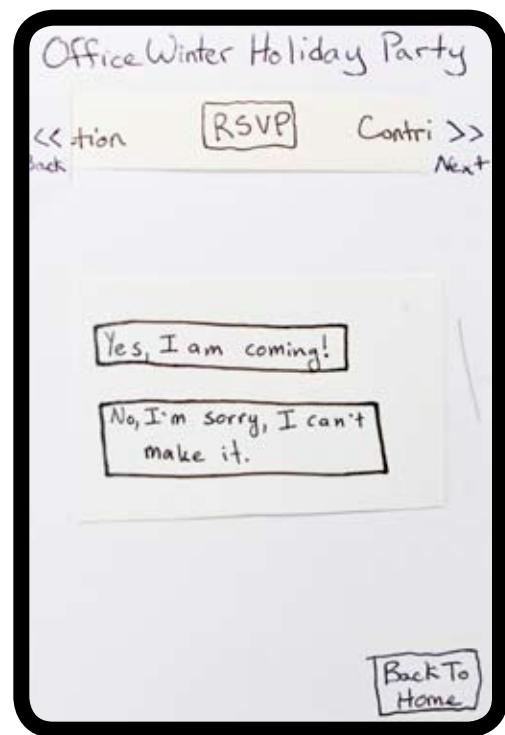   that a participant has been invited to

Fig. 3   Screen used to RSVP to an event

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From the RSVP page, clicking "Yes, I am coming!" insures that the event appears as "Attending" on the Home Screen. It also brings you to the "Contribute" section of the event's page, which encourages the new attendee to sign up for a food or service. At the top of this contributions list is a graph showing the relative proportions of each type of food, such as main-dishes, salads, desserts, or drinks. Seeing the proportions of each type of food will hopefully encourage users who RSVP to sign up for a needed item. Below the graph is a list of items requested by the host, which the attendee can commit to bringing with a simple click. Alternately, the attendee can commit to a different food item or service by entering it into a field at the bottom of the screen.
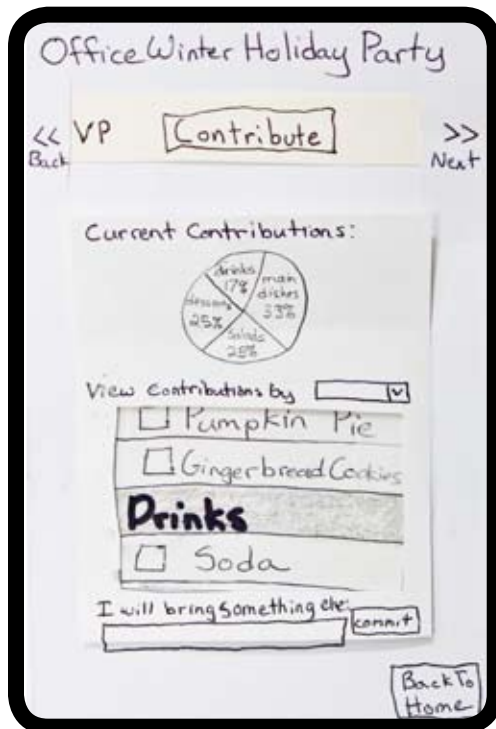

Fig. 4   Screen showing what the host is requesting and how other people plan to contribute to the potluck
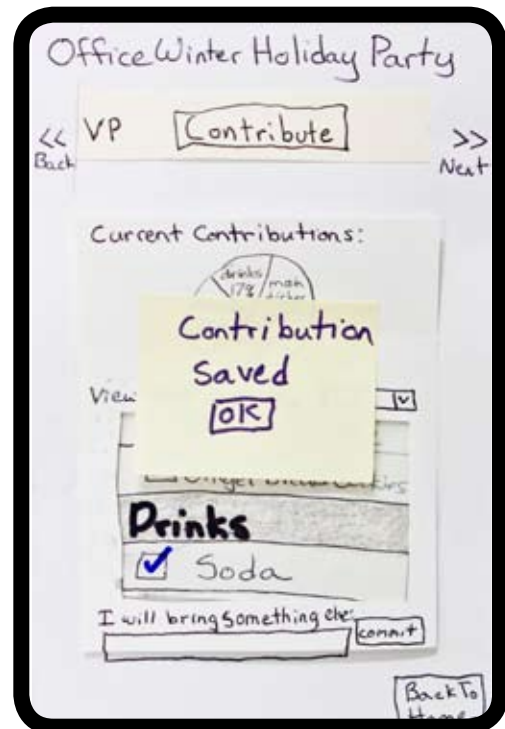
Fig. 5   Feedback to user notifying them that their input was saved

