HCC 629 Assignment Week 3

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Explain *the concept in your own words*

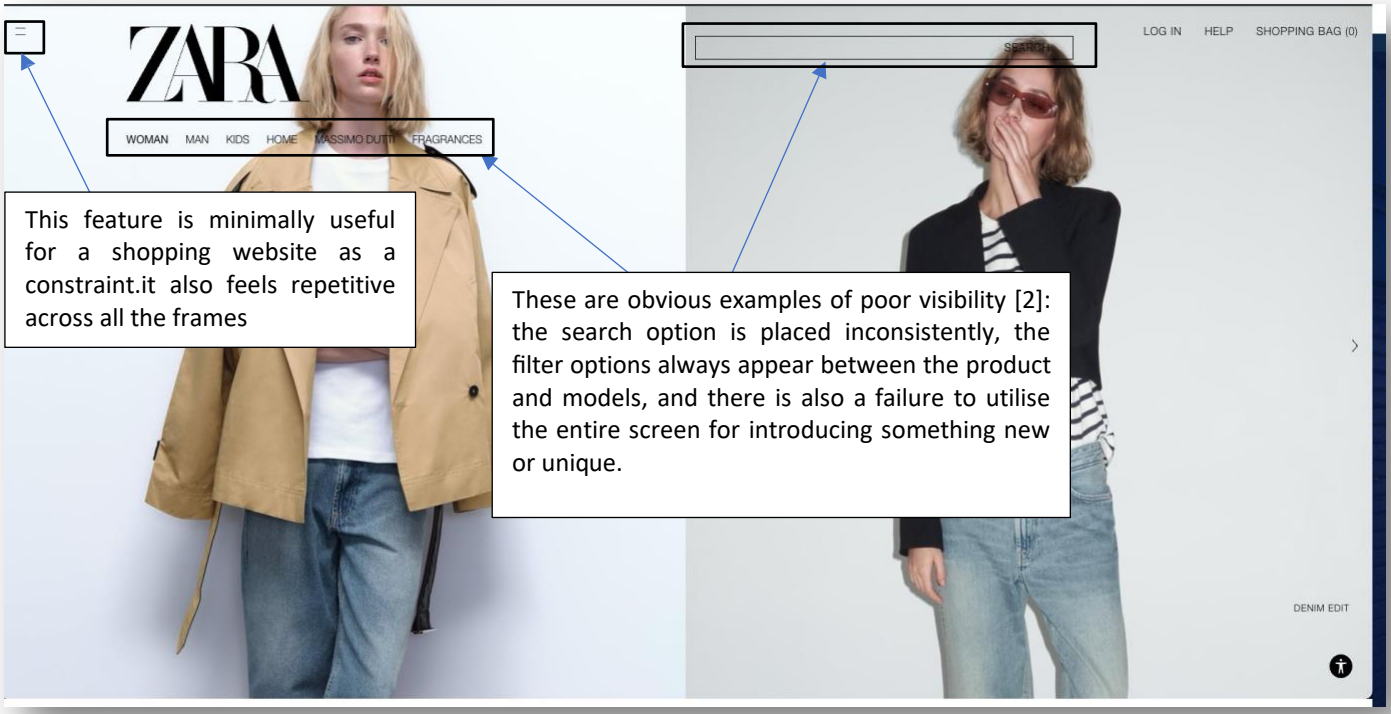
Visibility: Refers to making functions visible to increase the likelihood that users will know what to do next. It emphasizes the importance of providing appropriate cues for users to understand the next steps in their tasks.[1]

Feedback: Involves providing users with information about what action has been done and the result of that action. This principle is about making the outcomes of actions clear to the user, either through visual or auditory means.[1]

Constraints: This principle is about limiting the actions that can be performed at a given moment to prevent errors. By constraining the kinds of interactions possible, it helps guide users towards correct actions and prevents them from making mistakes.[1]

Consistency: Focuses on designing interfaces to have similar operations, behaviors, and elements for similar tasks. Consistency in design allows users to leverage prior knowledge from one part of an application or from other applications, making the interface easier to use and learn.[1]

INITIAL DESIGN OF THE FRONT PAGE [**VISIBILITY & CONSTRAINT**]

