Coding tutorials website

Ángela Coello

Project overview

The product:

The product consists of a website that contains some coding courses.

Target users: coding students.

Project duration:

July 2023

Project overview

The problem:

New technologies are the present and the future and, because of that, it’s getting more an more software students that need somewhere to find coding courses and contact with teachers.

The goal:

The goal of this project is to design a responsive website that coding students can use to communicate with teachers and find coding courses.

Project overview

My role:

UX Researcher and UX/UI Designer.

Responsibilities:

- User research.
- Wireframing.
- Prototyping.

Understanding the user

- User research
- Personas
- Problem statements
- User journey maps

User research: summary

Some interviews and empathy maps have been conducted in order to understand the user's feelings, needs and behaviors.

User personas have been specially useful. The coding student wants to improve their technological skills and software knowledge and needs somewhere to find high-quality coding courses and contact with teachers.

User research: pain points

1

Management

The coding student needs a way of communication with coding teachers.

2

Information

The coding students need some place where they can find information and coding courses.

3

Leads

The general users would like a place where find current technology news.

Persona: **Pedro Fernández**

Problem statement:

Pedro is a Computer Engineer who needs a coding courses website because he wants to teach coding efficiently.

Pedro Fernández

Age: 49
Education: Engineering
Hometown: Madrid, Spain
Family: Wife, 1 dog
Occupation: Computer Engineer

"Teaching software development is my life"

Goals

- Teach coding to his students and transmit to them the philosophy of this profession.
- Manage his coding courses efficiently.

Frustrations

- Not having an appropriate communication channel with his students.
- Great experience in handling new technologies.

Pedro is a renowned Computer Engineering and teaches coding since a lot of years ago. He has students of different ages and skills and likes to teach them following an educational structure. For this reason, he would like to have a tool and communication channel with his students to be able to manage their progress (lessons, evaluation...) as well as inform them of different current technology news. A website is a good idea.

Persona: **Kevin Torrance**

Problem statement:

Kevin is a coding student who needs to learn new languages
because he wants to improve his skill to be able to develop web apps.

Kevin Torrance

Age: 26
Education: Engineering
Hometown: London, UK
Family: Father, mother, 1 sister
Occupation: Computer Engineer

"Technology has a lot of career opportunities"

Goals

- Improve his technological skills, especially coding knowledge.
- Get a certification in JavaScript to be able to develop web apps.

Frustrations

- Not having any coding certification yet.
- Not being able to develop a web app without somebody help.

Kevin is a 26-year-old boy who is passionate about technology. He started coding at the age of 15 and is excited to improve his skills. He plans to develop web applications in the short-term. Kevin handles new technologies with ease, so he likes to use coding learning websites and even mobile apps to learn.

User journey map

Mapping Kevin's user journey revealed how helpful it would be for a coding student to have a website for learning.

Persona: Kevin Torrance

Goal: Learn new programming languages efficiently

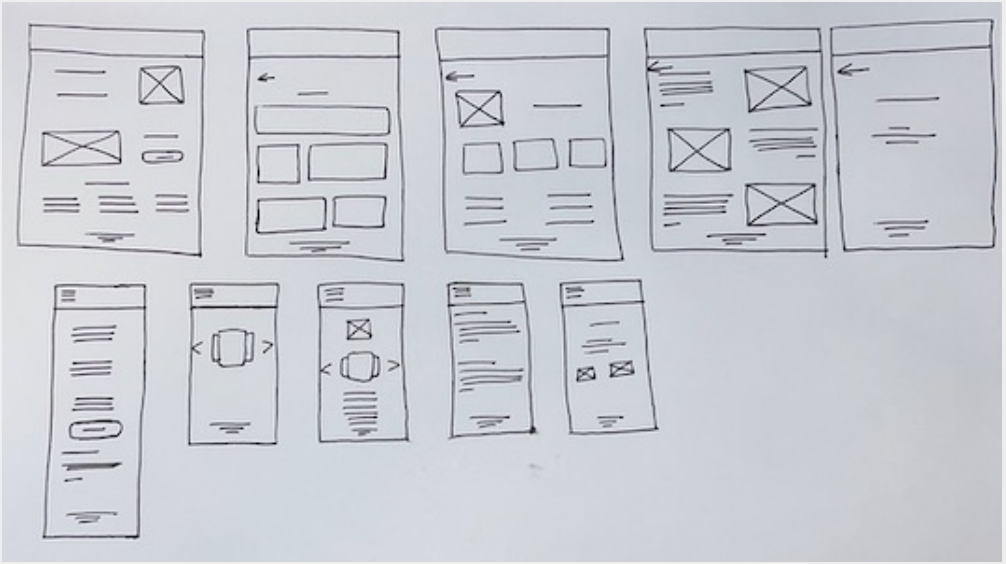
ACTION	To find coding courses	To communicate with programming teachers	To find information about current technology news
TASK LIST	Tasks A. Think about what programming language want to learn. B. Find the course. C. Start the course.	Tasks A. Think about what he needs to ask or know. B. Find the teacher contact. C. Contact with the teacher.	Tasks A. Think about current technology topics. B. Find information. C. Read the entry.
FEELING ADJECTIVE	• Exited about his new skill. • Thoughtful of the result.	• Thoughtful of the questions. • Hopeful of getting an efficient answer.	• Interested on the news. • Satisfied.
IMPROVEMENT OPPORTUNITIES	• Better coding. • Better arithmetic and locagical capacity.	• Better communication skills. • More professional relationships.	• Better informed.

Starting the design

- Paper wireframes
- Digital wireframes
- Low-fidelity prototype
- Usability studies

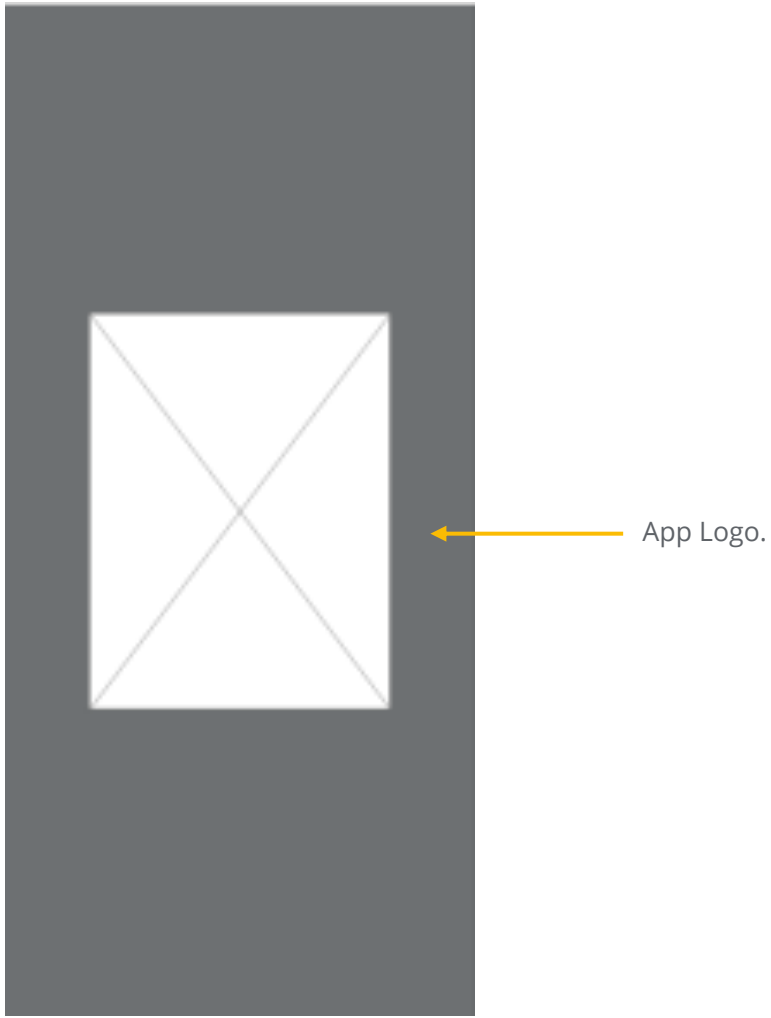
Paper wireframes

Basic paper wireframe that shows the main screens and components of the first app version.



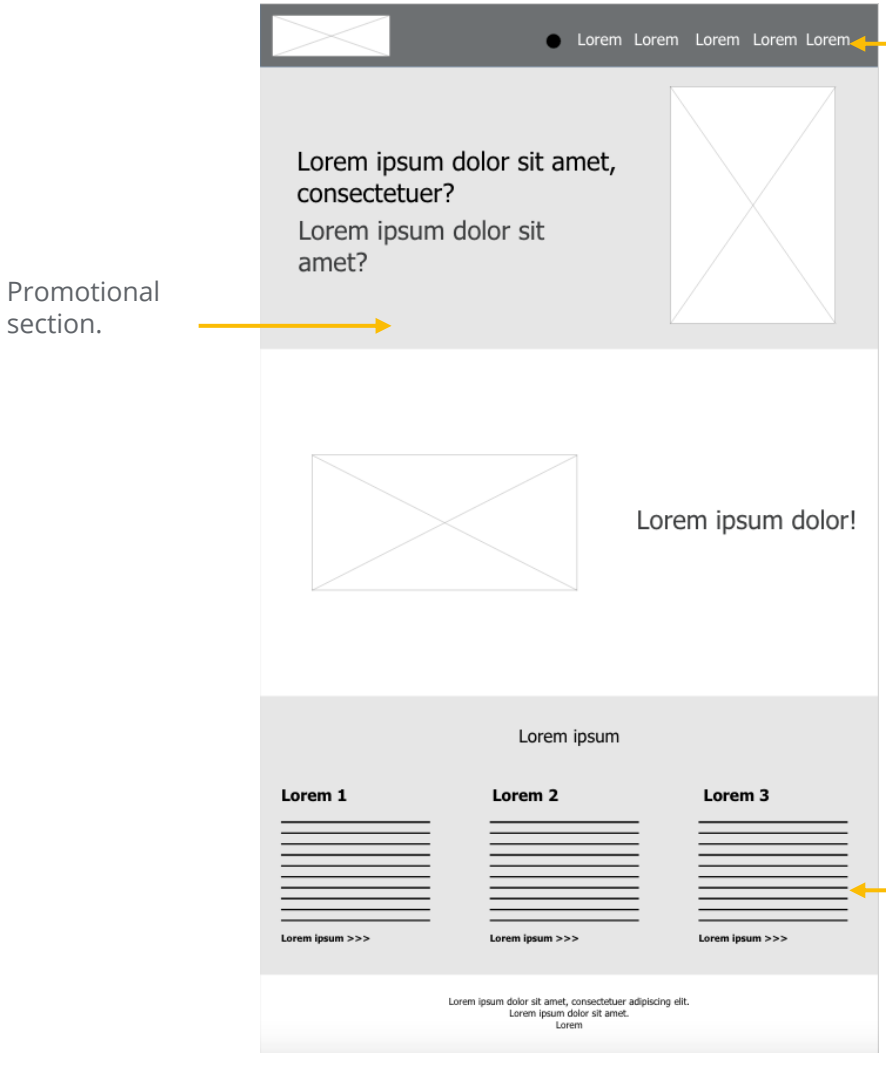
Digital wireframes

Mobile version Welcome screen



Digital wireframes

Desktop version Home page



Digital wireframes

Mobile version Home screen

Hamburguer menu.

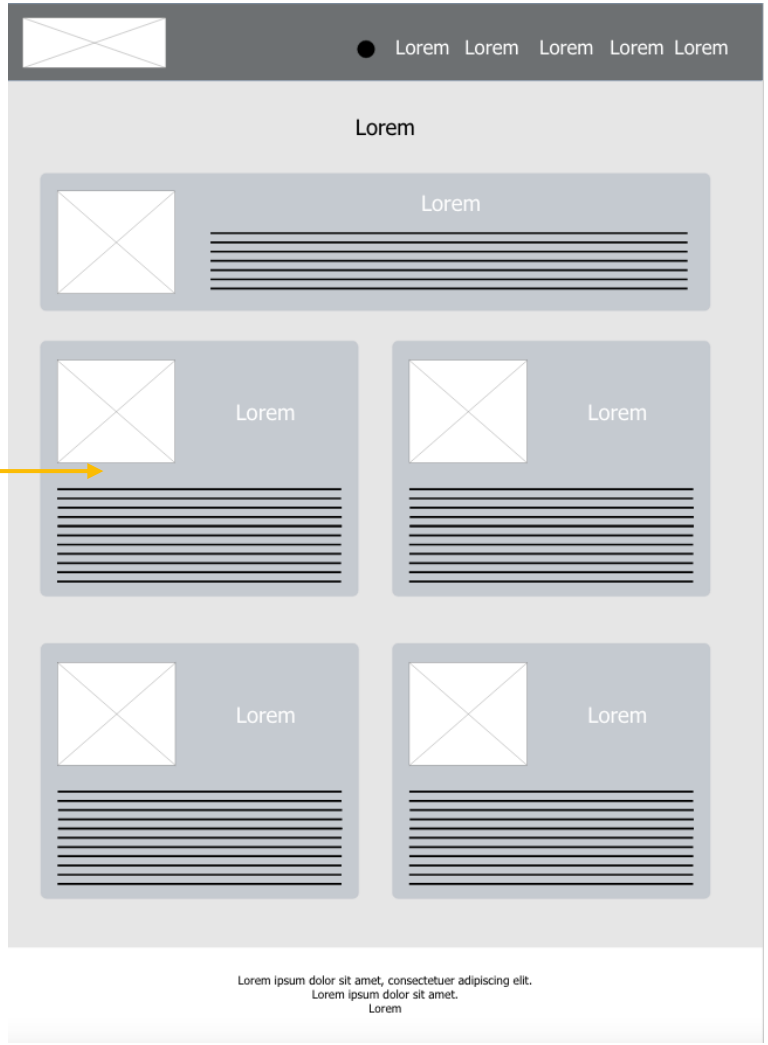
Promotional section.

Highlight entries.

