CISC 3650

Human-Computer Interaction

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<u>Website Project: Game Club Application</u>

The website I made for this project is intended to be an application form for a gaming club. There is a list of requirements, data entry fields, and a "submit" button at the bottom. The website is targeted at college educated people who are very experienced in gaming. Thirty percent of people twenty-five years of age or older have at least some college education, according to the 2015 census. Seventy-four percent of video game players are eighteen years or older, according to a 2015 study by the ESA. There are many potential candidates for this club.

The first rule of Schneiderman's Eight Golden Rules is *strive for consistency*. My website adheres to this guideline because there is a consistent color scheme, font and borders. The tables are used to keep things neat and easy to understand. All of the buttons are under the elements that they interact with. The fifth rule is offer *error prevention and simple error handling*. My website follows this rule because the user is told that they can fix any errors and re-submit their application. The seventh rule is *support internal locus of control*. My website followed this guideline because everything is clearly labeled and presented so the user can never feel like the site is doing something they did not intend. The user is always in control of their application. The eight rule is *reduce short term memory*. I followed this guideline because every section of the website is clearly separated. Every section has a title, so the users can understand what they are doing in the section. Each division has a clear and simple purpose.

My website has consistency from the learnability principle. The entire website is consistent in the colors, layout and button actions. There are only two colors, one font and each division has a clear purpose. It also has dialog initiative from the flexibility principle. The user follows the instructions and enters information in the fields. In one section, they have to input a password and re-enter it. When they press a button to check the password, the site will tell them if the password is good or not. Responsiveness from the robustness principle is also satisfied. The site will respond to the user immediately when they enter data or click a button. For example, the site will change it to uppercase after the user presses a key. It will also count the words in the text-area while the user is typing.