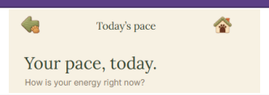
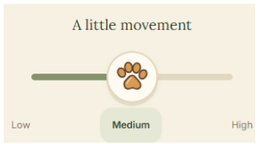
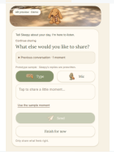
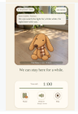
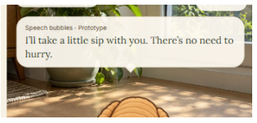
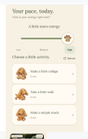
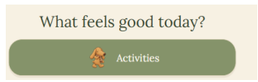
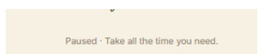
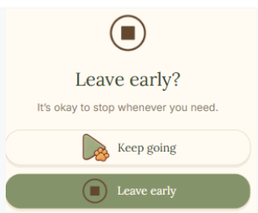
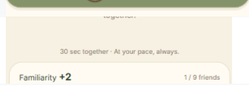
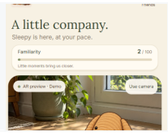
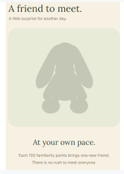
Prototype Description:	Along is an AR integrated mobile app that helps users who are navigating and helping them do everyday tasks					**IMPORTANT: TO MAKE SURE FORMULAS WORK PROPERLY** **1) DO NOT ADD/DELETE ANY COLUMNS** **2) ONLY ADD ROWS TO THE BOTTOM OF THE TABLE (NOT THE TOP)**		
						When finished, please double check your numbers under 'evaluation statistics' & let your TA know if there's a bug with the formula		
Simple Task	*Find a manageable activity*							
Moderate Task	*Spend time outside*							
Complex Task	*Invite your companion to an activity*							
					attach images in this column if helpful			

Column 1	Column 2	Column 3	Column 4	Column 5	Column 6	Column 7	Column 8	Column 9
3	H1: Visibility of System Status	1. Simple Task	3	On the choosing activities screen the description at the top keeps emphasizing pace. "Today's pace" "Your pace, today"		Users may think that the purpose of the page is to only define the pace of tha activity rather than also choose an activity.	Don't have multiple lines of text talking about the user's pace and include some text about choosing an activity.	A, B, C, D
4	H3: User Control & Freedom	1. Simple Task	2	When choosing an activity users don't have an option of how long the timer is.		The user may want to customize how long they want to do an activity for. For example if they were really low energy that day or they really like an activity so they want to do it for longer.	Add a new screen for customizing the the activity the user chose.	A
5	H4: Consistency & Standards	1. Simple Task	3	The different phrases describing the energy levels "a softer pace" "a little movement" "a little more energy" don't seem to describe the difference between low, medium and high accurately.		Users may think that all energy levels have activities that take a similar amount of effort since all the descriptions sound similar.	While still maintaining friendly wording that makes activities seem manageable, differentiate the effot level descriptions a bit more. ex "Very calm" "A little movement" "More energetic"	A, B, D
6	H7: Flexibility & Efficiency of Use	1. Simple Task	2	When choosing activities, there is no way to quickly see activities that users always pick.		Even if the user only ever does one activity, they have to go through and other activities to get to their desired one every time.	Add a favorite activites list and a button to like activites so they can appear in this list.	D, A, C
7	H8: Aesthetic & Minimalist Design	1. Simple Task	1	When sliding between different energy levels, the change of activities and energy level is very sudden and striking.		The sudden change is very eye catching and too fast for the user to be able to process what is even changing.	Make the change of states a bit smoother by slowing it down or fading it in.	A
8	H10: Help & Documentation	1. Simple Task	3	When choosing energy levels, the slider can be placed right in between energy levels but the activities are the same as the energy level that is lower of the two.		Users may think that because the slider can be placed so precisely that activities right in between low and medium energy for instance will appear in these in between positions.	Either implement a way for in between energy level activities to exist or make it so the slider can only be placed right above low, medium, and high energy.	D, A
7	H1: Visibility of System Status	1. Simple Task	1	On the Today's pace screen when Low is selected the paw thumb sits at the far left and the slider track shows no green fill at all but medium and high both show a filled track up to the thumb		This could read as "nothing selected yet" so the slider doesn't necessarily show that low is the current choice, users have to look down at the options to confirm the system state. Also, implies that "low" is no effort	Show a short filled segment or a filled dot under the thumb at Low so every level has a visible selected state that matches medium and high	D, B
8	H3: User Control & Freedom	1. Simple Task	2	On Today's pace tapping Refresh replaces all three activity cards for the current level, and the new set always excludes the previous one leaving no way to return to the list the user was just viewing		If a user taps Refresh by accident or decides an earlier option was better that option is gone and can only come back through more random refreshes	Add a "previous" or "undo" button	D, B