Digital wireframes

Desktop version Courses page

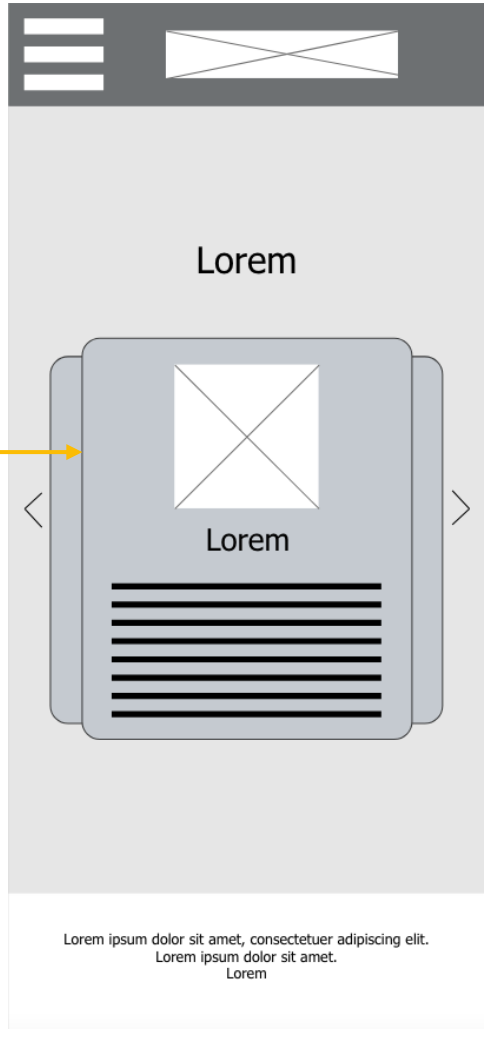
Courses cards.



Digital wireframes

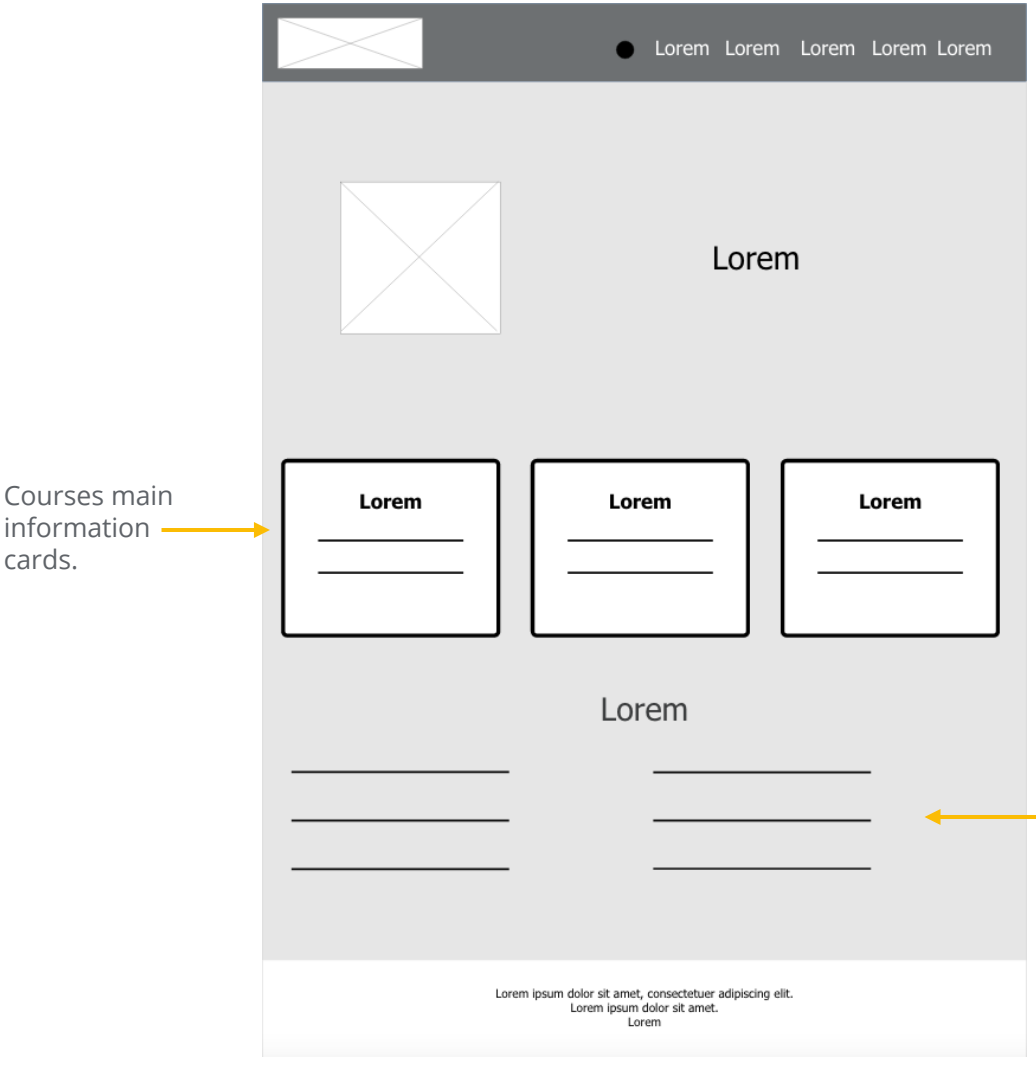
Mobile version Courses screen

Courses carrousel.



Digital wireframes

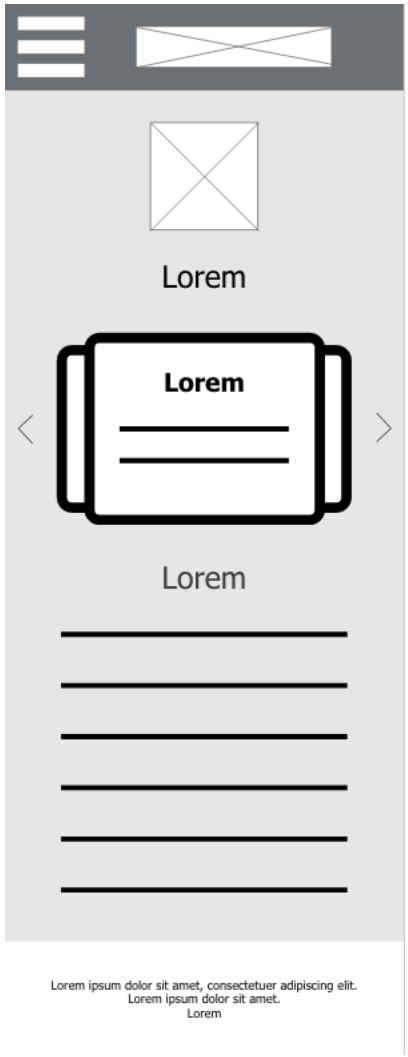
Desktop version Course page



Digital wireframes

Mobile version Course screen

Courses main information carrousel.

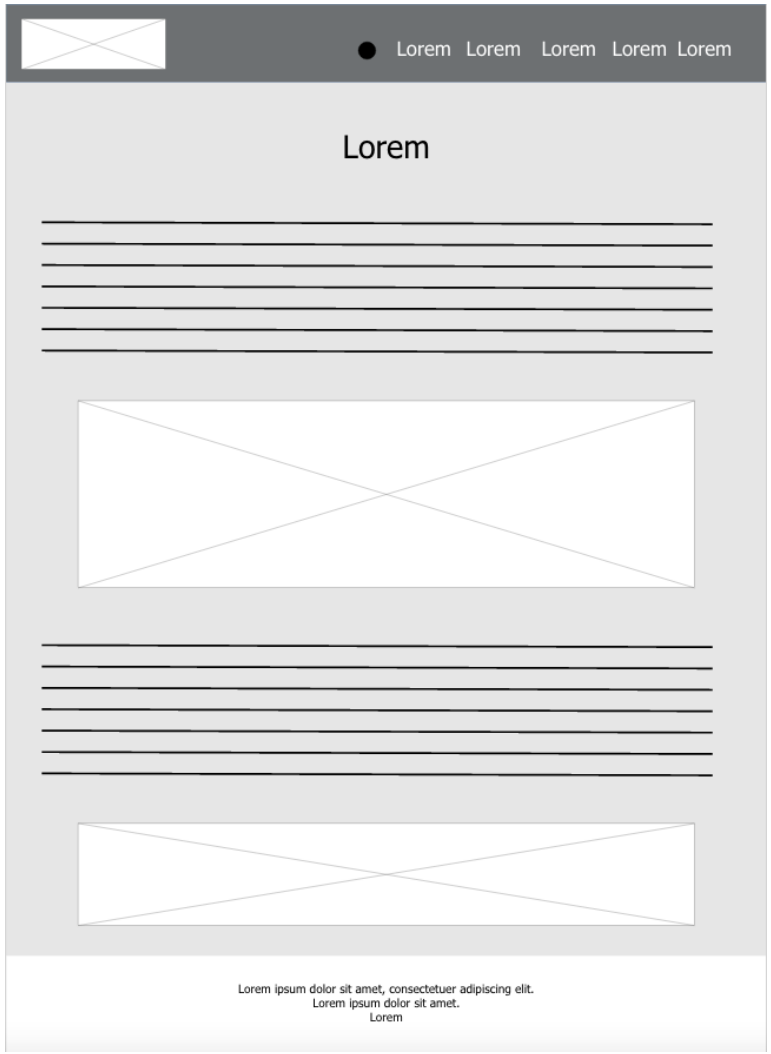


List of lessons (in rows).

Digital wireframes

Desktop version Lesson page

Explanation text.

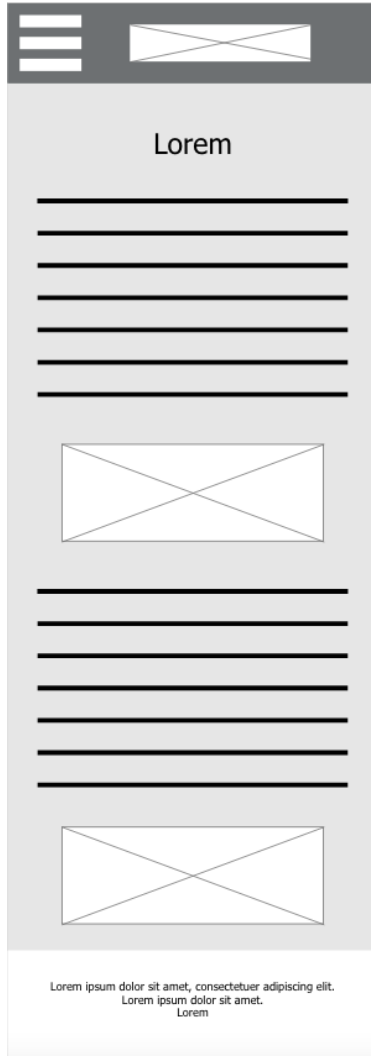


Code example.

Digital wireframes

Mobile version Lesson screen

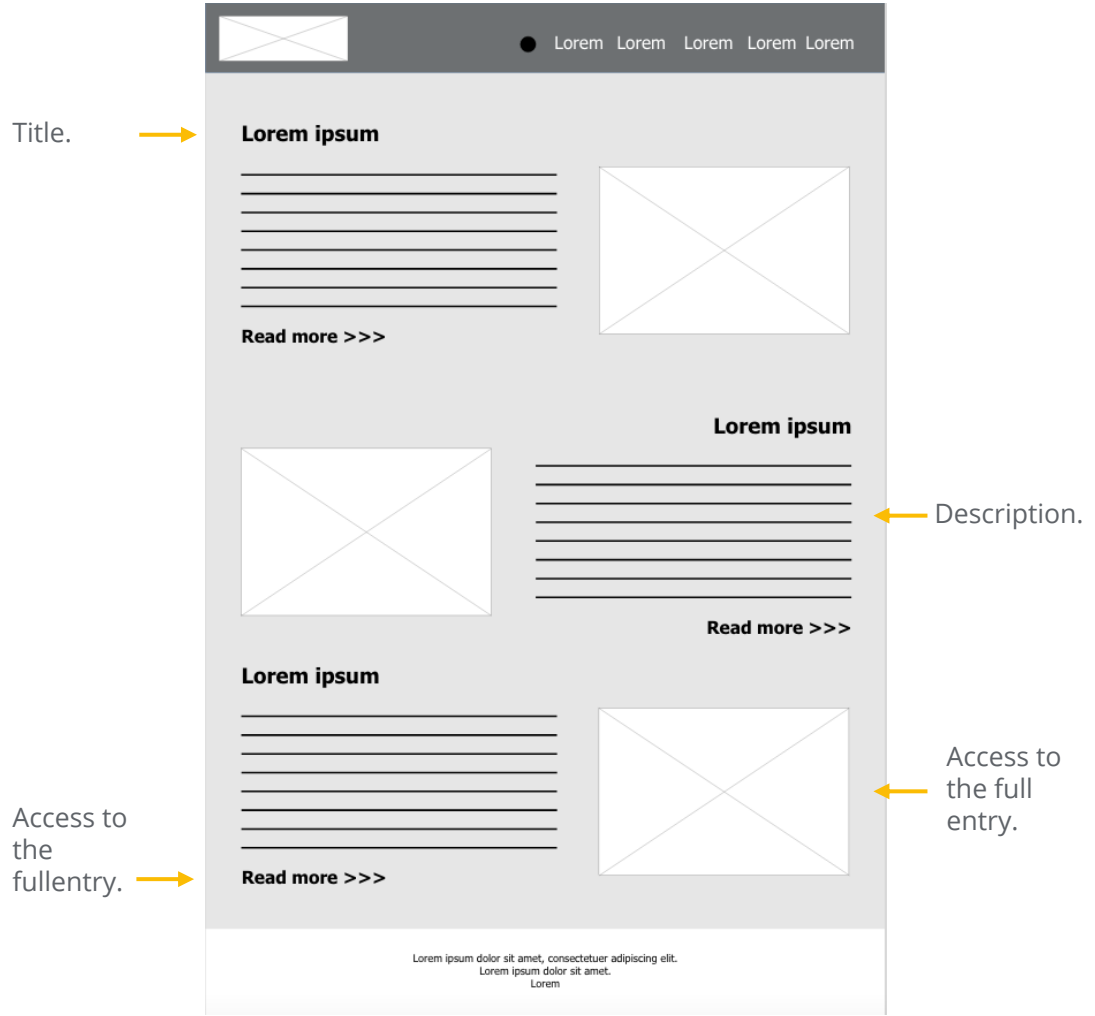
Explanation text.