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Creating an event is done using a similar interface, utilizing the same horizontal scroll-bar. Users type in event details, such as the date, location, time, and description, using the device's native keyboard. For our paper prototype, we will assume that people can type correctly and thus automatically populate the fields. Clicking the right arrow button to enter the "Add Guests" page, the user is presented with a novel way of adding guests. During initial setup, Stone Soup aggregates the user's contacts from multiple accounts, such as Facebook, email, or company directories. All of these contacts are then listed together on the "Add Guests" page. A drop-down list serves to filter these contacts by the services used to add them, which we represent by a slip of paper containing the service names. Clicking a contact will result in a check being placed in the contact's checkbox, a paper-based way of denoting that the contact has been selected. In addition, by clicking the "past events" button, the user can select a past event she attended and add all or some of the other users who attended that event. Clicking the right arrow again brings up a list of all of the guests who have been selected for invitation for easy reference.

Fig. 6   "Basic Information" page of the
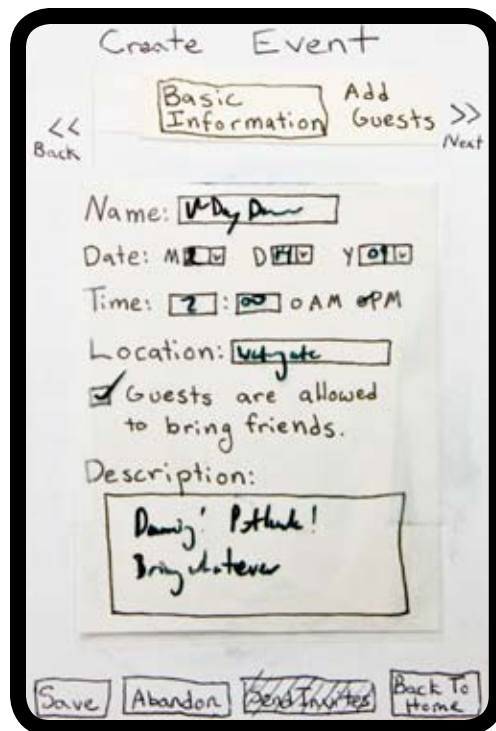   Create Event sequence of screens
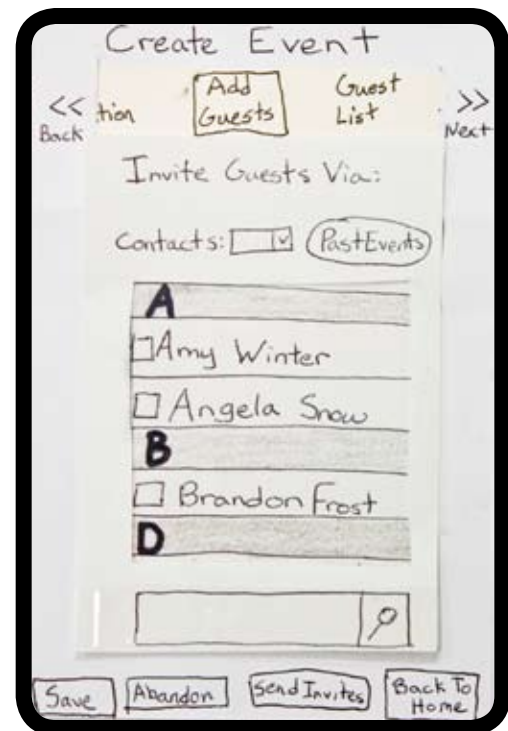

Fig. 7   "Add Guests" page of the Create Event
         sequence of screens; currently showing
         all contacts

Fig. 8   Popup menu that appears when event
          creater selects one of their contacts to
          add to the "Guest List"
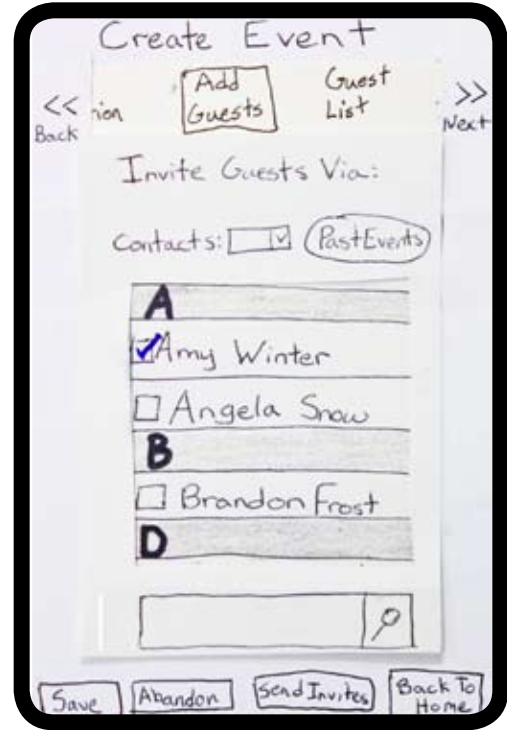
Fig. 9   Contacts list reflecting the addition of
          Amy Winter to the "Guest List"