9	H6: Recognition not Recall	1. Simple Task	2	In the Low list, "sit outside" and "Sit by a window" use the same seated sleepy illustration. Medium and High cards each show a distinct pose (e.g. drawing and sketchign)		I think card images would help users recognize activities at a glance. When two cards share the same image users must read and compare the text which can be harder for users with low energy	Give each low activity its own pose or scene cue (Sleepy on grass, Sleepy beside a window) to match how medium and high activities are illustrated.	D

12	H8: Aesthetic & Minimalist Design	1. Simple Task	1	The overall home screen feels cluttered and its not very clear where I am supposed to start. The top header doesn't drag me to do anything. The familiarity bar could be confusing		There is too little white space and a lot of coverage for specific elements that could be dimmed down. It makes it harder to make the call to action clearer.	Change the familarity bar to be more subtle and move the "What feels good higher"	C
13	H8: Aesthetic & Minimalist Design	1. Simple Task	1	I think the amount of texts on the screen feels too clutterred and can be redudnant. There are aspects like "previous converstion with one moment," "continue sharing," and "only feels right" doesn't really add to the overall experience		There are too many redundancies and things that the user would not need to know.	Remove aspects of the product that over-explain	B, C
14	H3: User Control & Freedom	1. Simple Task	1	There are some of the low energy tasks that could potentially be done in less than the allotted time and I wish there was an ability to "finish task early" button.		I think with activities like looking at a photo and reminisicing for a bit could be done in relatively fast. I could also finish a task super early and would have to wait on Sleepy.	Consider also including a finish early button	C
15	H6: Recognition not Recall	1. Simple Task	1	The phrase "next new friend" felt confusing. Is it progress towards next new friend?		Okay, after clicking around the app more, I understood that it was referring to the library of friends! It might rely on a new user to recall more than they can recognize.	Cut out the progress bar there; just leave it on the home page.	B
16	H2: Match b/w System & World	2. Moderate Task	2	While doing an activity the name of the page "Together" doesn't seem very informative of what is happening.		This labeling is not consistent with what is occurring and users could become confused.	Change the wording to something like "Activity Together" to relate more to doing the activity	A, C
17	H2: Match b/w System & World	2. Moderate Task	0	(Disclaimer) During the activity, the companion is there in AR even when the user is away from their device.		Realistically, users will not be looking at their phone when doing activities. Users may not interact with the AR feature of the app very much due to this.	Create some activities that are on the phone or include interacting with the companion ex: companion says "show me a something that is blue"	A
18	H3: User Control & Freedom	2. Moderate Task	3	The screen that appears after leaving early looks very similar to the screen of doing the activity and starting the activity.		The user could become lost as to where there are in the flow of the app because right after they've left the activity it takes them back somewhere that looks very similar rather.	Differenciate the after leaving screen further from the starting activity and doing activity screen. Ex: no AR and just sleepy.	A
19	H4: Consistency & Standards	2. Moderate Task	2	The green button means “Start together” before an activity, but means “Leave early” in the stop confirmation.		Users who associate the filled green button with starting or continuing may accidentally end an activity.	Use clearer visual differences between continuing and ending such as different colors	A, C
20	H6: Recognition not Recall	2. Moderate Task	2	Once the activity starts, the specific name of the activity disappears and is replaced by “Together" and quotes from Sleepy		Users returning their attention to the phone have to infer or remember which activity is running. This could become more confusing with custom activities.	Keep the activity name visible above the timer throughout the session.	A, C
21	H7: Flexibility & Efficiency of Use	2. Moderate Task	2	There is no way for users to continue doing an activity even after the time has run out.		Users could be enjoying an activity and want to keep going but then lose motivation when they see they have completed the activity.	After the timer runs out, add an option to do the activity for longer.	A
22	H11: Accessible Design	2. Moderate Task	2	For more complicated activities there are no clear instructions on how to do them.		A user may want to "Fold a paper bird" but they may not know already how to do so. Given they could be low motivation already, this could make them not want to do the task anymore if there aren't directions immediately provided.	The companion could give step by step instructions for more complicated activities, or provide clickable resources to get started.	A
