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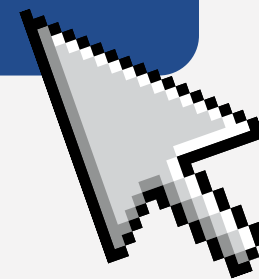
Section 2–Group 6

**Architecture of information**



# HCI COMMUNITY

**Start**



# TABLE OF CONTENT

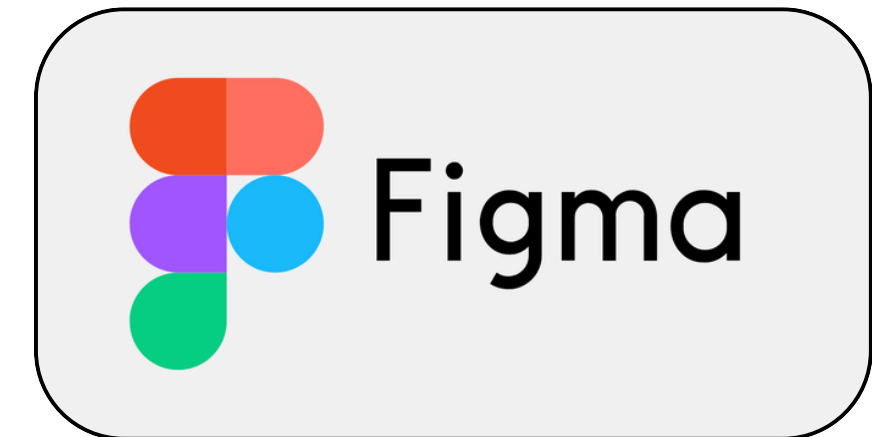
01	<b><u>PROJECT DELIVERABLE#1 - PROJECT PROPOSAL</u></b>	<b>3</b>
02	<b><u>PROJECT DELIVERABLE#2 - CONTENT ANALYSIS</u></b>	<b>4-9</b>
03	<b><u>PROJECT DELIVERABLE#3 - REDESIGN HIERARCHY</u></b>	<b>9-12</b>
04	<b><u>PROJECT DELIVERABLE#4 - DESIGNING AND TESTING</u></b>	<b>13-18</b>
05	<b><u>PROJECT DELIVERABLE# 5 - FINAL PRESENTATION</u></b>	<b>19-20</b>

# DESIGN TOOL

&why we chose it

#01

We chose to use **Figma** application because we are familiar with it and we know how to use most of its tools we would like to develop our skills this semester by using it



## PROJECT IDEA

An application that helps HCI specialists, as it provides some services that help them in several aspects. We will meet them at the university to take some information from them to develop the program, and it will be a new application.

## MAIN TARGETED USERS/STAKEHOLDERS

**SPECIALISTS IN THIS SPECIALTY**

Whether they are students, teachers or researchers.

# AUDIT

#02

**Our HCI app: discussion spaces, user showcases, tutorials on sketches and wireframes.**

**So we searched for an application that is similar to ours to analyze it and we found an app that is called **Tawjihi**.**

**And the advantages of this app are:**

**uncomplicated interfaces which makes it easy to navigate through it, the visual design doesn't irritate the eyes, and it is a pure academic app.**

**But the disadvantages are: not achieving the balance between the pages contents and the white spaces, also the interfaces weren't aesthetically appealing and needed more of an artistic touch.**

## ■ Participants' backgrounds

**P1:**

**Age: 20**

**Major: Student majoring in human-computer interaction**

**Gender: female**

**Proficiency in Technology: Very good with technology and applications**

**P2:**

**Age: +20 (Not specified exactly)**

**Major: Software Engineering**

**Gender: female**

**Proficiency in Technology: Very good with technology and applications**

# USER ANALYSIS

## –Question

**Q1: What services do you expect it to offer?**

**Q2: What colors do you expect to be available in it?**

**Q3: What features would you like to have in the app that could help you with studying?**

**Q4: If there was a feature where you could showcase your HCI designs, how would you envision it? What are its benefits?**