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The next screen available to the user within the horizontal scroll-bar entitled "View Guests" allows the user to review and revise the people invited to the event. This is provided as an easy to view "sanity check" for people who want to see all of the people they plan to invite without having to sift through all of their contacts. People can search through this list by scrolling or by typing in a particular person's name.
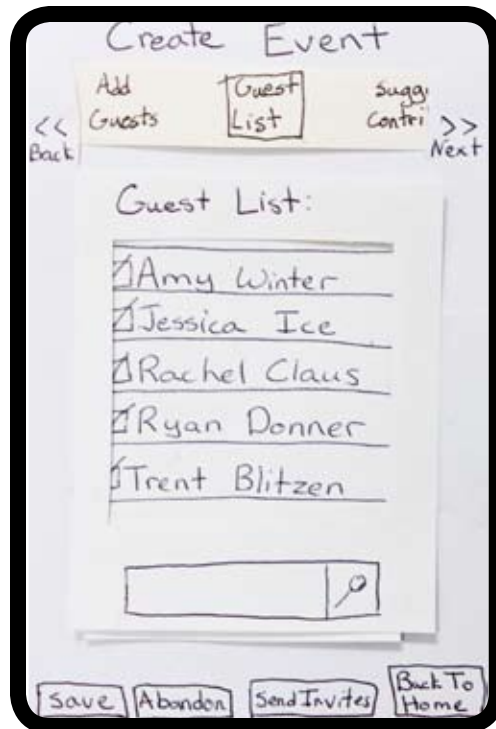
Fig. 10   "Guest List" page of the Create Event sequence of screens

The final screen in the event creation series involves suggesting contributions. This can be done by selecting the text field and "typing" the contribution's name. As the person types in their suggestions the application will try to auto-complete by suggesting common entries that currently match what the user is typing (we skip this in the paper prototype as it is something that is commonplace and doesn't need to be tested). Suggesting contributions is marked as optional, as some potluck hosts do not necessarily care what items their guests bring.
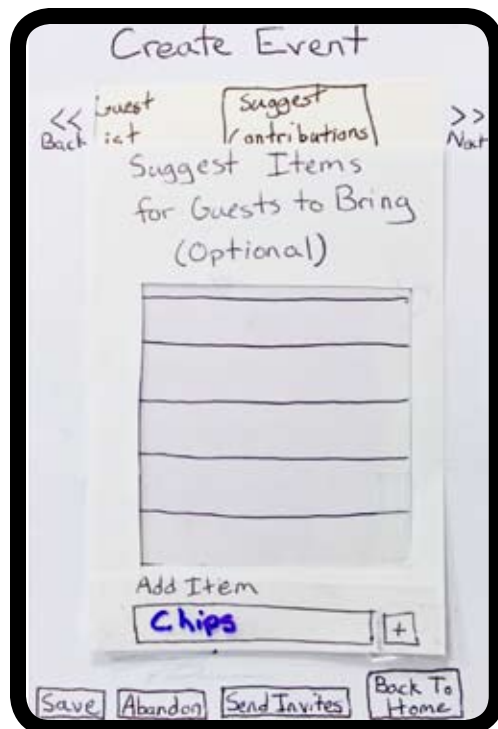
Fig. 11   "Suggest Contributions" page of the
           Create Event sequence of screens;
           user entered "Chips" to add to list
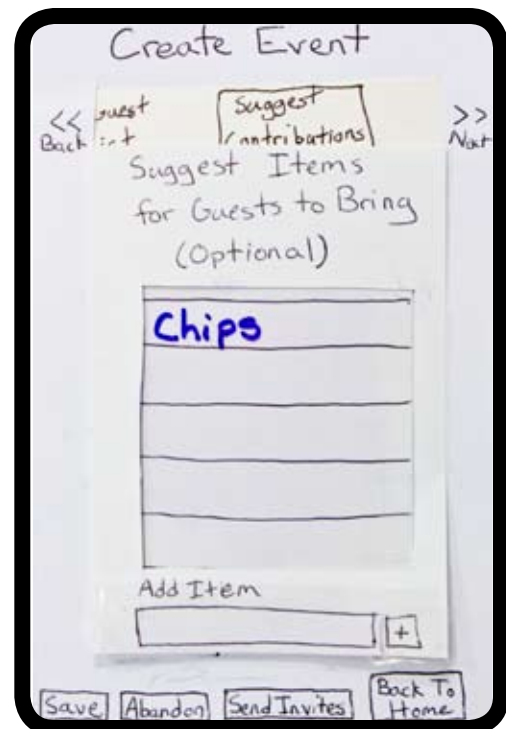
Fig. 12   "Suggest Contributions" page of the
           Create Event sequence of screens;
           after user has pressed + button