Code example.

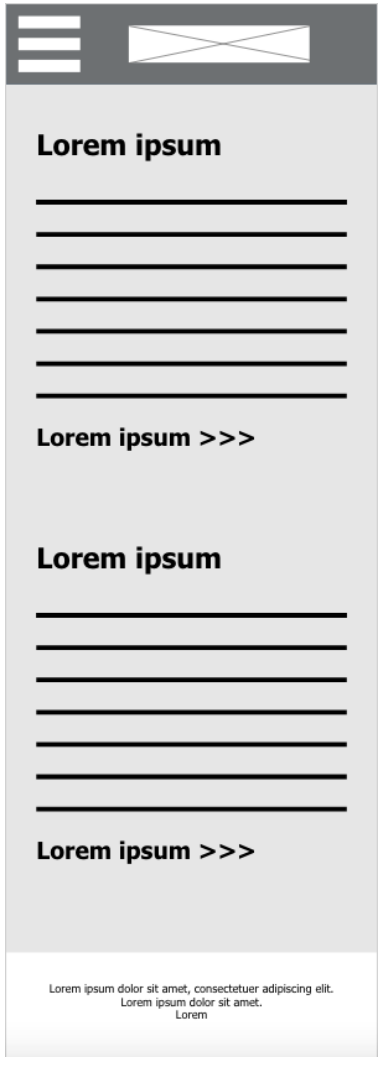
Digital wireframes

Desktop version Entries page



Digital wireframes

Mobile version Entries screen



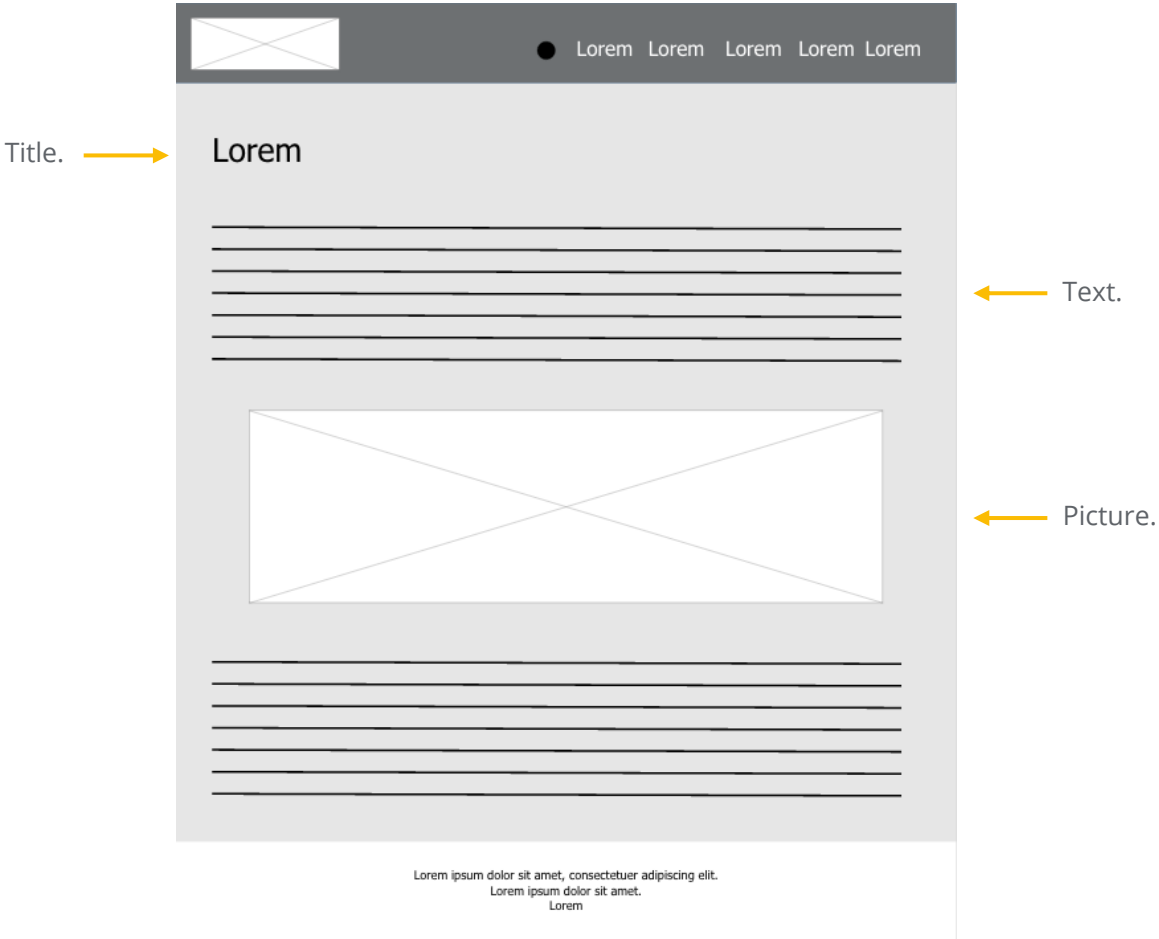
Title.

Description.

Access to the full entry.

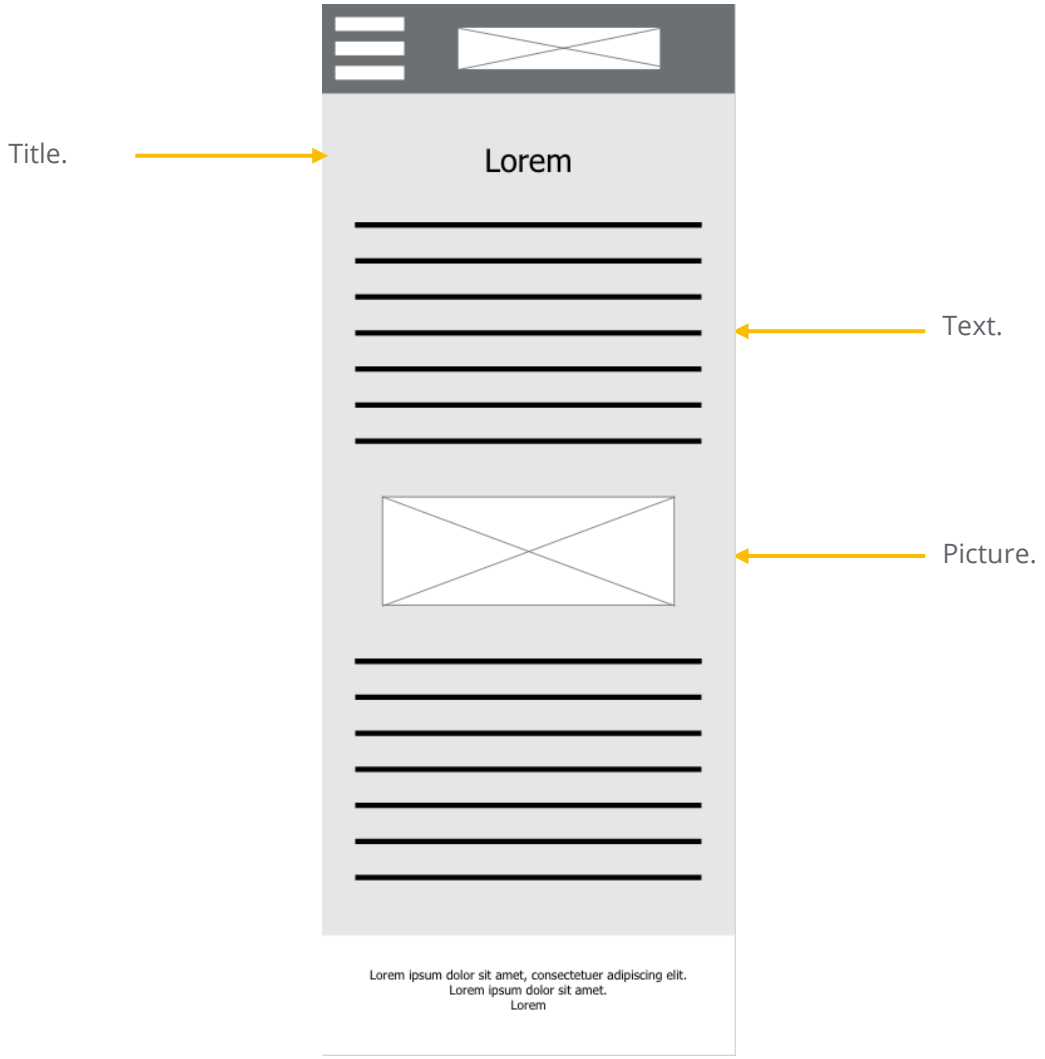
Digital wireframes

Desktop version Entry page



Digital wireframes

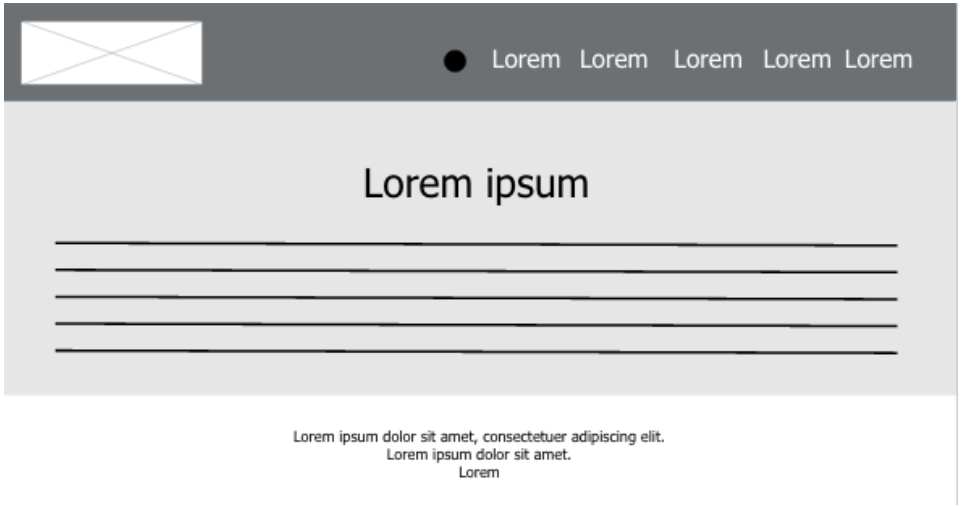
Mobile version Entry screen



Digital wireframes

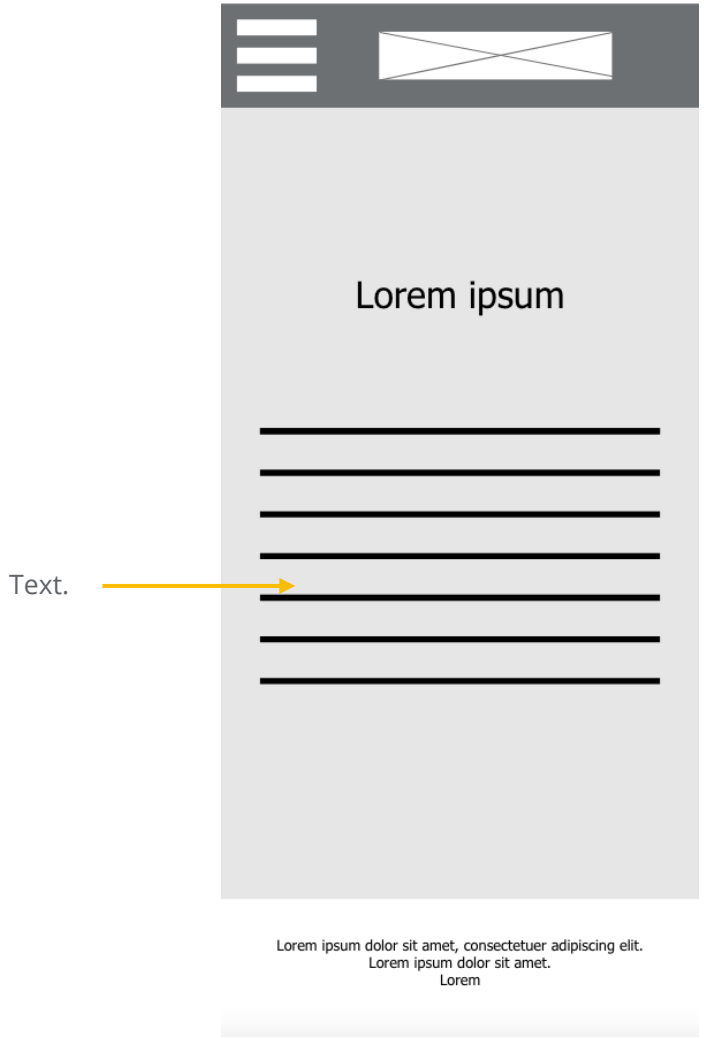
Desktop version About us page

Text.