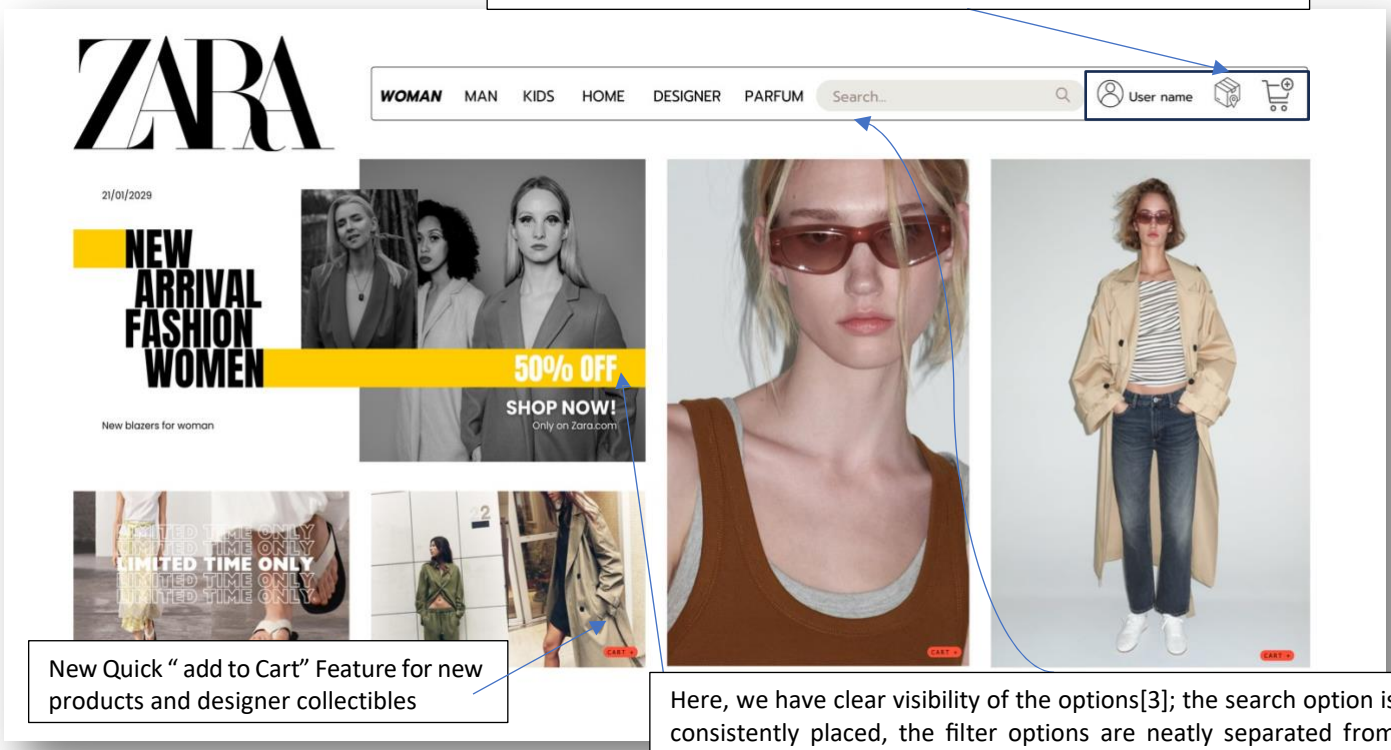


This feature is minimally useful for a shopping website as a constraint.it also feels repetitive across all the frames

These are obvious examples of poor visibility [2]: the search option is placed inconsistently, the filter options always appear between the product and models, and there is also a failure to utilise the entire screen for introducing something new or unique.

RE-DESIGN OF THE FRONT PAGE

In this section, We have redesigned the shopping bag and login section into an entirely new profile section, along with a quick view button for recent orders placed in the middle of the profile and shopping cart.