Clicking "Send Invitations" at the bottom of the page finalizes the potluck and sends invitations to the guests, via the service (Facebook, email, etc) with which they were added to Stone Soup. Near this button are also options to "Save" or "Abandon" the event creation, or to return to the home screen. Each screen is auto-saved as the user navigates through them; however, the save button is added as feature that allows the user to feel sure that their data is being saved.
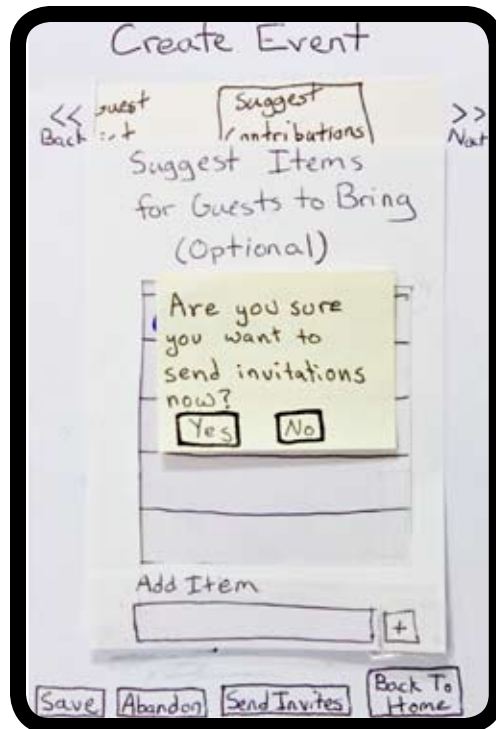
Fig. 13   Popup notification that appears after the event creator has pressed the "Send Invites" button

Fig. 14   Popup notification that appears after the event creator has pressed the "Save" button

Fig. 14   Entire Paper Prototype System

Methodology

Participants

For our user testing we scheduled appointments with three students from the University of Washington who we found via mutual friends. Sharri is a graduate student who frequently plans potlucks for other grads in her department. Kathryn is the President of the Tiger Hunting and Knitting Association (THAKA). She doesn't plan a lot of potlucks, but does plan events for her club. Adil is the vice president of the Pakistani Student Association at UW, and he plans 2-3 potlucks each quarter. Since we are targeting members of group or clubs, these participants were perfect. It also helped that Sharri and Adil often plan potlucks, so they could give us extra insight into whether or not certain features would be useful.

Environment

We set up our testing area in the fourth floor breakout area of the Paul Allen Center. We decided the open feel and large windows would make it a more inviting environment than a cramped study room. The participant sat on one side of a larger round table across from Kim, who played the computer. Next to Kim, we set up a shorter table where we laid out the paper prototype. We arranged the screens by task for easy access. Leslie, who was the facilitator, sat at the larger table in between Kim and the participant. Linden took notes on index cards to the participants' immediate left, where she could see what they were doing/writing (but not so close as to be intimidating). Peter was further away, and taking notes on a computer. The set-up of our testing area made the participant comfortable and made it easy for each member of the group to see what was going on.

Tasks

During the testing, we had each participant work through three different tasks. For the first task, we had the participant plan a celebratory potluck for a figure skating team. We provided needed details like time, date, place, who to invite, and what items to ask guests to bring. We tried to word the task in a way that provided all of this information, but didn't make it too obvious as to where each piece fit in to the interface. This task tested a majority of the interface's functionality, including providing general information about an event, inviting guests through different mediums, and suggesting items for guests to bring.

Next, we asked the participant to plan a Valentine's Day Dance to enjoy with everyone who was at the Wine & Waltz potluck. The second task was similar to the first, except that the participant wasn't given the names of the friends to invite. They had to create the guest list from people who had attended a previous event. Another difference from the first task was that this task stated that the participant did not care what anyone brought to the event. This was to test the interface's ability to portray that the creator does not need to suggest anything for guests to bring.

Finally, the participant was given the easiest task: to respond to an event invitation. The participant was invited to an office party. The task stated that they should plan on attending, and bring soda. We also asked the final participant what he would take if we hadn't specified in the task what to bring. This tested the pie chart on the contributions page that displayed the distribution of items guests had already signed up to bring.