Digital wireframes

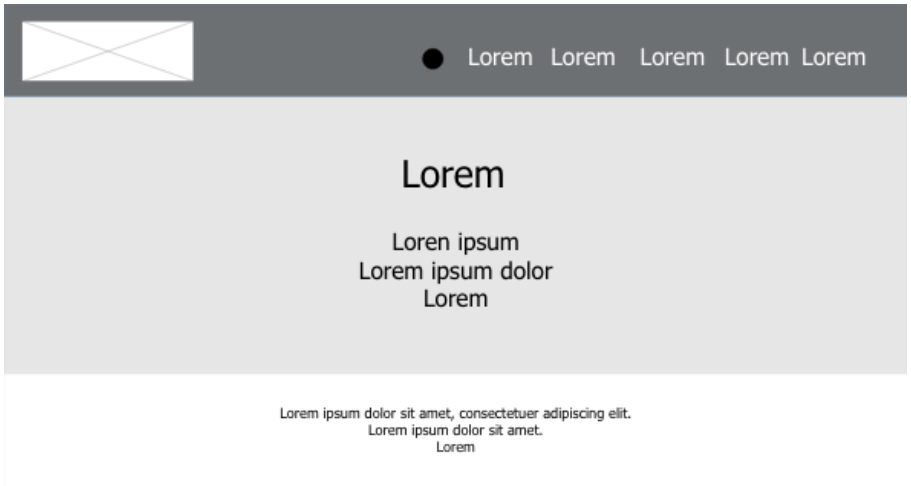
Mobile version About us screen



Digital wireframes

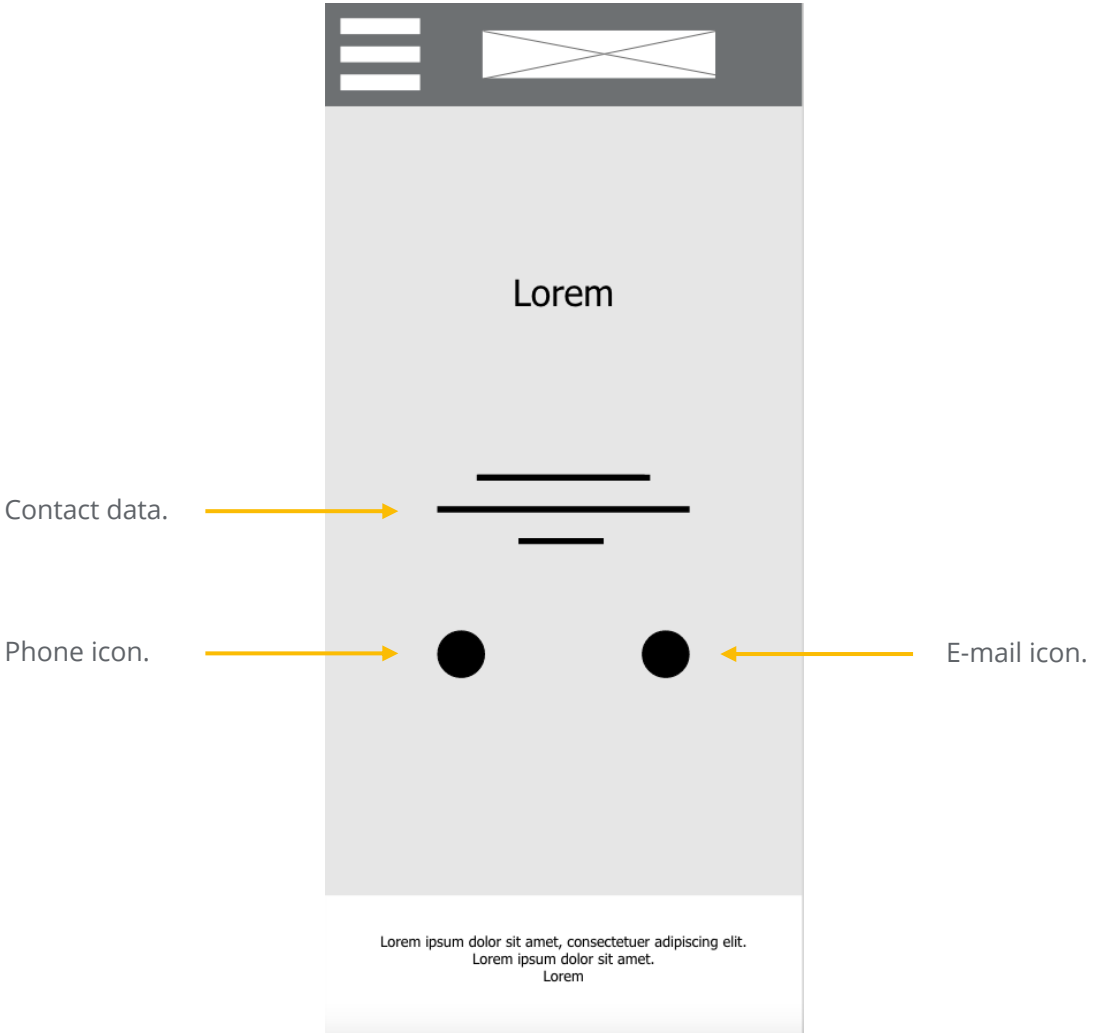
Desktop version Contact page

Contact data.



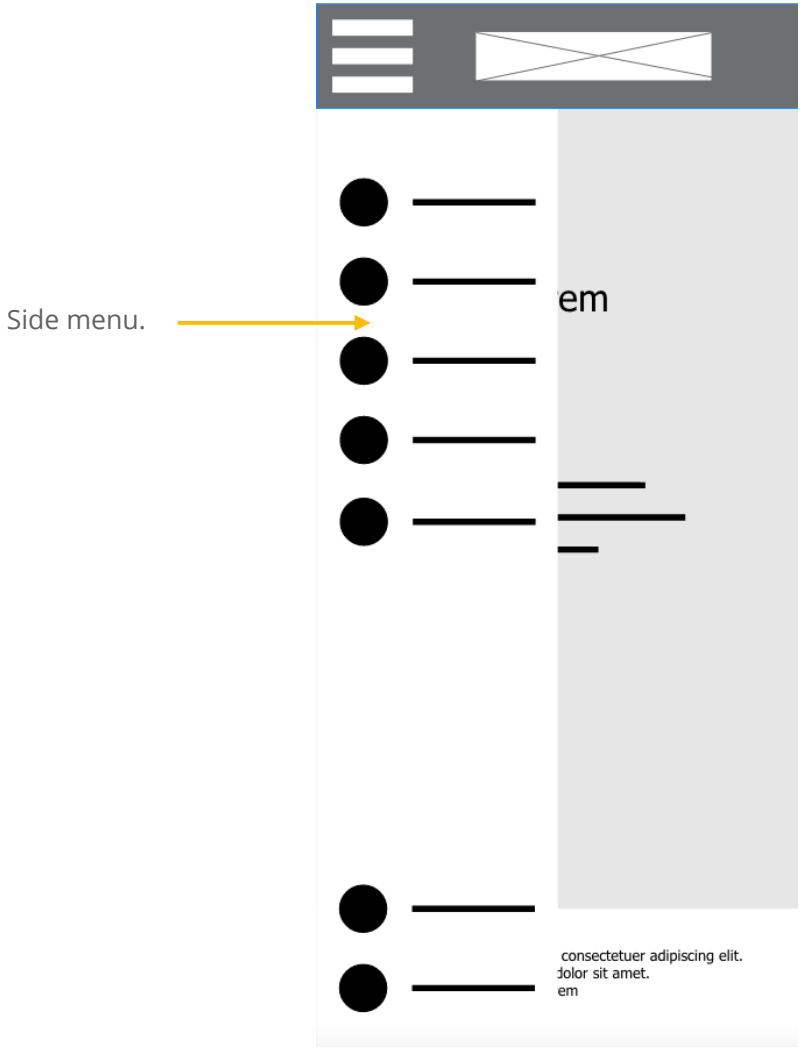
Digital wireframes

Mobile version Contact screen



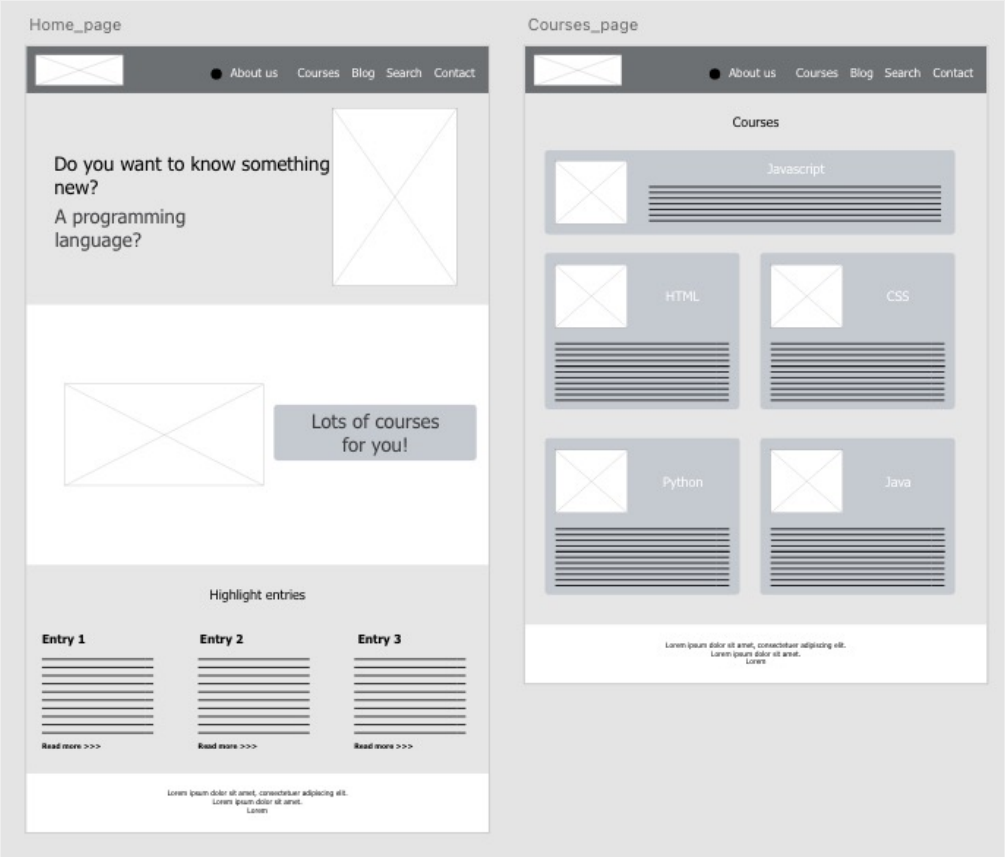
Digital wireframes

Mobile version Navigation menu



Low-fidelity prototype

Desktop version Low-Fidelity prototype made with Adobe XD



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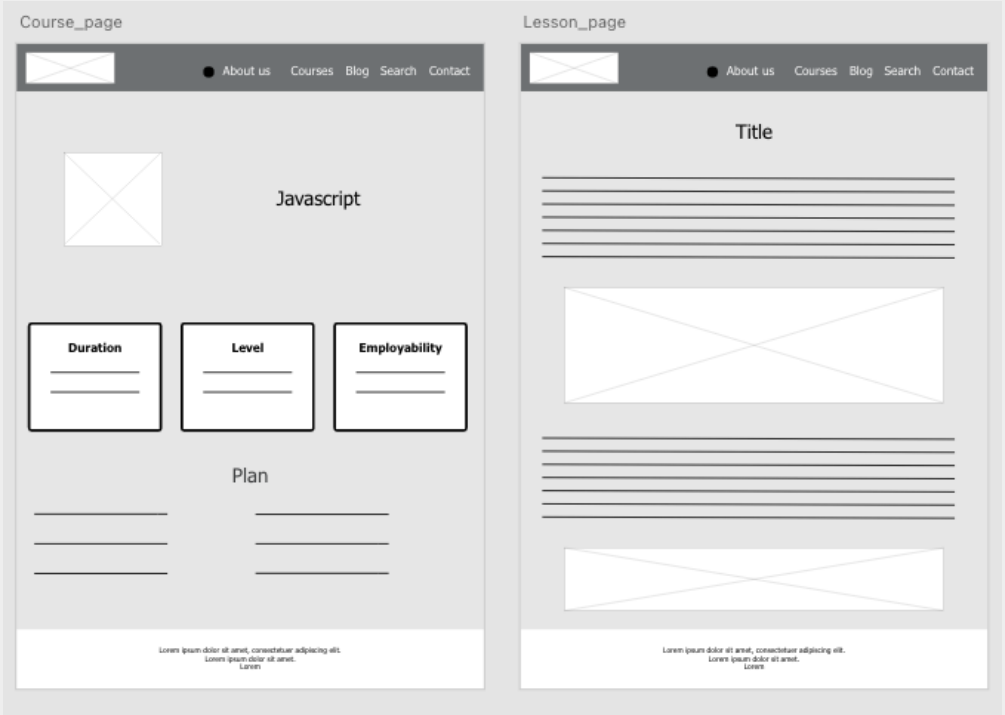

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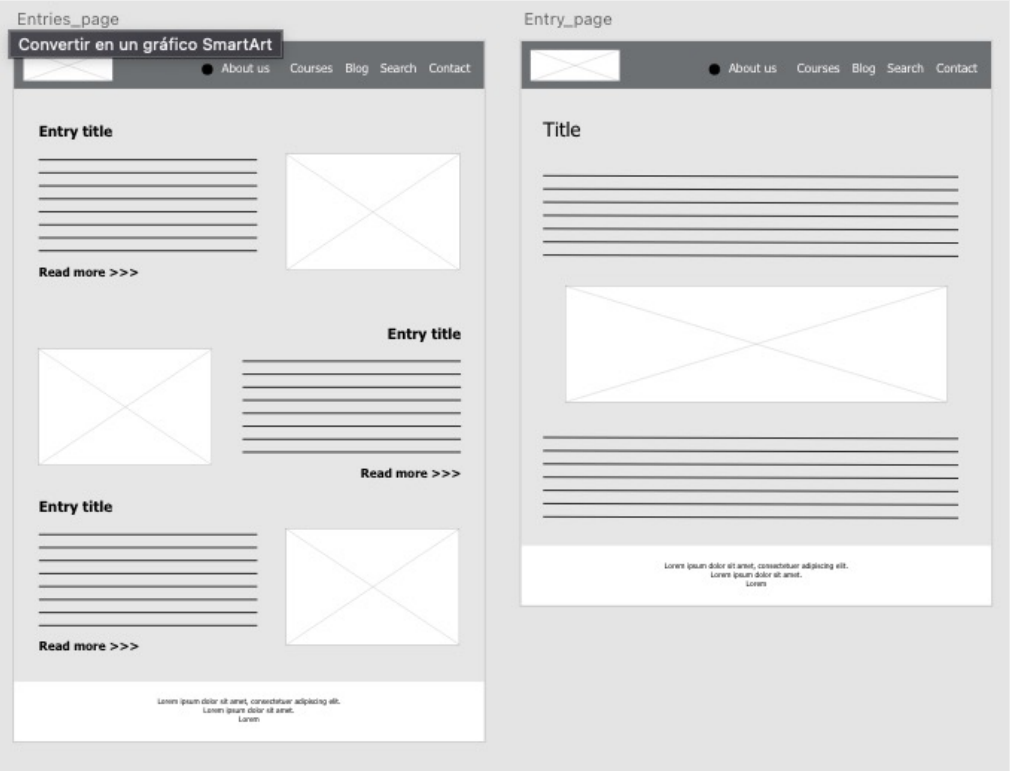