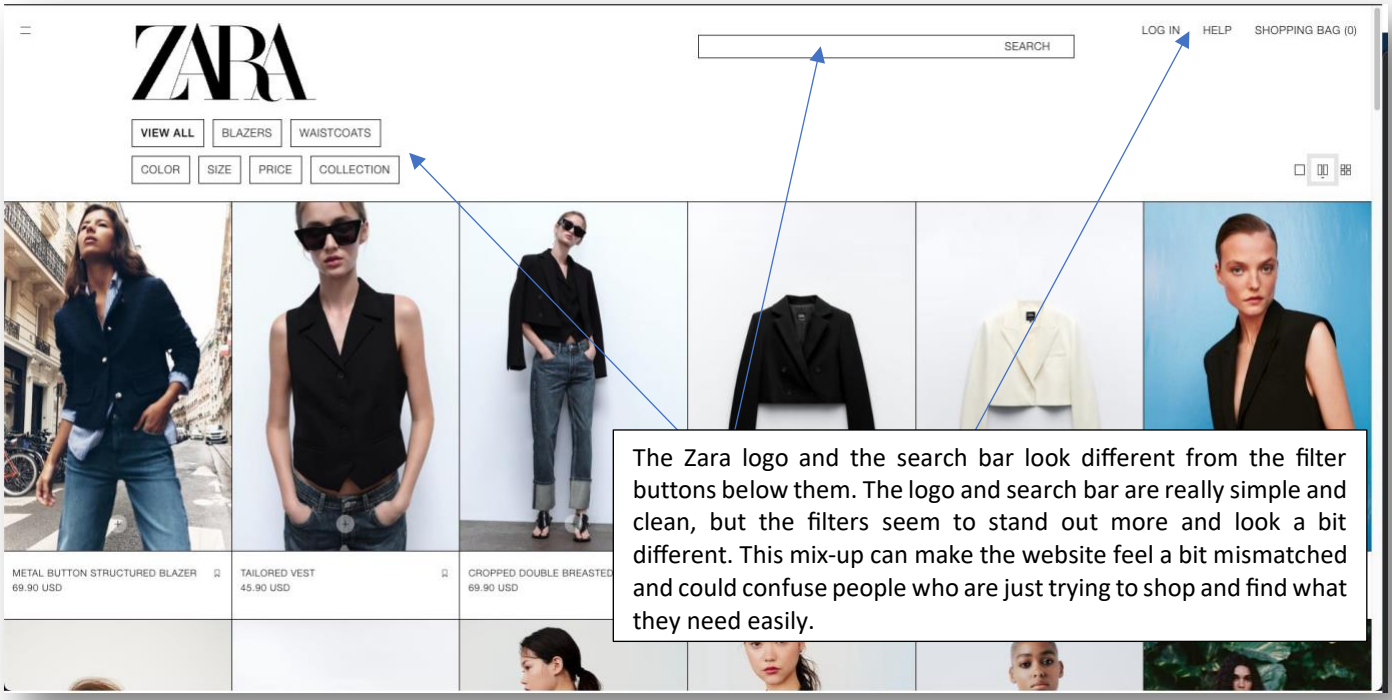


New Quick " add to Cart" Feature for new products and designer collectibles

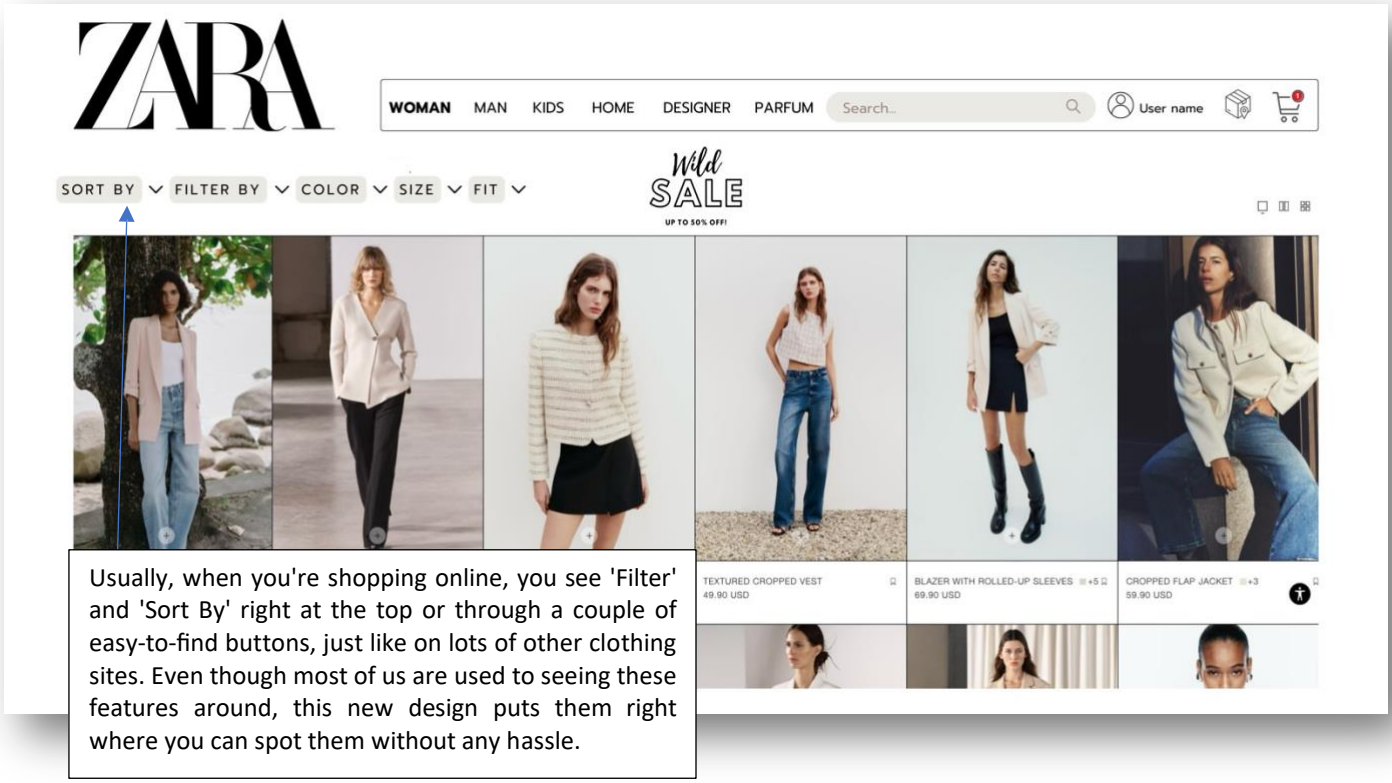
Here, we have clear visibility of the options[3]; the search option is consistently placed, the filter options are neatly