**Q5: What do you find difficult in your major and need help with?**



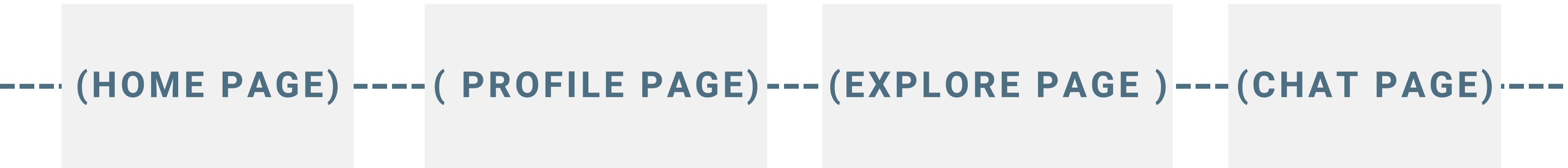
### **-Summary of Analysis:**

**Given the emerging nature of the specialization, learners need more knowledge and reliable resources to assist with their projects and share knowledge among themselves. This can help increase the students' overall knowledge base, as individuals with comprehensive knowledge of the field might contribute. Additionally, addressing students' feedback and difficulties in understanding certain topics within the specialization could be beneficial. It could also be a good idea to help talented learners showcase their skills within the app, ensuring strict protection of intellectual property rights. Both participants agreed that blue and green are suitable colors for the app.**

## **USER ANALYSIS**



# PROJECT SCOPE



- It contains the latest views and visits and a search box.
- contains information about the user, his skills, and the things he likes.
- to view the latest designs by experts.
- To communicate between users of this application.

# PROJECT SCOPE

-----**(LEARN PAGE)**-----

- **to help users gain more knowledge about Sketchs , prototypes, and other websites to help with drawing.**

-----**(QUIZS PAGE)**-----

- **the user can test himself, whether it is previous or recent tests**

-----**(SKETCH PAGE)**-----

- **the user can find useful information and learn how to create a sketch perfectly.**

**Also we need social media**



# CONTENT INVENTORY

TITLE	CONTENT	TIME TO READ	URL
صفحة رئيسية	A WELCOME PARAGRAPH AND ALSO SUMMARIZE THE CONTENTS OF THE APPLICATION INTO SIMPLE ICONS THAT INCLUDE THE FOLLOWING (MY ACHIEVEMENTS, THE MOST DISTINGUISHED, ACADEMIC SUBJECTS, TESTS)	15.96 SC	APPLICATION
تنبيهات	NOTIFICATIONS OF THE LATEST UPDATES	1.34 SC	APPLICATION
رسائل	COMMUNICATION BETWEEN MEMBERS	1.32 SC	APPLICATION
مدرسيني	TEACHERS WHO EXPLAIN THE CURRICULUM	1.14 SC	APPLICATION
الضبط	CHANGE THE APPLICATION ACCORDING TO YOUR PERSONAL NEEDS	14.30 SC	APPLICATION