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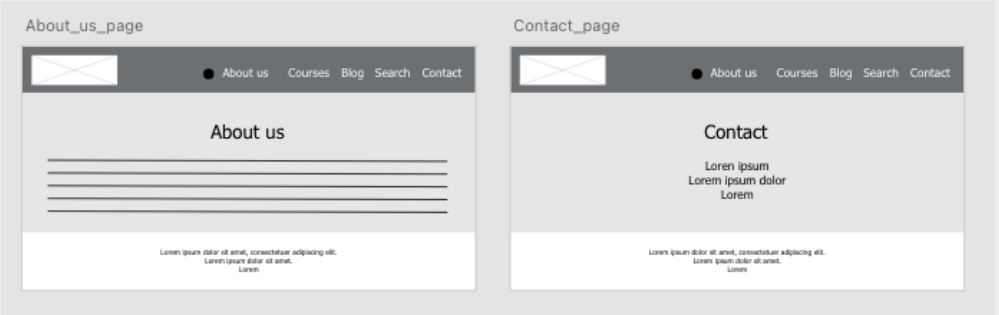

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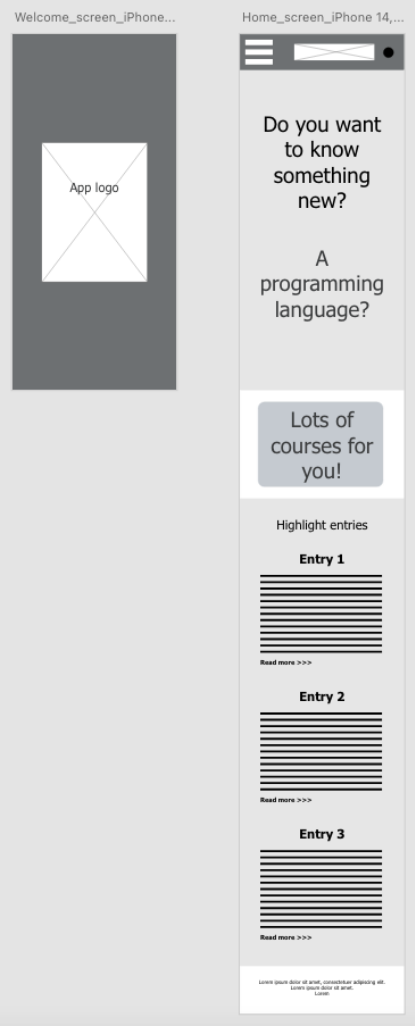

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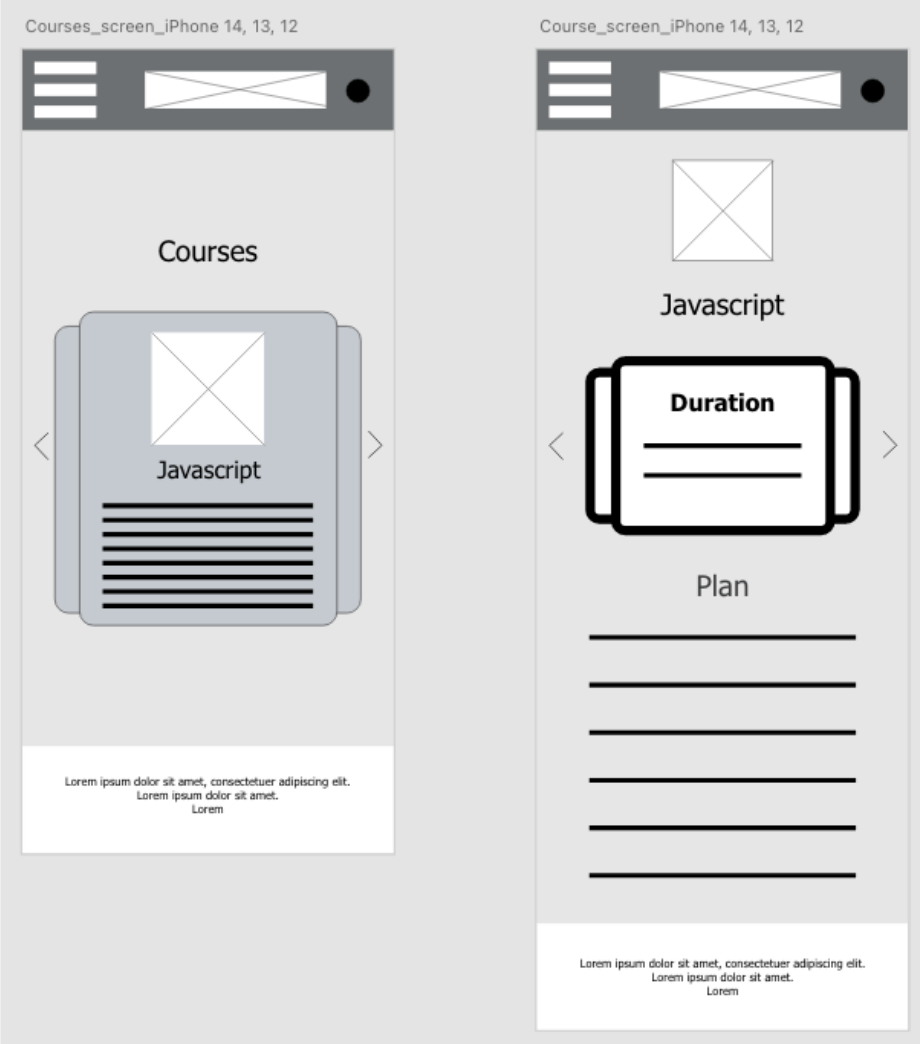

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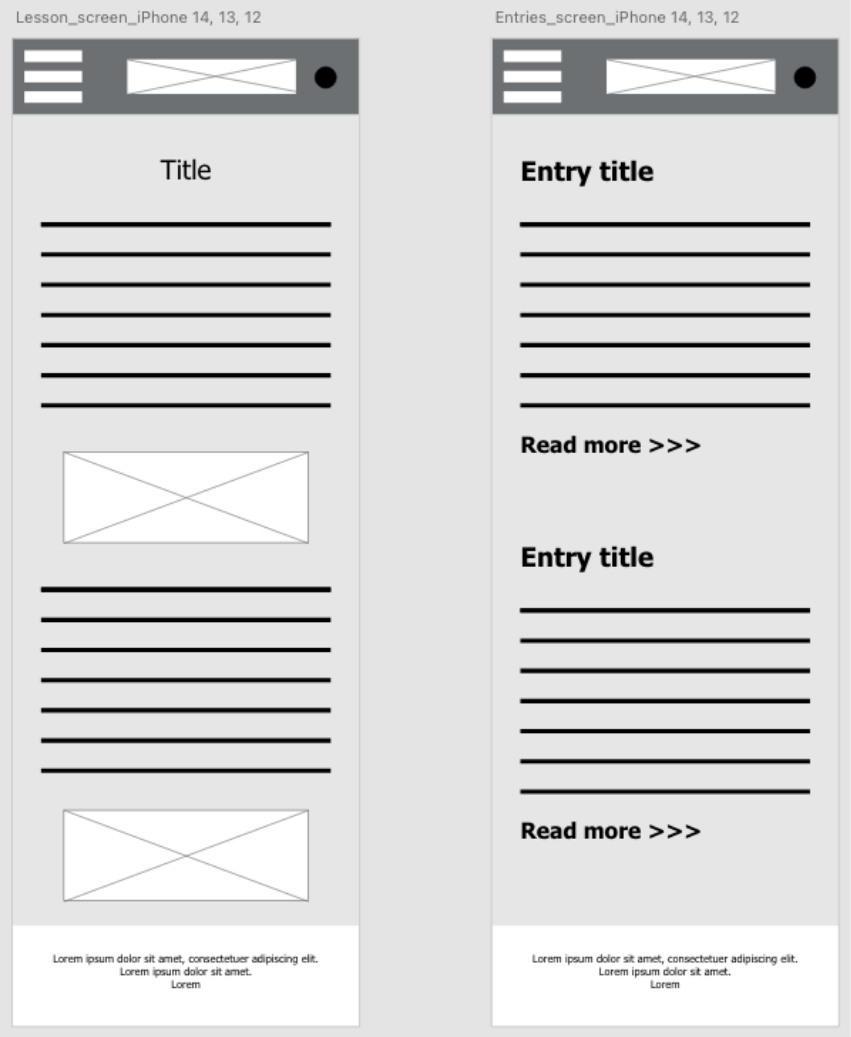
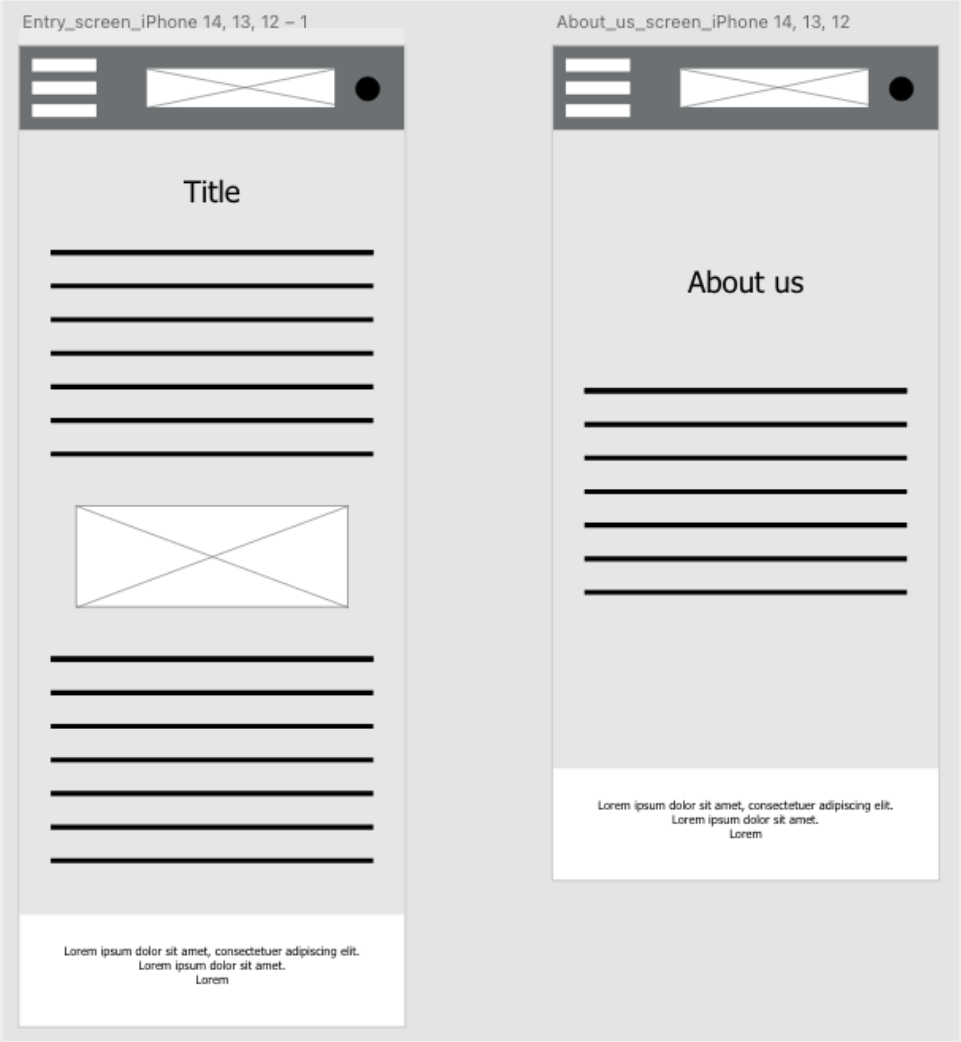


Low-fidelity prototype

Mobile version Low-Fidelity prototype made with Adobe XD



Low-fidelity prototype

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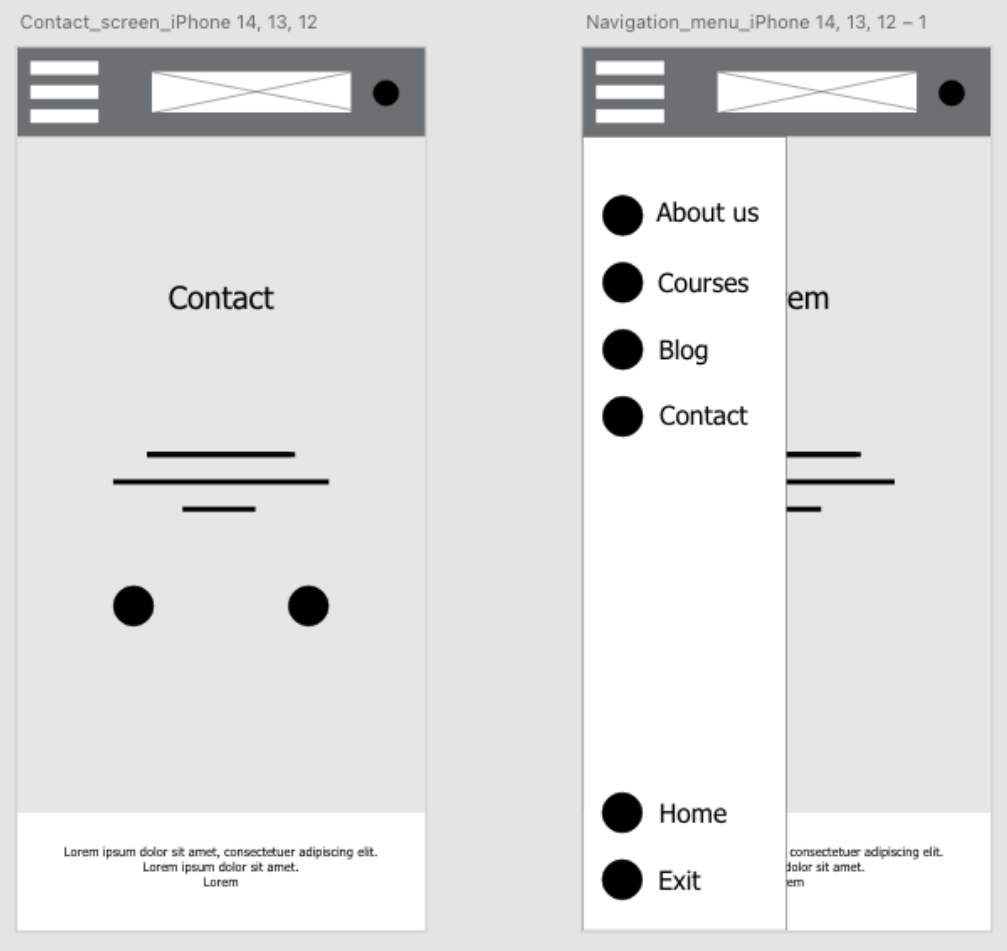


Usability study: findings

Two usability studies have conducted. Findings from the first study helped the designers to transform wireframes into mockups and the second from the low-fidelity prototype to high-fidelity prototype.

