

Individual Reflection

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Roles in the Group: In our project group, I primarily assumed the role of the 'Profile Page' Designer and general Critic. This involved leading the design efforts and ensuring that every design decision was scrutinized for potential improvements, focusing on ease-of-access, aesthetic appeal, and security concerns.

Evaluation of My Performance: I believe I performed well in my role, contributing significantly to the design refinement process. My prior experience with design tools like Figma allowed me to guide the team in handling complex design elements, such as gradient backgrounds and drop shadows. This expertise was particularly beneficial in creating a cohesive and professional-looking prototype. Additionally, my role as the Critic ensured that every design decision was critically evaluated, fostering a culture of continuous improvement within the team.

Evaluation of Other Members:

- **Nathan:** Nathan spearheaded the project and unofficially took on the role of leader, especially when consulting with the other team to review each other's work. His design included a user-friendly Help display and well-spaced UI elements. He was open to feedback and actively worked on improving his design, particularly in visually separating the payment summary and implementing loading icons.
- **Akansha:** Akansha was highly enthusiastic in participating in our group meetings. Although she couldn't directly contribute to most efforts due to her son being sick, she provided valuable insights and suggestions whenever she could. Her design showcased thoughtful features like scrollable flatmate selection.
- **Judah:** Judah was responsible for writing a substantial portion of the final report. However, he was less involved towards the end of the project's first part, which limited our ability to review and integrate his design contributions fully back then. He'd resolved to work more closely with the group after that and had since written up a significant portion of the report.

Evidence of My Work: I was responsible for creating the User page and the overlays for the personal profile feature of the application. Additionally, I was responsible for creating the Google Form used by the other group to test our prototype and provide their reviews. I also contributed to typing up a portion of the final report.

USABILITY

The visual design of the "User Page" section is not consistent with the rest of the app and, while not visually unappealing, is more suited to the aesthetics of a game menu. This could be resolved quite easily, by changing the stylesheet to match that of the other components, so the buttons and palette is consistent across the entire app. This would improve the app's aesthetics as well as better suit the serious tone intended towards the target audience of young, financially minded professionals.

Problems with the User Flow:

- Home Page has two different options for graphs, a pie graph of expenses and a bar chart of expenses per month. It only needs one graph, the expenses per month. Otherwise the app would be cluttered with an unnecessary option (the pie chart) that will probably rarely be used.
- Clunky Navigation: One tester suggested that there be more titles and headings to further illustrate which screen they were currently on. We only had the symbols highlighted to show the user their current screen.
- Design consistency: The app felt a bit disjointed as the UI aspects throughout the application changed with each section.

June 14, 9:42 PM

Current version

- Khalel Ichan Carlos
- Nathan Cobbald

June 14, 8:30 PM

- Khalel Ichan Carlos
- Nathan Cobbald

June 14, 7:15 PM

- Khalel Ichan Carlos

June 14, 4:08 PM

- John Smith
- Nathan Cobbald

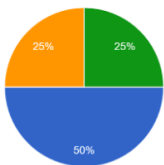
June 14, 3:50 PM

- Nathan Cobbald

Usability Test Results

Can you successfully create an account and login?

4 responses



- Yes
- No
- Couldn't interact with any of the input fields within the signup page. Furthermore, after clicking on the reset password button, I wasn't able to interact with the email address input fi...
- Yes was able to create an account and login, however, the 'Forgot Password' page 'Submit' button doesn't work.

Can you understand the calendar on the home page and its functionality?

4 responses



- Yes
- No

Are you able to create a payment within the finance page?

