

# Fantastic Five

P4 - Evaluation and Data Analysis

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## Study Overview

Our study was conducted across the span of a week, with our primary sample being derived from the Georgia Tech student body due to a factor of convenience. We performed systematic evaluation using the materials we prepared in our Part 3 Report, which include a standardized script, surveys, evaluation tables, and our prototype. Although each member of the team conducted the study separately, everyone was knowledgeable on the proper protocols so we have high confidence in the consistency of the data gathered.

In focusing on the objective of our problem space, we narrowed our scope to the following three primary goals agnostic of the system, which are identified in detail in our Part 3 report:

- 1) Incentivize local community members to participate in social work within the community.
- 2) Reduce barriers to donating and volunteering with the organization by streamlining these processes to be as simple as possible.
- 3) Develop a stronger network of volunteers through invitation programs.

Within the context of our prototype, we created three tasks for the participant to complete. Corresponding with our first user goal, our first task is to “register for an outreach event you’d be interested in.” Our second task is to “recruit a friend to join you in volunteering”. Lastly, our final task is to “donate money to Urban Recipe”. These tasks were given to participants during evaluation, and we collected data regarding these tasks for the analysis of our system’s effectiveness. We chose these tasks as they could be easily mapped to a typical digital

interface, while still being vague enough to give participants agency in exploring the interface while making decisions.

The specific metrics we used to quantify the effectiveness of our system can be seen in our evaluation table, where we recorded data while guiding participants through the evaluation process. The aggregated collection of evaluation tables can be found here: [P3 Demo Evaluation Table - Google Docs](#). Specifically, the quantitative data we assessed were the number of clicks made, and the time it took to complete the task. Qualitatively, we had another column to mark comments that we had, along with anything interesting relating to a participant's thought process (which they were encouraged to vocalize while performing each task). We provide a more comprehensive analysis of this information, along with other data we collected, in the next section.

# Results

## Data Collection Results for Pre-Study

For our pre-study survey, we asked our participants some basic demographic questions as well as background questions about their participation in non-profit organizations as well as regular phone use. The vast majority of our participants are still students of ages 18-22, and most use their mobile devices at least a few times per day. The majority of participants have also volunteered for some non-profit organization over the past year. The results of our pre-study survey are shown in the figures below.

**Figure 1: Overall Results for Pre-Study Demographic Survey**

|                | What is your age? | What is your gender? | What is your ethnicity?   | What is the highest level of school you have completed?    | What is your current employment status? | When was the last time you volunteered at any non-profit organization? | How frequently do you use your phone to communicate with others? | How "phone-savvy" would you consider yourself? (1 Not saavy at all - 5 Extremely saavy) |
|----------------|-------------------|----------------------|---------------------------|------------------------------------------------------------|-----------------------------------------|------------------------------------------------------------------------|------------------------------------------------------------------|-----------------------------------------------------------------------------------------|
| Participant 1  | 21                | Male                 | White                     | Some college credit, no degree                             | Student                                 | Some time last year                                                    | 3-6 hours a day                                                  | 5                                                                                       |
| Participant 2  | 22                | Female               | Black or African American | Some college credit, no degree                             | Student                                 | Some time last year                                                    | 6+ hours a day                                                   | 4                                                                                       |
| Participant 3  | 19                | Male                 | Asian / Pacific Islander  | Bachelor's degree                                          | Student                                 | Some time last year                                                    | 3-6 hours a day                                                  | 5                                                                                       |
| Participant 4  |                   | Male                 | Asian / Pacific Islander  | Some college credit, no degree                             | Student                                 | Some time this week                                                    | 1-3 hours a day                                                  | 5                                                                                       |
| Participant 5  | 19                | Female               | Black or African American | High school graduate, diploma, or the equivalent (ex: GED) | Student                                 | Some time last year                                                    | 1-3 hours a day                                                  | 5                                                                                       |
| Participant 6  | 21                | Female               | Black or African American | High school graduate, diploma, or the equivalent (ex: GED) | Student                                 | Other                                                                  | 3-6 hours a day                                                  | 5                                                                                       |
| Participant 7  | 21                | Female               | Asian / Pacific Islander  | Bachelor's degree                                          | Student                                 | Some time last year                                                    | 1-3 hours a day                                                  | 3                                                                                       |
| Participant 8  | 18                | Male                 | Asian / Pacific Islander  | Bachelor's degree                                          | Student                                 | Other                                                                  | 6+ hours a day                                                   | 5                                                                                       |
| Participant 9  | 20                | Male                 | Asian / Pacific Islander  | High school graduate, diploma, or the equivalent (ex: GED) | Student                                 | Some time this month                                                   | A few times per day                                              | 4                                                                                       |
| Participant 10 | 20                | Male                 | White                     | High school graduate, diploma, or the equivalent (ex: GED) | Student                                 | Some time this month                                                   | A few times per day                                              | 4                                                                                       |

Figure 2: What is your age?

What is your age?

9 responses

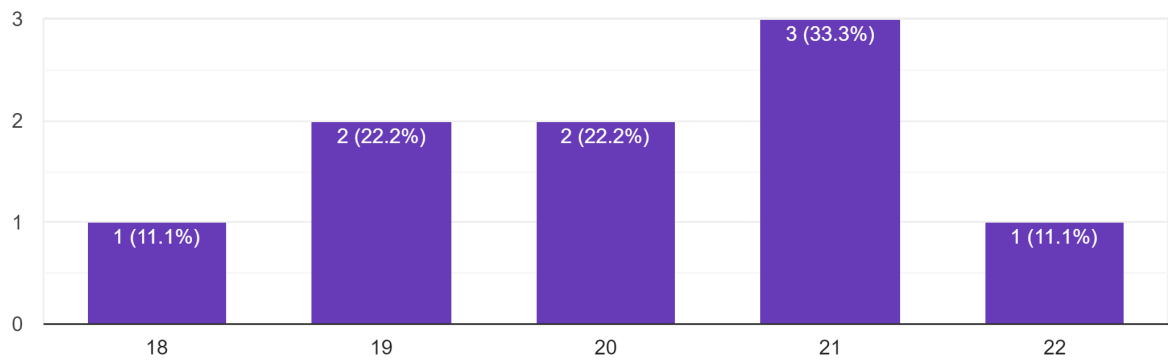
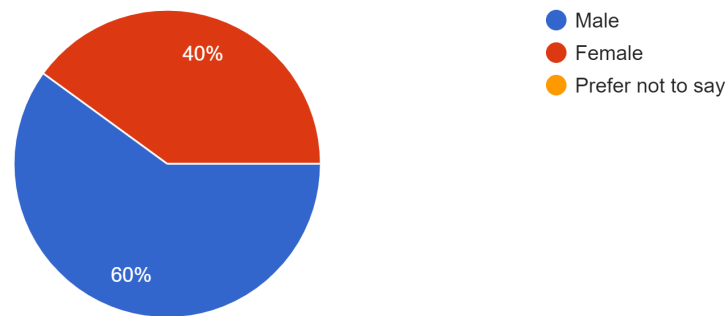


Figure 3: What is your gender?