Procedure

Before beginning our experiment with the participants we assigned ourselves to specific roles that we would play during the interface testing. Kim took the role of the computer and was in charge of changing the screens in response to how our participants interacted with them. Peter and Linden were the eyes and ears of the testing and recorded how the users interacted with the system. This included, but was not limited to, what the participants said, how they interacted with the interface, and the mistakes they made. Leslie was the facilitator and explained procedure of the experiment to the participants, and answered any questions that the user might have about the tasks or procedure. We practiced our roles and went over the order of the experiment together before testing with participants.

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The experiment began by explaining to the participant the basics of our study and the order in which it was be conducted. The participant was asked to read and sign a consent form that explained their rights as a participant in the study. The basics of how to interact with the paper prototype was then explained. For example, we showed the participants how to scroll through a screen, press a button, enter text, etc. Then general information about the participant's knowledge and comfort level with the subject-matter was gathered.

When we had finished asking our questions and the participant indicated they were ready to begin the experiment, we gave them a sheet of paper with their first task. We told them to complete the task as best they could and to try and voice their thoughts as they went through the process. If they had questions about the task itself we would answer them but we informed the participant that we would not answer questions about the interface unless they became completely stuck. We asked the participant to inform us when they thought they had completed the task and then we would then move on to the next task. During the test if they had made any mistakes because of an obvious misunderstanding of the assigned task's wording we would point them out and ask the user how they would fix them. The second and third tasks were run in a similar manner.

After the participant had completed all three tasks we asked them a series of questions about what their overall thoughts were about the interface design. We also asked them if they had any questions or suggestions for us. Finally, we sent them on their way with a gift card to Starbucks as a thank you for participating.

Testing Measures

While testing we focused on observing two main types of interactions. First, we observed how people moved through the different screens of the interface. This was important to note because it reflects their perception of how the information and functionality was organized and displayed. Second, we observed which specific parts of the interface were confusing to participants. After the participants had finished the three tasks we also gathered more information about their experience by asked them broad questions about what they thought was particularly confusing or what could be changed.

Results

Summary of Experiment Results

In the first task (creating a new event from scratch), each participant took a little while to find the "Create New Event" button. But when the second task (creating a new event with a guest list from an old event) came around, they all went straight to the "Create New Event" button. Each of them, however, had some confusion with how to get the guest list from an old event, and use it for the new one. Our first two participants had some confusion as to who to invite (they looked at the list of contacts, and were trying to find a list of names on the task list). We had to help them read through the task again, and explain what that meant. Once they understood what the task was, it still took them a little while to figure out how to do it. Our third participant tried to look for a way to view past events (as I think all three thought about, and certainly one of the other two commented about), but as soon as he got to the "Add Guests" page, he found the "Past Events" button, and immediately figured out how to invite all of the people from the old event.

When RSVPing/Contributing, one participant (who does not plan potlucks) went through our designed interface quickly, and easily. The other participants, however, found the order of the buttons to be confusing. They both tried to figure out what they would contribute before they RSVPed. With one participant, the process was doubly confusing, because we did not have popups to confirm that the RSVP was sent, and that the contribution was saved.

All three participants could understand immediately what the pie chart was for, and one of them exclaimed "cool" when she saw it. We asked our third participant to pretend that we hadn't told him what he would be bringing to the potluck, and to decide on his own what he would bring. He said that he would still bring drinks, and when asked to explain why, he cited the fact that the drinks section of the pie chart was smaller than all the others.

Discussion

Interpretation of Results

Our paper prototype testing both validated and caused us to question some of the features of our user interface.

The pie chart representing RSVP'ed contributions was a success which was surprising to some of us. As noted above, all three participants could tell exactly what it was, and were able to use it to make informed decisions about what to bring quickly and easily. The ease of use of the pie chart was a surprise to some of us because it was a source of many differing opinions in the group. It seems that the simple graphic effectively related the necessary information in a quick and easy way to understand.

One common source of confusion for our participants was the integrated contact list feature. Our first participant did not understand where all these contacts were coming from. This might not be a problem for a real user of the application, as they would have to have set up the application and thus would know that the contacts came from their cell phone, email, Facebook, or wherever else they had set up contact aggregation. Still, we may be able to mitigate this confusion in some ways. One user said that our dropdown menu allowing users to choose which contacts to view should be labeled "Filter Contacts By" not just "Contacts." Additionally, we may add icons next to names, in order to indicate what sort of contact information you have for this person.

Because participants who actually attended potlucks, and planned them on a regular basis found the RSVP and Contribute order/workflow confusing, we will have to reevaluate how we are doing that. We have considered simply combining these two tasks into a single screen.

