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Subject	Human Computer
	Interaction

Lab-08

Usability Engineering in Human-Computer Interaction

Task:

Designing a Usable E-commerce Website Task Description: Design an e-commerce website for a fictional online store selling outdoor gear. The website should allow users to browse products, add items to cart, and checkout.

Html Code:

```
font-family: Arial, sans-serif;
  margin: 0;
  padding: 0;
  background-color: #f4f4f4;
}
header {
  background-color: #333;
  color: white;
  padding: 10px 0;
  display: flex;
  justify-content: space-between;
  align-items: center;
}
header .logo {
  font-size: 24px;
  font-weight: bold;
  padding-left: 20px;
}
header nav ul {
  list-style-type: none;
  margin: 0;
  padding-right: 20px;
}
header nav ul li {
```

```
display: inline;
  margin-left: 20px;
}
header nav ul li a {
  text-decoration: none;
  color: white;
  font-size: 18px;
}
/* Main Section */
main {
  padding: 20px;
}
.product-list {
  display: flex;
  flex-wrap: wrap;
  gap: 20px;
  justify-content: space-around;
}
.product-item {
  background-color: white;
  padding: 10px;
  width: 200px;
  text-align: center;
  border: 1px solid #ddd;
```

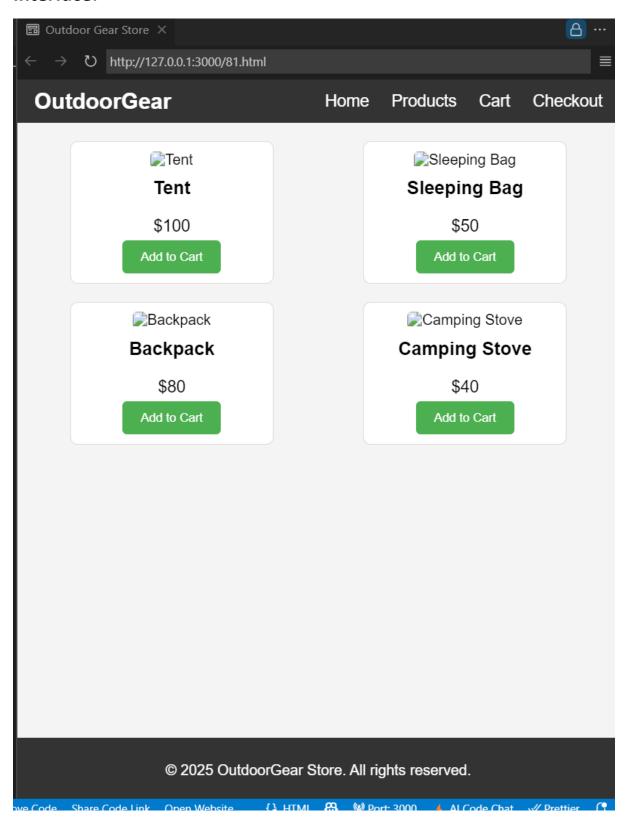
```
border-radius: 8px;
}
.product-item img {
 width: 100%;
  height: auto;
  border-radius: 5px;
}
.product-item h3 {
  font-size: 20px;
  margin-top: 10px;
}
.product-item p {
  font-size: 18px;
  margin: 5px 0;
}
.product-item button {
  background-color: #4CAF50;
  color: white;
  padding: 10px 20px;
  border: none;
  border-radius: 5px;
  cursor: pointer;
}
```

```
.product-item button:hover {
     background-color: #45a049;
   }
   /* Footer */
   footer {
     background-color: #333;
     color: white;
     text-align: center;
     padding: 10px 0;
     position: absolute;
     width: 100%;
     bottom: 0;
   }
 </style>
</head>
<body>
 <header>
   <div class="logo">OutdoorGear</div>
   <nav>
     ul>
       <a href="#">Home</a>
       <a href="#">Products</a>
       <a href="#">Cart</a>
       <a href="#">Checkout</a>
     </nav>
```

```
</header>
<main>
  <section class="product-list">
    <div class="product-item">
      <img src="https://via.placeholder.com/150" alt="Tent">
      <h3>Tent</h3>
      $100
      <button>Add to Cart</button>
    </div>
    <div class="product-item">
      <img src="https://via.placeholder.com/150" alt="Sleeping Bag">
      <h3>Sleeping Bag</h3>
      $50
      <button>Add to Cart</button>
    </div>
    <div class="product-item">
      <img src="https://via.placeholder.com/150" alt="Backpack">
      <h3>Backpack</h3>
      $80
      <button>Add to Cart</button>
    </div>
    <div class="product-item">
      <img src="https://via.placeholder.com/150" alt="Camping Stove">
      <h3>Camping Stove</h3>
      $40
      <button>Add to Cart</button>
    </div>
```

```
</main>
<footer>
&copy; 2025 OutdoorGear Store. All rights reserved.
</footer>
</body>
</html>
```

Interface:



Activity#02 User Interview

Objective: Understand the needs and goals of a potential user for an e-commerce outdoor gear website.

Interview Summary:

- **User Profile**: Farhan, 28, adventure enthusiast, frequently shops online for camping gear.
- Interview Method: Semi-structured interview (in person)
- Questions & Responses:
 - 1. Q: How often do you shop online for outdoor gear?

 A: About once a month.
 - 2. Q: What do you usually look for in an outdoor gear website?

A: Fast loading, clear product categories, real user reviews, and secure checkout.

3. Q: What features do you find most useful?

A: Product comparisons and filters by brand/price.

4. Q: What problems have you faced on other e-commerce websites?

A: Confusing navigation and lack of mobile responsiveness.

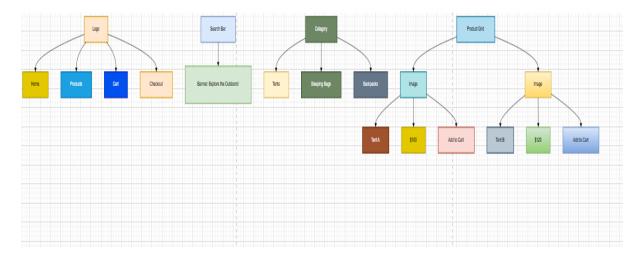
Insights:

- Users prioritize ease of navigation and trust indicators (reviews, secure checkout).
- Filtering options and responsive design are key usability factors.

Activity#03

Wireframing

Result:



Activity#04

Usability Testing Plan

Application: Outdoor Gear Store Website

Goal: Test how easily users can browse products, add to cart, and checkout.

Plan Outline:

• Participants: 5 target users (outdoor enthusiasts, age 18–40)

Test Scenarios:

- 1. Find and view details of a sleeping bag.
- 2. Add a backpack to the cart.
- 3. Navigate to the checkout page and simulate a purchase.

Metrics to Measure:

- Task completion time
- Error rate
- User satisfaction (via post-test survey)

Method:

- o In-person testing or remote screen-sharing
- Think-aloud protocol (user narrates their thoughts)

• Data Collection:

- Observation notes
- Screen recordings
- User feedback form

• Success Criteria:

- 80% task completion rate
- Positive satisfaction score (4 out of 5 average)

THE END