What is your gender?

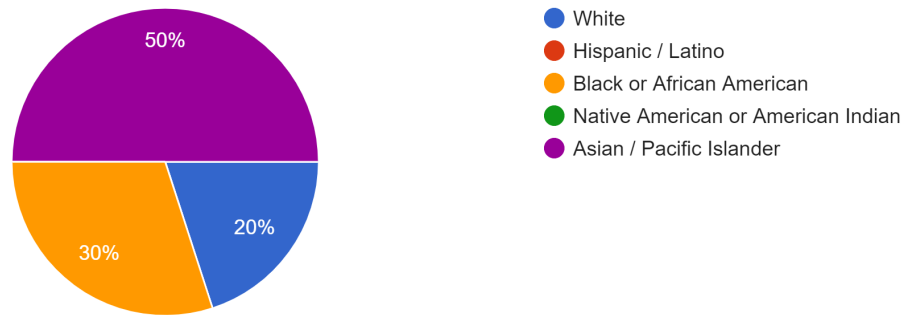
10 responses



**Figure 4: What is your ethnicity?**

What is your ethnicity?

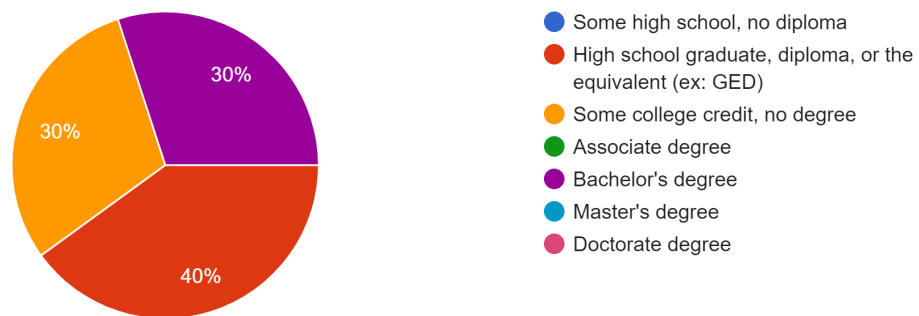
10 responses



**Figure 5: What is the highest level of school you have completed?**

What is the highest level of school you have completed? If currently enrolled, please enter the highest degree achieved.

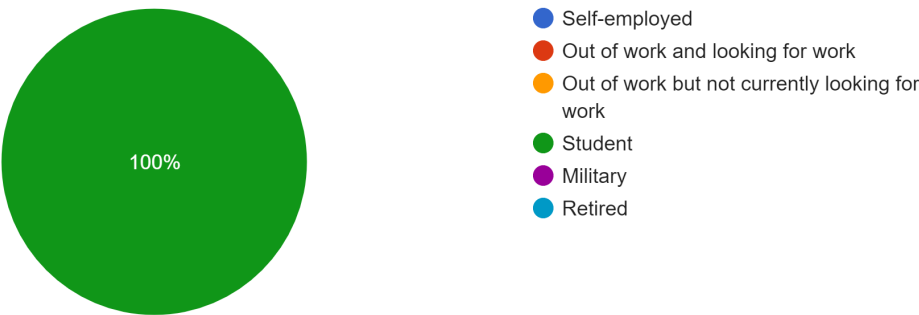
10 responses



**Figure 6: What is your current employment status?**

What is your current employment status?

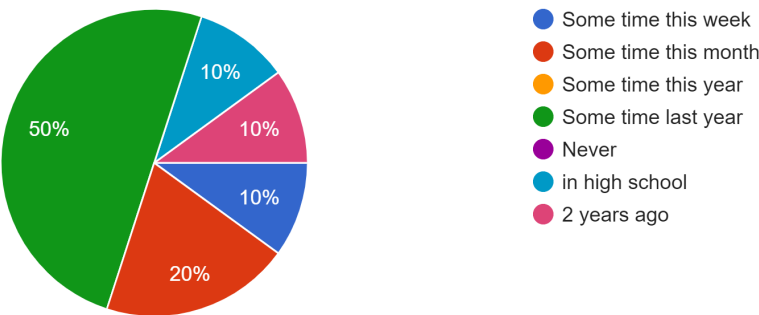
10 responses



**Figure 7: When was the last time you volunteered at any non-profit organization?**

When was the last time you volunteered at any non-profit organization?

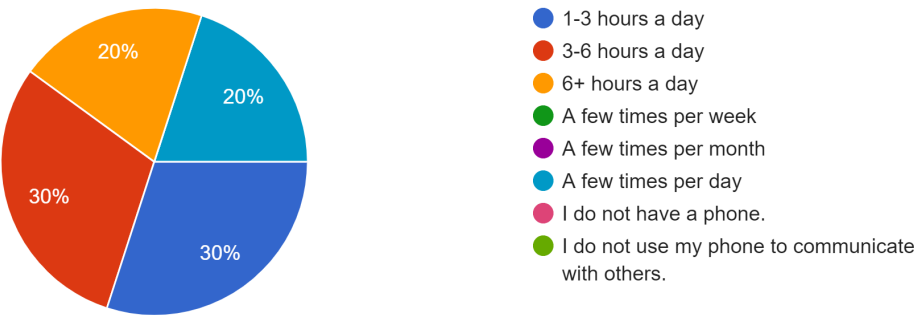
10 responses



**Figure 8: How frequently do you use your phone to communicate with others?**

How frequently do you use your phone to communicate with others?

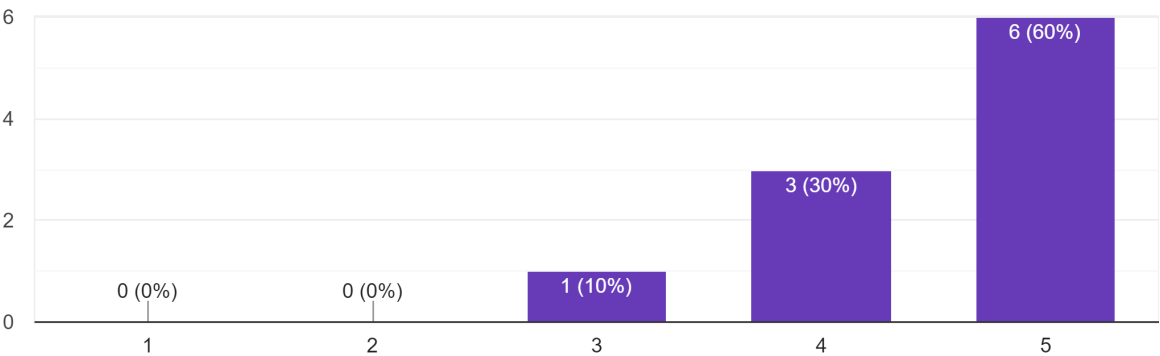
10 responses



**Figure 9: How "phone-savvy" would you consider yourself?**

How "phone-savvy" would you consider yourself?