## SPECIFY THE ORGANIZATION SCHEMES

#03

In our redesign we will use Task-oriented scheme

# NAVIGATION CATEGORIES AND LABELS: CATEGORY NAMEDEFINITION

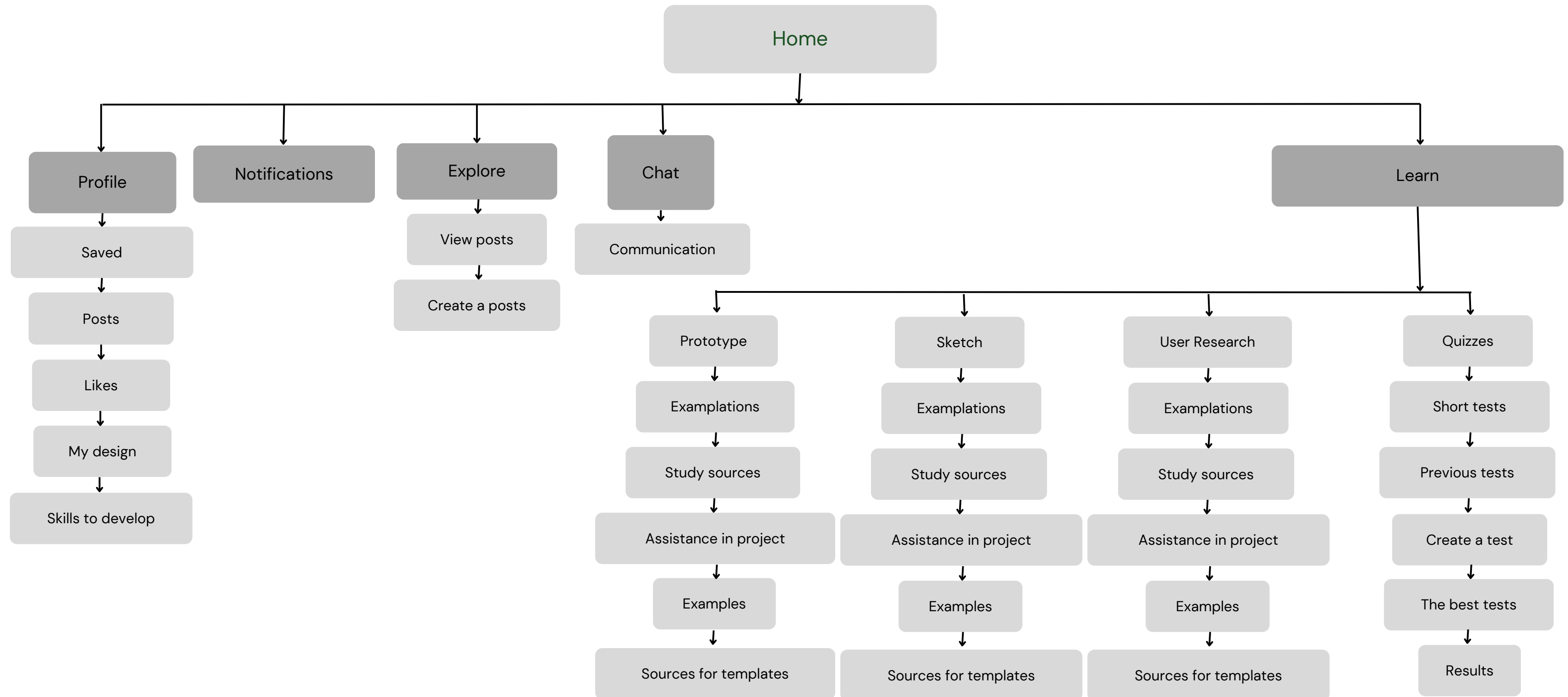
Category name	Definition	Possible tags
<b>Home page</b>	A page that displays the user's latest visits to educational accounts or educational materials, alerts, as well as the user's personal account, as well as an icon for searching for something	#yourProfile #search #alerts #latestAccountUpdates #latestPageUpdates
<b>Explore</b>	Explore page about something that might catch the user's attention and the latest updates on educational materials and educational purposes	#yourInterests #exploration #forTheBenefit #forPerusal #WhatAttractsYou
<b>Chat</b>	A user's page when he wants to chat with someone, whether a teacher or a learner, who is available to help him with a topic	there is no tags
<b>Learn</b>	A page that carries educational purposes for the learner and provides his or her design or study needs, such as quizzes, for example	#newSketch #designSketch #newPrototype #shortTests #quizzes #educationalCourses
<b>Profile</b>	The page for modifying the personal account, displaying the followers and people the user follows, as well as displaying a brief biography of the user and his skills, which also includes saving, liking, adding, and the skills to be learned and developed.	#aboutMy #mySkills #development #experiences #interested
<b>Notifications</b>	The page for receiving notifications when someone follows the user's account or when the accounts the user follows download new photos or videos of interest to the user.	#newFollower #latestUpdates #newVideo #newImage #newTest

# NAVIGATION STRUCTURE

- 1–Main navigation:** we have it in our application and it's formed in the home page / explore / chat / learn.
- 2–Secondary navigation:** we don't have it in the application .
- 3–Utility navigation:**we have it in our application and it's formed in the profile / notification .
- 4–Search:** we have it in our application and it's formed in the search bar.
- 5–Social navigation:** we don't have it in the application .
- 6–Header or footer navigation:** we don't have it in the application.

