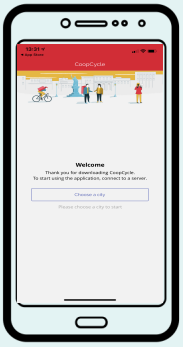
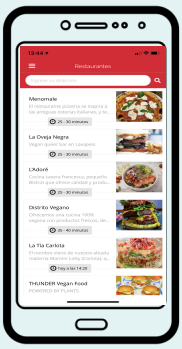
ICON NAME: CLOCK

Analysis

Application screens



Welcome screen



Home screen

#1 Icon screen

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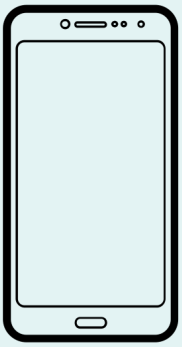

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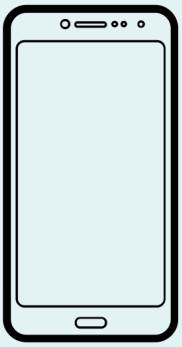

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Intrinsic characteristics of icon

Colour	black, monochromatic
Contrast	1
Style	Wireframe 2D
Animation	/
File format	raster
Type	Control icon

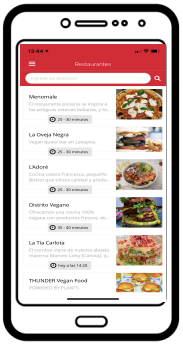
Characteristics of icon dependent on their use in the UI

Name	Clock
Label	/
Textual description	a wireframe minimalistic clock set on 3 hrs
Size on screen	1/40 screen height
Pixel ratio	1:1 (5x5 px)
Relative position on screen	bottom line field, aligned left
Link to multi-channel information (e.g. associated text or auditory signs)	/
Movement or Animation triggers (e.g. rollover)	/
Responsive behaviour (resizing, colour)	/
Linked interaction	On the first screen no action is triggered through the icon, it is only associated with expected time of delivery. In the second screen, during order confirmation process, by clicking on the clock the time of delivery can be personalised.
Users' comments	In transport apps it may represent schedules or calendars, maybe also availability of service/opening hours, expected time of arrival of the ride-sharing vehicle. In delivery apps it could be waiting time before preparation, time of delivery or opening hours of the restaurant/food provider. It's not clear if the clock is associated with the departure or arrival time. The fact that it is used in multiple ways in the same app creates confusion. Unfortunately there is no text label in most screens where it is used. It would be clearer with hour numbers. • 56% - set alarms • 20% to see current timing of smt • 10% to know the expected time of arrival/delivery of smt

ICON #1 ANALYSIS
Evaluation

Older people	Caregivers	Low digital skills	PRM Visually impaired	Foreign people	Lower educated people	Non connected people	Ethnic minorities	Lower income people	Socially isolated people	Covid-19 isolated people	People living in peri-urban or rural areas	Women
68%		56%			53%	58%	72%	57%				77%
4		5			5	5	5	5				5
1		2			2	2	3	3				3
0		0			0	0	0	1				1
0		0			0	0	0	0				0
1		2			2	2	3	2				3
3		3			3	3	4	3				4
5		5			5	5	5	5				5

Practical examples | Pros and Cons



Home screen

PROS
- monochromatism
- wireframe style
- high contrast
- position of the icon

#1 Icon screen

CONS
- too small
- low consistency (used for more than a single action/interaction)
- no label or textual explanation

Evaluation summary

[Short Evaluation + Proposed solutions, mitigations]

The clock icon in the first screen can be rendered bigger and provided with a label

The clock icon in the second screen can be substituted by a bigger hourglass and a label

Icon evaluation

Results from the evaluation of icon accessibility from target users (1:5)*

Comprehensibility Test-users who recognized the icon's intended meaning [%]	**63%**
Colour and contrast (visibility level for the related user group)	5
Size and position on screen (appropriateness level for the related user group)	2
Label and textual description (meaningful ness level for the related user group)	0
Associated multi-channel cues (meaningfulness level for the related user group)	0
Consistency of use in the app	2
Consistency of use in other apps	3
Multi-Cultural mindfulness	5
Usability testing**	/
SCORE	**17/35**