4 responses



- Yes

June 14, 2:00 PM

- Nathan Cobbald
- John Smith

June 14, 2:11 PM

- Khalel Ichan Carlos
- Nathan Cobbald

Thursday

June 13, 1:42 PM

- Khalel Ichan Carlos

Tuesday

June 11, 9:30 AM

- Nathan Cobbald

June 11, 9:24 AM

- Nathan Cobbald

Monday

June 10, 8:49 PM

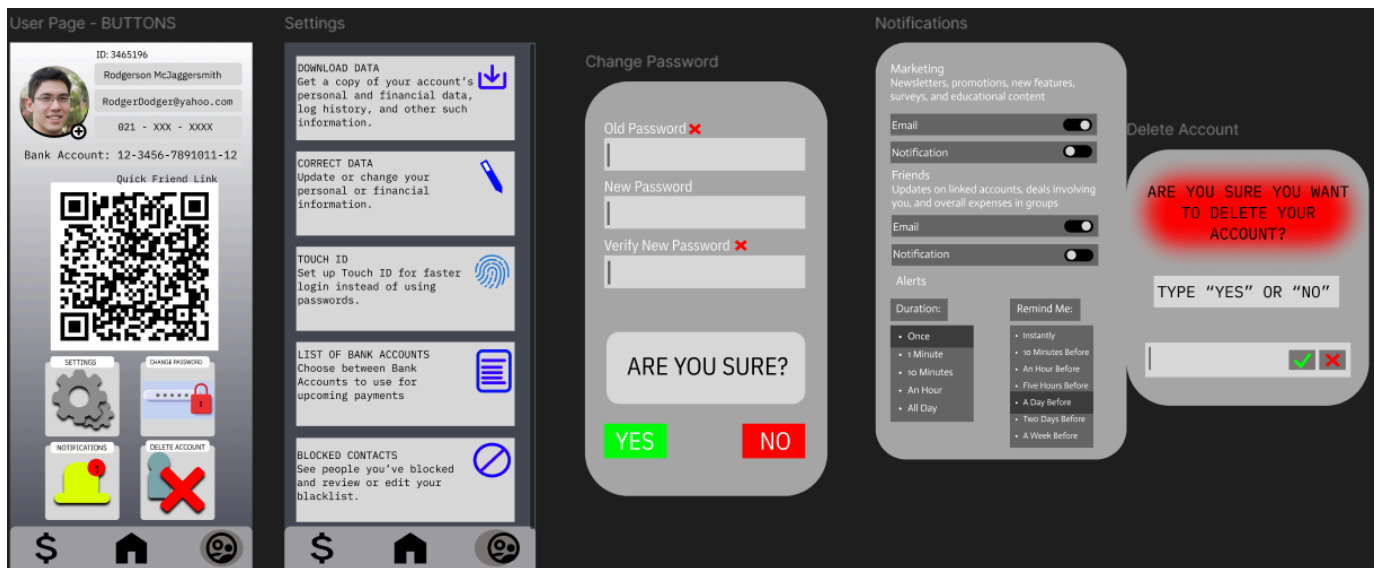
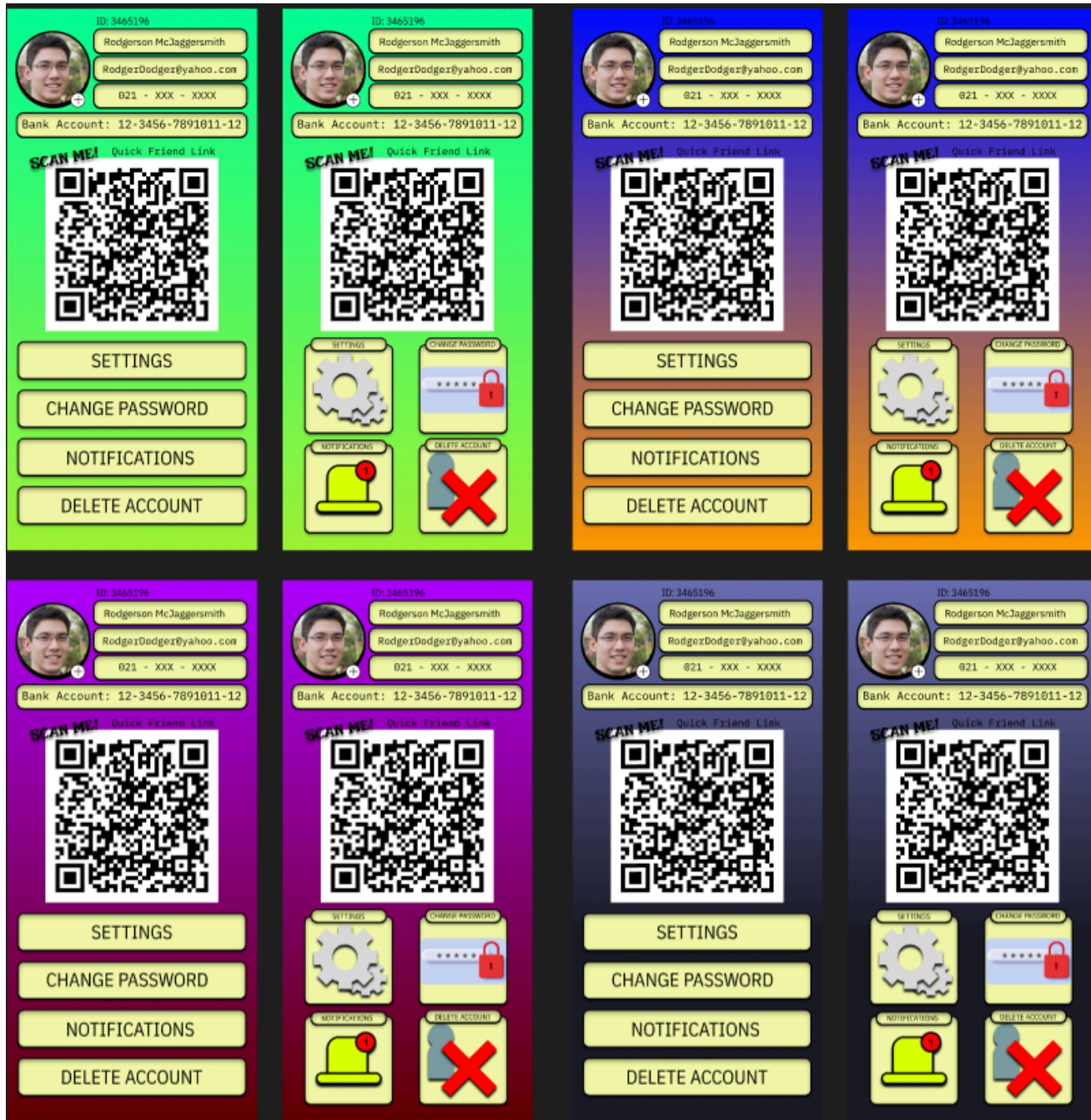
- Khalel Ichan Carlos
- Nathan Cobbald