Round 1 findings

1. Open the app.
2. Look for a Javascript course.
3. Close the app.

Round 2 findings

1. Find how to write a ‘Hello, World!’.
2. Find information about how to make a high fidelity prototype.
3. Find the contact details.

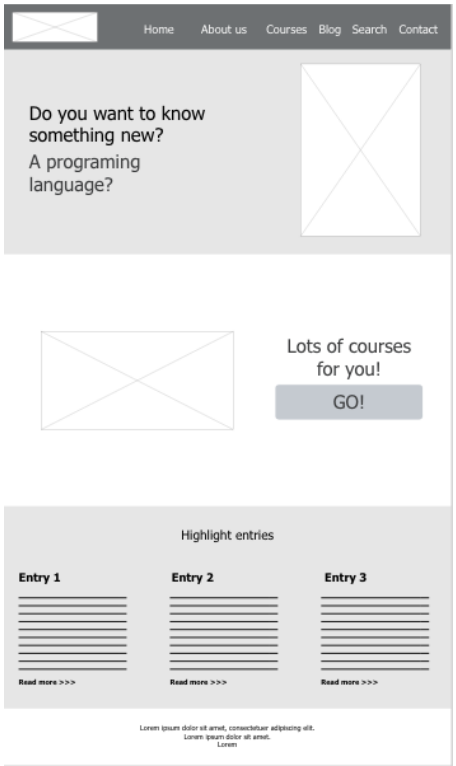
Refining the design

- Mockups
- High-fidelity prototype
- Accessibility

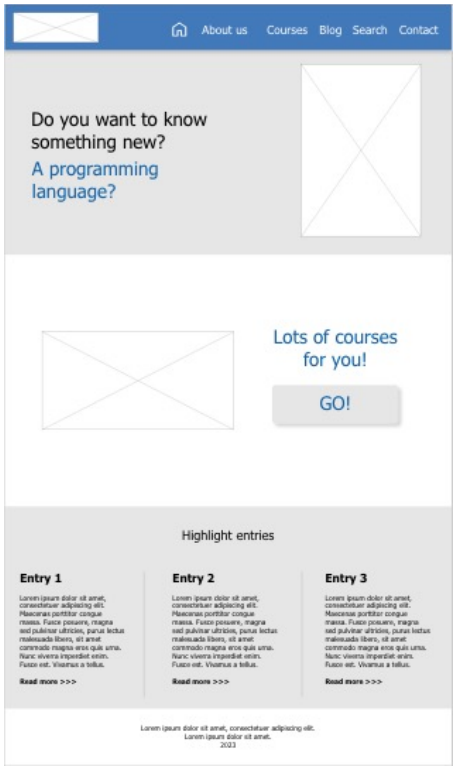
Mockups

Desktop version. Home page

Before usability study



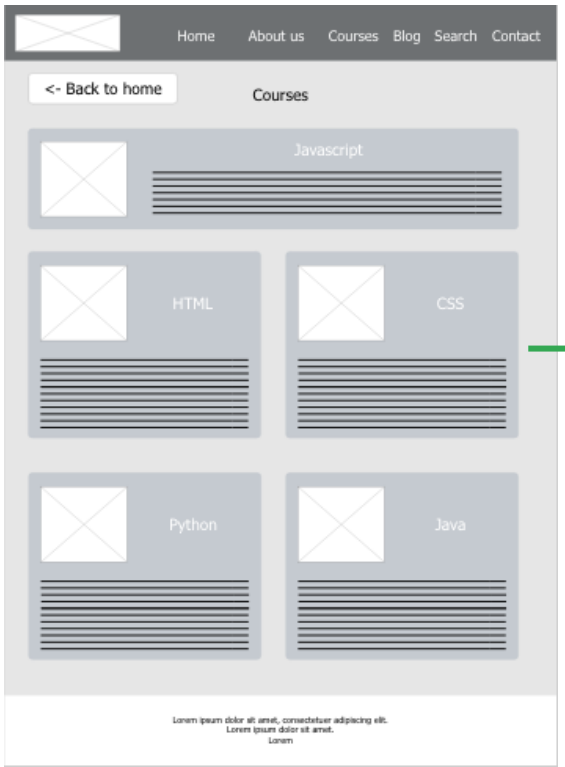
After usability study



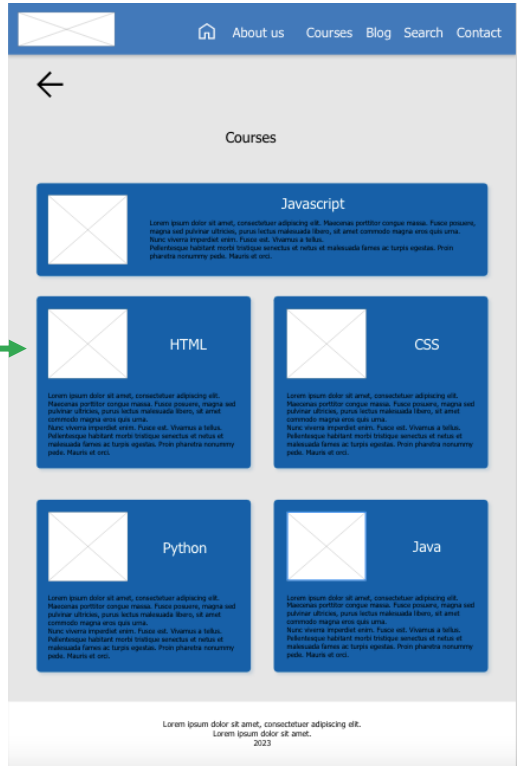
Mockups

Desktop version. Courses page

Before usability study



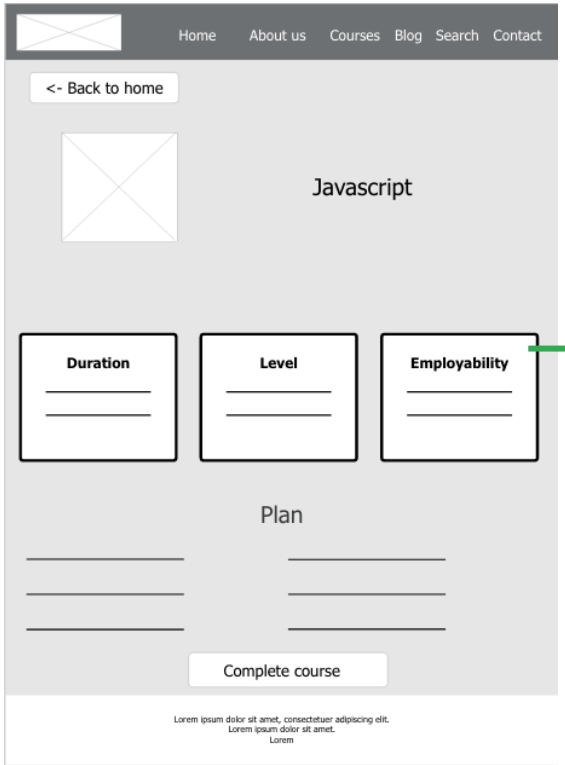
After usability study



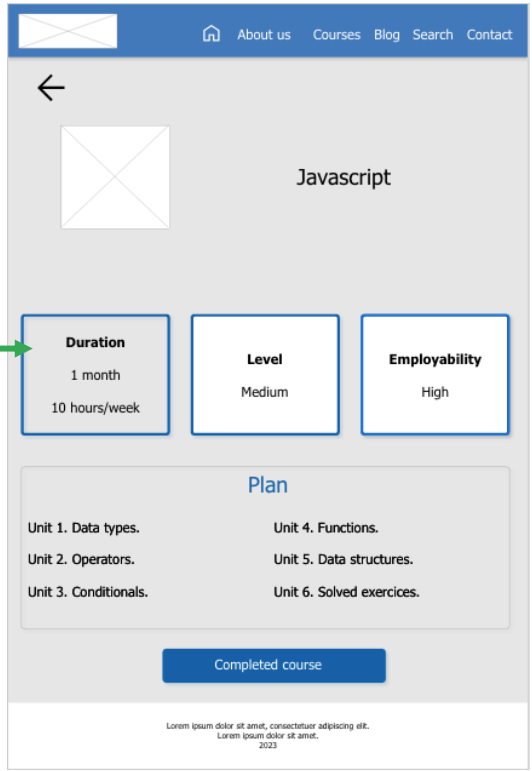
Mockups

Desktop version. Course page

Before usability study



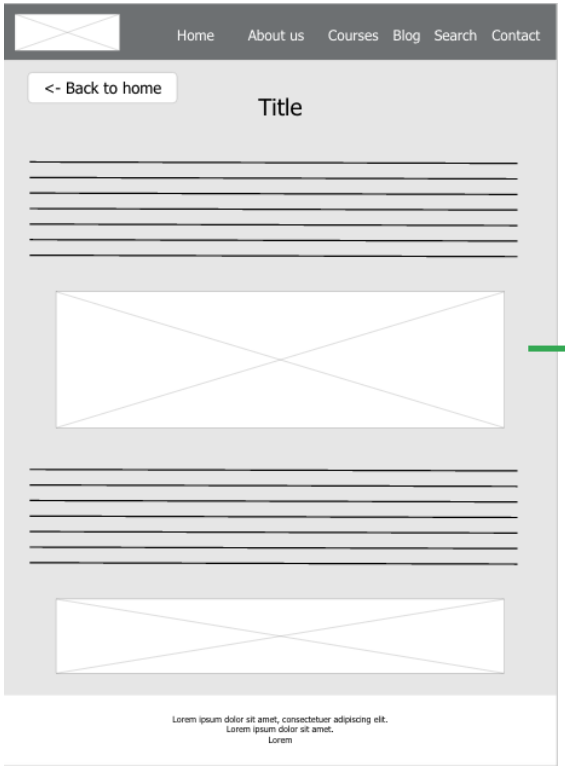
After usability study



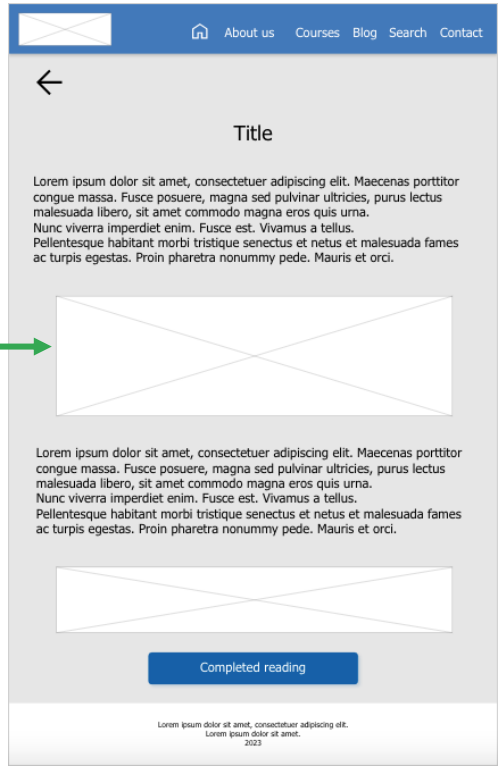
Mockups

Desktop version. Lesson page

Before usability study



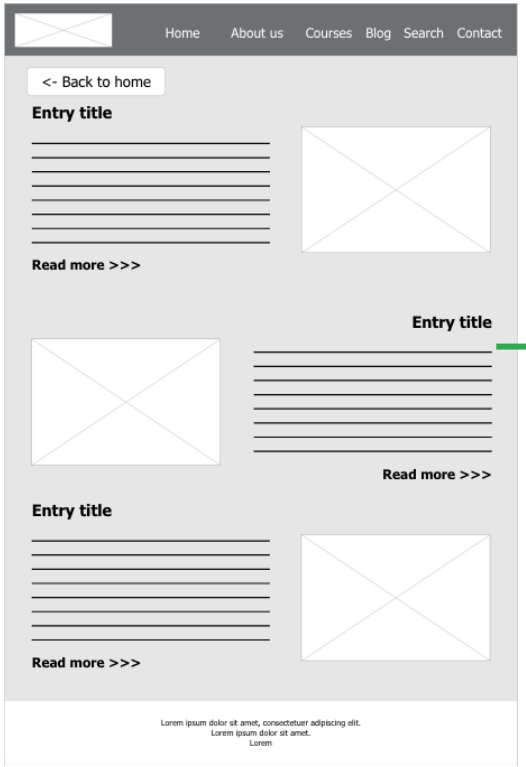
After usability study



Mockups

Desktop version. Entries page

Before usability study

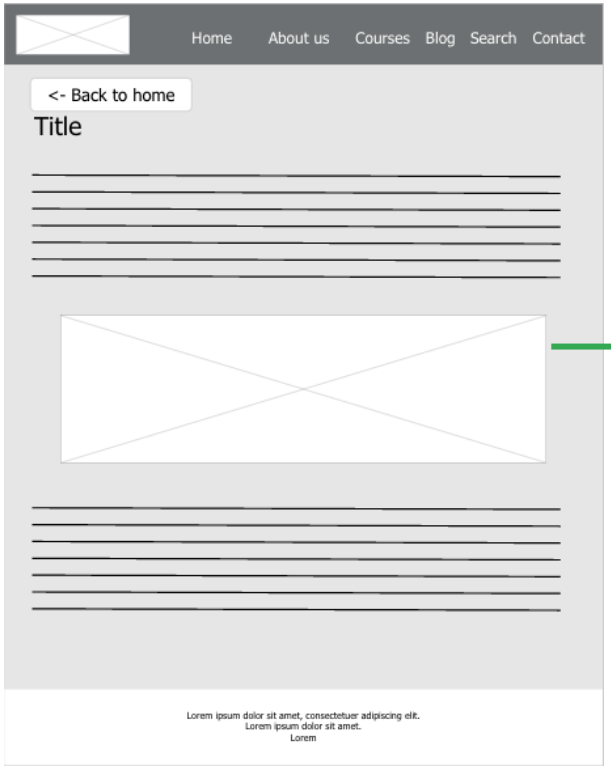


After usability study

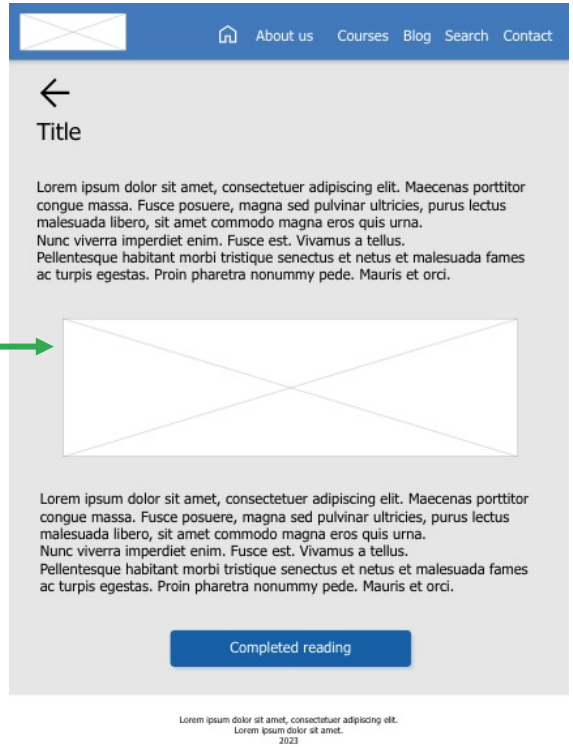
Mockups

Desktop version. Entry page

Before usability study



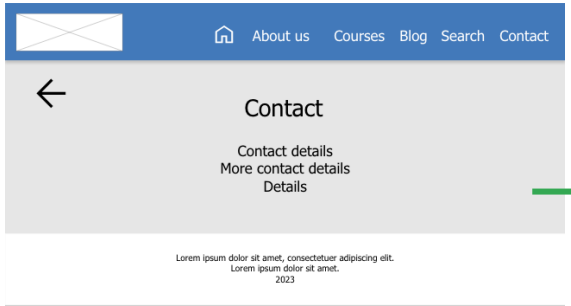
After usability study



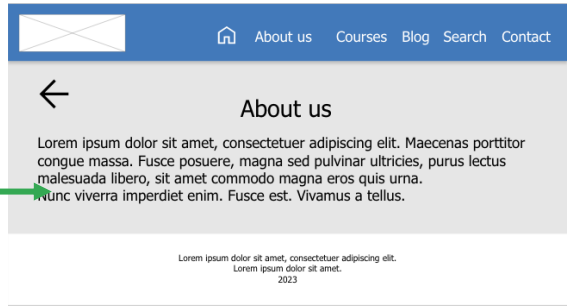
Mockups

Desktop version. About us page

Before usability study



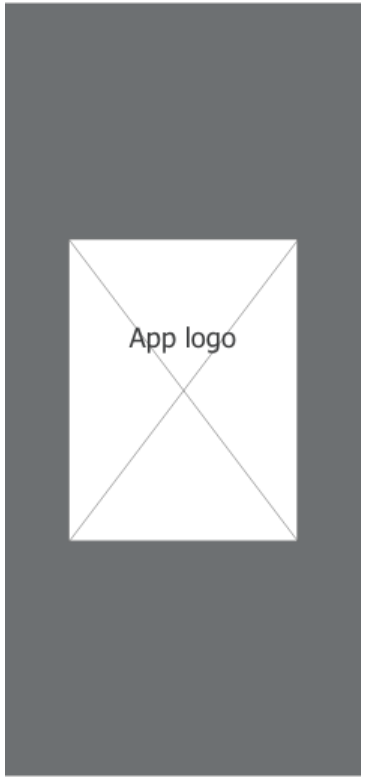
After usability study



Mockups

Mobile version. Welcome screen

Before usability study

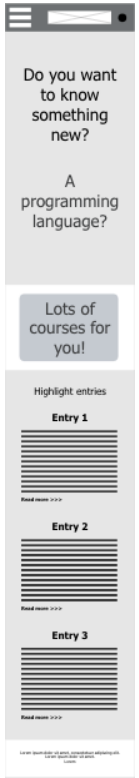


After usability study

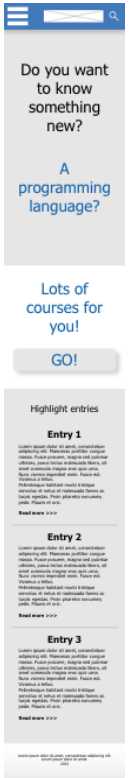
Mockups

Mobile version. Home screen

Before usability study