23	H12: Value Alignment & Inclusion	2. Moderate Task	3	While doing an activity the companion speaks quite frequently.		Users could become unmotivated to do the tasks if for example, they are constantly hearing the companion talking throughout the entire process.	Have a setting to adjust companion preferences such as how much they interact with the user. This aligns with ALONG's value of Agency.	A, C
24	H12: Value Alignment & Inclusion	2. Moderate Task	2	The app constantly reaffirms users to go at their pace and not to hurry but displays a countdown.		These messages conflict. The words encourage taking your time, while the timer can suggest a deadline.	Have a timer counting up rather than down or have an option to remove the timer.	A
25	H12: Value Alignment & Inclusion	2. Moderate Task	2	After stopping, the screen says “You left early. That’s okay.”		Although meant to reassure, “left early” still frames stopping as falling short. For users coping with grief, this could conflict with the usual nonjudgmental tone.	Use wording such as “Thanks for spending a moment together,” without emphasizing that they stopped early.	A, B

24	H4: Consistency & Standards	2. Moderate Task		2	On the Together screen the buttons say "pause," "voice on (Sleepy's words)," and "stop," but while pause and stop describe actions "voice on" instead describes a current setting and actually controls whether Sleepy's text bubbles appear		It's a bit unclear whether tapping "Voice on" will turn the feature on or off, especially since the button controls text bubbles rather than audio. This could confuse users about what the button actually does	Use a consistent labeling system, such as a toggle labeled "Sleepy's words" with a clear on/off state	D
25	H7: Flexibility & Efficiency of Use	2. Moderate Task		3	To start a specific activity like "sit outside," users have to select Low energy and repeatedly tap Refresh until it appears, since the app only displays three random activities out of 6 at a time		Users who already know what activity they want to do have to keep refreshing until they find it. This can be frustrating especially for users who are already be struggling with motivation	Add a "See all" option for each energy level so users can browse every available activity. Users could also favorite activities they enjoy so they can access them more easily in the future	B, D
26	H11: Accessible Design	2. Moderate Task		2	The only way to move Sleepy around the scene is by dragging the companion with a mouse or finger		Users with limited motor control may have difficulty dragging Sleepy and those who rely on screen readers or switch controls wouldn't be able to move the companion, which makes the feature less accessible for users who can't use drag gestures	Allow users to tap where they want Sleepy to go or use simple buttons to move the companion (e.g. left, center, or right). Sleepy should also have an accessible label so screen reader users can interact with it	D
29	H6: Recognition not Recall	2. Moderate Task		1	I think there could be more descriptors explaining what the section does and having more contrast with the words.		Currently, there isn't a centralized "Mode" that is communicated. It only communicates and explains to the user. The user would have to work on figuring out what original activity they were doing whether that be going outside, or inviting Sleepy	Consider adding states that correspond to original buttons	C, B
30	H2: Match b/w System & World	2. Moderate Task		1	Sleepy generally converses with the user and switches questions very fast.		Users can feel overwhelmed form the change in text that is happeningly so rapidly.	Consider changing the speed of the text	C, A
31	H12: Value Alignment & Inclusion	2. Moderate Task		1	Leaving Early does not give any points to the user		Users can complete tasks early and finish. But do not reap the same benefits as other people who wait in the time allotted. Users could also get interrupted and still complete the task	Consider celebrating early for those who finish tasks early	C
32	H8: Aesthetic & Minimalist Design	2. Moderate Task		1	When you choose a low activity, the slider spacing gets a little too close.		It's not the most aesthetically pleasing.	Make sure the spacing is even.	B
33	H2: Match b/w System & World	2. Moderate Task		2	"Sit outside" is a low activity, but it could actually be considered a high energy activity.		Similar to the violation above, I think refining the classifications of activities could be useful, or making it transparent why you chose it the way you did. For example, a user may be like "dang, I can't even do the low activity???? Guess I can't attempt the high activity." But maybe the high activity for them is easier, because everyone is different.	Personalized quiz when user signs up for app-- Questions: "What do you find hard? What do you find easy?" And then choose classifications accordingly	B
34	H1: Visibility of System Status	3. Complex Task		4	When initiating a self-made activity after sending an invite, the activity immediately starts without a click.		Users don't have time to process the accepted invite to the activity before the activity actually begins. They are suddenly thrown into the activity.	Add more time before the activity begins or add a button for the user to press before going to the activity.	A, D