10 responses



## Data Collection Results for User Task

In the user interviews, we had participants complete three different user tasks assigned to them starting from the home screen and collected data as shown in the figures below.

For our first task of signing up for an outreach event, users used **6.4 clicks** on **37.09 seconds** on average. Some users were confused about whether they were supposed to input information into the prototype, but otherwise, the tests went quite smoothly for all participants. This was also the most time-consuming task compared to the other two.

For our second task of recruiting an event, users used **5.1 clicks** and **22.864 seconds** on average. There were no significant issues with this task, and users were able to complete this even more smoothly than the first task.

Our third and final task is making a donation to Urban Recipe. Users used **6.5 clicks** and **27.195 seconds** to accomplish the task on average. A few users noted that additional information regarding how the donations will be used would be helpful. This task also took the most clicks out of all three tasks.

**Figure 10: Overall Results for User Task**

| Task 1: Sign up for outreach event |                  |                |                                                                                                        |
|------------------------------------|------------------|----------------|--------------------------------------------------------------------------------------------------------|
|                                    | Number of Clicks | Time (seconds) | Comment                                                                                                |
| Participant 1                      | 6                | 60.07          | User identified preparing food boxes as outreach event incorrectly and registered for food boxes event |
| Participant 2                      | 6                | 60.01          |                                                                                                        |
| Participant 3                      | 6                | 40.46          |                                                                                                        |
| Participant 4                      | 7                | 10.24          |                                                                                                        |
| Participant 5                      | 6                | 60.08          | User asked if to type info into ux                                                                     |
| Participant 6                      | 6                | 28             | User would have prepared an option to skip sign in.                                                    |
| Participant 7                      | 6                | 21.76          | User easily accomplished task                                                                          |
| Participant 8                      | 6                | 25.73          |                                                                                                        |
| Participant 9                      | 8                | 35.3           |                                                                                                        |
| Participant 10                     | 7                | 29.25          |                                                                                                        |
| AVG                                | 6.4              | 37.09          |                                                                                                        |
| Task 2: Recruit a friend           |                  |                |                                                                                                        |
|                                    | Number of Clicks | Time (seconds) | Comment                                                                                                |
| Participant 1                      | 5                | 32.81          | User easily accomplished task                                                                          |
| Participant 2                      | 5                | 45.73          |                                                                                                        |
| Participant 3                      | 5                | 36.22          |                                                                                                        |
| Participant 4                      | 6                | 8.2            |                                                                                                        |
| Participant 5                      | 5                | 18             |                                                                                                        |
| Participant 6                      | 5                | 26             | Likes how there's an option for phone instead of email                                                 |
| Participant 7                      | 5                | 16.93          | Would like option to send multiple messages to both phone and email                                    |
| Participant 8                      | 5                | 13.75          | User easily accomplished task                                                                          |
| Participant 9                      | 5                | 14.88          |                                                                                                        |
| Participant 10                     | 5                | 16.12          |                                                                                                        |
| AVG                                | 5.1              | 22.864         |                                                                                                        |
| Task 3: Donate to Urban Recipe     |                  |                |                                                                                                        |
|                                    | Number of Clicks | Time (seconds) | Comment                                                                                                |
| Participant 1                      | 6                | 31.86          | User easily accomplished task                                                                          |
| Participant 2                      | 6                | 30.64          |                                                                                                        |
| Participant 3                      | 7                | 37.89          |                                                                                                        |
| Participant 4                      | 8                | 7.63           |                                                                                                        |
| Participant 5                      | 5                | 20             |                                                                                                        |
| Participant 6                      | 6                | 38             | Would have prepared a description of the benefits of donation.                                         |
| Participant 7                      | 6                | 23.24          | User easily accomplished task                                                                          |
| Participant 8                      | 9                | 20.15          |                                                                                                        |
| Participant 9                      | 7                | 35.95          | Some confusion on sign in up to deliver vs prepare food                                                |
| Participant 10                     | 5                | 26.59          |                                                                                                        |
| AVG                                | 6.5              | 27.195         |                                                                                                        |