After usability study



Mockups

Mobile version. Courses screen

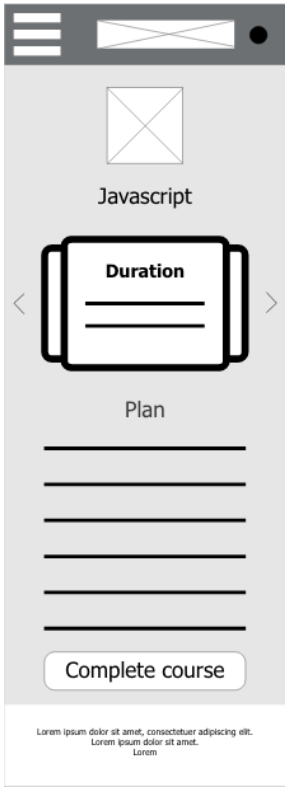
Before usability study

After usability study

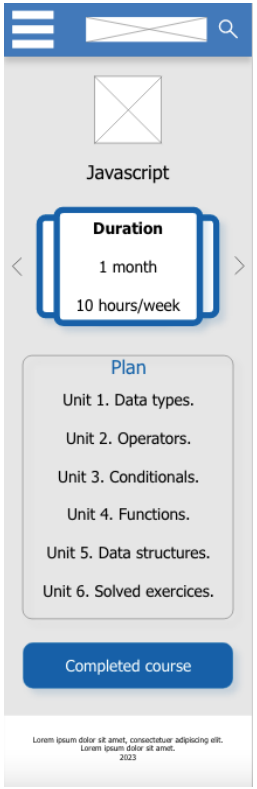
Mockups

Mobile version. Course screen

Before usability study



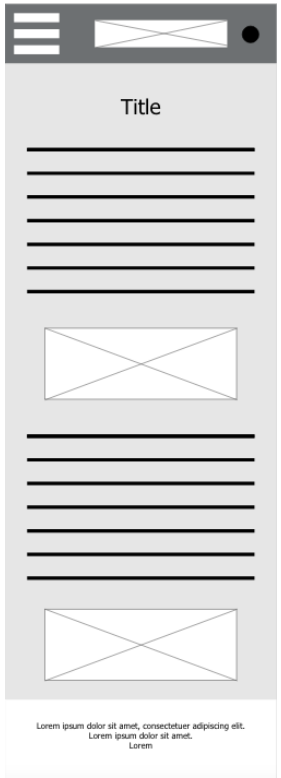
After usability study



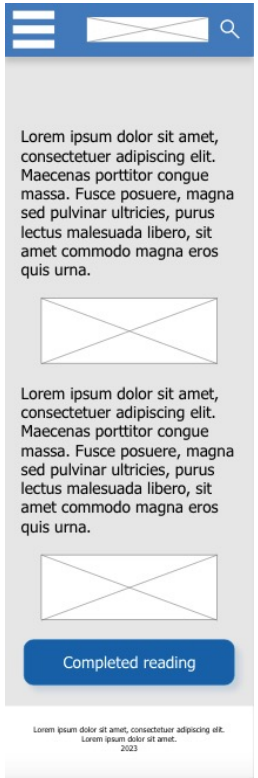
Mockups

Mobile version. Lesson screen

Before usability study



After usability study



Mockups

Mobile version. Entries screen

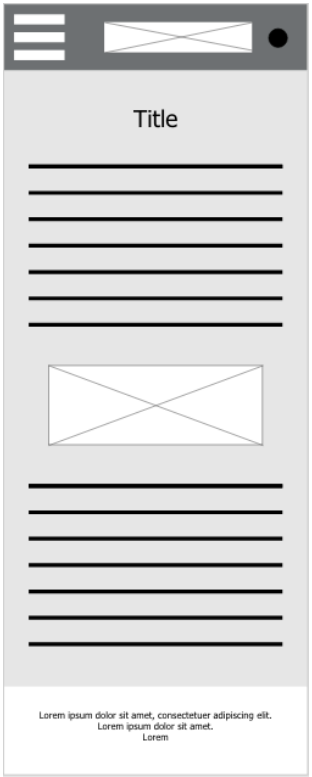
Before usability study

After usability study

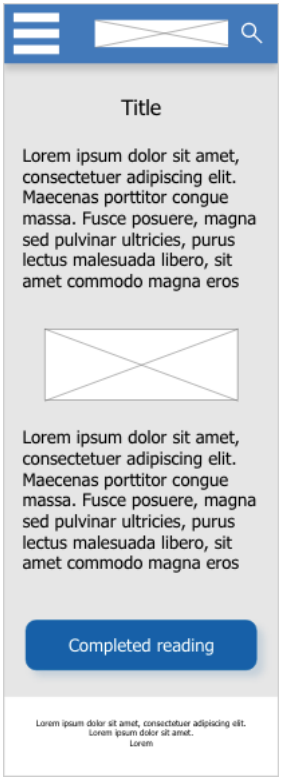
Mockups

Mobile version. Entry screen

Before usability study



After usability study

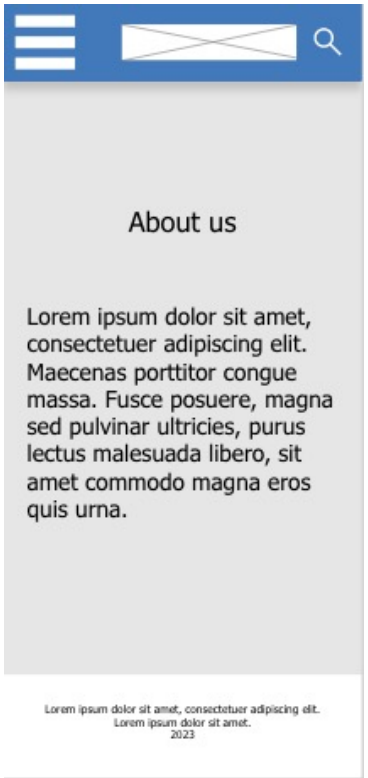


Mockups

Mobile version. About us screen

Before usability study

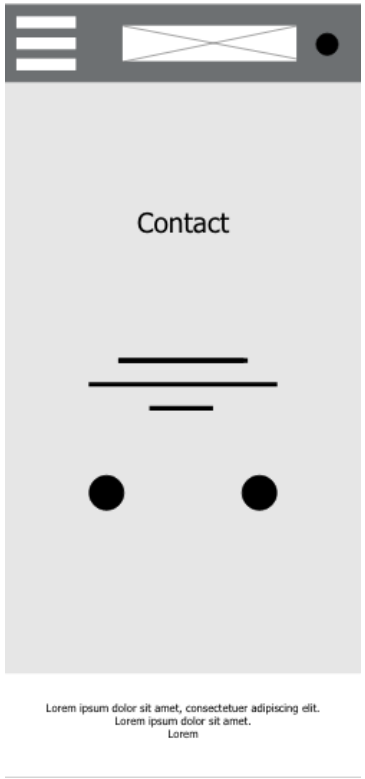
After usability study



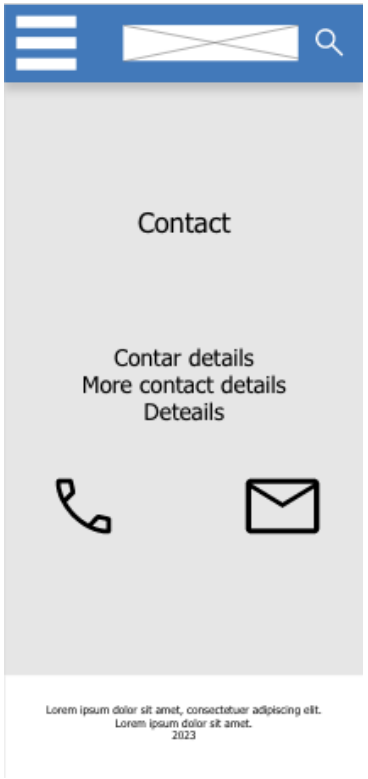
Mockups

Mobile version. Contact screen

Before usability study



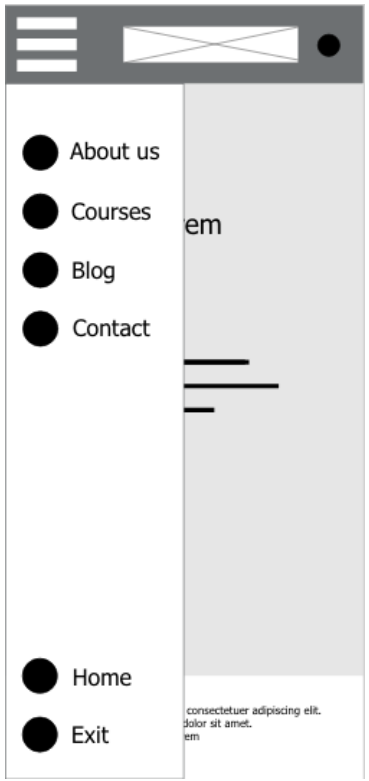
After usability study



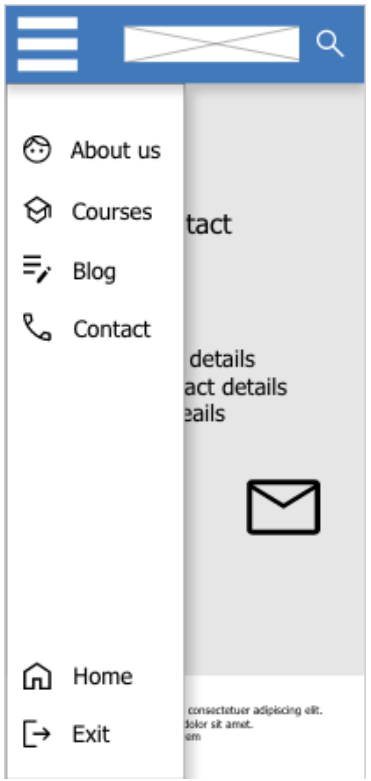
Mockups

Mobile version. Navigation

Before usability study

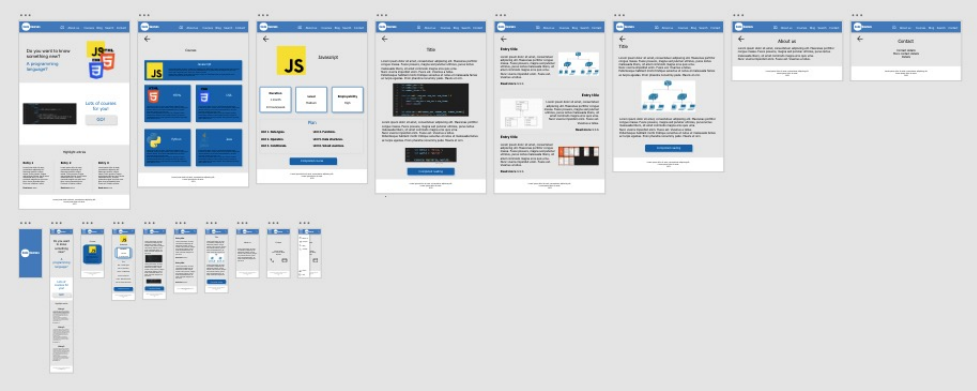


After usability study



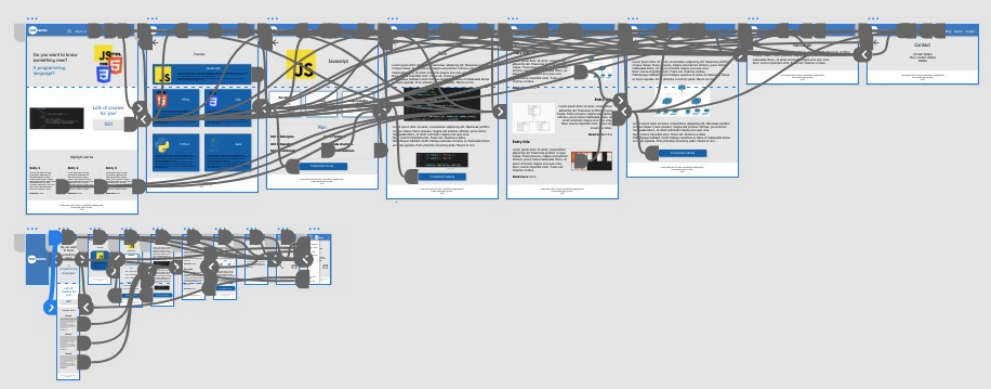
High-fidelity prototype

High-fidelity prototype without flow



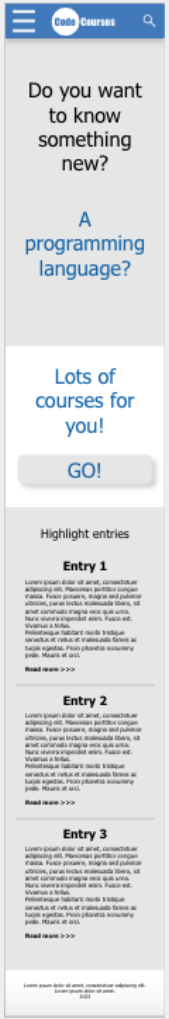
High-fidelity prototype

High-fidelity prototype with flow



High-fidelity prototype

Responsive welcome and onboarding page

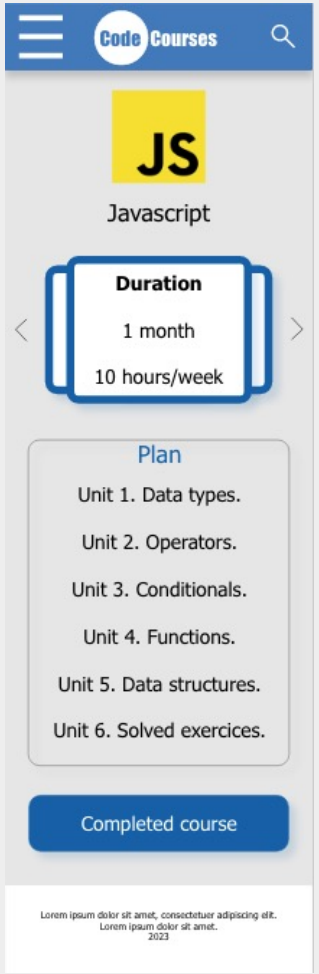


High-fidelity prototype

Responsive courses page

High-fidelity prototype

Responsive course page

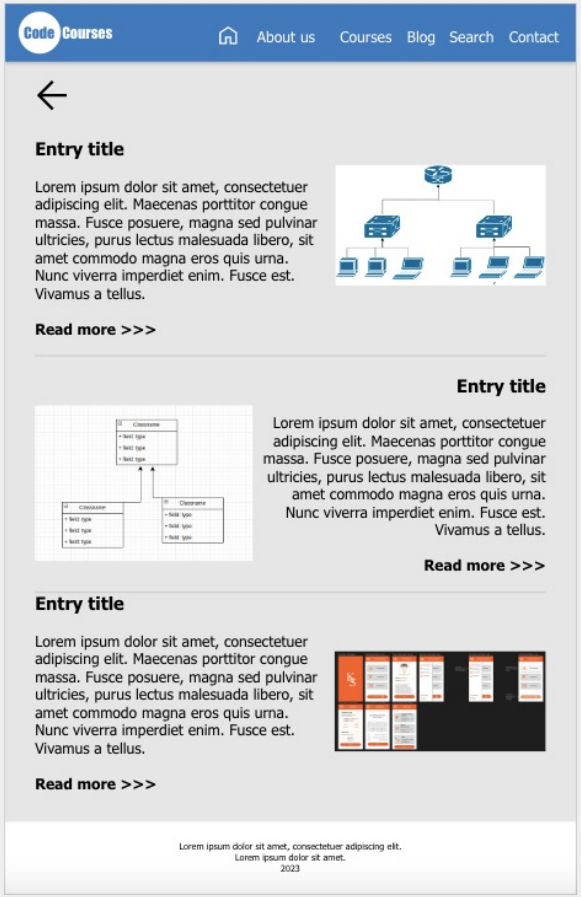


High-fidelity prototype

Responsive lesson page

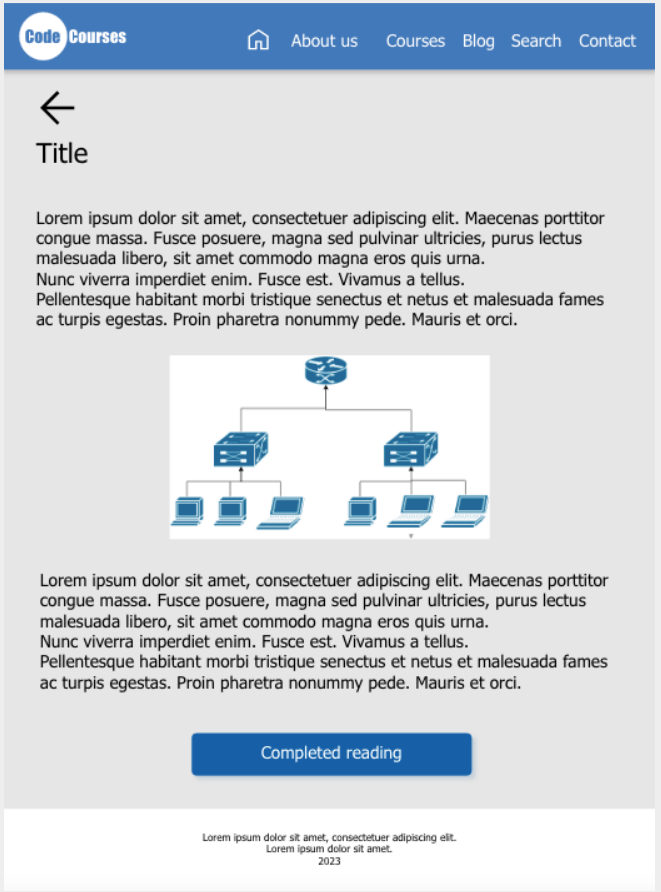
