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# INTUX USER SCENARIOS

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# 1 Introduction

The present document describes the main result of work package 4 of the INTUX project: the creation of case-based user scenarios, that can be used to organise usability testing sessions directly involving people with disabilities.

The cases have been designed to create interest and empathy, as well as to encourage personal decision-making. They will also empower people with disabilities and stimulate student reflection and discussion around complex real-life cases that they may face in their professional lives.

The user scenarios will give the students and people with disabilities the opportunity to put into practice their theoretical knowledge on user testing.

This document is an educational resource that complements the existing training content (training modules, knowledge assessment methodology, trainer handbook) in the form of real-life practical exercises that can be reused by future course participants.

Section 2 describes how to apply the user scenarios to prepare practical sessions in which students put the theoretical knowledge gained during the training course (WP3) into practice before, during and after the usability test. They will be the evaluators (facilitators and note-takers) of usability testing sessions involving persons with disabilities.

Sections 3 to 6 describe each of the user scenarios, with information on the topic area, technical details, the tasks for the usability testing and an explanation of the steps required in the prototype to perform the tasks, including screenshots of these steps.

## 2 Applying the user scenarios – practical session

The main goal of this document is to enable the preparation of practical sessions in which students can apply their knowledge on inclusive user testing and make use of several of the best practices identified in the INTUX project. For that reason, students must be involved not only in the usability session itself, but also in preparation and post-session activities.

The general organization of the session can be as follows:

1. Professors will coordinate the session and recruit the participants with disabilities. They are also responsible for preparing the prototypes to be used and the space where the test session will happen. It is essential to guarantee a good accessibility degree of the prototype.
2. Professors will organize with the students the tasks that they must do before, during, and after the test.
3. Students will prepare the session, by gathering information on the needs of the participants and adapting the session materials to these needs. See section 2.1.

4. Students will welcome the participants, gather consent forms, perform the usability testing, gather the input from the participants and support them to leave the session. See section 2.2.
5. Finally, students will prepare a summary of the findings, and send them to the test participants as feedback. See section 2.3.

The present document contains also examples of the materials that can be used during the session. See section 2.4

## 2.1 Before the test

It is essential to gather information about the needs of the participants in the testing session, regarding access to the session space, and use of computing devices. To that end, students should prepare a questionnaire to be sent to the participants to collect that information.

The topics that should be asked in the questionnaire include, but are not limited to:

- Needs related to accessing the session space: mobility restrictions (like using a wheelchair), ambient restrictions (like needing a quiet space) and need to be accompanied to and from the room.
- Needs related to the use of computing devices: assistive products used and whether or not the participants will bring their own equipment.
- Needs related to accessing documents and whether they prefer paper-based or electronic documents.
- Needs related to time availability and food allergies.
- Any other suggestion made by the participants.

Section 2.4 contains an example of questionnaire to be sent to the participants.

The collected information will then be used by the students to prepare the session under the supervision of the professors: physical accessibility to the testing room, indications to reach the room, adaptation of documentation to be used in the session (especially consent forms, tasks descriptions and post-test questionnaires).

Finally, students must have the opportunity to use the prototype(s) that have been prepared for the session, so they know how they work and what are the tasks that users will need to perform during the usability testing session.

With this, the following INTUX best practices will be applied:

- BP1.1 Explanation of user testing goals to participants
- BP1.4 Clear instructions to perform the tasks
- BP1.6 Diversity of disabilities
- BP1.7 Familiarization with assistive products
- BP1.8 Compatibility of testing product with assistive products
- BP2.3 Use of own personal equipment
- BP2.5 Enough time

## 2.2 During the test

The professors should organise the test session, and students should have an active role in this task. Before the start of the session, students could help preparing the testing room to accommodate accessibility needs and accompanying to the room those participants that asked for it.

At the beginning of the session, the professors will make a demonstration of a usability testing session in practice: one professor will act as a facilitator, and another professor will act as a user. The facilitator will ask the user to perform one or several tasks when interacting with a system. Then the professors will explain what has been discovered about the usability of the system.

Then, the students will become the evaluators in the testing session, performing one of the two roles:

- Facilitator: it is the person that speaks directly with the test participant. The facilitator will introduce the usability test, will explain what is expected from the user, and will set the pace for the test introducing every task the users must do.
- Note-taker: it is the person (or persons) responsible for taking notes of what happens during the test. This includes both objective data (number of errors, number of elemental steps, whether the user successfully completes the task...) and subjective information (such as participant's comments, reactions, surprise or bewilderment gestures...).

Once the user has finished performing all the planned tasks of the test, the facilitator will collect answers to the after-test questionnaires: SUS (section 2.4.2), UEQ-short (section 2.4.3, and general impressions (2.4.4), for instance.

At the end of the session, students should participate in compensation activities (giving presents to participants, for example) and should help participants getting out of the testing room.

When performing the test, students are expected to apply the following INTUX best practices:

- BP2.3 Use of own personal equipment
- BP2.4 Repeating tasks
- BP2.5 Enough time
- BP2.6 Taking breaks
- BP2.7 Supervision by professionals
- BP2.8 Comfortable surroundings
- BP3.1 Compensation
- BP3.2 Support after testing

## 2.3 After the test

When the test session has finished, students should prepare a short report with the main findings of the testing session with respect to the prototype(s) used.

This short report should contain information on the main usability problems of the prototype(s) written to make participants aware of what has been learnt during the testing session. The purpose is that participants learn how much valuable their help was during the usability testing session.

This is an activity related to one best practice of the INTUX project: BP3.2 Providing feedback/information after testing.

## 2.4 Supporting materials

Below there are examples of materials that can be used during the practical activity

### 2.4.1 Questionnaire on the needs of the participants

Please answer the following questions to prepare the usability session as well as possible:

- **Do you prefer to use your own technological equipment**, or do you want to use the computers that we have prepared for you in the test room? In case you prefer to bring your own equipment, please specify what it will be: computer, tablet or mobile.
- Do you need any **assistive products** during usability testing? If you need them, specify the type of assistive product.
- If you require assistive products, **do you need us to provide them** or will you bring them for testing?
- Do you need **accompaniment to get to the usability test room** or do you prefer to be welcomed into the room?
- Do you have any **mobility limitations**?
- Do you need a **quieter space** to concentrate during the test?
- Do you have any additional **room needs**, such as lighting, that we need to consider?
- During the test we will use documents as support materials. Do you prefer to have them on **paper or in electronic format**? If you prefer them in electronic format, indicate which format would be better for you.
- Do you have any food allergies or **restrictions** that we should consider?
- Are there any **time constraints** we need to consider when scheduling your session for usability testing?
- Are there any **additional considerations** you'd like to share with us before the usability test?

### 2.4.2 SUS questionnaire

Participant ID	
Evaluated prototype	
Date and time	

Reply with your degree of agreement or disagreement to the following ten sentences, where 1 means “I totally disagree with the sentence” and 5 means “I totally agree with the sentence”.

	1	2	3	4	5
I think that I would like to use this system frequently.					
I found the system unnecessarily complex.					
I thought the system was easy to use.					
I think that I would need the support of a technical person to be able to use this system.					
I found the various functions in this system were well integrated.					
I thought there was too much inconsistency in this system.					
I would imagine that most people would learn to use this system very quickly.					
I found the system very cumbersome to use.					
I felt very confident using the system.					
I needed to learn a lot of things before I could get going with this system.					

### 2.4.3 UEQ-short questionnaire

Participant ID	
Evaluated prototype	
Date and time	

For the assessment of the product, please fill out the following questionnaire. The questionnaire consists of pairs of contrasting attributes that may apply to the product. The circles between the attributes represent gradations between the opposites. You can express your agreement with the attributes by ticking the circle that most closely reflects your impression. Please decide spontaneously. Do not think too long about your decision to make sure that you convey your original impression.

	1	2	3	4	5	6	7		
Obstructive	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Supportive	1
Complicated	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Easy	2
Inefficient	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Efficient	3
Confusing	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Clear	4
Boring	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Exciting	5
Not interesting	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Interesting	6
Conventional	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Inventive	7
Usual	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Leading edge	8

#### 2.4.4 General impressions questionnaire

Participant ID	
Evaluated prototype	
Date and time	

1. What are the main problems you have found while using this prototype?
2. What is the part of the prototype that has been more difficult to understand? Why?
3. What have you liked most of the prototype? Why?
4. Can you describe your overall experience with this prototype?

## 3 Scenario 1: Supermarket

### 3.1 Topic area

This is the website of a new online supermarket (INTUX shop) that offers various food products, which are classified into different categories: drinks, frozen food, fresh food, ready meals, special offers and others.

In addition, subcategories of products can be consulted (meat, fruit, vegetables, fish, charcuterie, and cheese), allergens and dietary preferences (gluten-free, lactose-free, nut-free, seafood-free, soya-free, vegetarian or vegan) can also be obtained.

The country of manufacture of the product or the brand name can also be consulted.

A shopping basket is available where you can accumulate the products you wish to purchase. At the end, you can proceed with the checkout, indicating the delivery and payment details.

### 3.2 Technical information

The technologies used are based on HTML5, CSS3, React (<https://react.dev/>) and MUI (<https://mui.com/>), as well as JSON files to store the products and translations into other languages.

The URL of the INTUX shop during development was <https://intux-shop.vercel.app/>.

### 3.3 Usability testing tasks

Four tasks have been prepared for use during the usability tests.

The tasks are as follows:

<b>Task</b>	1
<b>Title</b>	See how much the cheapest frozen Chips cost
<b>Starting situation</b>	Your brother has recommended this supermarket and asked you to check the price of the cheapest frozen fries.
<b>Instructions for the task</b>	Get the price of the cheapest frozen fries.

<b>Task</b>	4
<b>Title</b>	See the total price for 5 litres of lactose-free milk and 1kg of apples.
<b>Starting situation</b>	A relative has recommended this supermarket to you and you want to see how much it would cost you in total to buy 5 litres of lactose-free milk and 1kg of apples.
<b>Instructions for the task</b>	Get the price with shipping for 5 litres of lactose-free milk (choose the cheapest) and 1kg of green apples.

<b>Task</b>	5
<b>Title</b>	Make a purchase of more than 50 euros
<b>Starting situation</b>	A friend told you that if you make a purchase of more than 50 euros, the order is free of delivery charges. You should avoid buying products with nuts, as you are allergic to them.
<b>Instructions for the task</b>	<p>Make a purchase of a value of more than 50 euros to get free shipping. Add the following products to your basket, always choosing the cheapest option:</p> <ul style="list-style-type: none"> <li>• 5 kg potatoes</li> <li>• 10 litres of milk (with lactose)</li> <li>• 1 kg chicken breast</li> <li>• 3 frozen ham and cheese pizzas</li> <li>• 1 packet of cereals without chocolate</li> </ul> <p>Please use the following details to make your purchase:  Card number: 1122334455667788  Card expiry date: 11/25  CVC code: 123  Name: Ezequiel Santos  Delivery address: Calle Supermercado Nº2, Madrid</p>

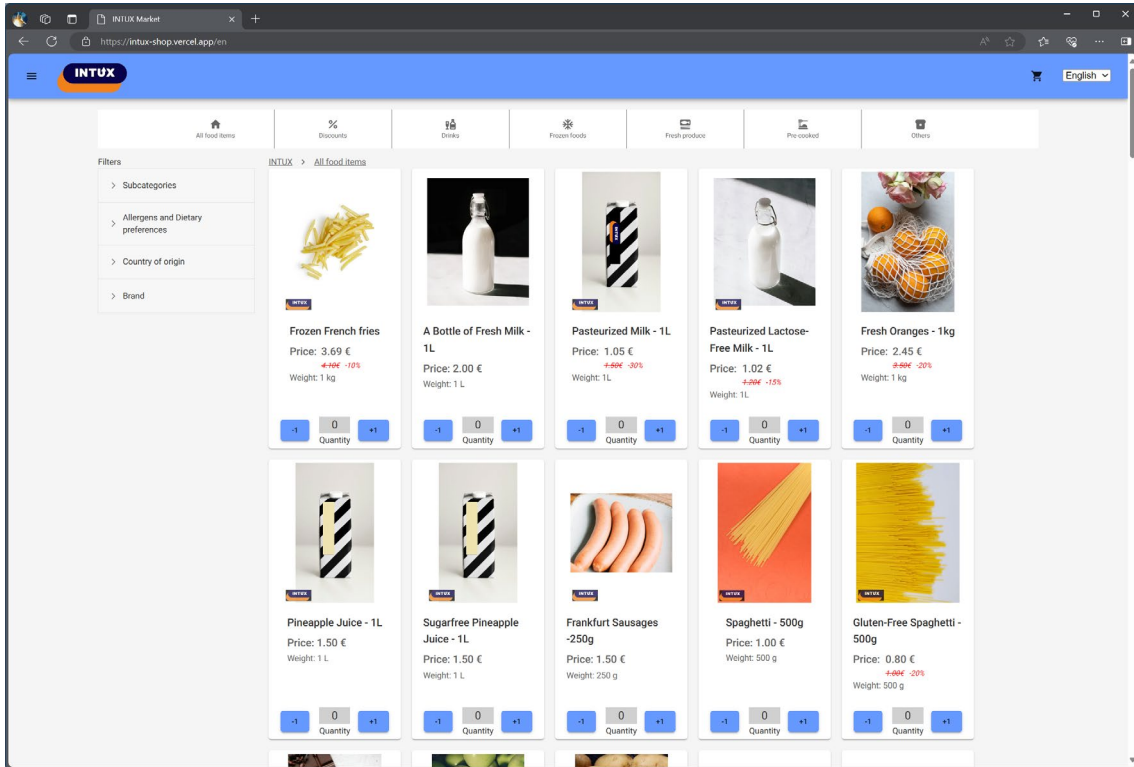
<b>Task</b>	6
<b>Title</b>	Buy products for making stir-fried noodles
<b>Starting situation</b>	Your friend has given you a simple recipe for stir-fried noodles and you want to try it, but as your child has a seafood allergy, none of the products purchased should contain seafood.
<b>Instructions for the task</b>	<p>Make a purchase of the ingredients contained in the recipe:</p> <ul style="list-style-type: none"> <li>• 1 bottle of sesame oil (the smallest)</li> <li>• 1 red onion</li> <li>• 500g noodles</li> <li>• 1 bottle of soy sauce imported from Japan</li> <li>• 500g chicken breast</li> </ul> <p>Please use the following details to make your purchase:  Card number: 8877665544332211  Card expiration date: 10/26  CVC code: 321  Name: Magdalena de Canossa  Shipping address: Calle Supermercado Nº 22, Madrid</p>