Appendix

Consent Form

Participant Consent Form

The Stone Soup application is being produced as part of the coursework
for the Computer Science course CSE 440 at the University of Washington.
Participants in experimental evaluation of the application provide data that
is used to evaluate and modify the interface of Stone Soup. Data will be
collected by observation and interview. Participation in this experiment is
voluntary. Participants may withdraw themselves and their data at any time
without fear of consequences. Any concerns about the experiment may be
discussed with the researchers (Linden Essa, Leslie Ferguson, Peter Kamb,
Kim Todd) or with Professor James Fogarty, the instructor of CSE 440:

James Fogarty
CSE Department
University of Washington
jfogarty@cs.washington.edu

Participant anonymity will be provided by the separate storage of names
from data. Data will only be identified by participant number. No identify-
ing information about the participants will be available to anyone except the
researchers and their supervisors.

I hereby acknowledge that I have been given an opportunity to ask ques-
tions about the nature of the experiment and my participation in it. I give
my consent to have data collected on my behavior and opinions in relation
to the Stone Soup experiment. I understand I may withdraw my permis-
sion at any time.

Participant Name   _____

Participant Signature   _____

Date   _____

Witness Name   _____

Witness Signature   _____

Date   _____

Task #1 Script for User

Task 1:

Your younger sister's figure-skating team, the Gliders, is having a meet next Saturday, November 21, 2009. You have drawn the short straw this time, so you get to organize the post-meet celebration, which the team calls "Gliders Gala". The celebration should be on Sunday at 5:00 PM at the skating rink.

You only have the contact information of the skaters, but you want them to bring their families along for the celebration. The skaters are: Amy Winter, Jessica Ice, Rachel Claus, Ryan Donner, Trent Blitzen. Invite as many people as you can through email. If a person doesn't have email, invite them with a text message.

As for food, you would like someone to bring each of the following: chips, dip, soda, and cupcakes. Besides those items, you don't care what people bring.

Task #2 Script

Task 2:

You went to a Waltz & Wine event on New Year's Eve, and there were lots of people there that you didn't know, but all of them seemed to be really friendly and talented dancers.

You have decided to host the Valentine's Day Dance at 7:00 PM on February 14th, 2009, and you would like to invite all those people to come, and any of their friends whom they might want to bring along.

The plan is to have a potluck meal all together at the Watergate Hotel, and then start the music once the tables have been cleared out of the way.

For food, you don't care what anyone brings.

Task #3 Script

Task 3:

You are going to the Office Winter Holiday Party on
Dec 5.

You don't have the time to cook anything that night,
so you decide to bring a bottle of soda.

Demo Script

Note: this is a roughly transcribed version of the experiment's order and was not read directly to the participants.

Demo Script

Introductory Formalities
Meet & Greet (introduce people, roles)
Ask participant's demographic info (major, any calendar use, any
        poluck planning, what club(s) they were in, etc)
Ask participant to read and sign the consent form
Ask the particpiant if we may audio record the experiment

Explain Purpose of Experiment
"You are here to help us test our design. We're not testing you. If there's
something you have trouble with, it's because our design isn't as good as
it could be, or that it's not intuitive. Please voice your thoughts aloud as
you work through the tasks, this will help us understand how you think
about the tasks. If you have any questions about the tasks, I will try to help
you figure out what they mean. But if you have any questions about the
interface, I might not answer them right away. I'd like you to try and work
through to see how you do that, and to understand where our design needs
work, and what we can do to make it better."

Explain How the Paper Prototype Works
Show user how to interact with sample buttons, etc.
        For example, "This is a button in our extremely high tech model..."
Hand them task, "Here is the ___th task, you can write on it, mark it up
however you like. When you're ready, just say so. Likewise, when you think
you are done, just say 'I think I'm done.'"

Participants Attempts to Complete Tasks

Closing Remarks, Questions, & Thank You
Thank for help
Ask if have any general questions, comments, feedback
Thank again, give gift card

Experiment Notes: Participant #1

	Linden's Notes	Peter's Notes
General Information	has touchscreen phone 2-3 potlucks/ month (currently with grad students) NJ -> CA ->recently moved here NeuroBio grad student	Grad student in Neurbiology Has a touch phone Plans potlucks often... 2-3 a month With other grad students in program Moved to seattle for UW from California/ New Jersey Potlucks largely by email Potlucks usually "work out".. no central tracking with her as host, people who RSVP tell her what they're binging and she tells them if someone is already doing that.

Task #1: Create New Event	Home screen
	   * Scrolls, looks, "should I choose a date from here?..."
	   * Finds create event button
	
	Create event screen
	   * Scrolls through top bar options
	   * Writes in basic info
	
	Add Guests
	   * "woah" wonders where list is from
	   * Checks people, saves
	
	Guest List screen
	   * Made sure everyone was listed
	
	Contuributrions
	   * Adds stuff told in task is needed
	   * "why add item box?"
	
