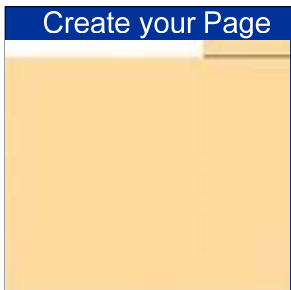
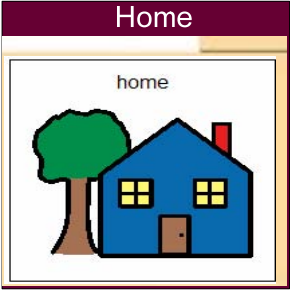
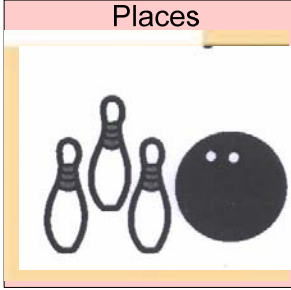
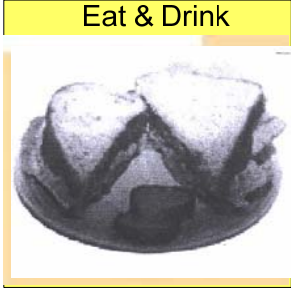
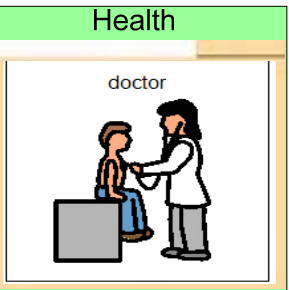
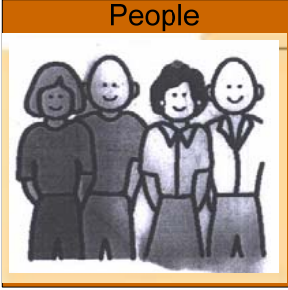
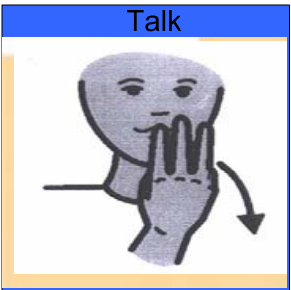
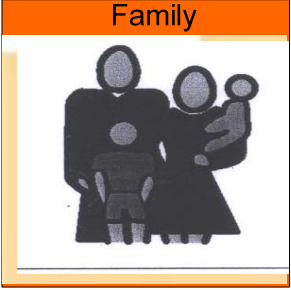
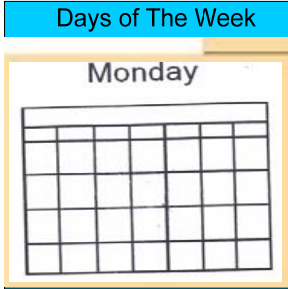
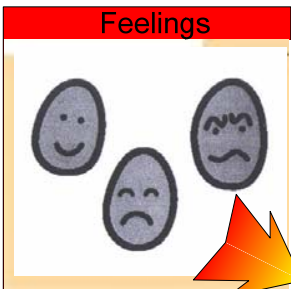
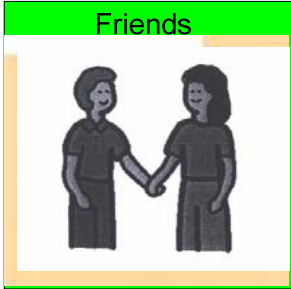
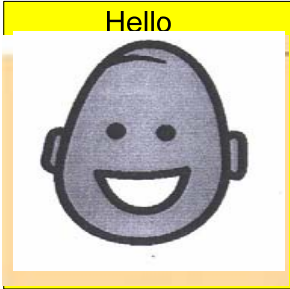


Process or Tasks

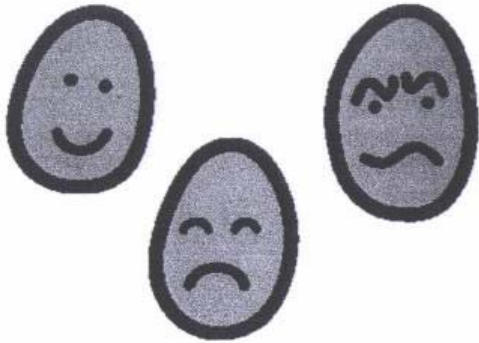
- 1.Design two different interface flow set up.
 - Use Mayor-Johnson symbols. (visio)
 - From folder to page on next slide
 - Folders on corners of slide center opens the particular folder of interest
 - Tab folders on the edge and center is the open folder from the tab.
- 2.Create Heuristics evaluation
 - Questions (regular people) and people from Arc.
 - Within the questions you can count the number of errors or time it takes to complete
 - Two variable t-test
- Conclude which one is best

Design 1 Select a folder



Selected (Feelings)