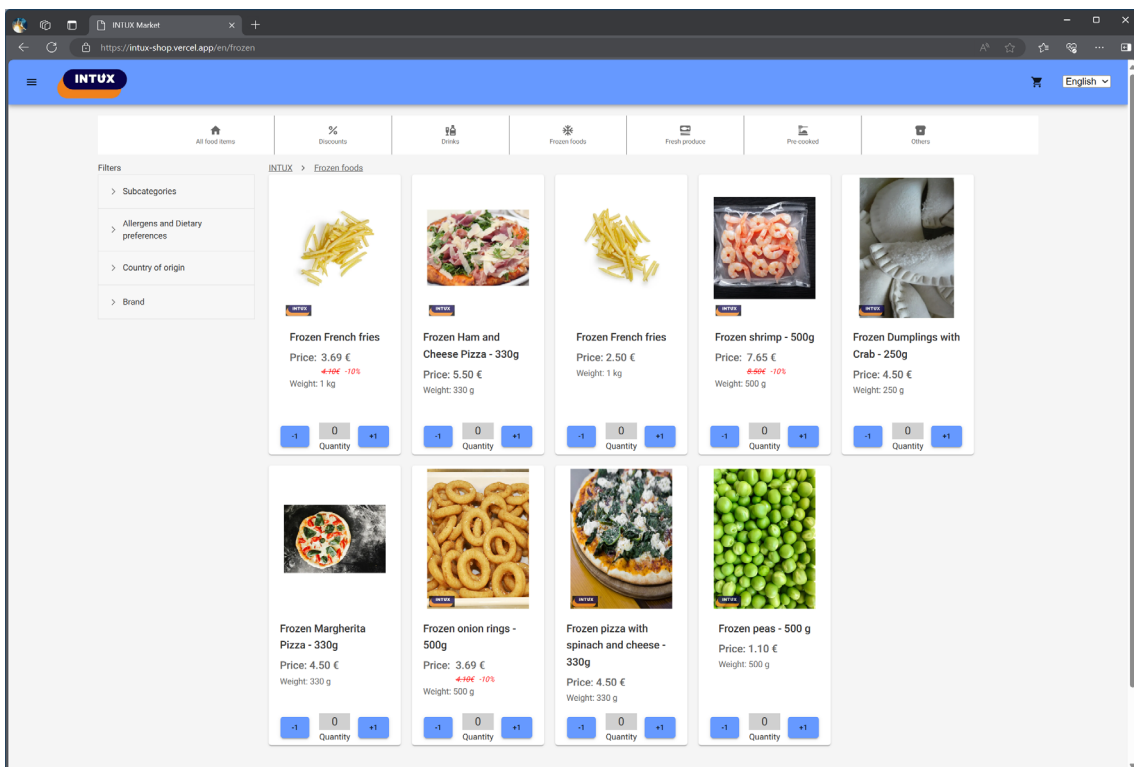
## 3.4 Screenshots of the prototype

### 3.4.1 Task 1

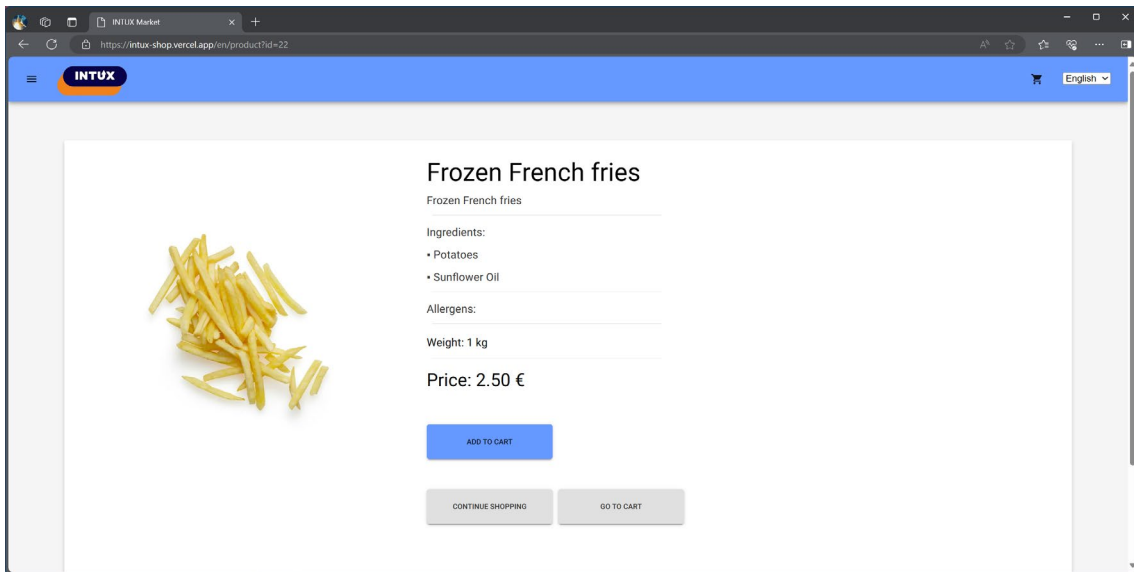
Start from home page:



Select "Frozen foods":

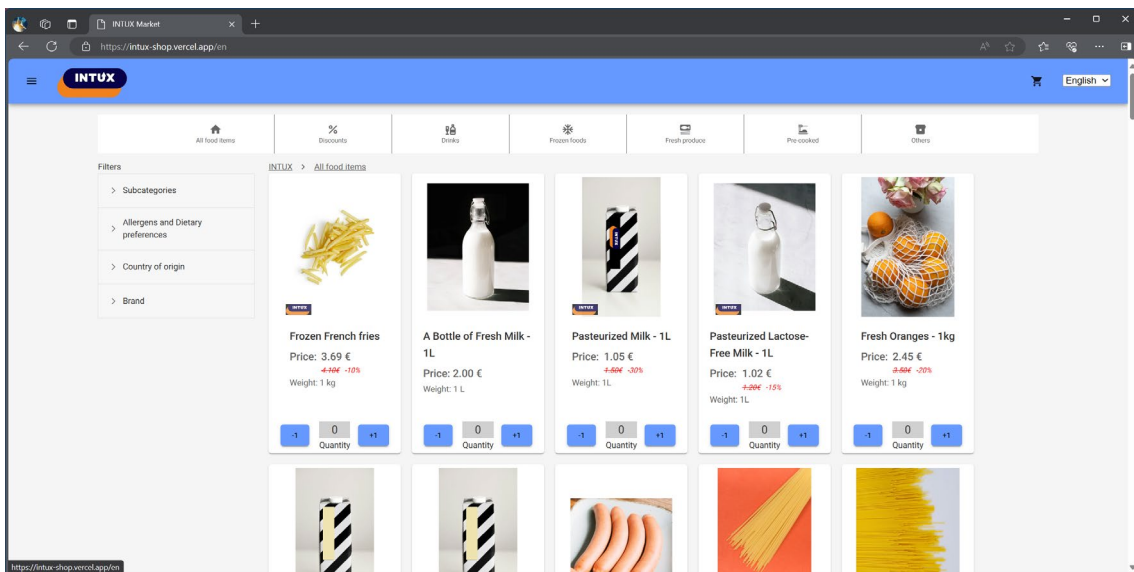


Click on the cheapest frozen fries and check the price:

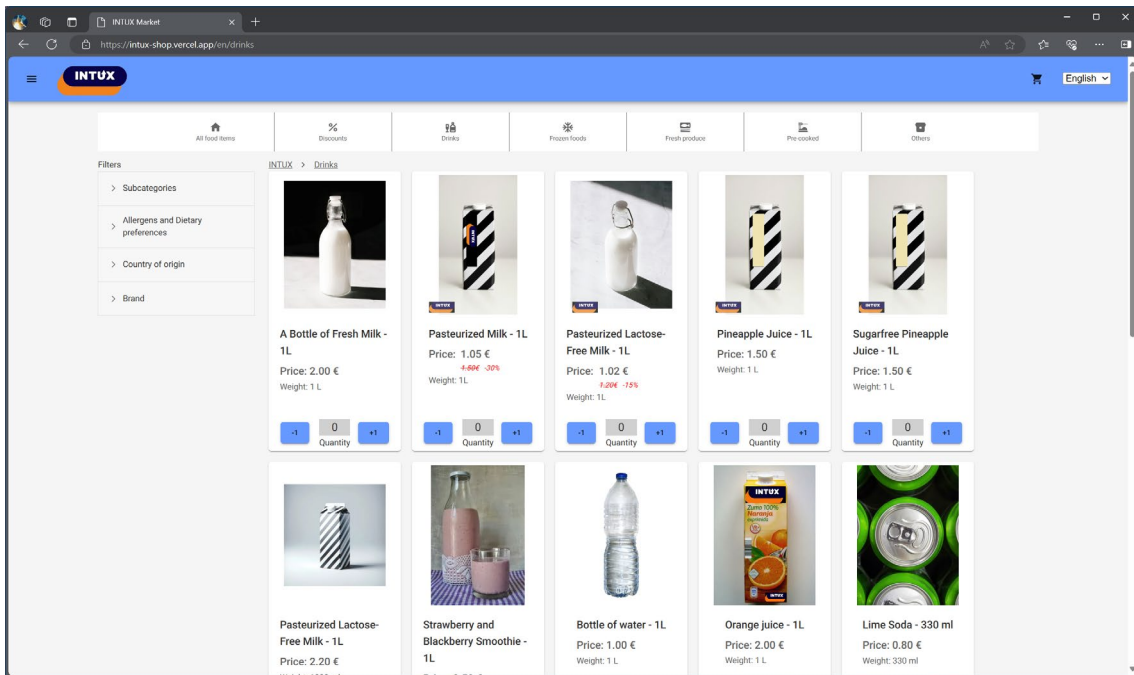


### 3.4.2 Task 4

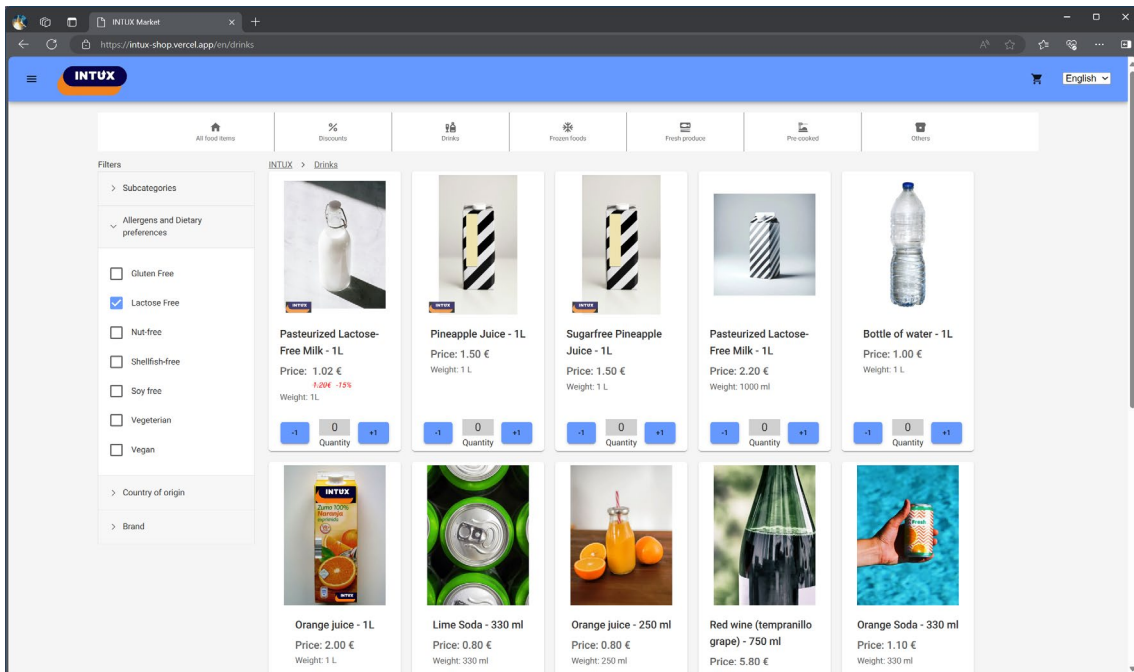
Start from home page:



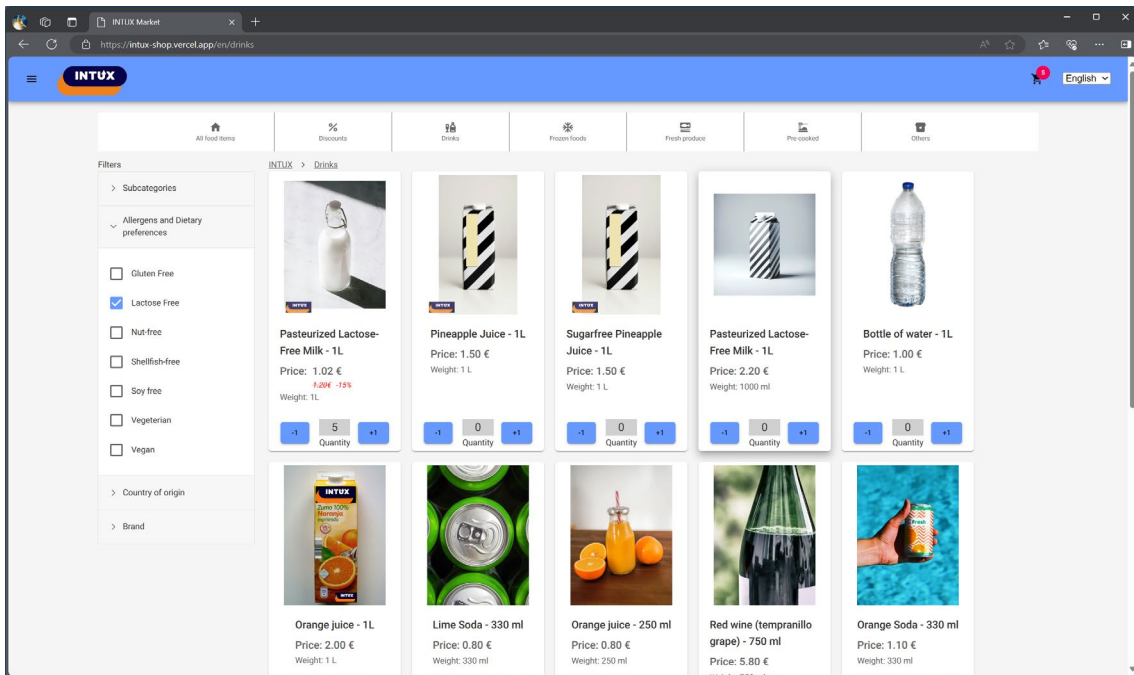
Select "Drinks":



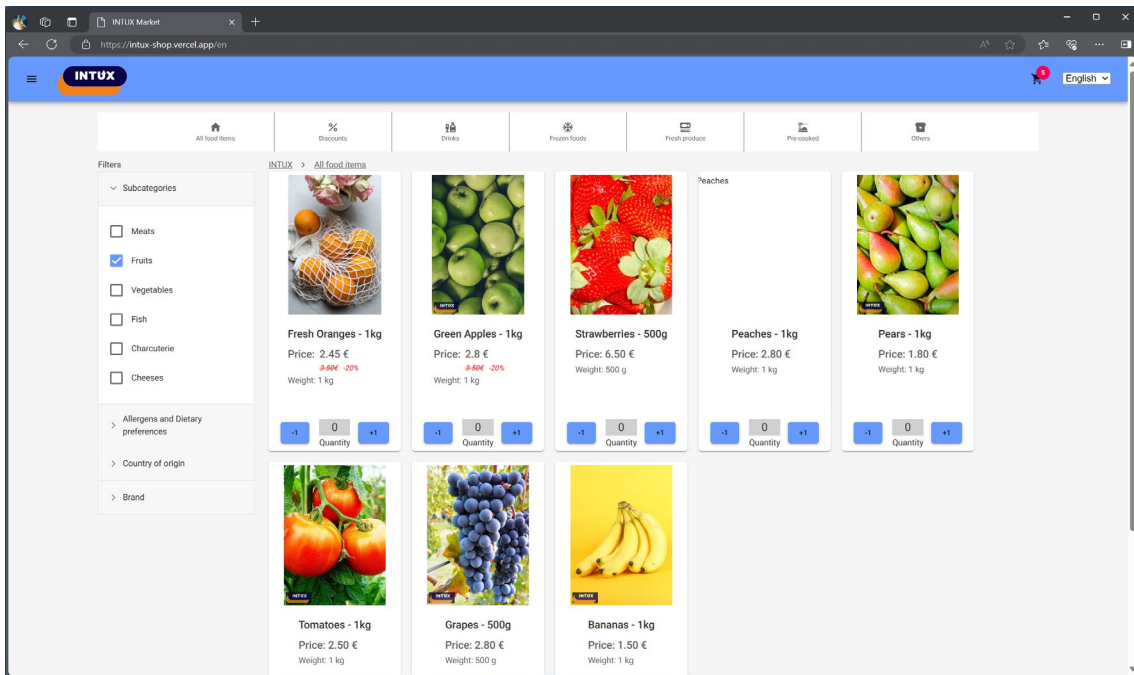
Open "Allergens and Dietary preference" filter and select "Lactose free":