	Save
	Send invites
		Directions explained.
		Reading task list:
		"how many people can be seated"
		
		Scrolled first, created event
		Scrolling scroll bar first to see all the options first before filling things in.
		typing in event details... pressed save
		scrolled over to add guests page
		"are all of these people potential guests?"
		"Don't know where these people come from..."
		'clicked' on guest list(rather than scrolled)
		ok, everyone's there
		clicked suggest contributions
		Ok, write in things from list
		"do I have to add item after each one
		Typed directly onto the lines, rather than into the typing box. Why is there a typing box?
		didn't understand contact list aggregation, but that would be "really neat"

Participant #1 (continued)

	Linden's Notes	Peter's Notes

Task #2: Use Old Guest List	Main screen
	    * Immediately clicks create new event
	
	New event screen
	    * Name = "Sharri"
	    * Fills in other stuff, saves
	
	Add guests
	    * Who to add? … looks at task, gets task interpretation help
	
	Past Events
	    * Invite all
	
	Guest list
	    * Check are there, okay
	
	Send invites
	    * Yes really
	
	Done
		Went directly to "create new event"
		"do same thing".. filled out details. (editor's note: way to save hosting details?)
		Kind of like an evite thing?
		I assume that that's what people see when they get the invitation (way to preview the invite?)
		"does it matter who I invite?"
		Ok... go to past events
		checked all guests... "I guess check guest list again"
		Send invites
		"I think I'm finished"

Task #3: RSVP & CONTIBUTE	"wow, really am going to office winter party on Dec 5"
	Contribute, RSVP order …? Switch?
	Go to contribute, see what happens
	
	Contribute
	    * "cool" likes pie chart
	
	Home screen
	    * "oops"
	
	Back to RSVP
	    * Was contribution saved?
		Clicked on potluck in the list.
		again scrolled through to see the details.
		Don't know if I can contribute after I click RSVP.
		Lets click contribute, see what happens.
		Like that pie chart.
		Contributed, but "I haven't RSVPed yet"

Participant #1 (continued)

<div style="writing-mode: vertical">General Comments</div>

Linden's Notes	Peter's Notes
Wants calendar view Exporting event to ical IDEAL Wants a contribution added popup Contribute, RSVP order switched Would definitely use it	Pie chart was great, let her know what the best thing to bring would be calendar view from main screen. Exporting would be ideal order of scrolly thing was weird scrolls/tabs are good once you get used to it

Experiment Notes: Participant #2

	Linden's Notes	Peter's Notes
General Information	UW student: Engineering major?? Heads RSO: Tiger Hunting And Knitting Association Does not plan potlucks iCal has Facebook; doesn't do much event stuff through it "not super useful"	Engineer Head of Tiger hunting and knitting association RSO No potluck planning Never planned potlucks they mostly knit

Task #1: Create New Event	Marks up task list, underlining
	Main screen
	   * Examines briefly
	
	Create event
	   * Straight to
	
	Add guests
	   * Add as many people….
	   * Figures out task stuff, with help.
	   * Jessica: did via Facebook, not text, as per task, when not have email contact
	
	Guest list
	   * "looks like everyone is there"
	   * Counts # people on task, in list
	
	Contributions
	   * Writes in 'add' box, clicks +, save
	
	Basic information
	   * Dates, uses drop down
	   * Gets event name, says "Che Kathryn" as location (her house)
	
	Send invites,
	   * Yes, back home
		Underlining pieces of task as she reads it
		Found "New event" easily
		First, add guests
		Read every name on list to find ones that were on her task list
		clicking via email, facebook, etc
		Guest list next, "looks like everybody is there"
		Suggest contributions > writing via the text box multiple times, Kim wiping away writing.
		"Probably save here"
		Now back to basic information
		dates via dropdown boxes rather than writing
		Host at her house, guests can bring friends.
		Send invites
		back to home

Participant #2 (continued)

Linden's Notes	Peter's Notes

Task #2: Use Old Guest List
 	
Reads, underlines
Home screen
    * Straight to Create new event
    * "This time I'll do the basic information first…"
 	
Basic info - Fills out
 	
Add guests
    * Confused as to who to invite
    * "didn't see the button"
 	
Past event - Guest list from past event
    * Checks someone, then sees invite all
    * Contacts dropdown explored out of curiosity
        o Found to be confusing
 	
Contributions
    * You say don't care, but….Adds
        o Chips/dip
        o Drinks
        o Anything Else!
 	
