Client report for Human-Computer Interaction QuitforKid

Deliverables and Milestones

Milestone	Way of tackling	Status
Research the topic	Reading W3 and UX accessibility guidelines for websites	Done
Design the logo	A simple logo with a cigarette through a Q to signify name premises	Done
Create a lo-fi design	A simple version drawn on paper to ask for feedback	Done
Create personas	Personas created to simulate potential users the site could be tailored to	Done
Create scenarios	Use scenarios created based on personas	Done
Create a medium design	Design developed based on the feedback from the lo-fi design	Done
Develop the website	HTML and CSS files written based on the medium design	Done
Make the website pass the W3 validator	Code adjusted to pass the tests on the W3 validator	Done

Description of Final Design

During the first stage of a project we brainstormed the ideas about how we want to tackle the presented problem. We set a goal of creating gamified interface satisfying to use which would provide short helpful information. We prepared many low-fi designs mostly presenting how user would navigate through website and what kind of functionalities we want to put there. After we prepared those designs we collected feedback to narrow down to few main best ideas based on which we would prepare more accurate prototypes. Users did not have single best advice, and rather lot of small opinions, sometimes contradicting each other. The most important point was that we try to create too much functionality and we should keep it simple. At this stage we still weren't sure how we want to take navigation as different users had different opinions. Both hamburger menu and arrow navigation seemed as valid ideas. Users also pointed out that calendar and partner tab are good ideas that they would use, and big short text made it easy to figure out what the purpose of page they are currently at is.

After collecting feedback we were ready to create mid-fi prototype. We decided to use Figma software, as it is a tool specifically designed for creating prototypes of website and mobile application as many different design tasks. Moreover it is a web page based app with multiple user access which allowed us to cooperate on a project together at the same time. Based on feedback we created prototype that would count days user withstood without smoking and award good behaviour, useful tips for quitting and calendar that would allow to easily mark and track progres. We also designed simple main page which would introduce user to our website and encourage user to register. After mid-fi design was finished, as in a previous step we collected feedback. General reaction was very positive, people liked simplistic design with big text. Some of the users complained that arrow navigation might cause miss click. Users liked our functionality, especially award system and partner tab. One of the user was missing information for reasons for quitting, which we were already thinking about to implement in main page, but we did not include it in a prototype.

As prototypes were finished we began implementing a website, while keeping in mind freshly collected feedback. During early development, programmers prepared simplified design as a quick sketch so they can polish it after one last user feedback. We dropped arrow navigation, this time we tried implementing few buttons at top to not hide our functionality but it caused them to be very small and logo that would take user to main page was missing. In the end we decided that hamburger menu is a best choice to solve all our problems. We also tested design on elder person for the first time which allowed us to confirm that text is readable. We were also informed and we confirmed that our calendar page might not be readable for a color-blind person as our design there was composed from red and green circles. The most common is red-green colourblindness therefore we decided to change green "positive" circles to calming blue we use through out our website. We also lacked information on main page which we included in earlier prototype. One user was missing that information so we decided to bring it back to our final design.