**Figure 11: Task 1 - Number of Clicks**

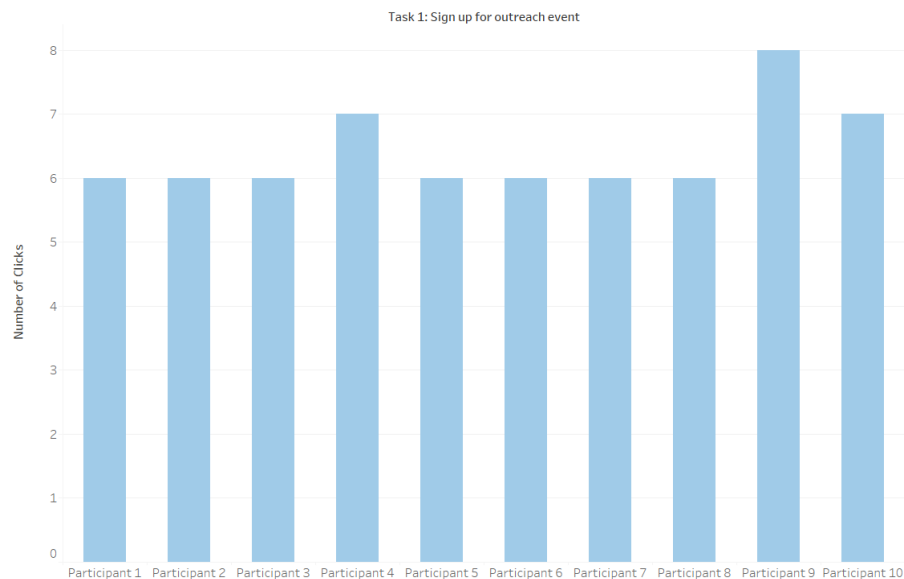


Figure 12: Task 2 - Number of Clicks

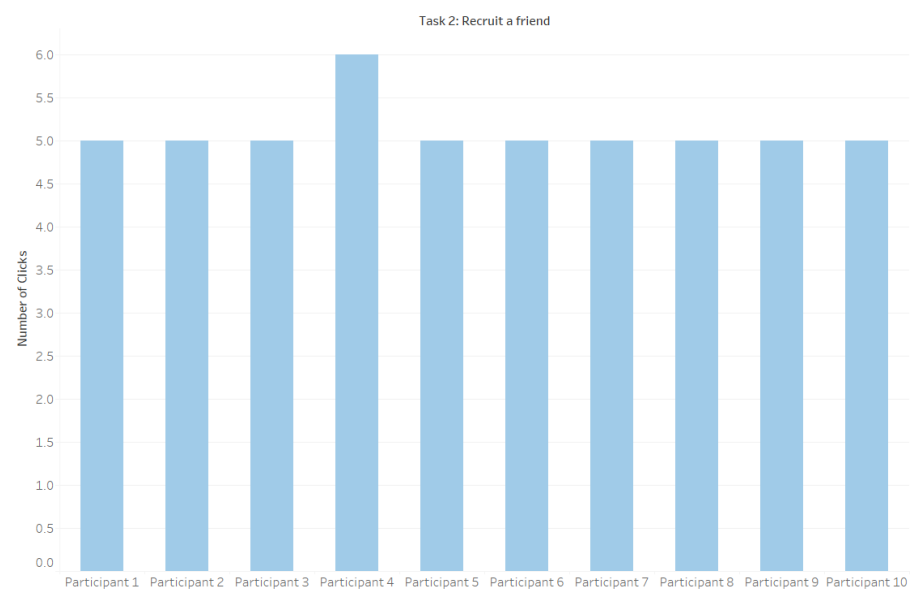


Figure 13: Task 3 - Number of Clicks

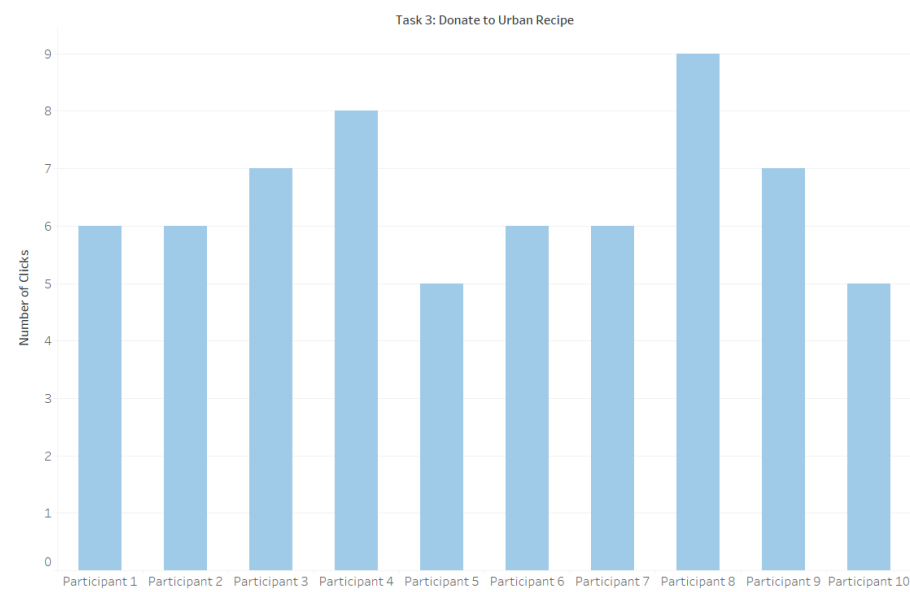


Figure 14: Task 1 -Time

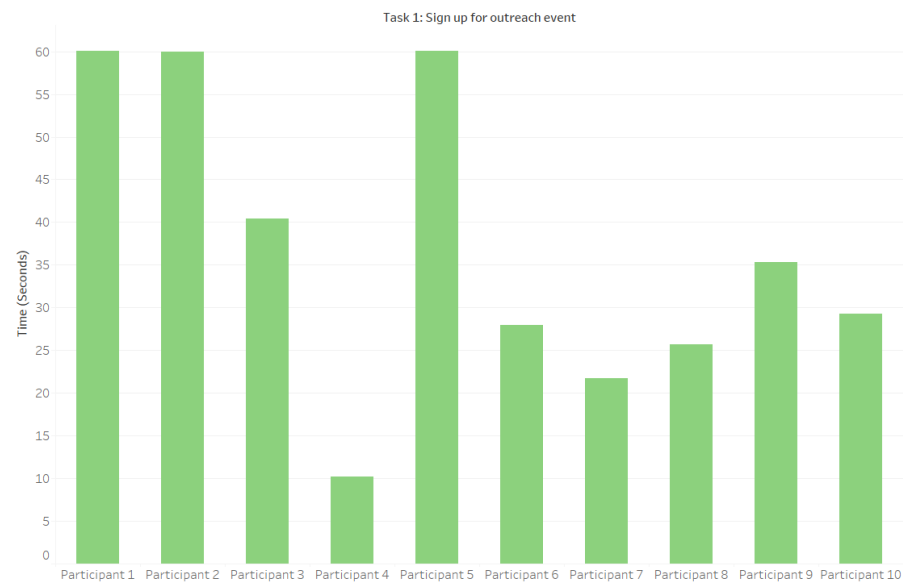


Figure 15: Task 2 -Time

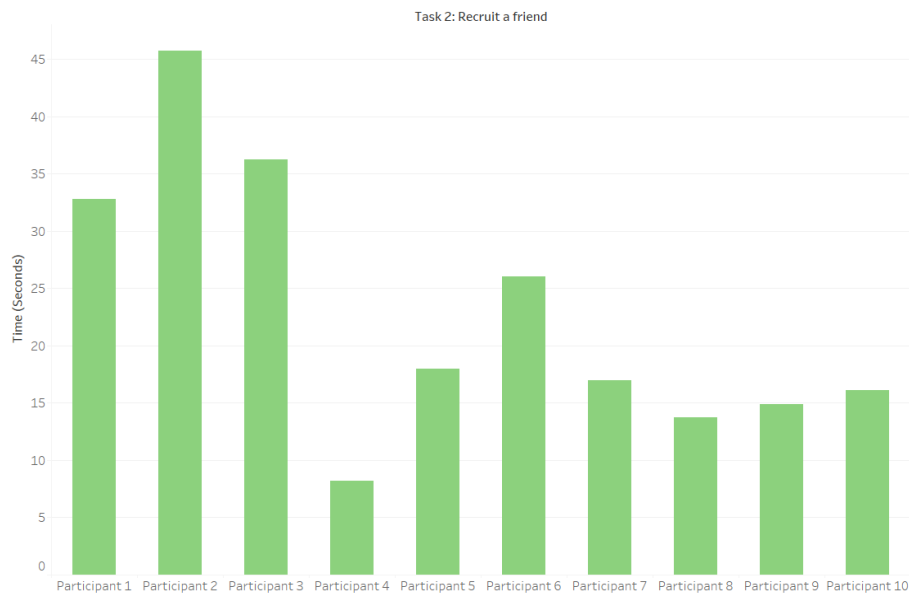
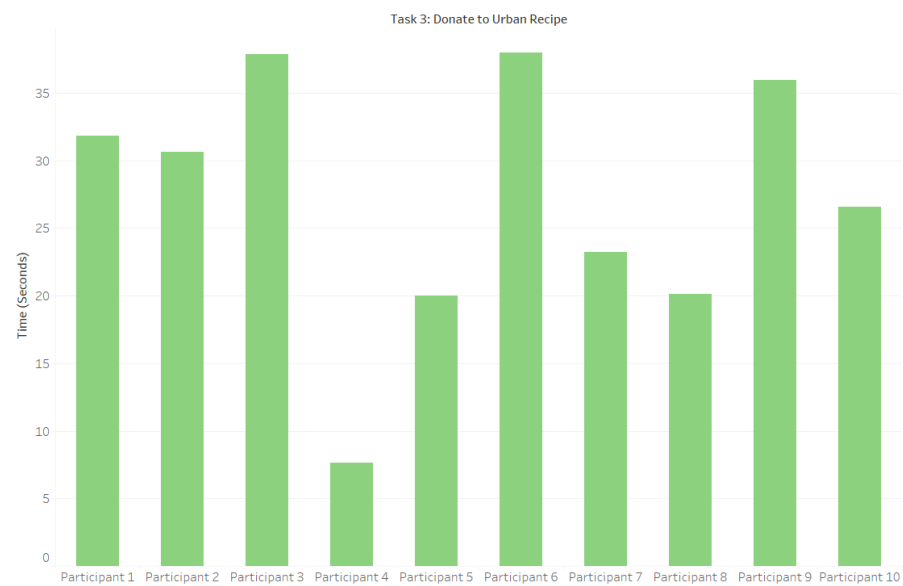


Figure 16: Task 3 -Time



## Data Collection Results for Post-Study Survey

For our post-study survey, we asked participants for specific ratings (out of 5) on the three tasks they were assigned, as well as ratings (also out of 5) and comments for the overall usability of the app. These ratings were out of 5, with 1 being the least favorable and 5 being the most favorable. The average ratings specific to the first task were a 4.4 and a 4.5. The second task had an average rating of 4.9, making it the easiest task to complete, while the third task had an average rating of 3.9, making it the most difficult task.

Overall, users reported a rating of 4.4 out of 5 on the usability of the app but only a 3.9 out of 5 for likeliness to return to the app. Users reported minor difficulties maneuvering the calendar view and figuring out the specific event the user is signing up for. A common feedback from users is that there should be a more detailed description available before users sign up for specific events.

The details of the survey results are shown in the figures below.

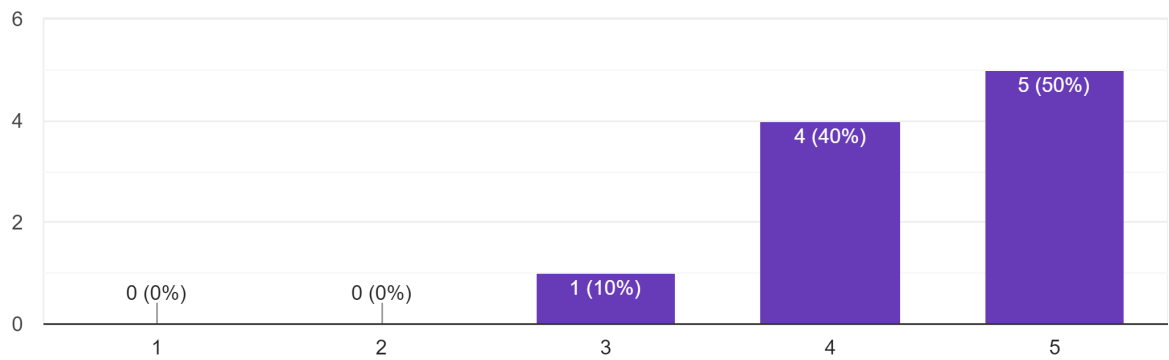
**Figure 17: Overall Results for Post-Study Survey**

|                | It was intuitive to find ongoing events.<br>(1 Disagree - 5 Agree) | It was easy to register for an event.<br>(1 Disagree - 5 Agree) | It was easy to recruit a friend to volunteer.<br>(1 Disagree - 5 Agree) | It was easy to sign up to deliver food.<br>(1 Disagree - 5 Agree) | How easy was it to maneuver the app?<br>(1 Very Difficult - 5 Very Easy) | How likely are you to revisit the app?<br>(1 Not Likely - 5 Very Likely) | Did you experience any difficulty finding any functionality?                                                                                                                                                                  | What did you think can be improved in the app?                                                                                                                                     |
|----------------|--------------------------------------------------------------------|-----------------------------------------------------------------|-------------------------------------------------------------------------|-------------------------------------------------------------------|--------------------------------------------------------------------------|--------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Participant 1  | 5                                                                  | 4                                                               | 5                                                                       | 5                                                                 | 5                                                                        | 5                                                                        | No                                                                                                                                                                                                                            | Don't allow the user to de-select the date on the calendar screen                                                                                                                  |
| Participant 2  | 5                                                                  | 5                                                               | 5                                                                       | 5                                                                 | 5                                                                        | 5                                                                        | 5 It was really really good, I enjoyed                                                                                                                                                                                        | It was really really good, I enjoyed                                                                                                                                               |
| Participant 3  | 4                                                                  | 4                                                               | 4                                                                       | 3                                                                 | 4                                                                        | 4                                                                        | 4 The calendar view was a tad-bit confusing. I was initially confused about what the bolded dates mean, and I also couldn't tell which day today is. Otherwise though, all other functionalities were pretty straightforward. | For the calendar view, perhaps there could be a clearer indicator of which day today is and something other than a bolded font (such as a dot) to indicate which days have events. |
| Participant 4  | 5                                                                  | 5                                                               | 5                                                                       | 5                                                                 | 5                                                                        | 5                                                                        | 5 Nope                                                                                                                                                                                                                        | Nothing really                                                                                                                                                                     |