35	H3: User Control & Freedom	3. Complex Task		3	When a user initiates a self-made activity, they are not able to choose how much time they want the activity to be.		This goes against ALONG's value of agency. Users don't have total control of their own activity. The user may have in mind how long they want the activity to be but don't even have the option.	On the screen of typing in your activity add another box or scale for choosing the activity time amount.	A
36	H5: Error Prevention	3. Complex Task		3	There is no censoring what activity a user writes.		Users could write harmful activities reinforcing low motivation and lonliness.	Without keeping the user's confidential data, add in a text detector to protect against harmful tasks.	A
37	H7: Flexibility & Efficiency of Use	3. Complex Task		2	After creating an activity or their own, the user cannot save this activity to do it again.		The user may want to do the activity they created multiple times. It would be annoying to have to type in that activity everytime they want to do it.	Ask the user if they want to add this custom activity to the activities list that is provided, so it can pop up without having to be input.	B, A
38	H8: Aesthetic & Minimalist Design	3. Complex Task		1	There is a microphone to transcribe what activity users want to do by speaking, however in keyboards there is already a voice transcribing tool.		I dont know if users will use the trascription tool so often that there needs to be a button on the screen for transcription.	Depending on user habits, remove the microphone button, as the functionality is already in a phone keyboard.	A

37	H2: Match b/w System & World	3. Complex Task	2	On Home the secondary button "Invite Sleepy" sits beside "Activities" and "My day" and the label does not say that it leads to suggesting an activity for you and Sleepy to do together		In everyday language "invite" suggests asking someone to join an app or an event, and Home already says Sleepy "is here." The outcome also overlaps with Activities so users may not know which button to choose or what will happen when they tap it	Rename the button to state the outcome, such as "suggest an activity" or "Ask Sleepy to join you" and add a one-line subtitle under each Home button that explains the difference (pick from a list vs. suggest your own)	D, B
38	H2: Match b/w System & World	3. Complex Task	2	The My friends subtitle reads "Visual puppy library 1 of 9 friends met" but the collection includes other animals like a rabbit, hamster, snake, fox, alpaca, and cat		"Puppy" is inaccurate for most of the collection. The wording does not match how users think about their companions and can mislead them about what they can unlock	Use plain, accurate wording such as "Your companions 1 of 9 friends met"	D
41	H4: Consistency & Standards	3. Complex Task	1	State does not actively reflect on what the user is doing		Instead of the word "Together" on top it could be unfamilar for the user to know exactly what they're doing/state their in.	Could add that they are doing an activity together	C, B
42	H2: Match b/w System & World	3. Complex Task	1	The text that sleepy says from waiting on the sun don't seem to be too colloquial	"We can watch the light for a little while I'm Here" "Is there a patch of sunshine you can see"	This could feel unnatural to the user and does not consider the users environment properly	Consider adding and prompting the users to explore what is out in the window	C, B
43	H12: Value Alignment & Inclusion	3. Complex Task	3	The chat bubble dialogue could be a bit more focused on the outside world.		I was thinking about the movie Professor Landay showed us in class where the guy falls in love with his AI girlfriend, and while I think your app is different from that scenario, I do wonder what type of language should be embodied when having Sleepy talk to the user. The language of "You don't have to do anything else. This moment is enough." could potentially be harmful, whereas the open-ended question of "What can you see right now?" feels a lot more productive!	For your speech bubbles, I think borrowing from therapy concepts, such as listing the 5 things you can see, the 4 things you can hear, etc. could be useful!	B
44	H1: Visibility of System Status	3. Complex Task	3	Due to the limitations of Figma, I know that it was impossible to model AR. But something I noted was the camera screen is really small, which means if any messages pop up over it, it may make the screen feel cluttered.		A user could feel overwhelmed with AR error messages on a small screen.	Enlarge the AR screen more when a user starts the activity. Or make the AR full-screen.	B