* Due to shortage of time and available respondents, the evaluation from target test-users is only simulated, therefore data are hypoteses based on the few opinions collected during UIL exercises and from UIL survey

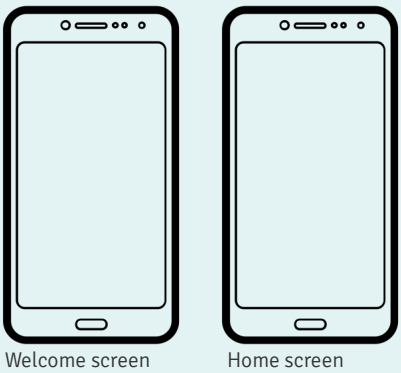
** Icons' usability tests can be run on whole sets of icons of a prototype or existing app. Adapted heuristics are included in D2.3 - Annex 4

ICON NAME: CLOCK

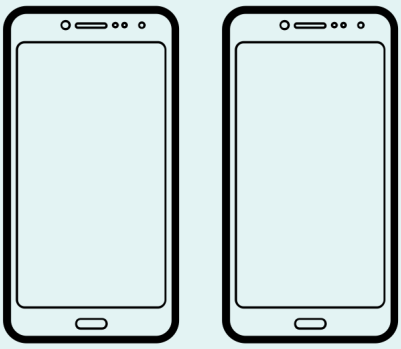
Analysis

[place icon here]

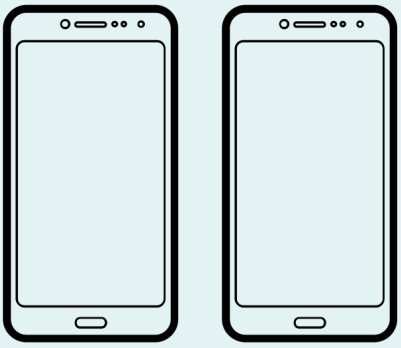
Application screens



Welcome screen | Home screen



#1 Icon screen | .....



..... | .....

Intrinsic characteristics of icon

Colour	[main colour code - RGB web, up to 3 colours]
Contrast	[contrast ratio from contrast checker]
Style	(e.g. Wireframe/Abstract/Realistic, Flat design 2D, Skeuomophic design - 3D)
Animation	[describe or leave empty if absent...]
File format	[raster, vector]
Type	[Object, Pointer, Control, Tool, Action]

Characteristics of icon dependent on their use in the UI

Name	
Label	
Textual description	[describe or leave empty if absent...]
Size on screen	
Pixel ratio	
Relative position on screen	
Link to multi-channel information (e.g. associated text or auditory signs)	[describe or leave empty if absent...]
Movement or Animation triggers (e.g. rollover)	[describe or leave empty if absent...]
Responsive behaviour (resizing, colour)	[describe or leave empty if absent...]
Linked interaction	[what happens when the user interacts with this icon]
Users' comments	

ICON #1 ANALYSIS
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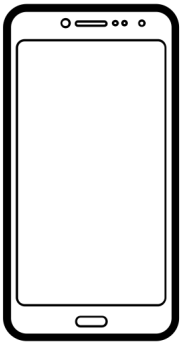
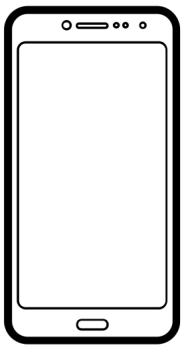
Practical examples | Pros and Cons



PROS
-
-
-
-
-

Home screen



CONS
-
-
-
-
-

#1 Icon screen

Evaluation summary

[Short Evaluation + Proposed solutions, mitigations]

...

Icon evaluation

Results from the evaluation of icon accessibility from all users (1:5)

Comprehensibility Test-users who recognized the icon's intended meaning [%]	
Colour and contrast (visibility level for the related user group)	
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Label and textual description (meaningful ness level for the related user group)	
Associated multi-channel cues (meaningfulness level for the related user group)	
Consistency of use in the app	
Consistency of use in other apps	
Multi-Cultural mindfulness	
Usability testing*	
SCORE	