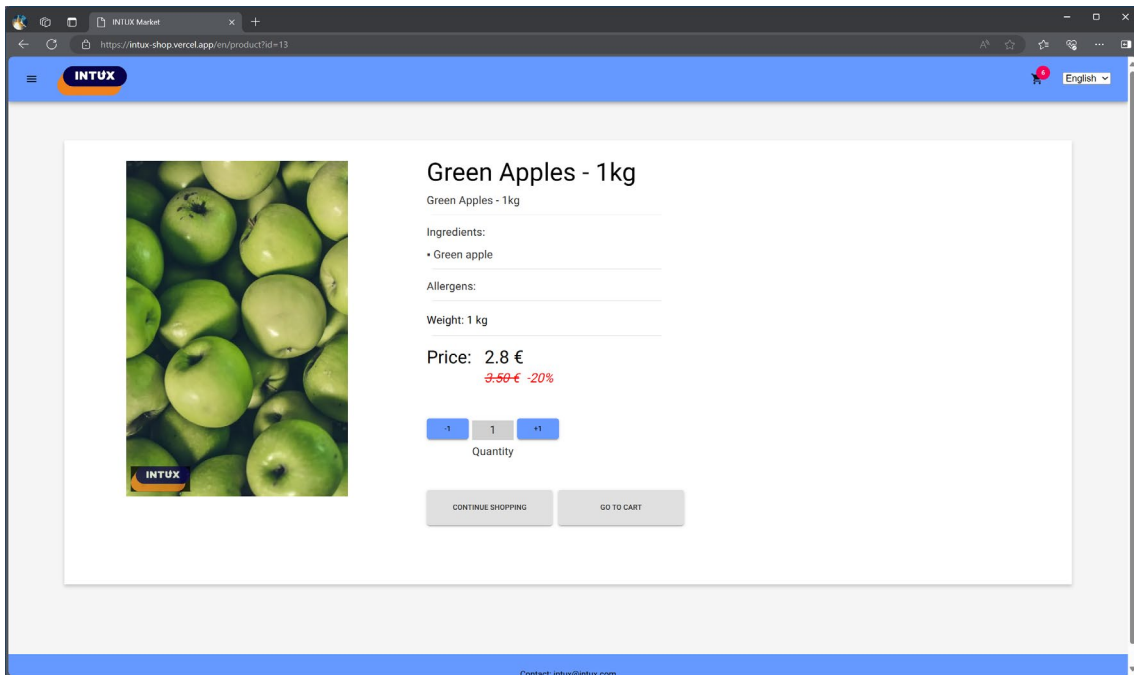
Press 5 times the “+1” button of the cheapest milk:



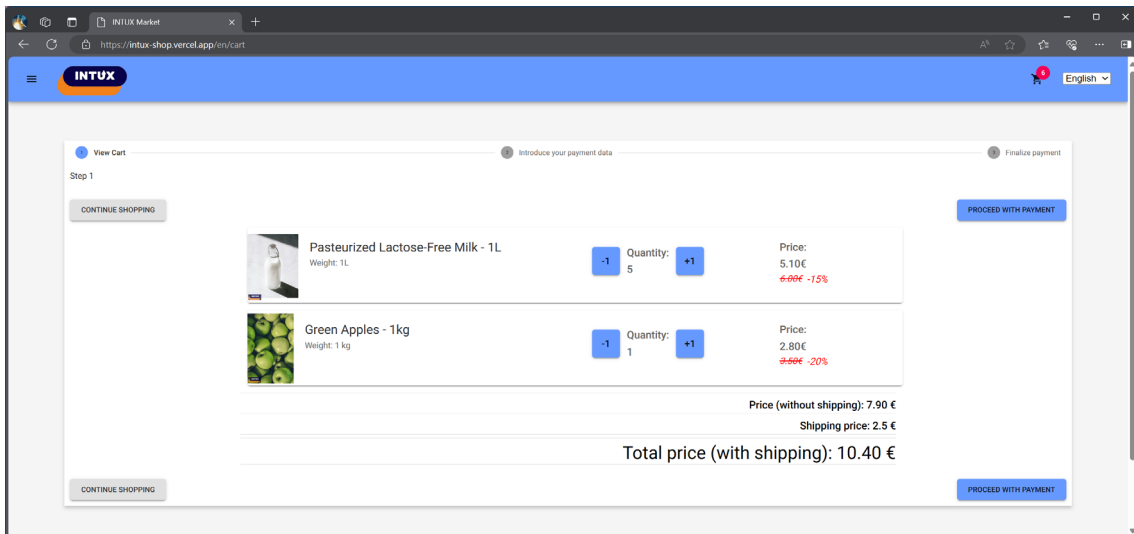
Select the subcategory “Fruits”:



Click on "Apples" and press "Add to the cart":

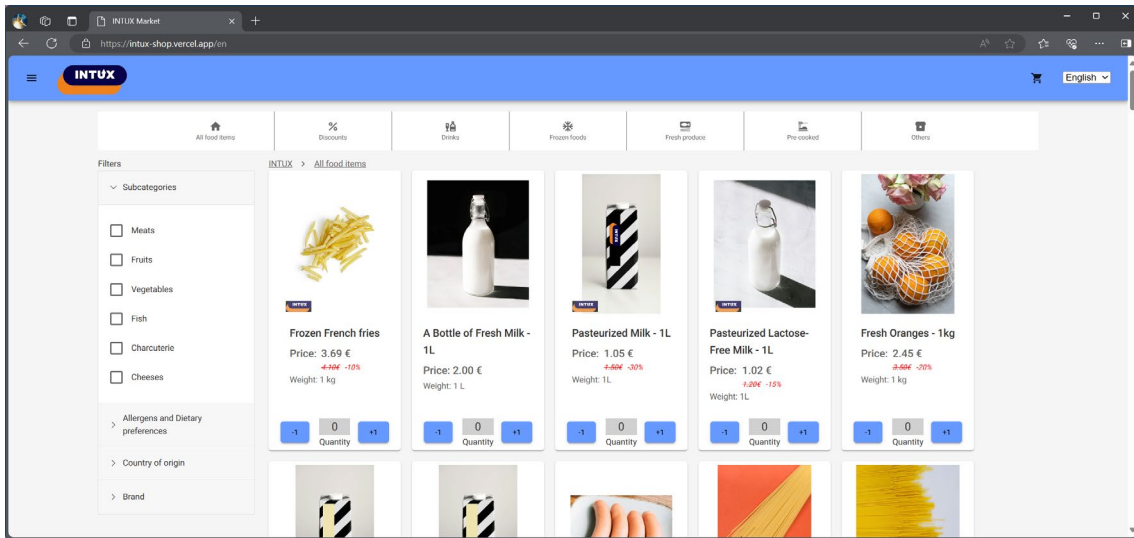


Click on the cart icon to check the final prize:

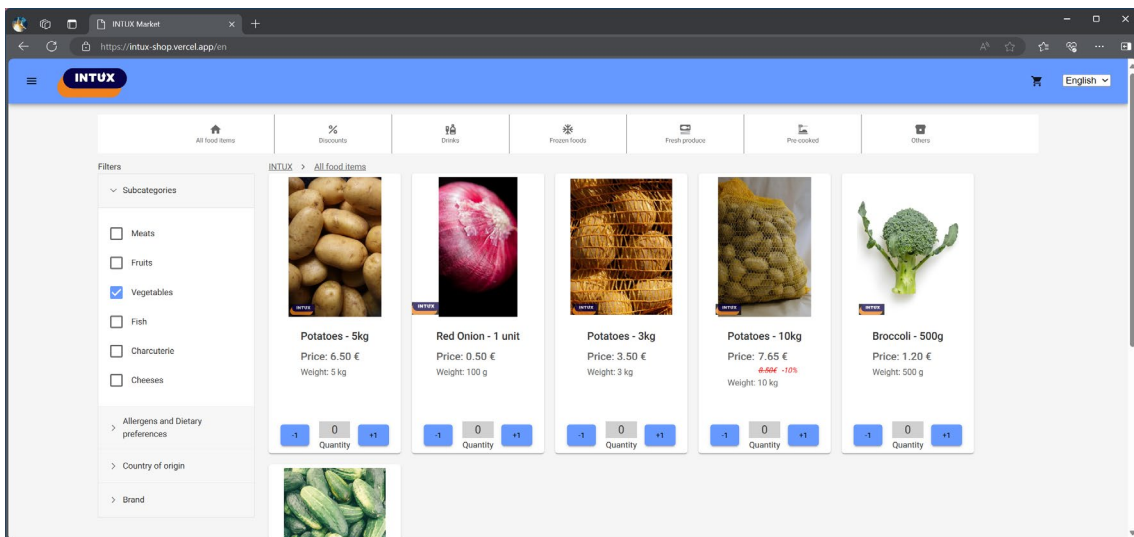


### 3.4.3 Task 5

Start from home page:

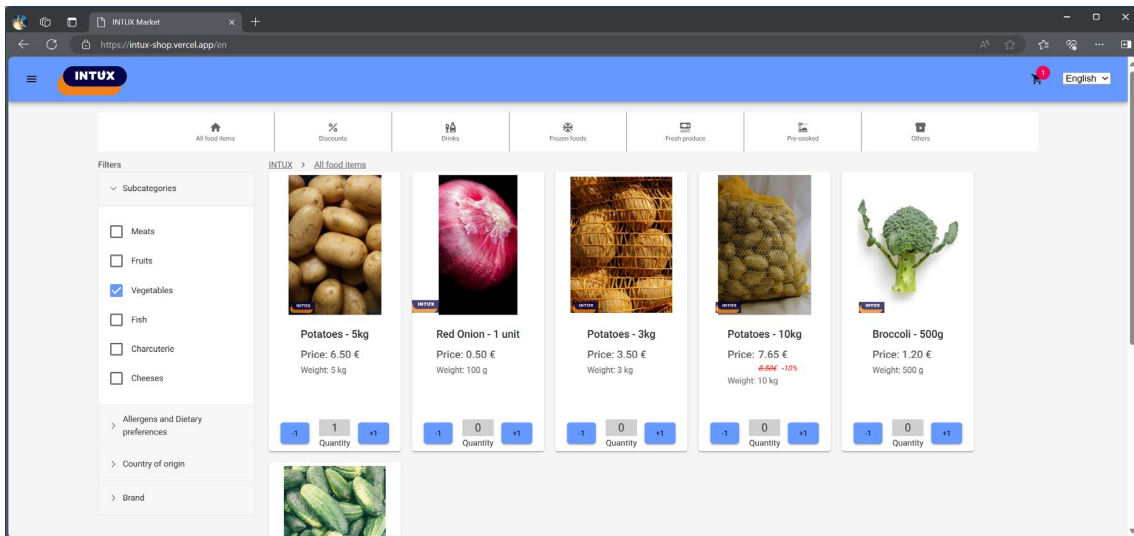


Select the subcategory “Vegetables”:

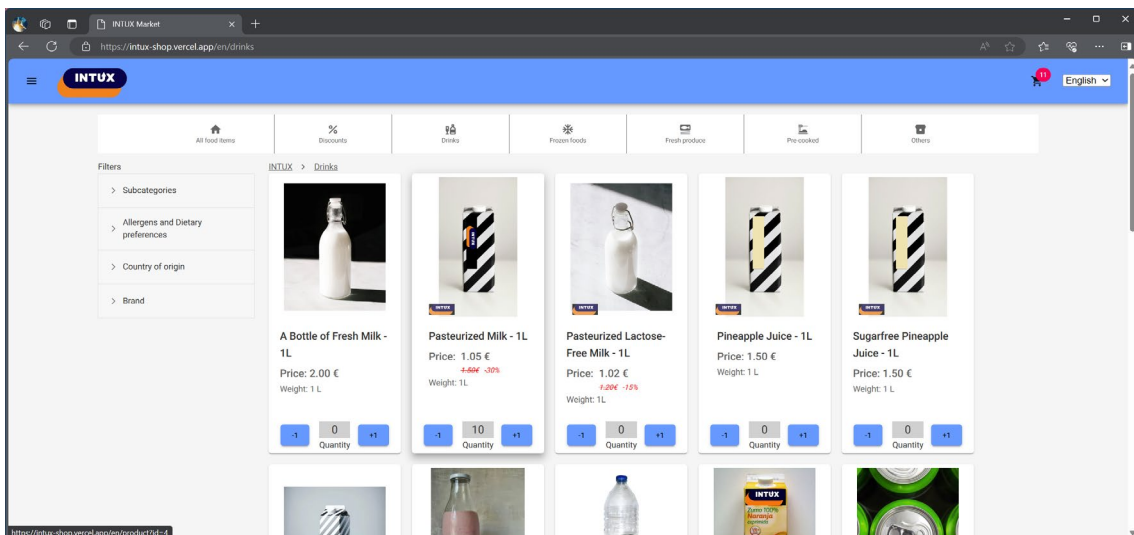




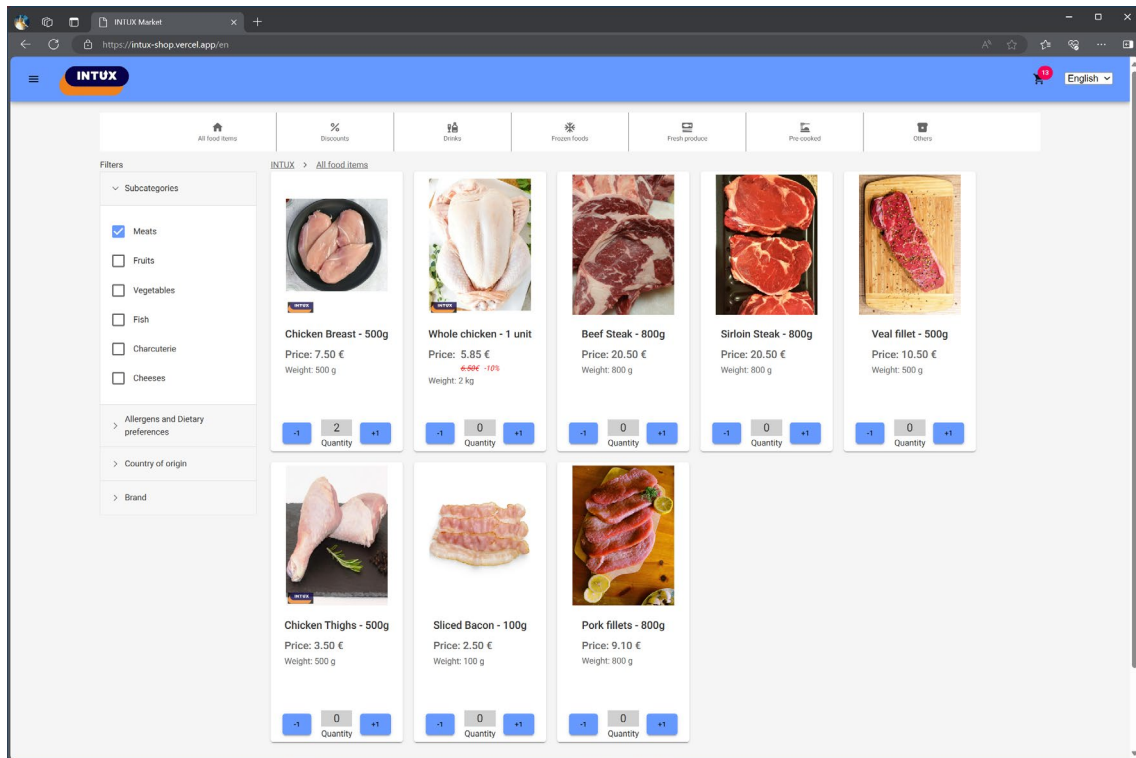
Press the “+1” button to add “Potatoes – 5kg” to the cart:



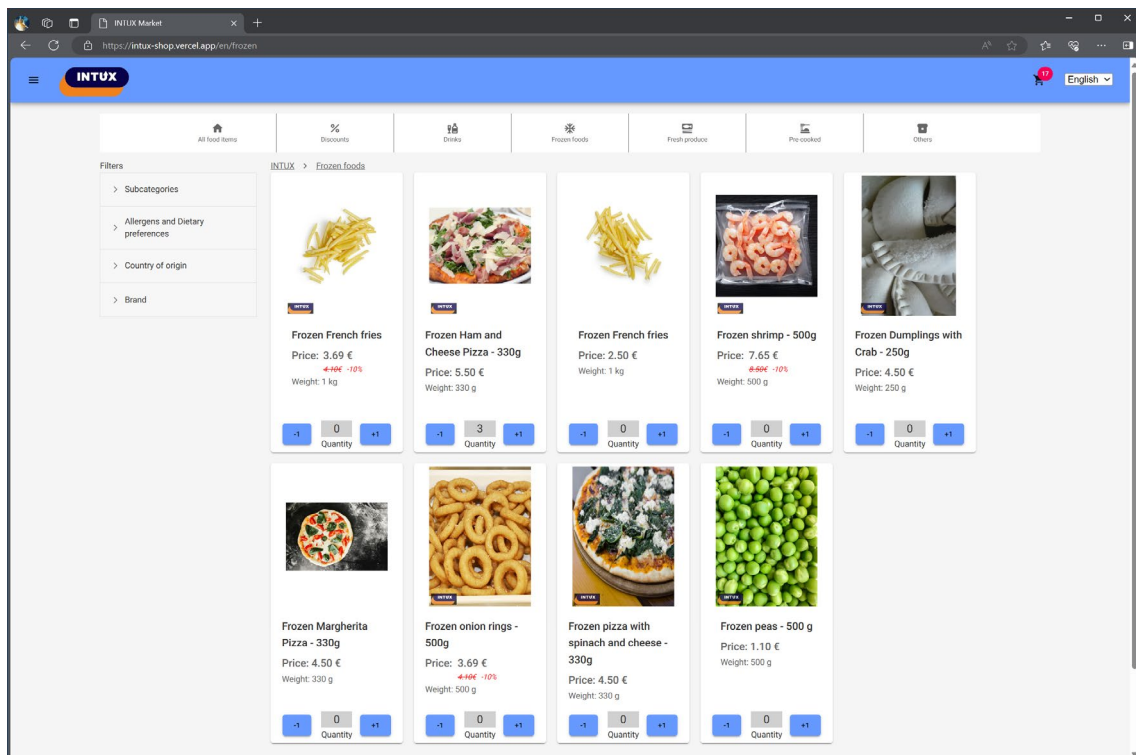
Select “Drinks” and click 10 times on the “+1” button of the cheapest milk (not lactose-free):



Select the subcategory “Meats” and click twice on the “+1” button of chicken breast:

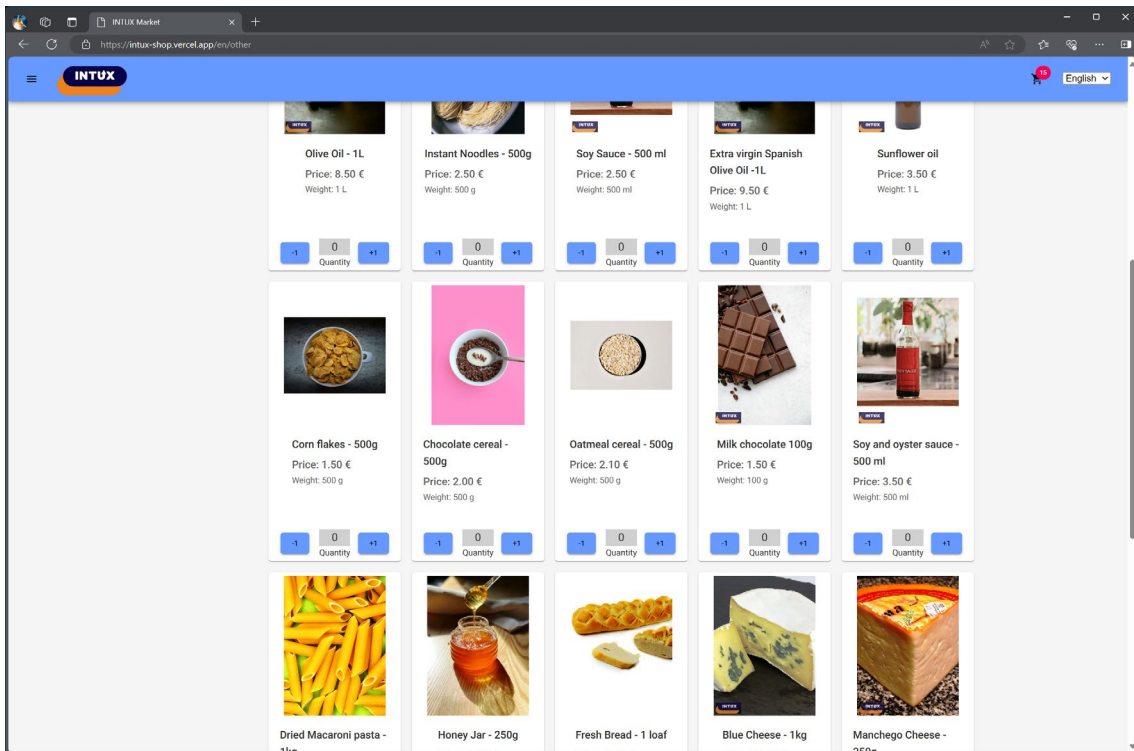


Select the “Frozen foods” and press 3 times on the “+1” button of the “Frozen ham and cheese pizza”:

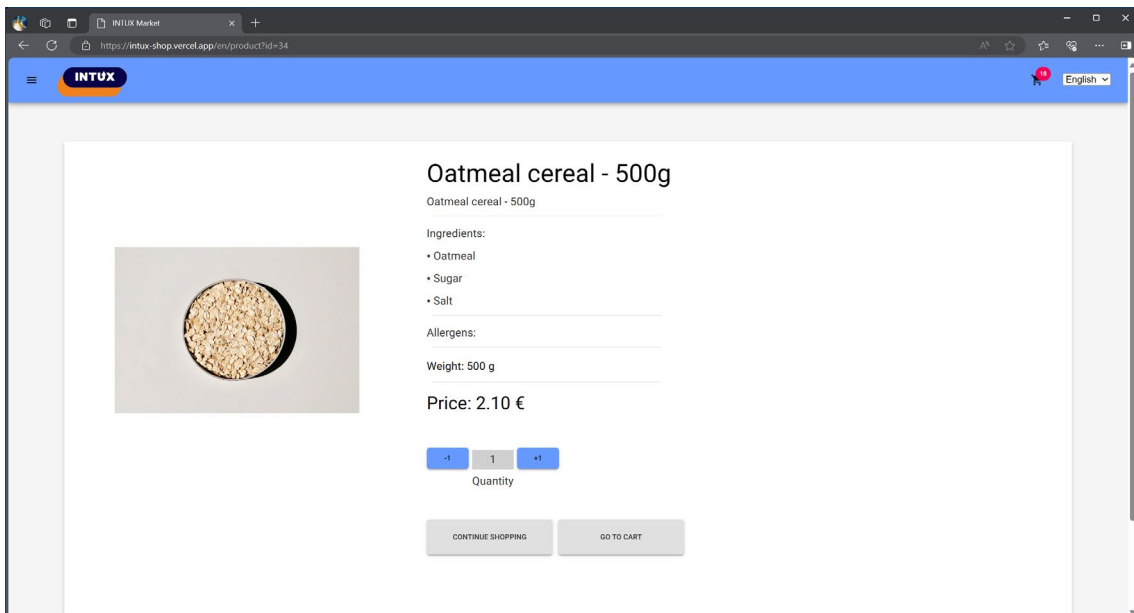




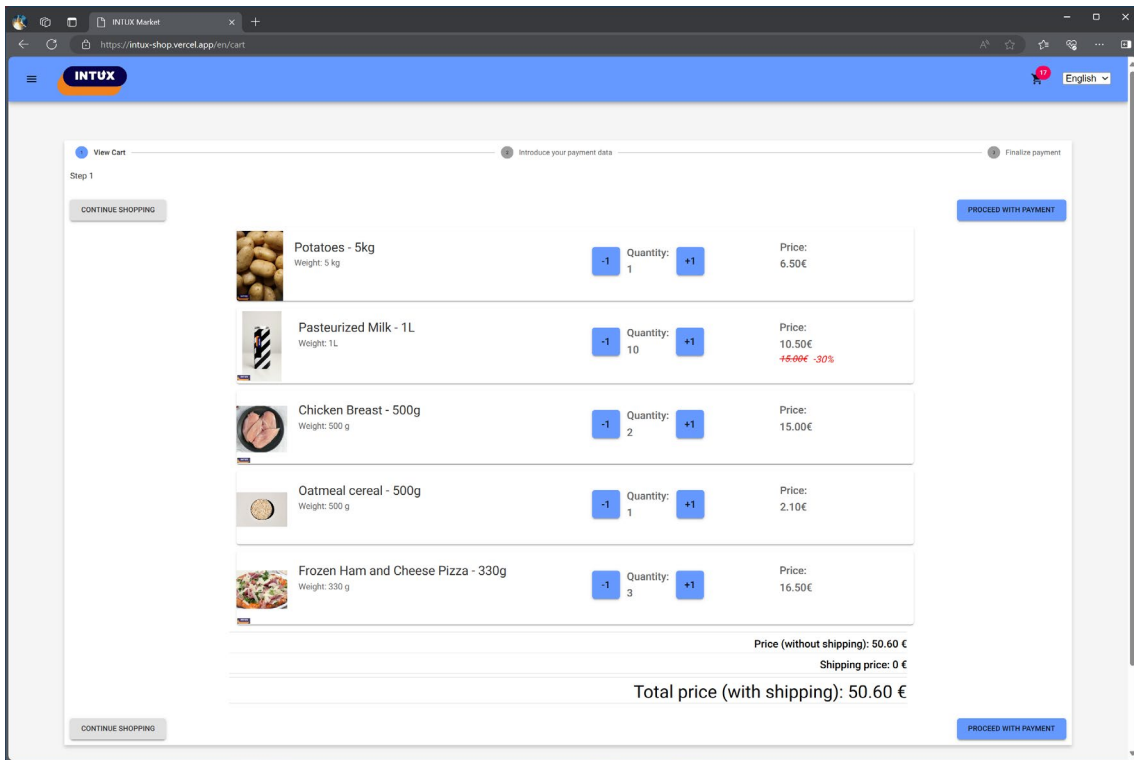
Select "Others" and scroll down to the cereals:



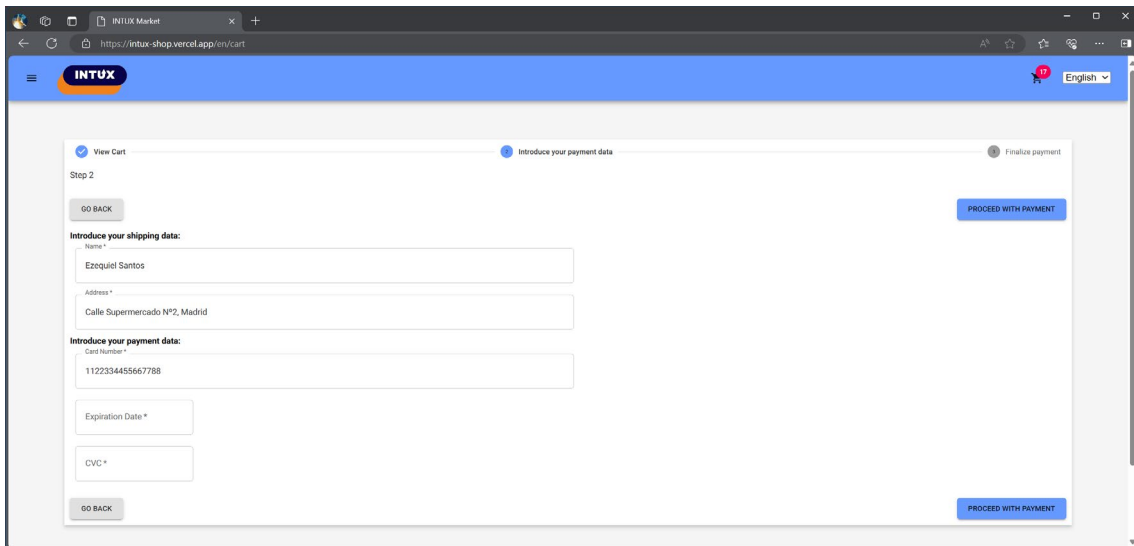
Click on the "Oatmeal cereal" to check that it has neither chocolate nor nuts and click on the button "Add to the cart" (if "Corn flakes" cereals is selected, you will notice that it has nuts):



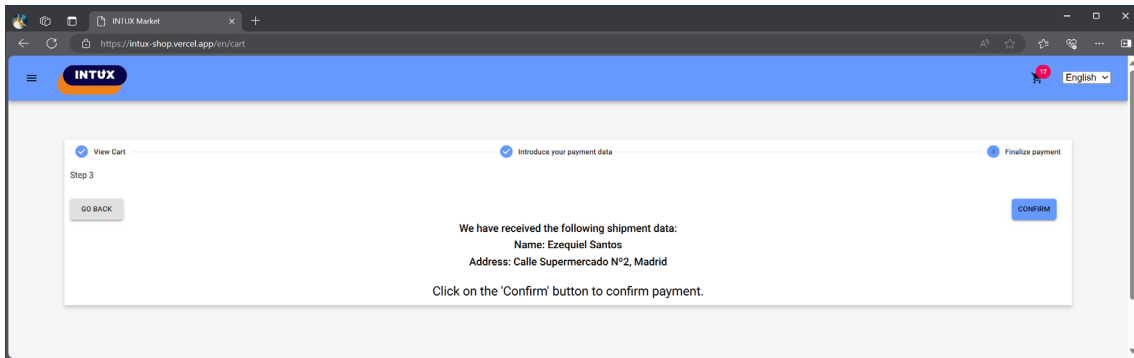
Click on the cart icon to check the final prize and check that the shipping price is 0:



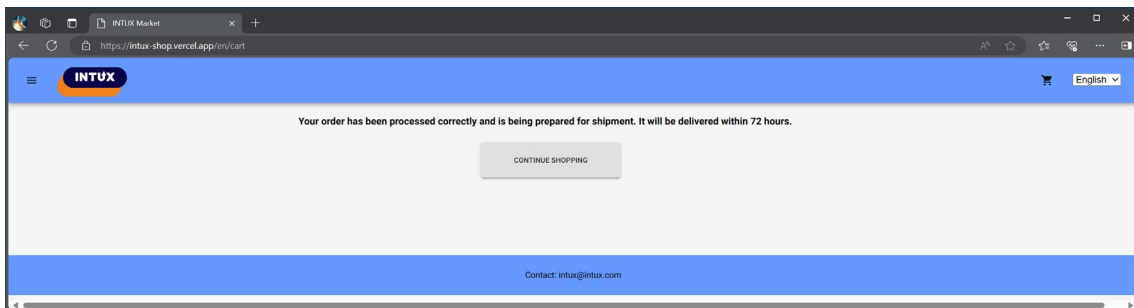
Click on the "Proceed with payment" button and fill in all the fields with the information provided:



Click on the “Proceed with payment” button and, after checking that the information is correct, press on the “Confirm” button:

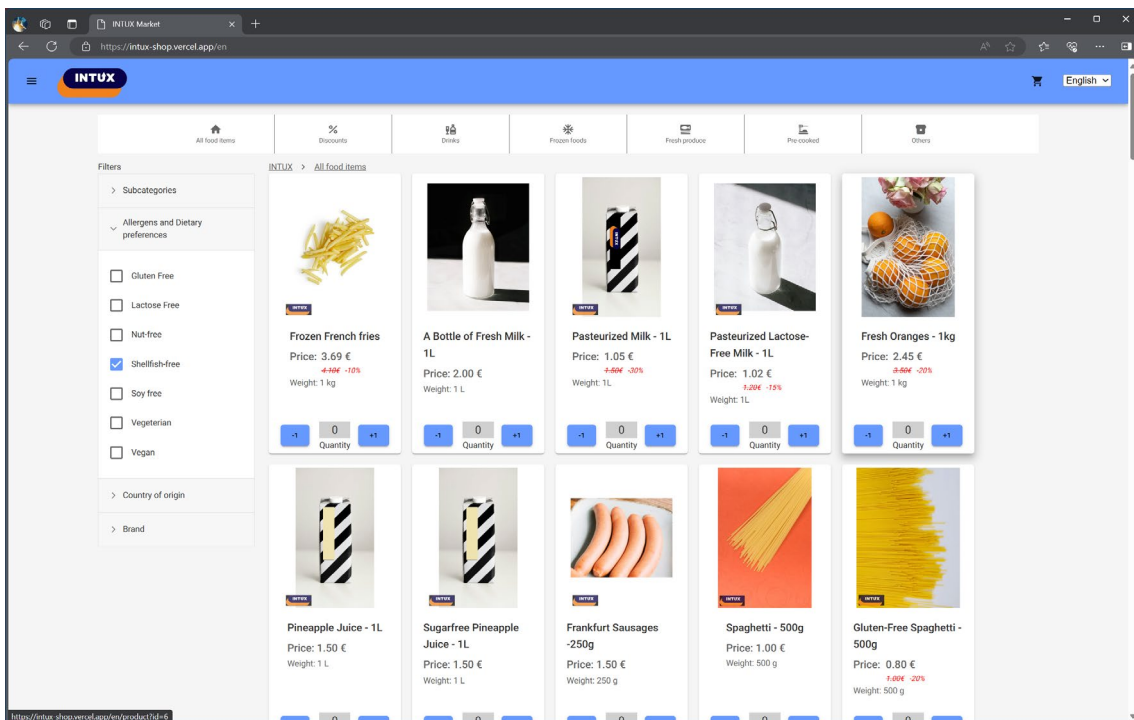


Check that the order has been received:

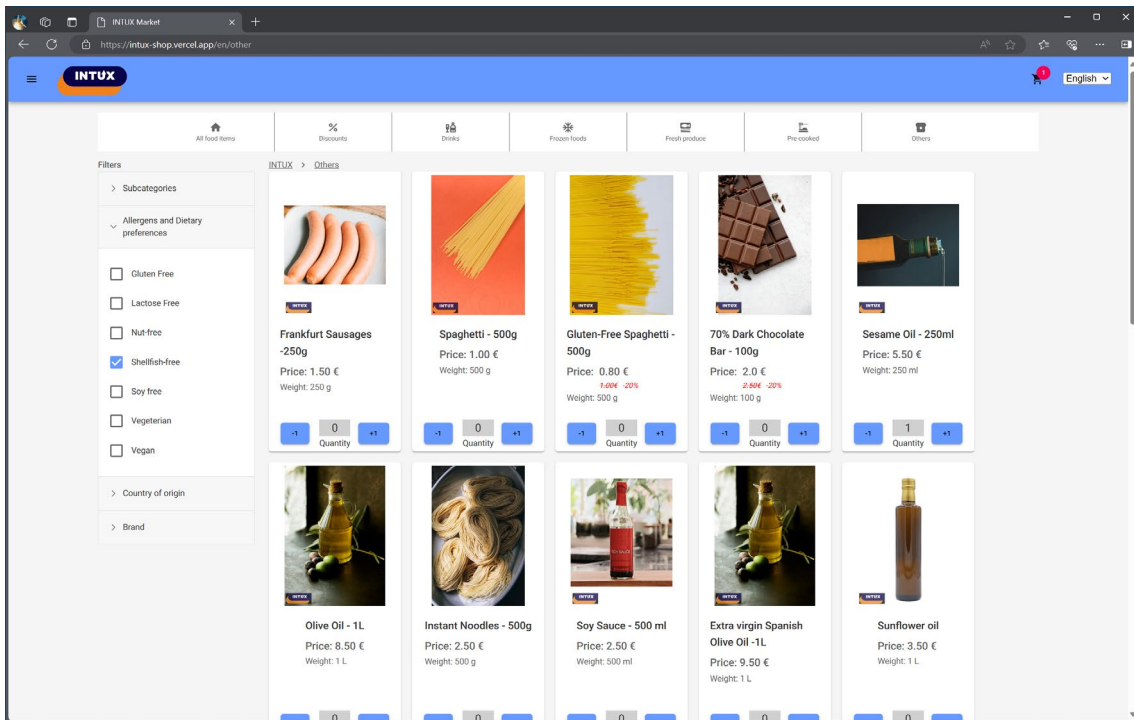


### 3.4.4 Task 6

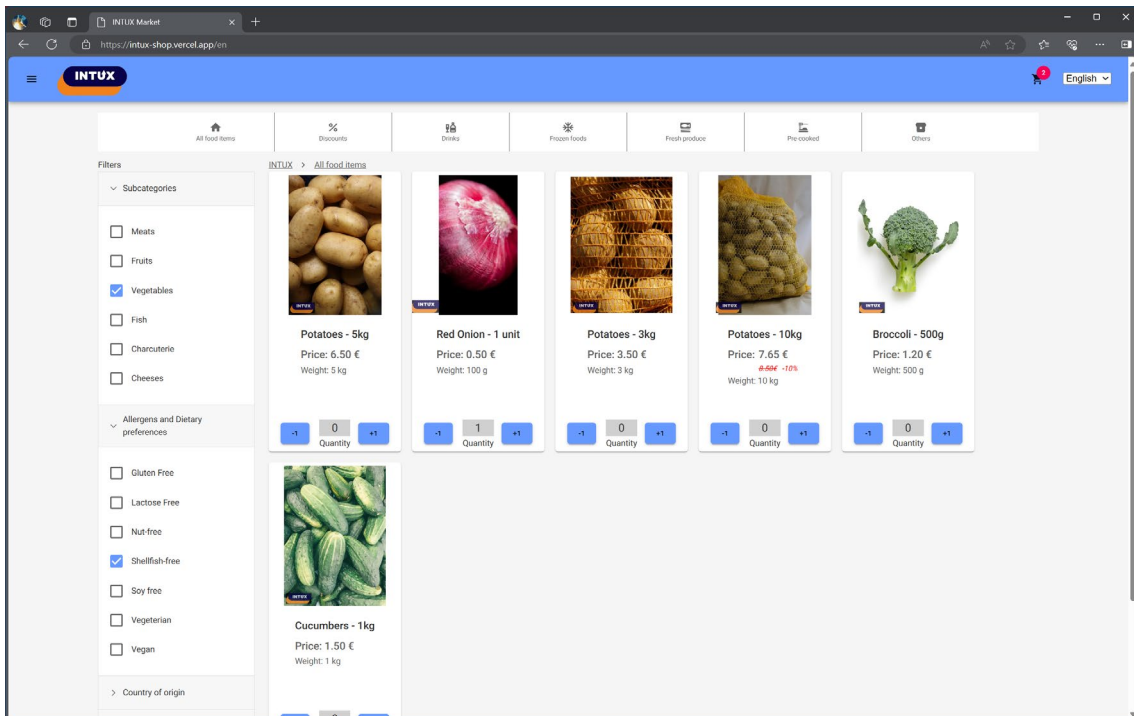
Start from home page and select “Shellfish-free” in the “Allergens and Dietary preferences” filter:



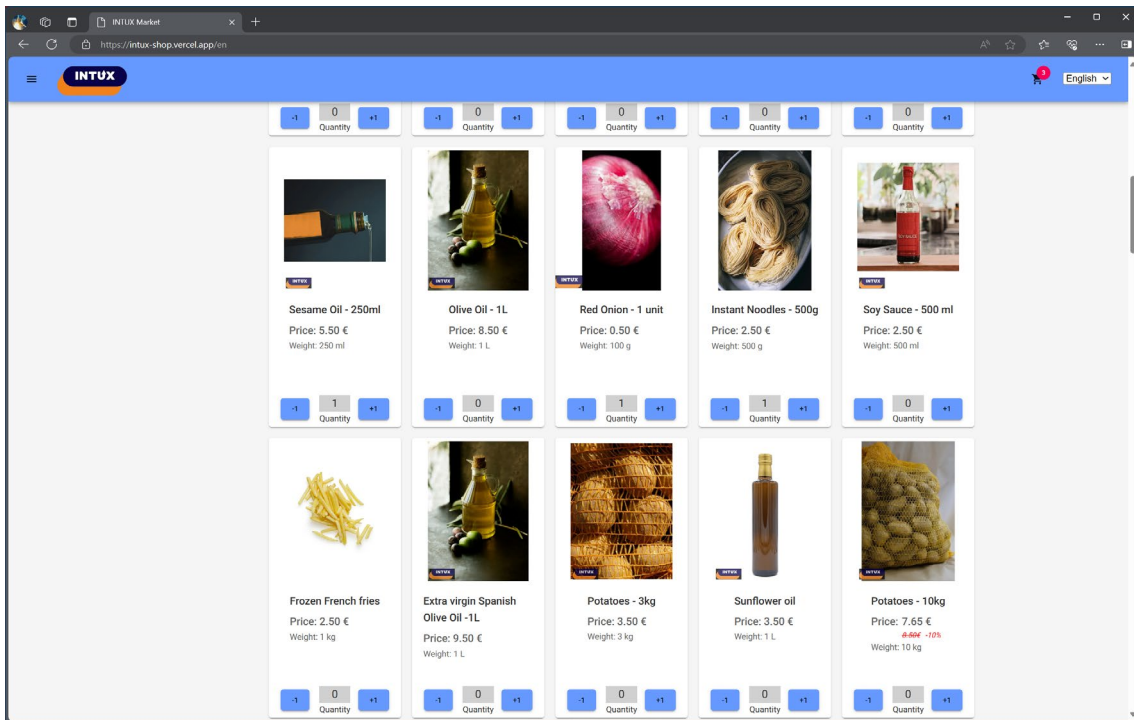
Select "Others" and click the "+1" button to add "Sesame oil" to the cart:



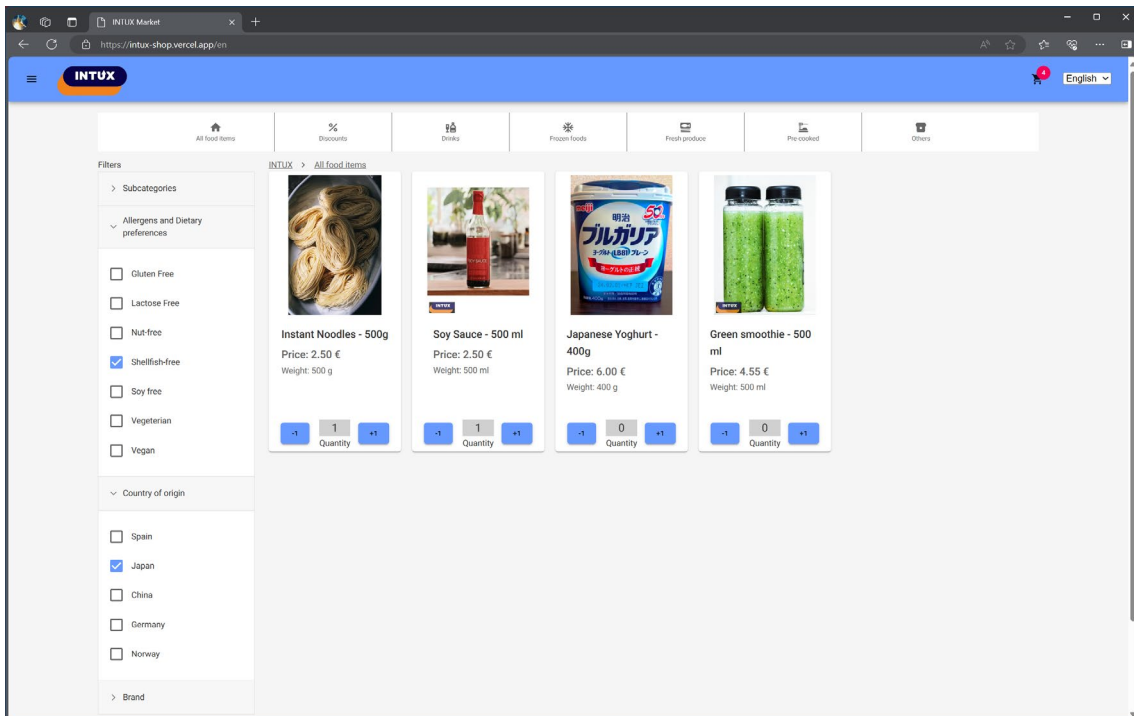
Select "Vegetables" under "Subcategories" and click on "+1" to add "Red onion" to the cart:



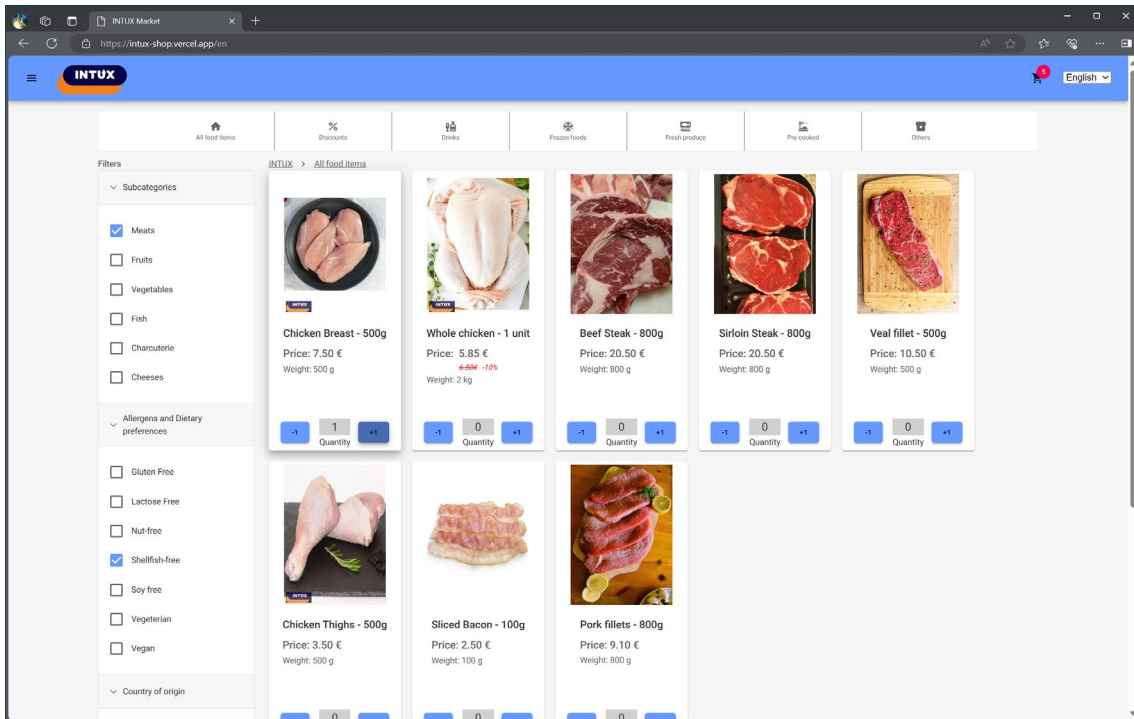
Scroll down to look for the “Noodles” and click the “+1” button to add it to the cart:



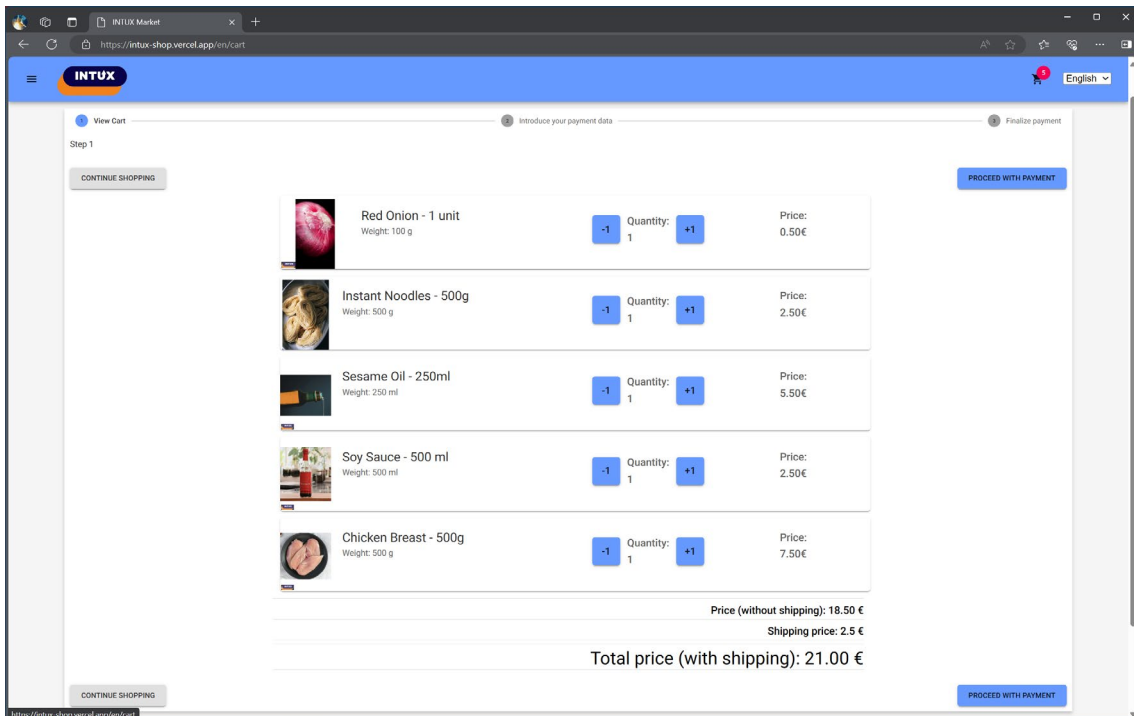
Select “Japan” option under “Country of origin” filter and click the “+1” button to add 1 bottle of “Soy sauce” to the cart:



Unselect "Japan" option under "Country of origin" filter, select "Meats" under "Subcategories filter and click the "+1" button to add "chicken breast" to the cart:



Click on the cart icon to check the final price:



Click on the "Proceed with payment" button:

The screenshot shows the INTUX checkout process at Step 2, "Introduce your payment data". The page has a blue header with the INTUX logo and a shopping cart icon with a red notification badge. A progress bar at the top shows three steps: "View Cart" (completed), "Introduce your payment data" (current), and "Finalize payment". Below the progress bar, there are two "GO BACK" buttons and two "PROCEED WITH PAYMENT" buttons. The form is divided into two sections: "Introduce your shipping data" and "Introduce your payment data". The shipping data section includes fields for "Name\*" and "Address\*". The payment data section includes fields for "Card Number\*", "Expiration Date\*", and "CVC\*".

Fill in all the fields with the information provided:

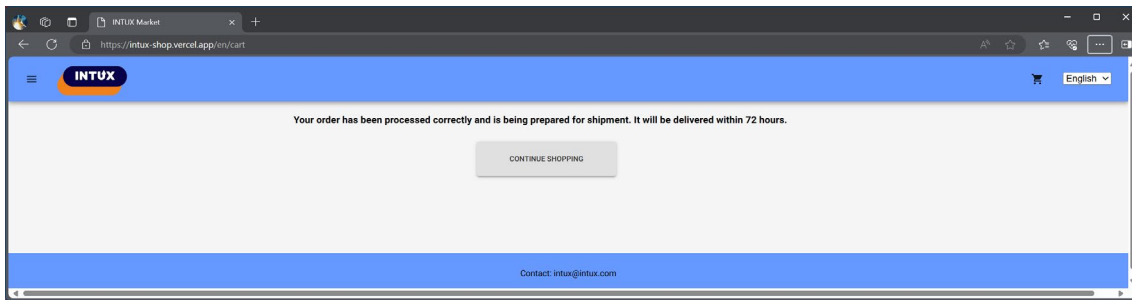
This screenshot shows the same checkout page as the previous one, but with the form fields filled with sample data. The "Name\*" field contains "Magdalena de Canossa", the "Address\*" field contains "Calle Supermercado Nº 22, Madrid", the "Card Number\*" field contains "887766554432211", the "Expiration Date\*" field contains "10/26", and the "CVC\*" field contains "321". The "GO BACK" and "PROCEED WITH PAYMENT" buttons remain visible.

Click on the "Proceed with payment" button and, after checking that the information is correct, press on the "Confirm" button:

The screenshot shows the checkout process at Step 3. The progress bar now shows "View Cart" (completed), "Introduce your payment data" (completed), and "Finalize payment" (current). The form fields are no longer visible. Instead, a confirmation message is displayed: "We have received the following shipment data: Name: Magdalena de Canossa, Address: Calle Supermercado Nº 22, Madrid. Click on the 'Confirm' button to confirm payment." There are "GO BACK" and "CONFIRM" buttons on the page.



Check that the order has been received:



## 4 Scenario 2: MentorIA

### 4.1 Topic area

MentorIA is a solution to support the study and training for students with learning difficulties, based on new technologies such as the incorporation of Large Language Models to adapt curriculum content, exercises, and exams. This technological solution also helps organize their daily activities and improve their learning and studying methods.

### 4.2 Technical information

The system is segmented into three main components: the application, the backup server, and the professionals' web portal. Students utilize the application, which retrieves data from the server; this data is input via the professionals' web interface.

- The application is developed using React Native for Android, iOS, and web platforms, employing JavaScript to connect to the API. We store the data in JSON to create a fastest web interaction. JSON are sent to the API and the API answer with all the information needed.
- The server features a JAVA API using Spring Boot and a SQL database, possibly this will be changed to Elixir to handle the integration of Large Language Models more efficiently and help the scalability. All the connections are handled by JSON, a JSON is received, and a JSON is sent. Internally the server will use SQL queries and then convert It to JSON.
- The web portal is made with HTML, CSS, and JavaScript, providing a platform for professionals to enter and manage data for various students. Teachers, support staff, and administrators will establish courses, classes, subjects, and the adaptations for those who need them.

Various guidelines have been followed to create an accessible website for people with disabilities, and these have been successfully tested in the tests.



## 4.3 Usability testing tasks

The solution prototype has two tasks prepared for the usability testing.

<b>Task 1</b>
Title: Check a task.
Initial Situation: You have a medical appointment on April 25th and would like to get ahead on the tasks due that day.
Task Instructions: Use the application to check the tasks for that day.

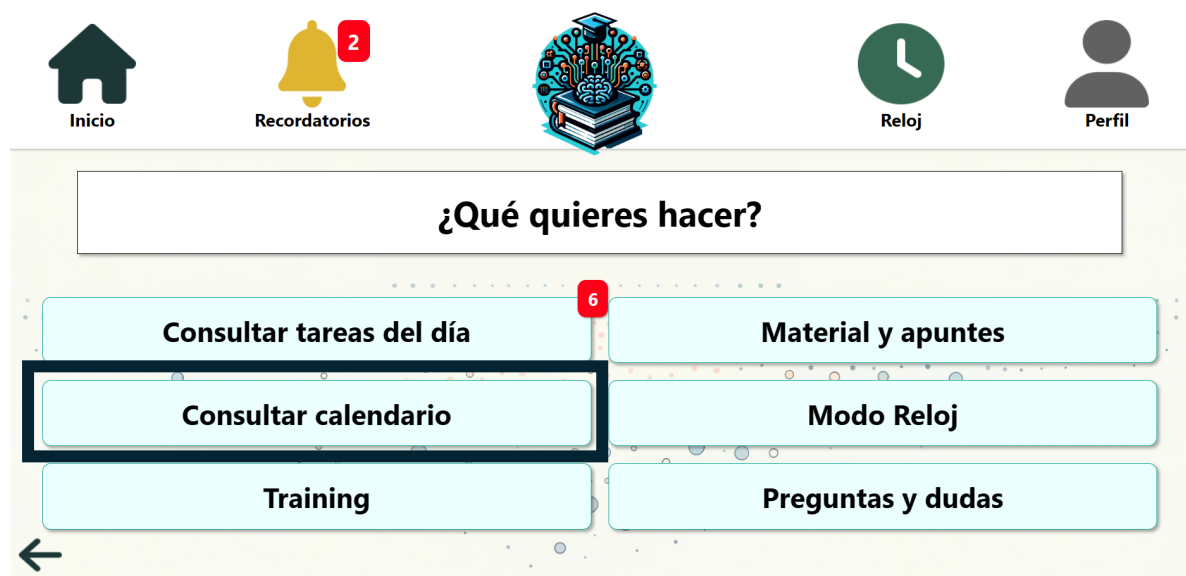
<b>Task 2</b>
Title: Check upcoming tasks and set an alarm.
Initial Situation: Today is April 10th and you want to check what tasks do you have for today related to Maths. You want to do them early because you must leave at 18:30 to take a train.
Task Instructions: Use the system to check today's math tasks; and then set an alarm for 19:00 CET today.

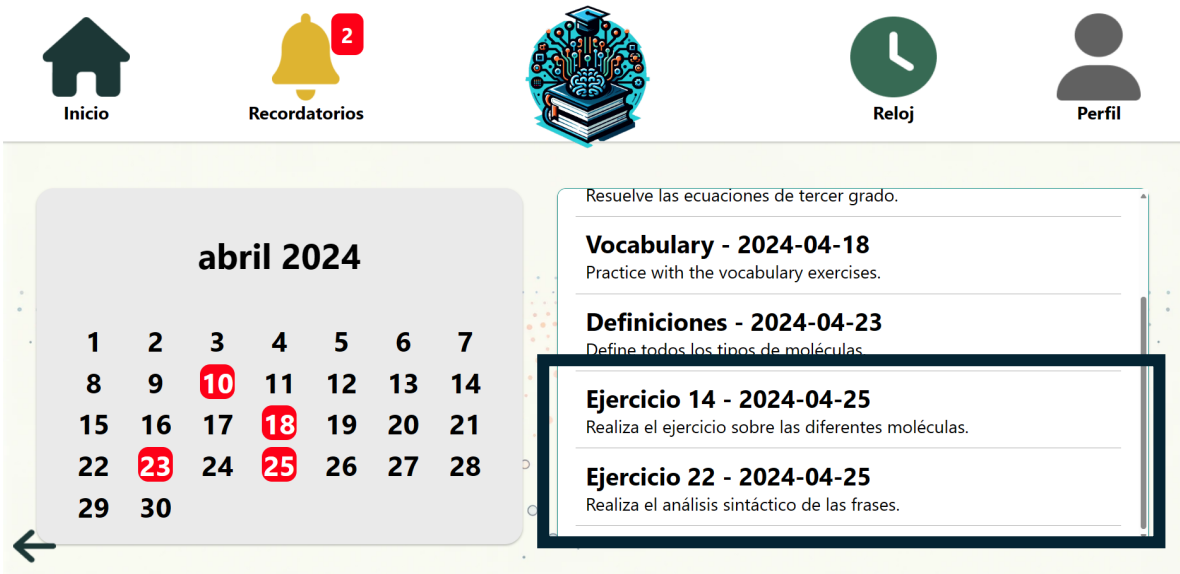
## 4.4 Screenshots of the prototype

### 4.4.1 Task 1: Check a task

Please, notice that the square means the right action expected from the participant.

For this task, the participant is expected to enter through "Consultar calendario".





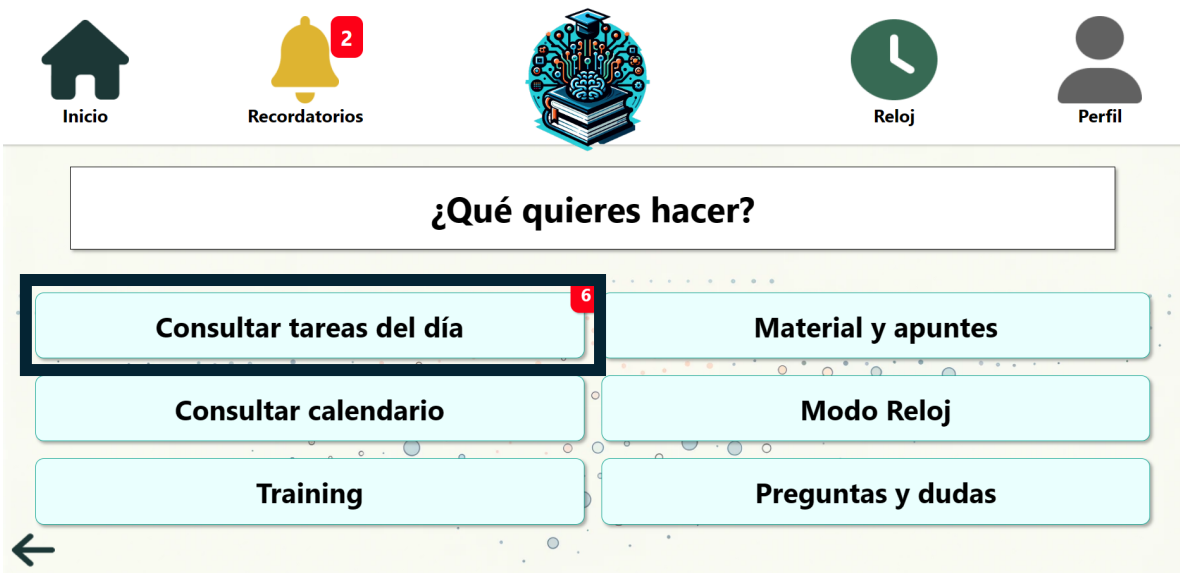
Inside “Calendario” they should navigate until they find the date.

Whenever they find the activities, they complete the task 1.

#### 4.4.2 Task 2: Check upcoming tasks and set an alarm

Please, notice that the square means the right action expected from the participant.

In the home screen, the user has the different options, and they are expected to select “Consultar tareas del día”.

