

COS20001 –USER CENTRE DESIGN

TASK 8.1 INSPECTION EVALUATION

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Group 1 interface/prototypes link:

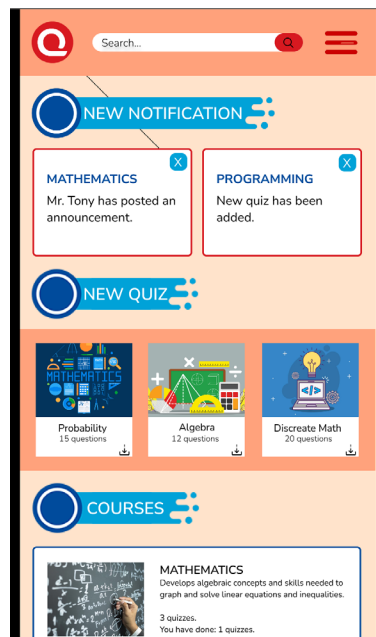
https://www.figma.com/file/9v7o0nAGBZJ0cEJDjw2qLG/GROUP1_PROTOTYPE?node-id=0%3A1

INTERFACE EVALUATION

During COS20001, we formed a group of 4 members to design an interface prototype to understand the concepts of designing, as well as the ability to evaluate a design that can improve my designing skill. In this paper, I will use the knowledge I have learned to evaluate an interface of my friends' group - group 1 about Quitch which is a gamification platform. I will point out some errors that I think would affect the user interface as well as give them some advice for better design.

I. INTERFACES

1. DASHBOARD



DASHBOARD

This is their dashboard. As a student that is the first time used Quitch. First, I can see the color they chose are a light color that is eye-catching, a combination of light orange and skin color. In my opinion, I like this color, but it doesn't match the Quitch logo which has the main red and white color. Their consistency is pretty good when each section like notification, new quiz, and the course has a main heading font and can easily recognize. I can see the search bar at the top center of the page. At the right corner, there are 3 horizontal lines, I guess this is the navigation bar. However, as their interface is for a mobile platform, they should decline the interface into 3 parts: the header, the main section, and the footer section. In their interface, I can only see 2 sections the header and the main body. Advice from me is they should take the navigation bar outside the main screen and put it at the footer of the interfaces.

2. QUIZZES



QUIZZES

Next is their Quizzes page, the header is the same as the dashboard. In the courses section quizzes, they add a new function that can sort the quiz based on the alphabet, a triangle pointing down can make me understand that it can sort by more options. The class that the student joined showed up and shows me a lot of details. I can see the name of each quiz as well as how many are there in each quiz. It shows 3 quizzes in a row so the consistency is perfect. In addition, at the right corner of each quiz, there is a sign that I suggest the download sign. It is clever that they add the ability to download the quiz. Besides that, The passed section is showed up which quiz a student passed.

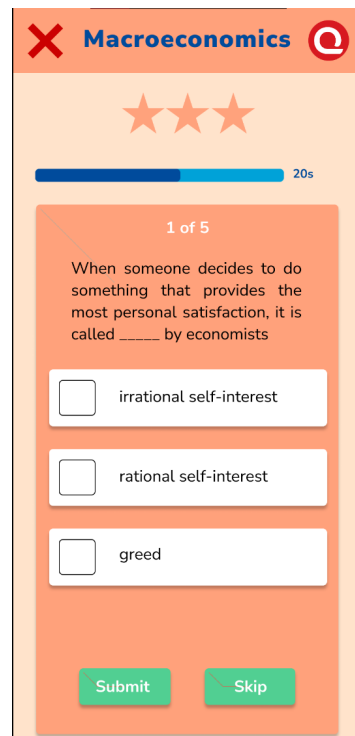
3. USER PROFILE



USER PROFILE

The following page is the user profile. In my opinion, I love every badge that they have designed. I think that it is clever for them that hide the user photo, however, they should add a small sign such as a camera at the right bottom of the circle which tells people that they can change their avatar when they touch that icon. People can touch the view of all badges that will take them to the full page with achievements. Users can scroll down to view the performance. This is just an interface so I hope to see their final one.

4. QUESTIONS

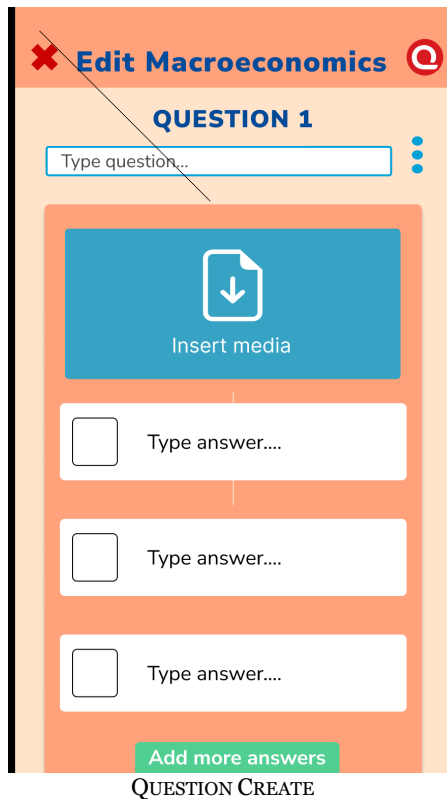


The screenshot shows a mobile app interface for a Macroeconomics quiz. At the top, there is a red header bar with a red 'X' icon on the left, the word 'Macroeconomics' in the center, and a red circular icon with a white 'Q' on the right. Below the header, there are three orange stars. A blue progress bar is partially filled, with '20s' indicating the time remaining. The question is labeled '1 of 5'. The question text is: 'When someone decides to do something that provides the most personal satisfaction, it is called _____ by economists'. There are three answer options, each with a checkbox: 'irrational self-interest', 'rational self-interest', and 'greed'. At the bottom, there are two green buttons: 'Submit' and 'Skip'.

QUESTION PAGE

This is the question page, there is an X sign at the left corner, I think it is the exit button, and the center is the name of the quiz. From looking on the page, I saw the blue bar that shows the 20s, it must be the timer for each quiz. There are 3 stars, as a user that experiences many gamification platforms, it is supposed to be the leaderboard, the first correct answer will receive all 3 stars, and the second one will have 2 stars for example. However, there is a disadvantage that I can see if I am a new user, there is no requirement for the questions, in this case, they should add a line that is “Fill in a blank” to inform the user to understand the techniques to answer the questions. They have the submit and skip button for the users if they know the answer they can submit it, otherwise, they can skip the questions.

5. CREATE A QUESTION



This is the question created on the page, there is still an X-red sign for the exit, the question type block should be rounded to have will get consistency with the other pages. The 3 blue dots are not in the right position, They should be inside the block of question type. The teacher can insert media into each question as well as add the answer, the rounded square would be the correct question, and the lecturer can add more answers to each question.

II. CONCLUSION

To sum up, this is just the demo interface that shows the group 1 planning, it is not completely at all. However, I saw that they spent a lot of time thinking about the user experience, a good context of use, they have a sight in the concept of designing prototypes and explain the new function with metaphor as well as with words. These pages are in good design and are logical. I hope the comment and advice I point out can help them to fix small errors and continue for a better product.