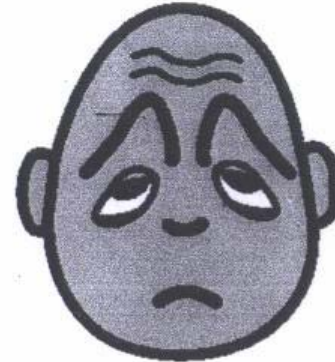
feelings



happy



tired



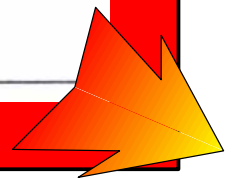
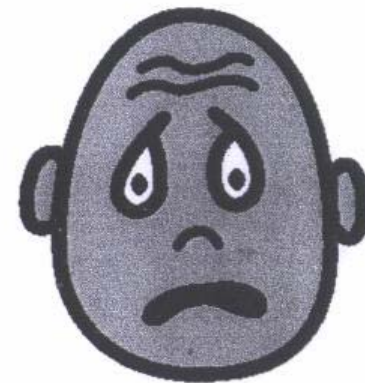
sad



mad



afraid

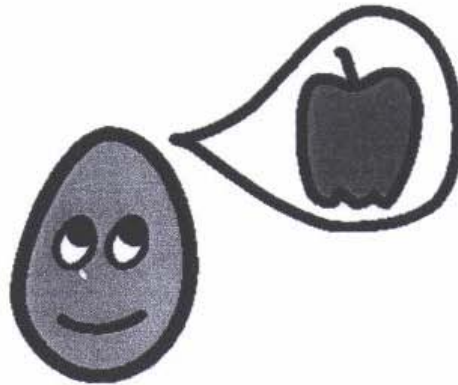


(Feelings) folder continued

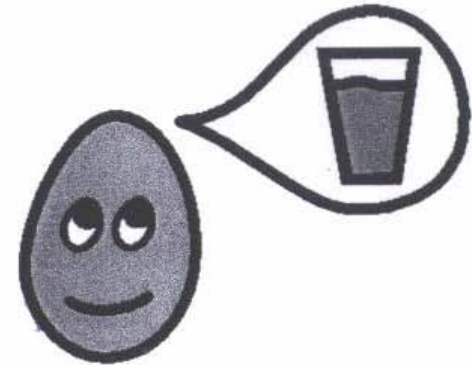
silly



hungry



thirsty



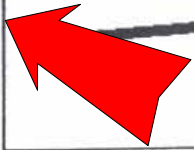
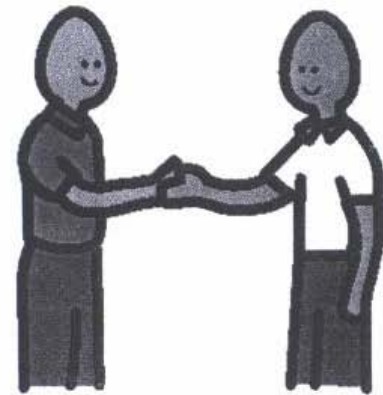
lonely



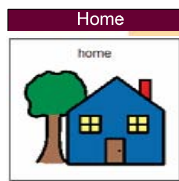
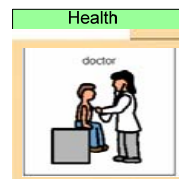
homesick


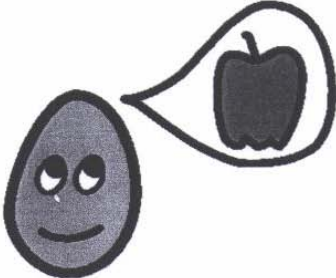
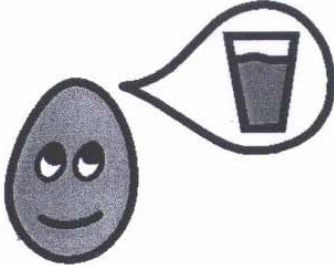





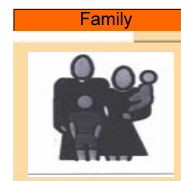
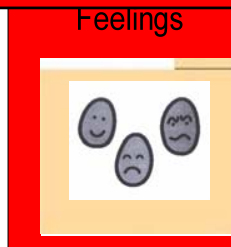
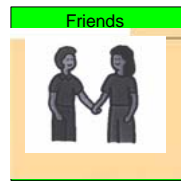
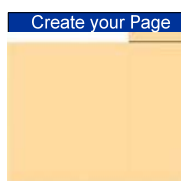
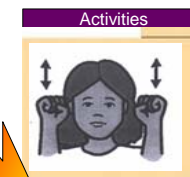
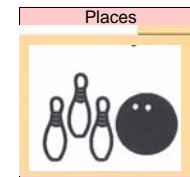
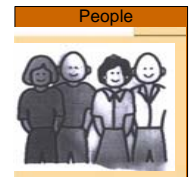
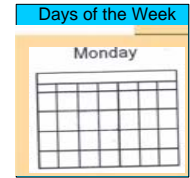
Glad to meet you



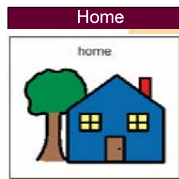
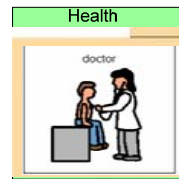
Design 2: Selected (Feelings) folder


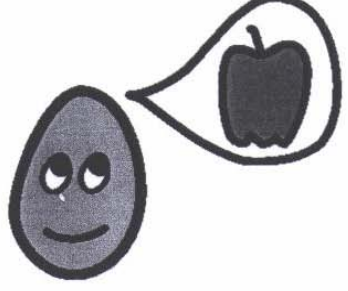
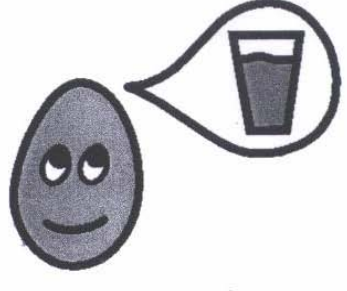




<p>silly</p> 	<p>hungry</p> 	<p>thirsty</p> 
<p>lonely</p> 	<p>homesick</p> 	<p>Glad to meet you</p> 



Design 2: Continued (Feelings) folder



<p>silly</p> 	<p>hungry</p> 	<p>thirsty</p> 
<p>lonely</p> 	<p>homesick</p> 	<p>Glad to meet you</p> 