1	H2: Match b/w System & World	4. All Tasks	2	On the opening screen the question "What feels good today?" doesn't immediately associate with doing activities.		Some users could become confused about what this question suggests and think of ALONG as an app who's main goal isn't to do activities but maybe a more emotional diary kind of app. This is especially true of those whose first language is not English.	Change the wording to something like "What do you want to do today?" or anything that is more related to activities, or you could move it to the choosing the activity level page.	A, C
46	H5: Error Prevention	4. All Tasks	3	Icons with animal paw attached at an edge sometimes cover important defining characteristics of icons.		Although the additions of paws on icons are on theme with the friendly aspect of the app, because the icons are so small, it might be unclear to users what the icons actually are at times. Ex: the back button may look like just part of an arrow with a yellow blob when the icon is very tiny.	Either remove the paw parts of the icons or put them somewhere not on the edge of the shape like how it is in the home button, so the icon is more recognizable.	A
47	H6: Recognition not Recall	4. All Tasks	3	When a user pauses an activity the only large indication that they are paused is small text. The rest of the screen is the same.		Users may not be able tell that an activity is paused or not.	Add a pop up indicator of a paused state. Ex: companion saying I'll wait here for you.	D, A
48	H8: Aesthetic & Minimalist Design	4. All Tasks	1	When leaving early from an activity there is a lot of repetition of the stop + microphone icon.		The user can tell what this symbol entails without having it displayed so many times. Ex: on the stop button, as a large symbol over the Leave early phrase, and the button that says leave early.	Don't overuse the icon at evey point in the stop activity pipeline. It only needs to appear around once per screen for the user to understand. You can even remove it from above "Leave early" and replace it with an image of a companion instead.	A, B
49	H11: Accessible Design	4. All Tasks	3	There is a lot of really small text in general.		Although the smaller text is usually less important information, it is so small it could be illegible for users.	Increase font size for very small text.	A, C

50	H12: Value Alignment & Inclusion	4. All Tasks	1	On the opening screen, the familiarity bar is taking up quite a bit of space.		I don't think users of ALONG care so much about the familiarty levels that they want them to be displayed on the main page. The point of the app is not to unlock more companions but to do more activities.	Move the familiarty levels to another page, maybe a profile, or make it smaller, or make it more related to accomplishing goals of doing activities.	A, C
49	H9: Help Users with Errors	4. All Tasks	2	The "Use camera" button appears on the home, preparation, and activity-doing screens but nothing happens when users tap it and there's no message explaining why		Users might be confused about why the camera isn't working and whether it's an issue with their device or the app itself. Because there's no feedback they also have no way of knowing what to do next	Show a brief message explaining why the camera isn't available and what users can do instead, or disable the button until the feature is working	D
50	H12: Value Alignment & Inclusion	4. All Tasks	3	Familiarity points depend on the energy level of the activity. Low-energy activities give +2 points, medium gives +5, and high gives +10. This means someone who only completes low activities would need 50 sessions to meet a new friend while someone completing High activities would only need 10		Users who are already struggling with low energy due to grief would have to spend much more time progressing through the app. This definitely feels unfair especially since the app emphasizes that it's okay for users to move at their own pace	Give users the same number of points regardless of the activity's energy level, or reward them for showing up each day rather than how much energy they spend	D
51	H12: Value Alignment & Inclusion	4. All Tasks	3	Everyone starts with Sleepy, who is a dog as their only available companion		Since the app is designed for people experiencing grief, some users may be grieving the loss of a pet. Having a dog as the only starting companion could be upsetting for someone who recently lost their own dog especially since they don't have the option to choose another animal	Allow users to choose their first companion from a few different animals during setup so they can avoid one that might remind them of their loss	D
54	H11: Accessible Design	4. All Tasks	1	Contrast of the text below buttons are too small		*The size of the text are way too small and the contrast could blend in when squinting*	Darken the colors and make the text bigger	C
55	H11: Accessible Design	4. All Tasks	1	AR Drag and Drop text is too small		The text of moving is way too small and users with low vision might not read it	change the button to be bigger	C