separated from the products and models, and the entire screen is efficiently utilized to introduce new offers or limited time only goods.

Less Constraint & Be.er Visibility

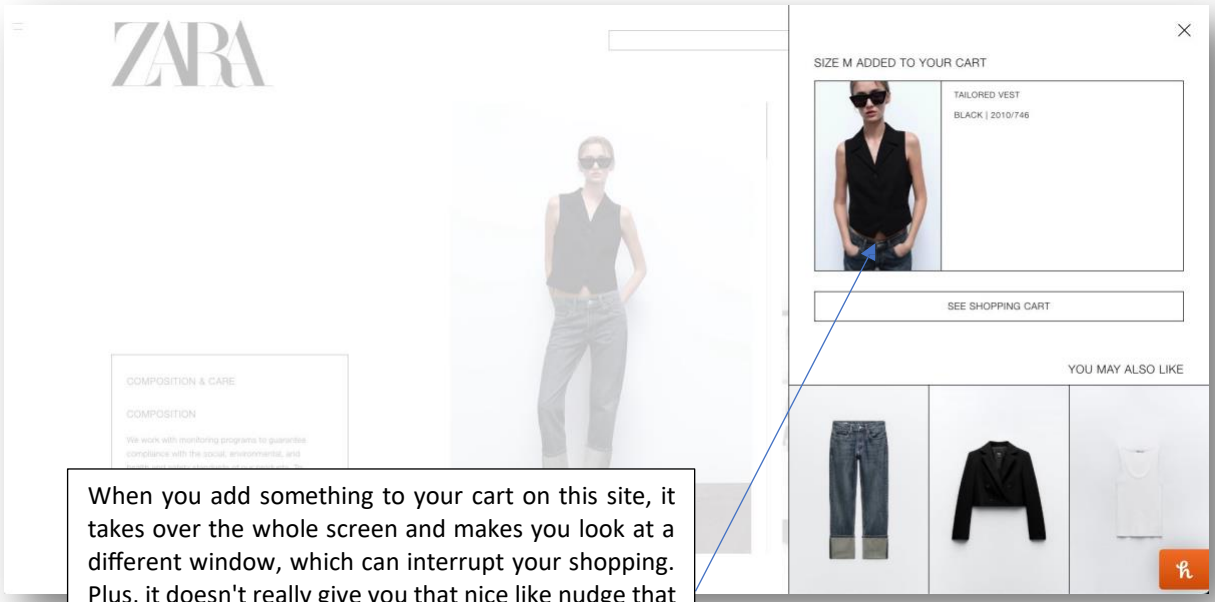
INITIAL DESIGN OF THE SEARCH RESULTS PAGE [**CONSISTENCY**]