| Participant 5  | 5                                                                  | 5                                                               | 5                                                                       | 1                                                                 | 5                                                                        | 5                                                                        | 5 No                                                                                                                                                                                                                          | I wish you can view the description of the event when you click an even through the volunteer button                                                                               |
| Participant 6  | 4                                                                  | 4                                                               | 5                                                                       | 4                                                                 | 3                                                                        | 2                                                                        | 2 Not really                                                                                                                                                                                                                  | I don't like the feature that forces users to sign up. Maybe having the sign up as an option                                                                                       |
| Participant 7  | 5                                                                  | 5                                                               | 5                                                                       | 5                                                                 | 5                                                                        | 5                                                                        | 5 No                                                                                                                                                                                                                          | Nothing                                                                                                                                                                            |
| Participant 8  | 3                                                                  | 5                                                               | 5                                                                       | 3                                                                 | 4                                                                        | 1                                                                        | 1 No                                                                                                                                                                                                                          | Better interface and more events                                                                                                                                                   |
| Participant 9  | 4                                                                  | 4                                                               | 5                                                                       | 4                                                                 | 4                                                                        | 4                                                                        | 4 Other than being a bit confused about what exactly I was registering for, no                                                                                                                                                | After hitting the volunteer button, clicking on something immediately signs you up so maybe add more info for what it is.                                                          |
| Participant 10 | 4                                                                  | 4                                                               | 5                                                                       | 4                                                                 | 4                                                                        | 3                                                                        | 3 No                                                                                                                                                                                                                          | I liked the design                                                                                                                                                                 |
| AVG            | 4.4                                                                | 4.5                                                             | 4.9                                                                     | 3.9                                                               | 4.4                                                                      | 3.9                                                                      |                                                                                                                                                                                                                               |                                                                                                                                                                                    |