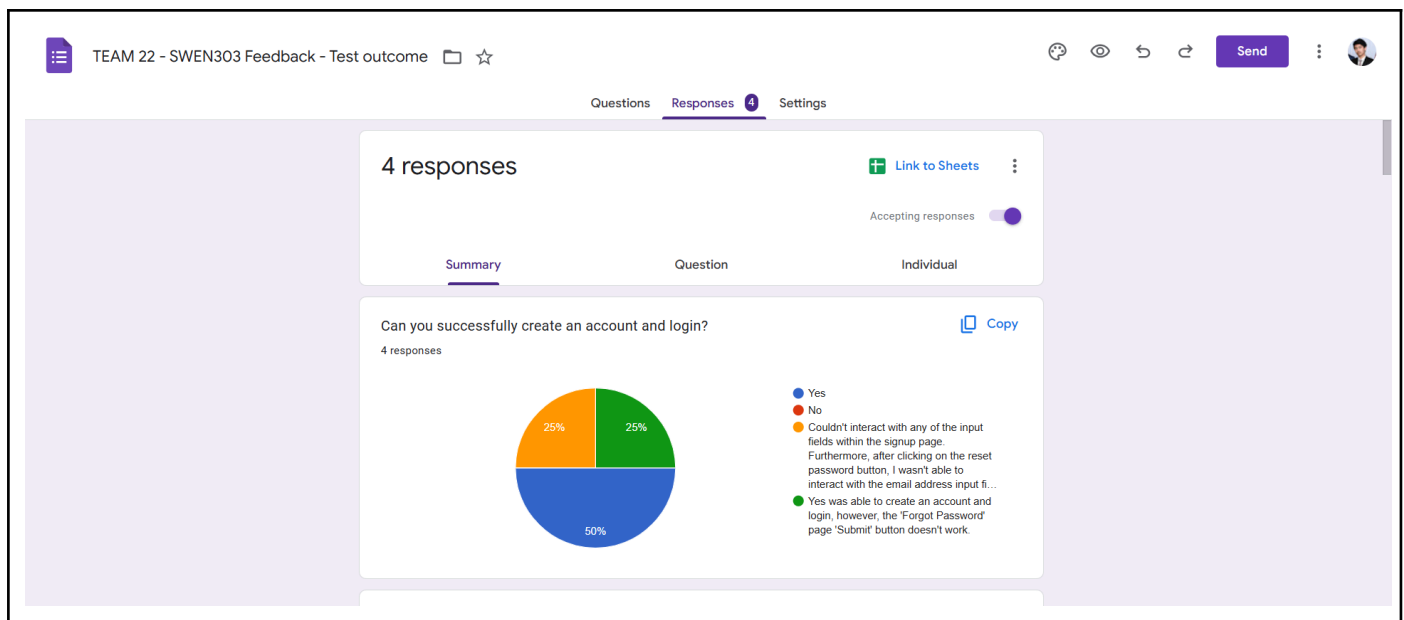
June 10, 2:13 PM

- Nathan Cobbald

June 10, 2:00 PM

☒ Show changes





Contribution I Am Most Proud Of:

The piece of work I am most proud of is the redesign of the prototype to align with the team's preference for a modern and sleek aesthetic. This involved significant effort to adjust the aesthetic choices from a "game-like" appearance to a more professional look. The outcome was a cohesive and user-friendly prototype that effectively addressed our project goals.

Though, it seems that even my final design can be lauded as too gamelike and not modern enough, as said by Group 10 upon peer review. This teaches an important lesson about how my personal bias can still shine through even when initially critiqued by fellow group members. If I had redesigned it one more time to be even more of the same aesthetic to the other screens, then we might have gotten an almost perfect score and review from Group 10.

Key Learnings about User Experience:

From this project, I learned the importance of balancing creativity with practicality in design decisions. User experience design is not just about creating visually appealing interfaces but also about ensuring functionality and intuitiveness. The iterative feedback process was crucial in refining our designs to meet user needs effectively.

It was frustrating to see one tester from Group 10 take our tasks literally to the letter instead of engaging in the spirit of the task, however that was an essential lesson in learning how to properly write a fool-proof question and procedure. Where I had meant for them to imagine clicking the buttons that are currently nonfunctional in order to complete the task, they instead made it a complaint that the buttons didn't do anything. It was my fault that I didn't spend more time thinking about the consequences of vague wording when expecting a new user.

Group Collaboration:

Our group collaboration was highly effective, characterized by regular communication and constructive feedback. My role as the Critic contributed to both functional and occasionally dysfunctional aspects of the group. While my critical perspective helped improve our design quality, it sometimes led to prolonged discussions. Nonetheless, these discussions were ultimately beneficial in achieving a robust and user-friendly prototype.

I found that Nathan was very proactive in getting the group together and starting meetings and work sessions, Judah was good support for covering in all areas where we might have missed

a few errors, and Akansha was splendid in assigning herself tasks and finishing reliably on her own time.

User Testing vs. Discount Usability Methods

The main difference I observed between user testing and discount usability methods, such as heuristic evaluation and cognitive walkthrough, is the depth of insights gained. User testing provided real-world feedback directly from users, highlighting practical issues and user preferences that we might not have anticipated. In contrast, discount usability methods were more theoretical, focusing on potential usability issues based on established principles. Both methods were valuable; however, user testing offered a more comprehensive understanding of user needs and behaviors. For instance, during user testing, we discovered specific usability issues related to button functionality and task comprehension that heuristic evaluation might not have identified.

User testing stands out for its direct engagement with real users, offering invaluable insights into how they interact with the prototype in a natural setting. This method not only uncovers usability issues but also provides qualitative feedback on user preferences and expectations. For example, observing users navigate through our app prototype highlighted specific areas where navigational labels were unclear or where users struggled to find essential features. In contrast, discount usability methods like heuristic evaluation and cognitive walkthroughs rely on expert analysis based on predefined principles and scenarios. While these methods are efficient for identifying potential usability problems early in the design process, they may overlook nuanced user behaviors and preferences that only emerge through direct interaction. Incorporating both approaches ensured a comprehensive evaluation of our prototype, addressing both theoretical usability concerns and real-world user experiences effectively.

Lessons Learned:

The project provided valuable insights into collaborative design processes and the importance of constructive feedback. I learned to appreciate diverse perspectives and the necessity of compromise. The iterative feedback process and the balance between creativity and practicality were crucial in refining our designs. The experience highlighted the importance of early and consistent contributions from all team members to avoid last-minute gaps.

Overall, this project has been a significant learning journey, enhancing my design skills and improving my ability to collaborate effectively. I look forward to applying these learnings in future projects and continuing to grow as a designer and collaborator.