RE- DESIGN OF THE SEARCH RESULTS PAGE [**CONSISTENCY**]

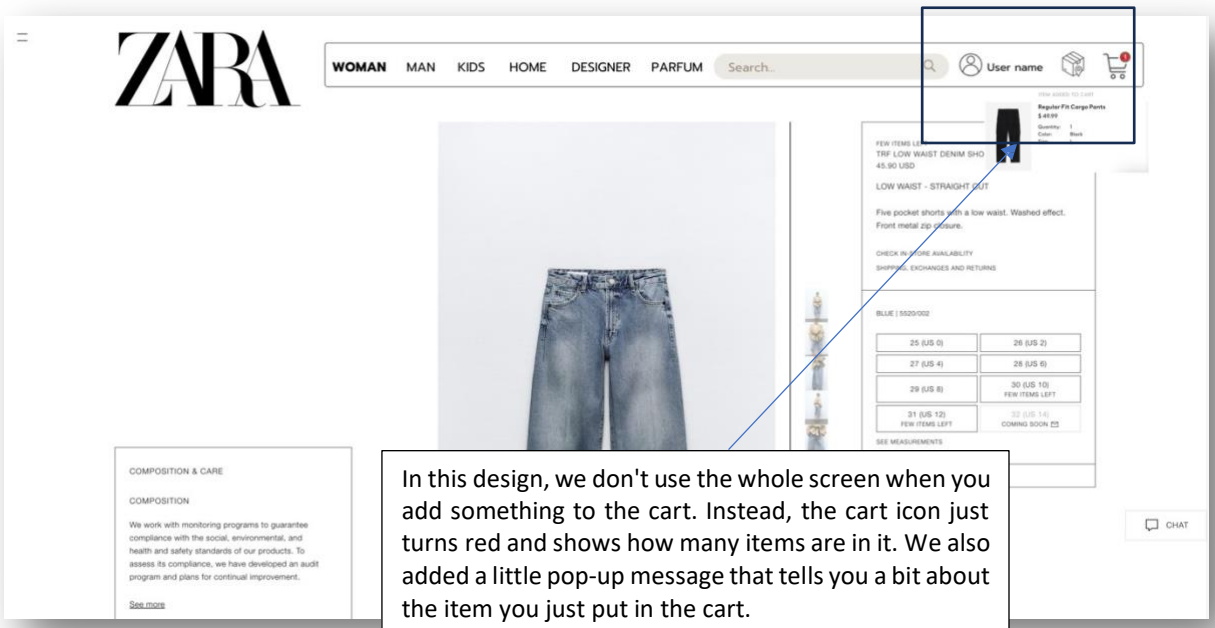


INITIAL DESIGN WHEN YOU ADD AN ITEM TO CART [**FEEDBACK**]



When you add something to your cart on this site, it takes over the whole screen and makes you look at a different window, which can interrupt your shopping. Plus, it doesn't really give you that nice like nudge that you've added something to your cart, like a small pop-up would.

RE-DESIGN WHEN YOU ADD AN ITEM TO CART [**FEEDBACK**]



In this design, we don't use the whole screen when you add something to the cart. Instead, the cart icon just turns red and shows how many items are in it. We also added a little pop-up message that tells you a bit about the item you just put in the cart.

Reference:

[1] Lidwell, W., Holden, K., & Butler, J. (n.d.). Universal Principles of Design. Rockport Publishers.

[2] Norman, D. A. (2013). The Design of Everyday Things: Revised and Expanded Edition. Basic Books.

[3] Rogers, Y., Sharp, H., & Preece, J. (2023). Interaction Design: Beyond Human-Computer Interaction (6th ed.). Wiley.

[4] Canva Inc. (2023). About Canva. Retrieved from www.canva.com. [Tool used]