**Figure 18: It was intuitive to find ongoing events.**

It was intuitive to find ongoing events.

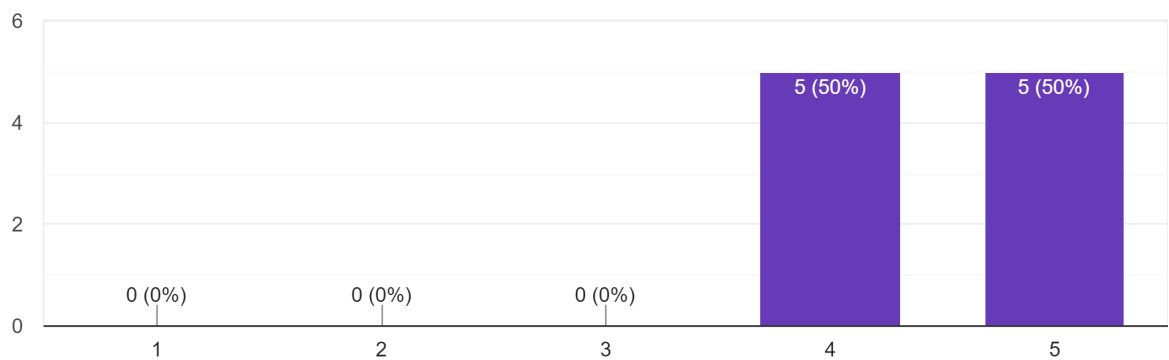
10 responses



**Figure 19: It was easy to register for an event.**

It was easy to register for an event.

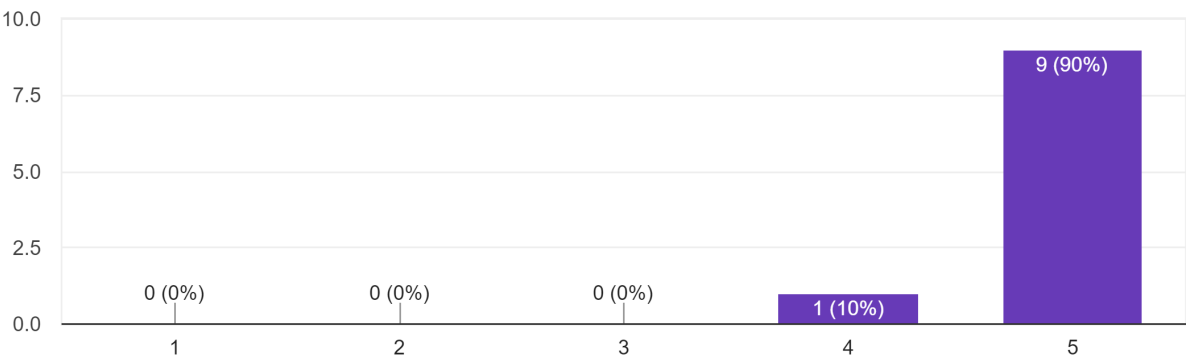
10 responses



**Figure 20: It was easy to recruit a friend to volunteer.**

It was easy to recruit a friend to volunteer.

