

UX report Adventurehub

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**Revision Table**

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| --- | --- | --- | --- |
| Version | Date | Author | change(s) |
| 1.0 | 25/11/2022 | Arenco Meevissen | Initial document |
| 1.1 | 15/1/2023 | Arenco Meevissen | Added another period |
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# Feedback

## 10 December – 16 December 2022

The feedback given in this period is that the adding of a story body was unclear what it means. Loading of Stories on the home screen you need to wait for a while. When clicking on the dashboard and being logged in sometimes it goes back to the login page. The layout of the home page there is a lot of white space. The register and login page has a lovely image. The search page hasn’t got anything on it. In the dashboard adding a story is simple and adding a body to it is a bit more difficult because you need to first find the story and then the route/type you want to a possible solution is to make this more of a workflow when a story is added immediate add a body to it in the next step. Updating the own info is clear what it needs to do. The table of users is changeable how much you want to see (how many users on one page), the editing of is almost as clear as possible because columns that can’t be edited are still visible. The users stories is just a simple design no further comments on it. Report table looks the same as the users but then for reports. The chatroom although it doesn’t look like much it’s still readable but with a different design and show your own messages send it would be better. Reading of a story maybe change the “make a report” to a button or otherwise showable that it can be clicked. If the options can be in a different colour or buttons it could work better to know it’s clickable.

## 16 December 2022 -14 Januari 2023

The feedback given in this method was that the adding of a story can be made linear or more compact. The chatroom doesn't look like much and there isn't any way to see your history in a more useful manner and that not everything is on the same side. Reading of a story making the title on top of the text.

# Updates regarding feedback

## 10 December – 16 December 2022

I made it so that for adding of a story body is now clearer what the final result will give.  
Currently the loading of the stories is not that long, and the wait time is deliberate done so that you can do other stuff while the home screen is loading. There is research ongoing on how to limit the wait time, but it’s still expected to be some.  
The dashboard bug is known and is still looked into, but no conclusion is yet achieved.  
The chatroom is busy being redesigned to look more like a chatroom  
The addressed things in the reading a story it could be buttons but this is more on the back-burner and not so readily need to redesign it yet.  
Adding design elements and functionality to the search page is in the works but needs to be brought to the frontend.  
Remaking the add story to do it as a workflow is being researched how it can be designed and how to implement it.

## 16 December 2022 -14 Januari 2023

The first update was that instead of the adding of a story and body being separate now it's inside of a stepper (a instructional progression). Making the chatroom more alive with making the messages can go to sides depending on the type of it so other and yours are the types I defined for it (not the real name of it but to get it across) then to send messages is looking more structured. Then with reading a story the title was moved to the top and looking that the text is more spaced out.