56	H4: Consistency & Standards	5. Extra Violations	2	In share my day, the AR component is so small, unlike the other instances of AR which take up the majority of the screen.		The AR component is so small the user cannot even really see the real world background and the companion is very tiny. It is also inconsistent with other instances of AR that are much larger.	Either remove the AR screen from this page or make it larger.	A, B, C
57	H9: Help Users with Errors	5. Extra Violations	2	When clicking on a companion that is not unlocked yet, there is no direct wording explaining that the companion has not been unlocked		The user may not fully understand why this companion can't be chosen at first glance. Only after reading a lot of small text will they have a slight sense of why.	Add an explaination of how the companion is locked and is waiting to be unlocked. You could also make this more clear by having a large lock over the character in addition to it just being a shadow.	A
58	H10: Help & Documentation	5. Extra Violations	3	When the user is trying out a demo with a new companion, the exit demo button only appears when you go to the home page. Also the button is so small it is barely noticable that it doesn't look like you are in a demo.		The user may not be able to leave a demo early or may get stuck in a demo because they don't know how to leave.	In the demo only allow the user to do an activity and don't let them go home, or have a note that the user is in a demo the whole time.	A
57	H5: Error Prevention	5. Extra Violations	3	In the My day conversation activity, when the user taps "finish for now" it deletes the entire conversation and takes users back to the home page without any warning		Because users may be sharing personal experiences about their grief, losing everything they've shared without knowing beforehand could be upsetting	Add a confirmation message letting users know their conversation won't be saved or allow them to save their conversations so they can revisit them later	B, D

Heuristic	# Viol. (sev 0)	# Viol. (sev 1)	# Viol. (sev 2)	# Viol. (sev 3)	# Viol. (sev 4)	# Viol. (total)
H1: Visibility of System Status	0	1	0	2	1	4
H2: Match b/w System & World	1	2	5	0	0	8
H3: User Control & Freedom	0	1	2	2	0	5
H4: Consistency & Standards	0	1	3	1	0	5
H5: Error Prevention	0	0	0	3	0	3
H6: Recognition not Recall	0	2	2	1	0	5
H7: Flexibility & Efficiency of Use	0	0	3	1	0	4
H8: Aesthetic & Minimalist Design	0	6	0	0	0	6
H9: Help Users with Errors	0	0	2	0	0	2
H10: Help & Documentation	0	0	0	2	0	2
H11: Accessible Design	0	2	2	1	0	5
H12. Value Alignment & Inclusion	0	2	2	4	0	8
Total Violations	1	17	21	17	1	57

** for this to calculate properly, **delete** any unused rows from your 'Group Heuristic Evaluation' chart!*					
Severity	**Evaluator A**	**Evaluator B**	**Evaluator C**	**Evaluator D**	
0	0.01754385965	0	0	0	
1	0.08771929825	0.1403508772	0.1929824561	0.01754385965	
2	0.2280701754	0.1052631579	0.1052631579	0.1403508772	
3	0.1929824561	0.1052631579	0.05263157895	0.1403508772	
4	0.01754385965	0	0	0.01754385965	
Total (sevs. 3 & 4)	0.2105263158	0.1052631579	0.05263157895	0.1578947368	
Total (all sevs)	0.5438596491	0.350877193	0.350877193	0.3157894737	

Summary Recommendations *[merge the general recommendations you made here]*

Overall, you have created a wonderful tool that is great at helping those who struggle with grief initiate and simulate experiences to help them get back into their executive function. Our biggest recommendation would be to think more about how you're incorporating your values and ethical considerations into the actual design decisions as you move toward your final prototype. For example, we noticed that the familiarity points system gives more points to users who complete higher-energy activities, which could unintentionally disadvantage users who are struggling with grief and just have less energy. We also think it would be worth considering giving users a choice in their starting companion, especially since some users may be grieving the loss of a pet. Another recommendation would be to think more intentionally about Sleepy's role as a companion for grieving people and how its language encourages users to engage with the world around them. While the comforting dialogue is a compelling part of the experience, we would encourage you guys to experiment with prompts that direct users toward their physical surroundings and independent exploration, Similarly, some of the encouraging language felt repetitive. For example, "your pace" or "a quiet little ___."

We also recommend giving users more ways to personalize their experience, going along with your value of agency. Users can choose activities based on their energy, which is a thoughtful starting point, but they cannot always choose the duration, extend an activity, save a custom activity, or adjust how often their companion talks. Someone might appreciate frequent encouragement one day and prefer quiet company the next. Adding these options would better support ALONG' s value of agency, while favorites and saved activities would make returning to the app easier, as described in H7 (Flexibility and Efficiency of Use). Overall, great job!