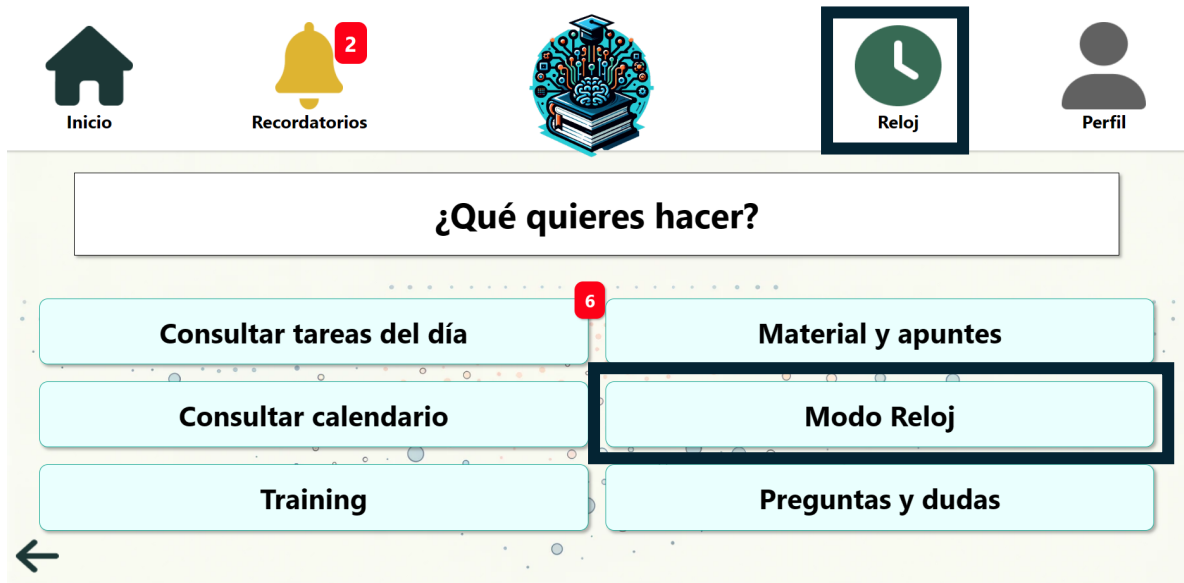


Once, the user is in “Consultar tareas del día”, they are expected to select the course, in this case “Matemáticas”.



Whenever they arrive to this screen, they complete the first part of the task, they must go back to home “Inicio”.

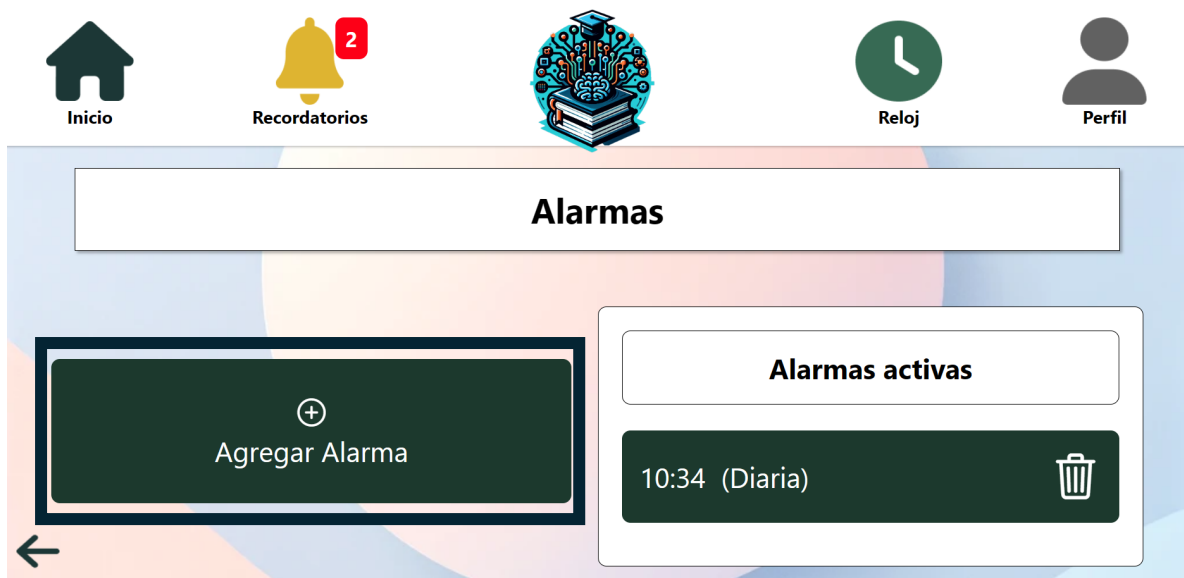
Now, to set an alarm, the participant is expected to enter through the section “Modo reloj”.



Inside “Reloj”, there are several options, the right one is “Alarmas”.



Inside “Alarmas”, the participant is expected to press “Agregar Alarma”.



Within the next screen the participant can set the time and press “Guardar Alarma”.





When the alarm appears on the right corner below, this second task is finished.

## 5 Scenario 3: Traveller

### 5.1 Topic area

The Traveller is a hotel search and booking application designed to assist users in finding and reserving accommodations for their trips. Users can search for hotels in various locations, specifying their preferred dates and the number of guests (including adults and children).

Once the search results are displayed, users can apply filters to find hotels that meet specific accessibility needs, such as wheelchair accessibility, toilets with grab rails, lowered sinks, raised toilets, emergency cords in bathrooms, visual aids like Braille and tactile signs, auditory guidance, trained personnel, and roll-in showers.

After selecting a hotel, users can view detailed information and proceed to reserve a specific room type. To complete a reservation, users must sign in. They can also view and manage their bookings under the "My Reservations" section.

The app offers standard sign-in, sign-out, and registration features, and supports both Slovenian and English languages.

### 5.2 Technical information

The technologies used are based on React and Next.JS, TailwindCSS for style, React HeadlessUI and Heroicons for icons.

### 5.3 Usability testing tasks

The following tasks have been prepared for use during the usability tests.

<b>Task</b>	1
<b>Title</b>	Registration of a new user
<b>Starting situation</b>	A user is not yet registered but wants to use the application.
<b>Instructions for the task</b>	<ol style="list-style-type: none"> <li>1. Please navigate to our website at <a href="https://traveller-booking.vercel.app">https://traveller-booking.vercel.app</a> and choose the correct language.</li> <li>2. Look for the "Sign Up" link and click on it.</li> <li>3. Fill out the registration form with the requested information, including your name, email address, and password.</li> <li>4. After completing the form, submit it and check your email for any confirmation or verification message.</li> <li>5. If necessary, follow the instructions in the email to confirm your registration.</li> </ol>

<b>Task</b>	2
<b>Title</b>	Login to the system
<b>Starting situation</b>	A registered user wants to use the application.
<b>Instructions for the task</b>	<ol style="list-style-type: none"> <li>1. Look for the "Sign In" option on the homepage and click on it.</li> <li>2. You will be directed to the login page. Please enter your email address and password in the designated fields.</li> <li>3. After entering your credentials, click on the "Log In" button to proceed.</li> </ol>

<b>Task</b>	3
<b>Title</b>	Search of all available accommodations for a specific period
<b>Starting situation</b>	The user is already logged into the application.
<b>Instructions for the task</b>	<ol style="list-style-type: none"> <li>1. Navigate to the accommodation search section labelled as "Where are you travelling".</li> <li>2. Specify the city of Maribor as your destination.</li> <li>3. Choose the dates for your stay, from February 17th to February 22nd.</li> <li>4. Indicate that your search is for 2 adults.</li> <li>5. Look for an option to specify any accessibility needs or disabilities. This might be listed under filters.</li> <li>6. Insert the relevant disability information to ensure the accommodations meet your accessibility requirements.</li> <li>7. Once the search criteria are set, initiate the search to display available accommodations.</li> <li>8. Review the search results and organize them based on ratings (highest rating first).</li> <li>9. Select an accommodation with the highest ratings to see the availability.</li> </ol>

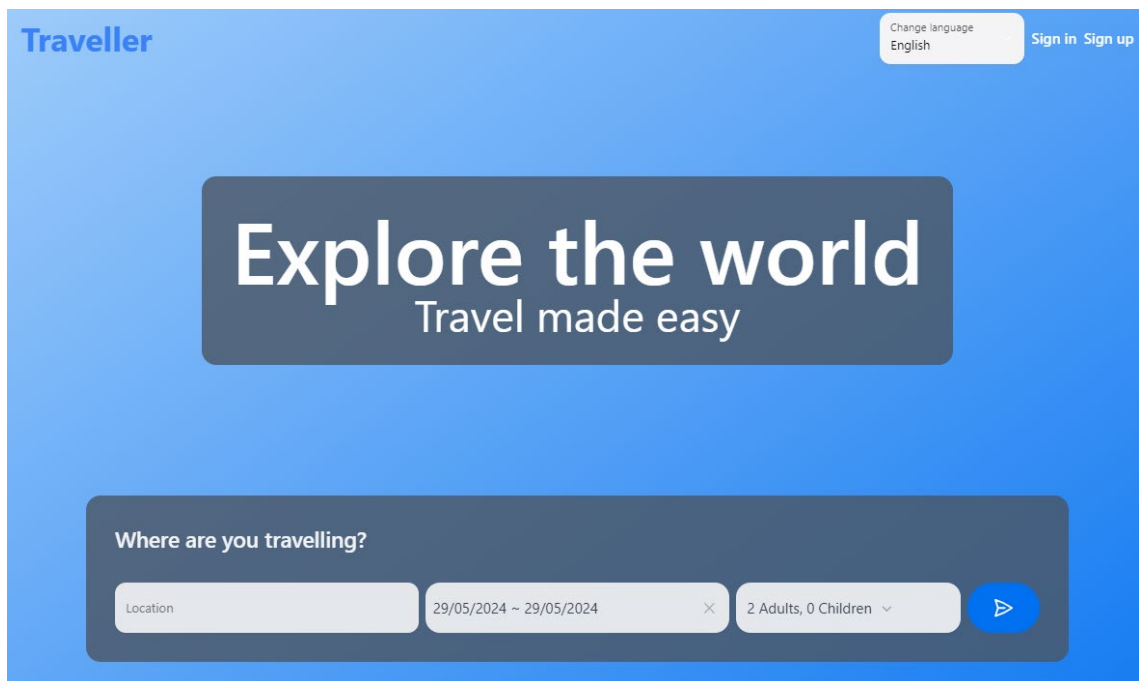
<b>Task</b>	4
<b>Title</b>	Selection and confirmation of an accommodation
<b>Starting situation</b>	The user is already logged into the application and found several options through search.
<b>Instructions for the task</b>	<ol style="list-style-type: none"> <li>1. Consider the demands defined in scenario 3, such as desired time, location preferences, and number of people.</li> <li>2. Review the search results and identify the cheapest available accommodation option that fulfils all the defined demands.</li> <li>3. Click on the selected accommodation to view more details.</li> <li>4. Confirm the reservation by following the booking process provided on the platform. Ensure that all the necessary information is accurately entered.</li> <li>5. After confirming the reservation, navigate to the "My Reservations" section. This option is found in the right corner of the website.</li> <li>6. Review all your reservations to ensure that the newly confirmed reservation is listed among them.</li> </ol>

<b>Task</b>	5
<b>Title</b>	Cancel the accommodation and log-out
<b>Starting situation</b>	The user is already logged into the application and made one or more reservations.
<b>Instructions for the task</b>	<ol style="list-style-type: none"> <li>1. Navigate to the "My Reservations" section.</li> <li>2. In the "My Reservations" section, you should see a list of all your current reservations. Take a moment to review them.</li> <li>3. Select one or more reservations that you would like to cancel.</li> <li>4. Proceed to cancel the selected reservations by following the cancellation process provided on the platform.</li> <li>5. After cancelling the reservations, return to the homepage.</li> <li>6. Locate the option to log out of the system. This may be labelled as "Log Out," "Sign Out," or similar.</li> <li>7. Click on the log out option to log out of your account.</li> </ol>

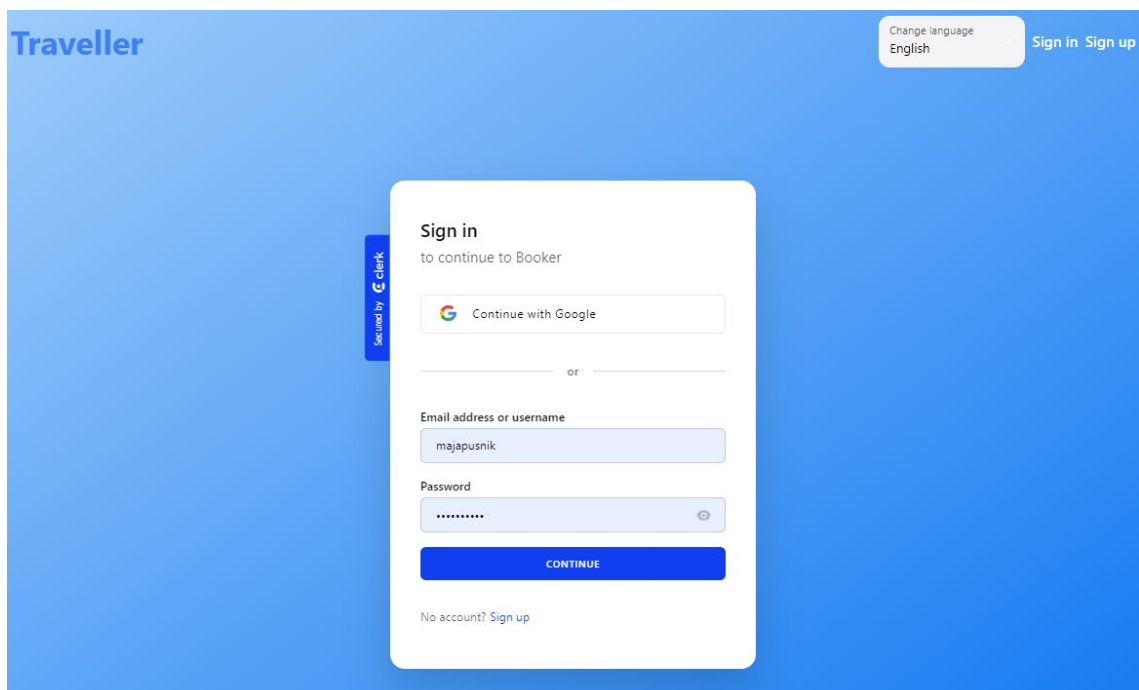


## 5.4 Screenshots of the prototype

### 5.4.1 Task 1: Registration of a new user



### 5.4.2 Task 2: Login to the system



### 5.4.3 Task 3: Search of all available accommodations for a specific period

The screenshot shows the search results for accommodations in Maribor. The search criteria are: Location: Maribor, Dates: 29/05/2024 - 29/05/2024, and Guests: 2 Adults, 0 Children. The results are sorted by 'None'. Two hotels are displayed:

- Hotel Maribor** (3 stars): Distance from centre 1.5 km. Good (3.0) with 787 reviews. Accessibility rating 4.0. Price: From 50\$ per night.
- Hotel City Maribor** (3 stars): Distance from centre 0.3 km. Very Good (4.5) with 857 reviews. Accessibility rating 1.0. Price: From 60\$ per night.

A 'Filter by' section on the left lists accessibility options:

- Wheelchair
- Toilet with grab rails
- Lowered sink
- Raised toilet
- Emergency cord in bathroom
- Visual aids: Braille
- Visual aids: Tactile signs
- Auditory guidance
- Trained personnel
- Shower without walls

### 5.4.4 Task 4: Selection and confirmation of an accommodation

Step 1: select and confirm the accommodation.