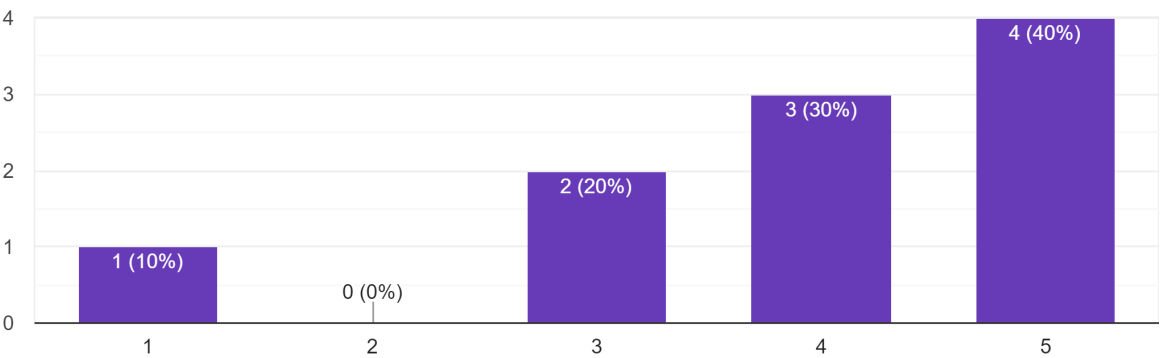
10 responses



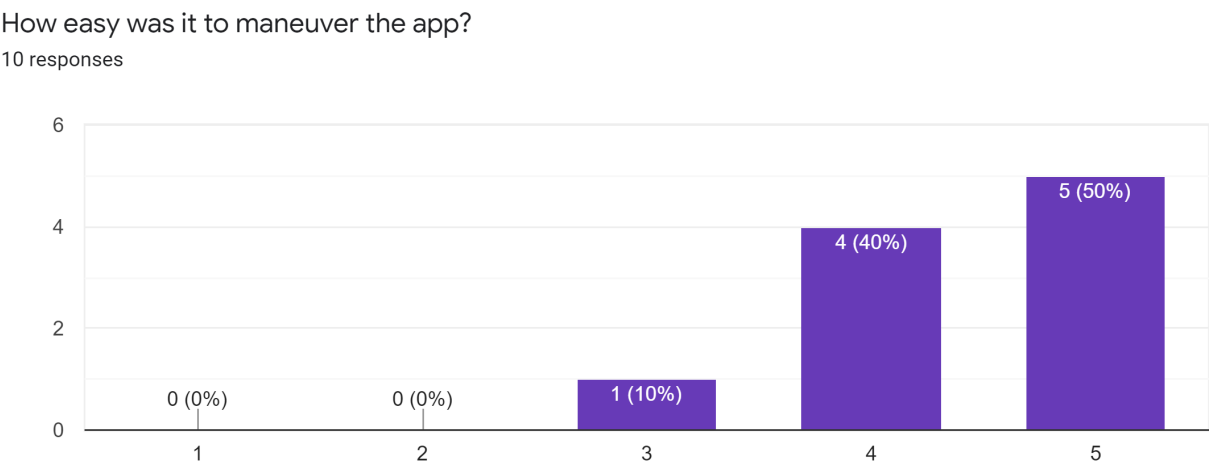
**Figure 21: It was easy to sign up to deliver food.**

It was easy to sign up to deliver food.

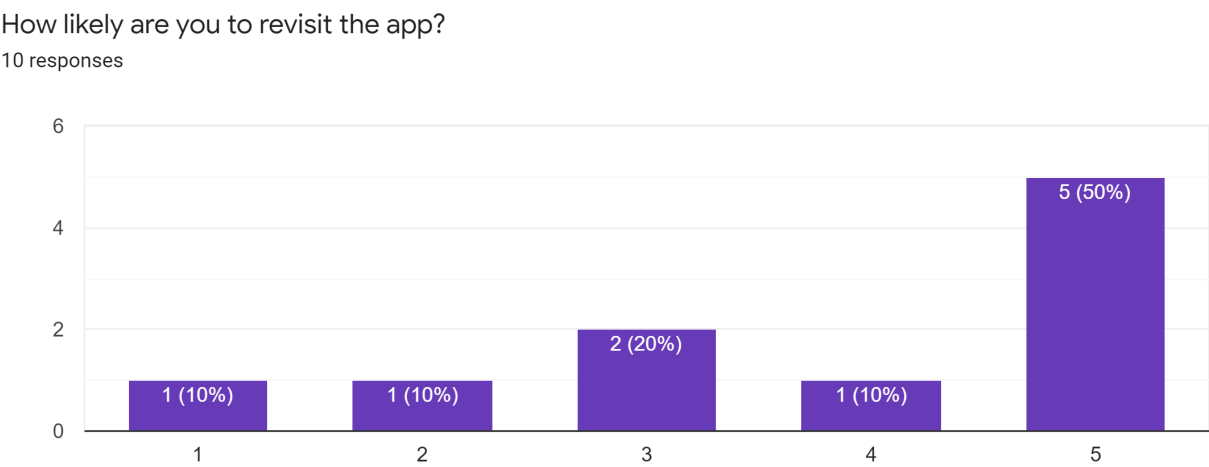
10 responses



**Figure 22: How easy was it to maneuver the app?**



**Figure 23: How likely are you to revisit the app?**



## Analysis

For our mobile app design evaluation, we collected data from 10 participants. During each evaluation, we recorded the number of clicks it took for each participant to accomplish each given task, the total time it took for them to complete each task, and any important observations that we made during the evaluation. This data was recorded in premade charts for each category of data along with a section for comments on the evaluation.

### User Task 1: *Register for an Outreach Event*

Our first task required the participant to sign up for an outreach event. We made sure to define an outreach event as “an event that brings the organization in direct connection with the local community”.

As described in the preceding section, it took participants an average of 6.4 clicks with an average time of 37.09 seconds to complete the task. This task, compared to the others, yielded a similar number of clicks, but had the highest total time taken to complete the task. According to our observations, there appeared to be some confusion when the screen showed regular volunteering options accompanied with the event that the task required to be selected. Following the evaluation, there were comments from participants in the post-evaluation survey (see Figure 17) that indicated that some of the confusion and most likely the higher time it took to accomplish the task stemmed from the calendar view when viewing volunteering options (see Figure 17 under *Did you experience any difficulty finding any functionality?*). A participant that had some confusion in signing up for the event noted that when on the calendar, it was possible to deselect the day and register for something that was not intended. One participant suggested

that there be a better indicator for which days had options to volunteer other than just bolding the days.

#### User Task 2: *Refer a Friend*

The second task required the participant to invite a friend to join them in participating in volunteering. It took participants an average of 5.1 clicks with an average time of 22.86 seconds to complete the task. The number of clicks and time taken to complete this task was lowest in both categories compared to the other tasks. It also takes exactly 5 clicks to get from the homescreen to successfully refer a friend. This means that nine of the ten participants successfully completed this task with the minimum number of clicks, leading us to conclude that this feature of the mobile app was easily accessible and visible to participants. On the post-evaluation survey, nine of the ten participants responded to the question *It was easy to recruit a friend to volunteer* (see Figure 20) with the maximum score of 5/5 (on a 1 - 5 scale), while one participant rated it a 4. We determined that all of the participants found this task easy to accomplish, and there were no complaints on its visibility or the screens following in which the participant could choose either phone or email to refer a friend to finish the task.

#### User Task 3: *Donate to Urban Recipe*

Our final task required the participant to donate money to Urban Recipe. It took participants an average of 6.5 clicks with an average time of 27.19 seconds to complete the task. The number of clicks was around the same as the first task of signing up to volunteer for an outreach event, but there was around a 10 second decrease in the amount of time that it took to accomplish the task. A possible factor influencing that change in time could be that the

participants became more familiar with the mobile design and could more easily navigate it, but given some of the comments made by the participants, it is more likely that there was just less confusion in the last task because users did not have to differentiate between an outreach event and regular volunteering.

Overall, 90% of the participants rated the ease of maneuvering around the mobile app a 4/5 or 5/5 on a 1 - 5 scale (see Figure 22). According to our pre-evaluation survey, all of the participants were students and seemed to be very familiar with managing mobile devices already as a great majority responded that they were “phone savvy” and used their mobile devices at least a few times a day. This population of participants serves as a good foundation to gather information and criticism on the design of our mobile app, but it would be ideal to survey a larger demographic range, such as individuals in different age brackets, different education levels, or different ethnicities (we had no responses from Hispanic/Latino or Native American/American Indian demographics (see Figure 4)).

