

The first evaluator I selected to review my prototype is currently a senior studying informatics and Indiana University. I thought this person would be appropriate to approach because of his background in informatics and his experience with data and digital design. The second evaluator is a senior studying computer science at Rose-Hulman Institute of Technology. He has experience developing both web applications and software and has worked at tech companies getting feedback from clients on improvements to implement into the software. The third person I selected is currently majoring in mechanical engineering at Purdue. While I expected his feedback to be less detailed than the other two I sought it anyway because I believed that the other two reviewers would provide useful, specific feedback. This in turn made him great to approach because his perspective would be different than the other two and could provide more generalized feedback.

To begin the review process I approached them and asked if they could evaluate my prototype. I discussed with them what exactly I was wanting from their feedback. I told them that I wanted any and all feedback they could give for the prototype and to not hold back criticism. Once they agreed I sent them both the prototype requirements and a PDF document of the balsamiq prototype I had constructed including the descriptions of each webpage within the notes. Then, while they were reviewing it if they had any more questions that were not addressed I was readily available to answer them so they could be clear and concise when giving feedback. Two of them messaged me any feedback they had along with screenshots of things they wanted to see changed or things that they thought should stay. The other one sent a text document with a numbered list of his feedback with numbers that corresponded to what page that feedback was talking about.

Feedback that was common across all three people discussed that the sidebar that I was using for site navigation was a little clunky and threw off the UI as well as diminished user flow within the website. After reconsidering it, I agree with their feedback as I think it took up way too much space and had a lot of dead space within it anyway. To improve this I think that a button bar at the top of each page would suffice and have each page link back to home so that the users feel like there is a checklist of things they need to do. Another common thread was that the UI was not centered enough on some pages and it looked wrong. I think with the removal of the vertical sidebar on the left this problem will fix itself, but if not then I will make sure that all elements are centered. Some more targeted feedback was some minor UI tweaks to the forums page such as removing the FAQ section and making the spacing between the forum posts a little larger to show separation of posts. Other feedback mentioned doing something about the dead space within the games pages. However, I think that fixing this may conflict with the goal of creating similar web pages because the game site I based my design off of includes all the dead space on the left hand side.