The screenshot shows the details for Hotel Maribor. The hotel name is 'Hotel Maribor'. Below the name is a placeholder text: 'Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute inure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.'

**Accessibility facilities:**

- Wheelchair
- Lowered sink
- Emergency cord in bathroom
- Visual aids: Tactile signs
- Trained personnel
- Toilet with grab rails
- Raised toilet
- Visual aids: Braille
- Auditory guidance
- Shower without walls

**Availability:** 29/05/2024 - 29/05/2024, 2 Adults, 0 Children

Room type	Number of guests	Price	Reserve
Single	Adults: 1 Children: 0	50 USD	<a href="#">Reserve</a>
Double	Adults: 2 Children: 0	70 USD	<a href="#">Reserve</a>
Triple	Adults: 2 Children: 1	100 USD	<a href="#">Reserve</a>
Family	Adults: 2 Children: 2	150 USD	<a href="#">Reserve</a>

Step 2: provide payment data to make the reservation.

**Traveller** Change language English My reservations

### Make a reservation

Reservation details

Hotel name  
**Hotel Maribor**

Check-in date  
**Wed May 29 2024**

Check-out date  
**Wed May 29 2024**

Number of guests  
**1**

Room type  
**Single**

Payment details

Cardholder name

Card number

Expiration month  Expiration year  CVC

Total: 50\$

[Close](#) [Reserve](#)

Step 3: review all your reservations to ensure that the newly confirmed reservation is listed among them.

**Traveller** Change language English My reservations

### My reservations

<b>Hotel City Maribor</b> Double	<b>Wed Feb 14 2024 - Wed Feb 14 2024</b> 70€	<a href="#">Cancel reservation</a>
<b>Hotel Maribor</b> Double	<b>Wed Feb 14 2024 - Wed Feb 14 2024</b> 70€	<a href="#">Cancel reservation</a>
<b>Hotel Betnava</b> Single	<b>Wed May 29 2024 - Wed May 29 2024</b> 112€	<a href="#">Cancel reservation</a>

## 6 Scenario 4: Event Planner

### 6.1 Topic area

Traveller is a versatile and innovative mobile application designed to enhance the travel experience for users. It offers a comprehensive suite of features tailored to meet the needs of both casual tourists and frequent travellers. Overall, Traveller is designed to be a one-stop solution for all travel-related needs, making it easier and more enjoyable for users to explore the world.

Create your own Event Planner event that can be scheduled from a project management perspective.

The app offers standard sign-in, sign-out, and registration features, and supports both English languages.

### 6.2 Technical information

The technologies used are based on Vercel is the Frontend Cloud. Build, scale, and secure a faster, personalised web using NextJS platform. The technologies used are based on React and Next.JS.

### 6.3 Usability testing tasks

<b>Task</b>	1
<b>Title</b>	Registration of a new user
<b>Starting situation</b>	A user is not yet registered but wants to use the application.
<b>Instructions for the task</b>	<ol style="list-style-type: none"><li>1. Please navigate to our website at <a href="https://event-planner-webapp.vercel.app/">https://event-planner-webapp.vercel.app/</a></li><li>2. Sign Up.</li><li>3. Register with Google Account.</li><li>4. After registration you should start work.</li><li>5. If necessary, follow the website provides.</li></ol>

<b>Task</b>	2
<b>Title</b>	Create a new Event
<b>Starting situation</b>	A registered user wants to use the application.
<b>Instructions for the task</b>	<ol style="list-style-type: none"><li>1. Add New Event.</li><li>2. Add New Tasks.</li><li>3. Create Event at the end.</li></ol>

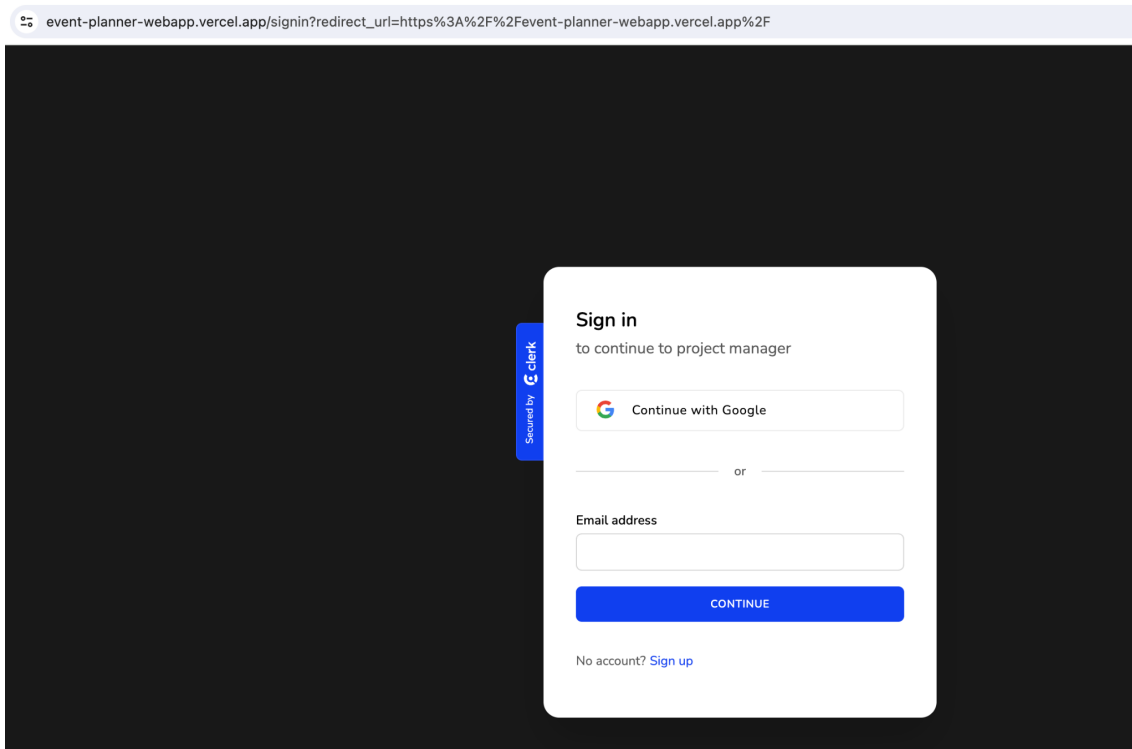
<b>Task</b>	3
<b>Title</b>	Editing
<b>Starting situation</b>	The user is already logged into the application and starts editing
<b>Instructions for the task</b>	1. Edit Event starting date and end date and edit description of the Event.

<b>Task</b>	4
<b>Title</b>	Removing Event
<b>Starting situation</b>	The user is already logged into the application and removes event
<b>Instructions for the task</b>	1. Remove Event from the website

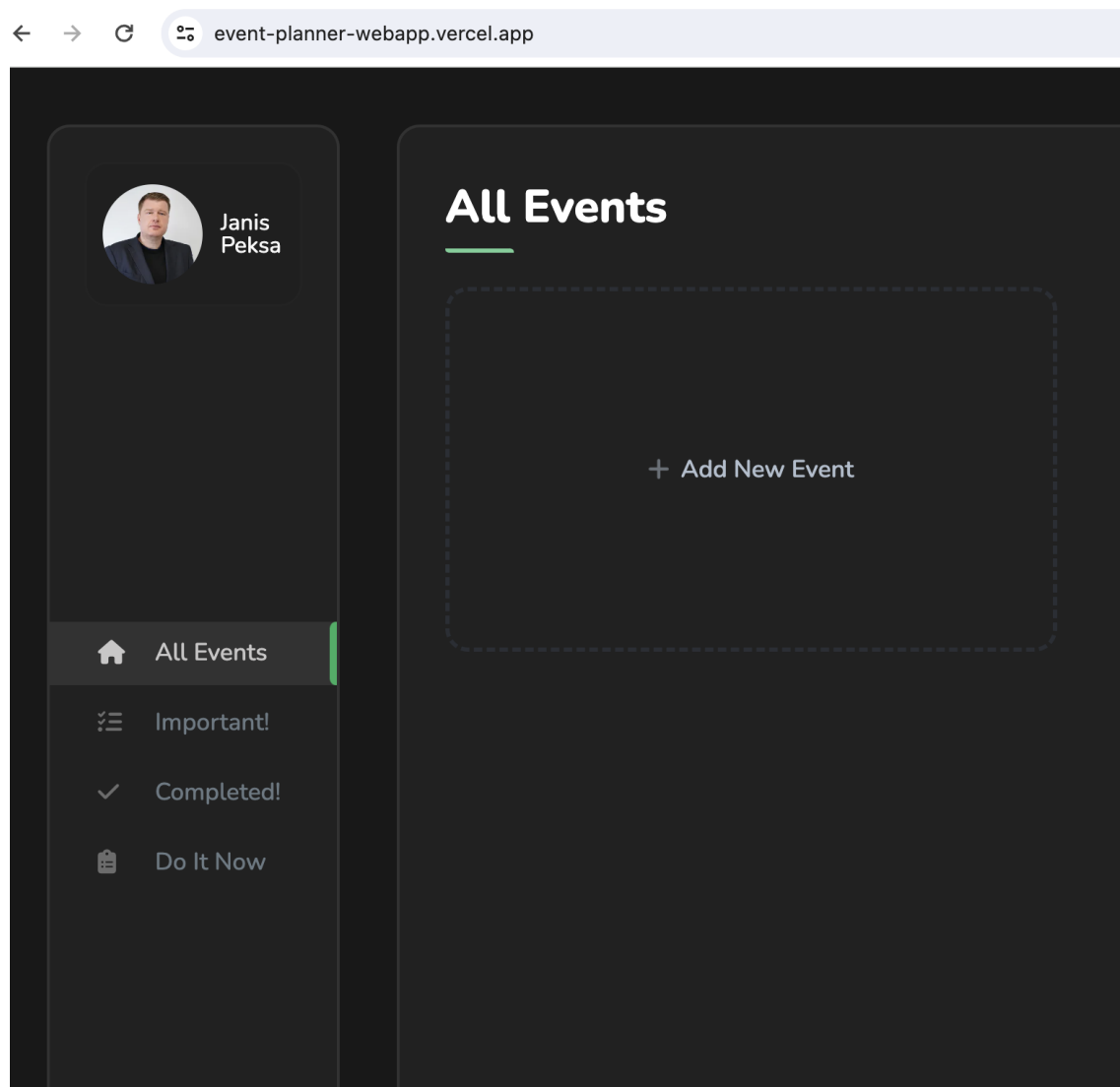
<b>Task</b>	5
<b>Title</b>	Recreate new Event and log-out
<b>Starting situation</b>	The user is already logged into the application and recreates new Event and logs-out from application
<b>Instructions for the task</b>	1. Try to recreate a new Event and log-out

## 6.4 Screenshots of the prototype

### 6.4.1 Task 1: Registration of a new user



## 6.4.2 Task 2: Create a new Event



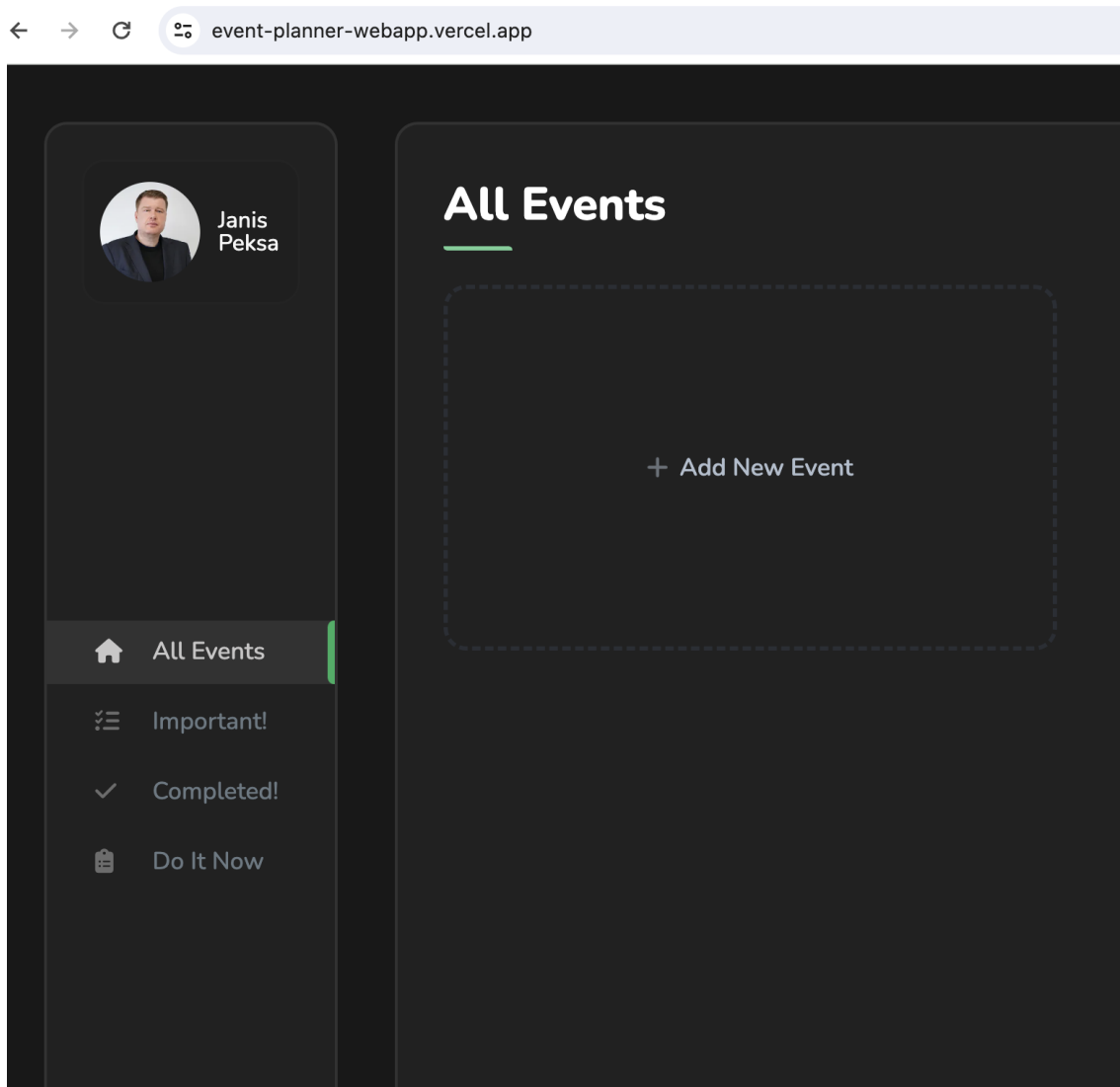
### 6.4.3 Task 3: Editing

The screenshot displays a user interface for managing events. On the left, a sidebar shows the user's profile (Janis Peksa) and navigation options: 'All Events' (selected), 'Important!', 'Completed!', and 'Do It Now'. At the bottom of the sidebar is a 'Sign Out' button. The main content area is titled 'All Events' and contains a large dashed box with a '+ Add New' button. A modal window titled 'Create a Event' is open, featuring the following fields and controls:

- Event Name:** A text input field with the placeholder 'Enter Event Name'.
- Description:** A text input field with the placeholder 'Enter Event Description'.
- + Add New Task:** A button located below the description field.
- Event Start Date:** A date picker field showing '10/06/2024'.
- Event End Date:** A date picker field showing '10/06/2024'.
- Toggle Completed:** A checkbox that is currently unchecked.
- Important:** A checkbox that is currently unchecked.
- + Create Event:** A prominent blue button at the bottom right of the modal.



## 6.4.4 Task 4: Removing Event



## 6.4.5 Task 5: Recreate new Event and log-out