Save - Basic information
    * "Wait, no, just…"
 	
Send Invites - Yes, really
 	
Back to home
    * Event now in list
    * done
	Create new event
	Basic information first this time
	dates again via dropdown, just writing them to save time.
	Add guestse
	Tried to add all the guests,
	"From past events" because of Leslie's explanation... " I actually didn't see the button there"

Task #3: RSVP & CONTIBUTE
 	
Hits office winter party event pretty quickly
RSVP
    * Yes, coming
    * Ok
 	
Contributions
    * Scroll through
    * Checks drinks,
    * Looks at dropdown, just because
 	
done
	Hit office winter party from list
	I'll hit RSVP... yay I'm going!
	Contributions
	scroll through, soda
	goes through the rest without issue
	
	Explaining combined contact list
	"Filter contacts by"

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Participant #2 (continued)

	Linden's Notes	Peter's Notes
General Comments	Say "filter contacts by" Likes pie chart Wants autocomplete suggestions for search, etc Says would use if planned stuff	

Experiment Notes: Participant #3

	Linden's Notes	Peter's Notes
General Information	UW student, BioChem Vice President of Pakistani Student Association Also part of an acapella group 1 potluck/quarter, for clubs 2-3 potlucks/quarter with friends Text, email, Facebook to organize Uses wall, updates info to track who brings what Keeps calendar in head, also uses Gcal a bit	Biochem @ UW VP of Pakistani Student RSO Plans 2-3 potlucks per quarter uses combination of Facebook events and texts to coordinate One facebook event per potluck, people comment what they are brining on the wall

Task #1: Create New Event	Home screen
	   * Moves adgenda scroller
	   * Familiarizes self with it
	
	Create event
	   * "okay to write on here?" "yes"
	   * Gets event name
	   * Thinks about description
	      o "is this for events, or just for potlucks?"
	      o "designed to facilitate potlucks"
	      o "does it loose everything if I move?"
	
	Contributions
	   * Is dropdown? + button confused
	   * Adds stuff in description, AND a "misc"
	
	Back to basic info
	   * Description appended "contributions suggested, or you can bring whatever."
	
	Add guests
	   * Checks guests off
	   * "can I write on this popup?"
	
	Guest list - Checks is correct
	
	Send invites
	   * Yes
	   * Ok
	Save
	Back to home - Is on list
	Done
		Create new event
		Event details
		Date via writing
		fills out all fields correctly
		Is this program for events or specifically for potlucks?
		Wants it to autosave or save state when shifting scroll bar
		wasn't sure if he should suggest contributions in the description or if he should scroll to that screen first... would his fields save?
		
		Suggesting contributions
		writing in the text field... Kim is erasing those and putting them onto the list
		
		Back to basic information
		writing the description... "suggested contributions are listed... other than that, bring whatever you want"
		
		Add guests
		check > email > ok
		marked all guests he wanted
		
		"I guess go to guest list just to check everything... that's correct"
		
		"I guess I'll send invites"

Participant #3 (continued)

Linden's Notes	Peter's Notes

Task #2: Use Old Guest List
 	
Home
Create event
Basic information
Thinks about adding the guests
   * Home? Somehow use agenda? Are past events listed there?
 	
Finishes basic info
Add guests
   * "oh, okay"
 	
Past events
Invite all (found right off)
Suggest contributions
   * "Do I really not care?"
   * "Guess I'll just send invites."
 	
Send invites
   * Yes,
   * Ok
 	
Save
Home,
   * On list
 	
done
	Create event
	Ok I want to go home...
	"what was going through my mind was that I need to know who was at that event... need to go back to select that event and see"
	
	Filling out event details easily
	
	Add guests
	
	Past events> the relevant one > select all
	
	Suggest contributions
	
	Won't do anything on suggest contributions page because directions say it doesn't matter.
	
	Send invites, save
	
	Back to home screen

Task #3: RSVP & CONTIBUTE
 	
Home - Finds party, clicks
Sees basic info
Contribute
   * Checks soda
      o Contribution saved
      o Ok
   * "Have I RSVPed?"
RSVP - Yes, going
Goes home, sees other color, good, Done
 	
Asked what would bring from list if had to decide for self
   * Soda, because fewer drinks being brought
How decided? * Pie chart, really useful
	Select Halloween party from home screen
	
	I'll go to... *thinks about it*
	
	I'll go to Contribute
	
	Scroll down to Soda, mark it
	
	I guess that means I RSVPed to this
	
	Went to RSVP tab, then went back home
	
	Bring Soda because there are less drinks and the pie chart shows that... I want there to be a nice distribution

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Participant #3 (continued)

Linden's Notes	Peter's Notes
Originally didn't see the color coding for the main page, but likes it Likes interface Was a little confusing, since never seen it at all before If had seen screenshot of previous event button, would have know how to do…. Condensed interface, better than Facebook Likes flexibility of suggested items to bring, and can bring own whatever Want to be able to change what bringing Checks day before if he doesn't know what someone is bringing	List of contributions would be helpful, people sometimes bring all chips or whatever instead of main meals Call to check on day before event in order to make sure people are bringing what they said

General Comments