High-fidelity prototype

Responsive entries page



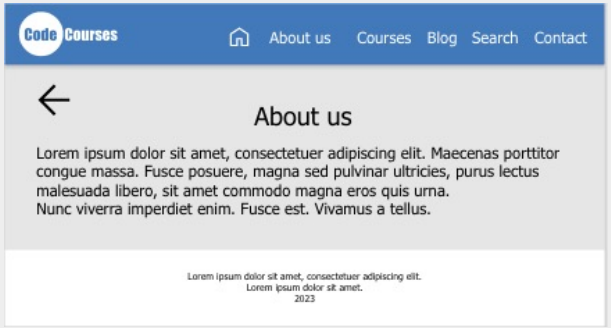
High-fidelity prototype

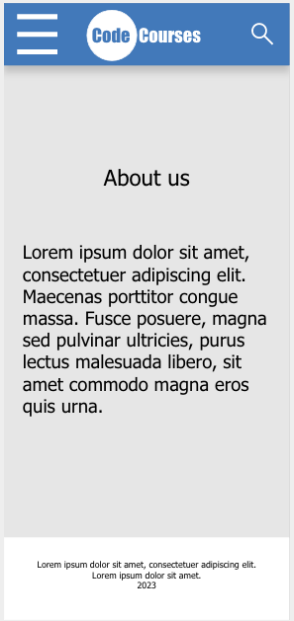
Responsive entry page



High-fidelity prototype

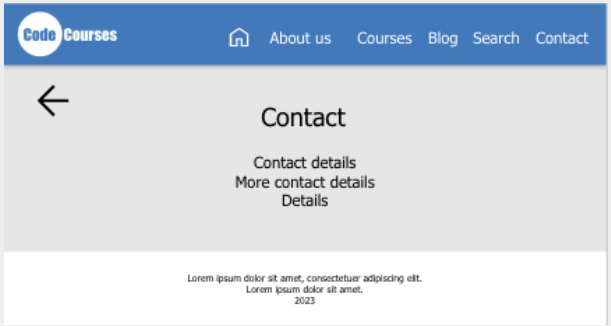
Responsive about us page

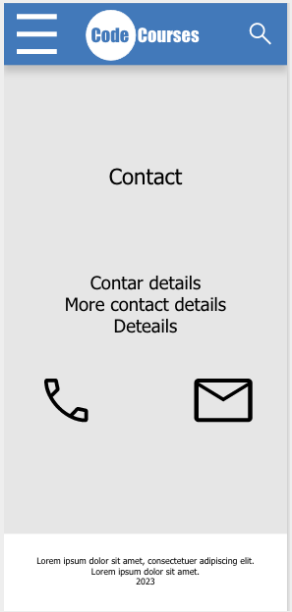




High-fidelity prototype

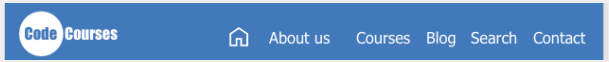
Responsive contact page

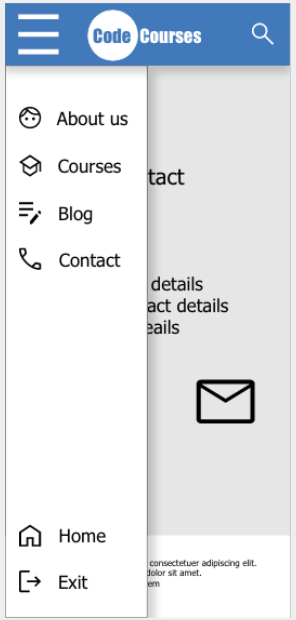




High-fidelity prototype

Responsive navigation menu





Accessibility considerations

1

It is accessible to people who have vision impaired because of the color palette and the alt text.

2

Focal point, landmarks and heading have been emphasized in order to get a better accessibility.

3

Navigation in more comprehensible because of the icons that are included in the design.

Going forward

- Takeaways
- Next steps

Takeaways

Impact:

The app makes users feel like the center of the code teaching, understanding their needs and offer solutions to them.

What I learned:

While designing coding tutorials website, I have learned that UI design is not enough but it is also necessary to pay attention to a UX design because the most important is the users understanding.

Next steps

1

To study the user experience with the app in order to identify new needs.

2

To study usability in order to detect possible problems that had not been considered and to solve them.

3

To identify new useful functionalities and start a new version of the app.

Let’s connect!

Thank you for your time reviewing this work on the code tutorials website. If you’d like to see more or get in touch, my contact information is provided below:

Email: xxx@gmail.com
Phone: 000 000 000

Thank you!