## Implications

Our overarching goal throughout this design process has been to introduce a solution to the problem of a lack of engagement that we identified through survey data from Part 1. In our data gathering, our conducting of interviews with a student along with an Urban Recipe representative provided us with multiple in-depth perspectives to consider a design solution from. Furthermore, we distributed a survey to the general student body of Georgia Tech, identifying larger issues of a lack of awareness and general disengagement with the organization.

In addressing any potential solution, we stated within Part 1 and Part 2 that we would want to emphasize three UN sustainability goals of *No Hunger*, *Sustainable Cities and Communities*, and *Partnerships for the Goals*. In our mobile app, we hoped to design an interface that would allow different entities within the local community to demonstrate a multi-stakeholder partnership with the organization and the community as a whole. Furthermore, ecological design principles of *least effort* and *closed looping* were important considerations to us in each step of developing our solution. Least effort is important towards making the engagement process as easy and streamlined as possible, and also allows different users who may have different levels of “phone-savvy”-ness to still be easily able to perform the relevant actions towards engagement. Furthermore, closed looping reflects our overall objective to create a mutual point of reciprocation between Urban Recipe and its volunteers and donors.

We want to note that in refining our solution space, we initially determined that an outreach event would satisfy a greater aspect of our usability goals relating to engagement than a mobile app. Switching our design scope into a mobile app produces important implications toward the requirements we determined in Part 2 as important toward our problem space. Specifically, we believe that our non-functional requirement of inclusion was most directly

affected by this choice as a mobile app inherently has a disproportionate effect on accessibility for lower-income communities who may not have mobile devices or readily available internet access. While our outreach event would have enabled us to interact with this demographic more, safety and location constraints were a major bottleneck that caused us to make the switch towards our “second-place” design alternative.

Nonetheless, the results of our study imply that our mobile app is effective in encompassing the solution scope. In evaluating our results, our evaluation protocol is able to most directly evaluate the ecological design principle of *least effort* through the quantitative data we collected during the study, along with qualitative data by users through their comments on their experiences with the app. The aggregate data show that an overwhelming majority of participants found each task a 4/5 or 5/5 in terms of ease.

## Improvements

The current prototype, while meeting some expectations, is certainly not perfect. In terms of the design of the prototype and possible improvements, one of our possible follow-up ideas behind maintaining user retention is to gamify the volunteer experience. This could include metrics like rankings for volunteer turnout during a specific time period, as well as offering a reward for the most active volunteers. In addition, we hoped to incentivize all good actions such as friend referral, donations and more. We noticed that unless users were already passionate about volunteering or donating, the app offered no real reason to keep returning. Adding that feature will definitely be a much needed improvement to the current prototype.

Furthermore, based on the info gathered from the user surveys, two different UI components could use some improvement. First, the date indicator for the calendar. There seemed to be multiple complaints about the effectiveness and convenience of telling the current date and identifying possible dates for events. An idea to improve this feature is to ensure that the current date is highlighted in a different color from the proposed event date. Also, a hover functionality detailing the events by date seems to be a solution to other complaints.

Some other solutions/improvements based on user feedback would be to offer some feedback on how donations are being utilized, as well as offering the option to skip sign up until the user decides to volunteer for an event or donate. Meanwhile, while we try to pay close attention to user feedback and act accordingly, we also understand that not all user wants are user needs. Drawing a line between delivering what users require while avoiding feature overload will definitely be its own challenge.

A high-level predictive evaluation process was identified in our April 20 Part 4 class lecture that could have influenced how we developed our evaluation protocol and our

prototyping phase. The deconstruction of tasks into subtasks in the *Cognitive Walkthrough* technique would have provided us with a systematic framework for composing our task into its smallest prerequisite steps. Performing a hierarchical task analysis would allow us to understand every single step leading up to the final goal, and would provide us with a reflection on each task about whether or not the action is obvious, and whether or not the user gets feedback at every step of the way. For instance, our “Refer a Friend” task could be evaluated using this method, with every click made by the user indicative of the accomplishment of the smallest prerequisite subtask. When the user clicks the “Refer” button on the bottom right, for instance, was the action obvious and does the user receive some form of feedback for this action?

When we started our evaluation process, we had focused solely on defining tasks that fulfilled our main usability goals and then tracking if it was possible for the user to find and accomplish tasks. However, as we also learnt more from Part 3 lectures, we were able to create more avenues to evaluate the impact of the prototype. We utilized pre- and post-surveys filled with well thought out questions measuring demographics and usability, respectively. Furthermore, we made sure to test for objective data such as number of clicks and time taken to accomplish tasks and finally subjective data such as the gradual thoughts and opinion of the participants as they utilized the app. These methods enabled us to better understand exactly how the app was performing and being perceived.

## Critique/Reflection

Looking back, we believe there were a few areas in our evaluation plan that could be improved upon and done differently. When designing our pre- and post-surveys, we now know that some questions that were included could have been swapped for better ones. For example, we initially intended to create a page in our mobile app that allowed for users to locate food delivery locations, however, in our post-demo survey, we included questions that would point to the inclusion of this feature. Nonetheless, we never tested for this feature in our evaluations, so we should have removed the question entirely. In our demo itself, we tested users from the starting screen where they would need to register and log in every time they entered the interface. Looking back, this step was not crucial to getting the three given tasks done. Rather, we should have had our users navigate back to the home page after every completed task in order to remove the redundancy of having them register again and again. Doing so could have given more accurate click counts as well as reduced confusion among participants. This would also allow users to more quickly become acquainted with the layout of the mobile application's UI.

# Appendix

Fantastic Five team page: [H06/H08 --- \(3\) Fantastic Five: 3873 U I Design \(instructure.com\)](#)

## Previous Reports

[P1 Document - Fantastic Five - Google Docs](#)

[Fantastic Five - P2 Document - Google Docs](#)

[P3 Report - Fantastic Five - Google Docs](#)

## Prototype Evaluation Materials

Pre-study Demographic Survey: [link removed]

Post-study Evaluation Survey: [link removed]

Figma Mobile App mockup: [► Fantastic Five Mobile App Mockup \(figma.com\)](#)

[Demo Materials - Fantastic Five H06/H08 - Google Docs](#)

[P3 Demo Evaluation Table](#)

## Resources:

Cognitive Walkthrough: [w1\\_2analytic and otherDesign20notes.pdf: 3873 U I Design \(instructure.com\)](#)

UN Sustainability Goals: [THE 17 GOALS | Sustainable Development \(un.org\)](#)