# SITEMAP

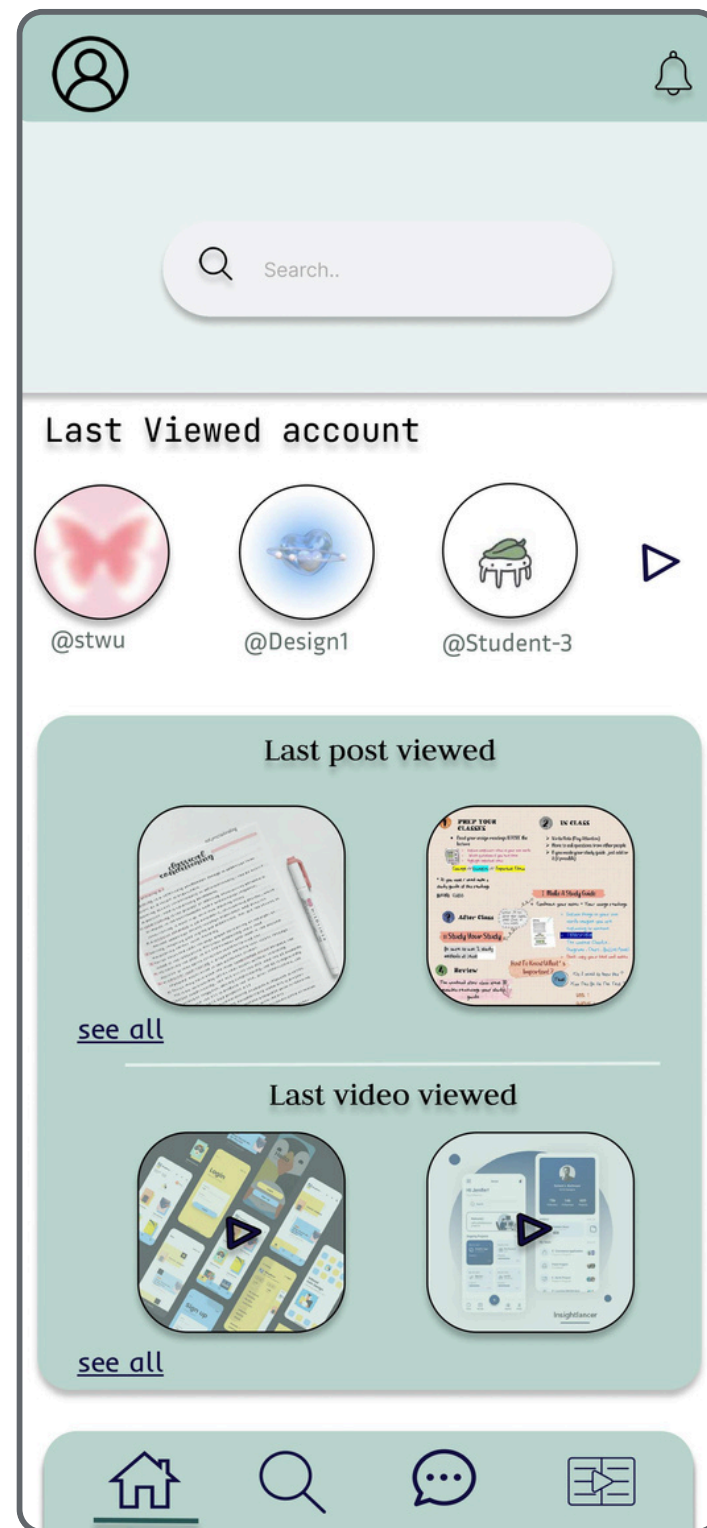
## Box-and-arrow diagrams



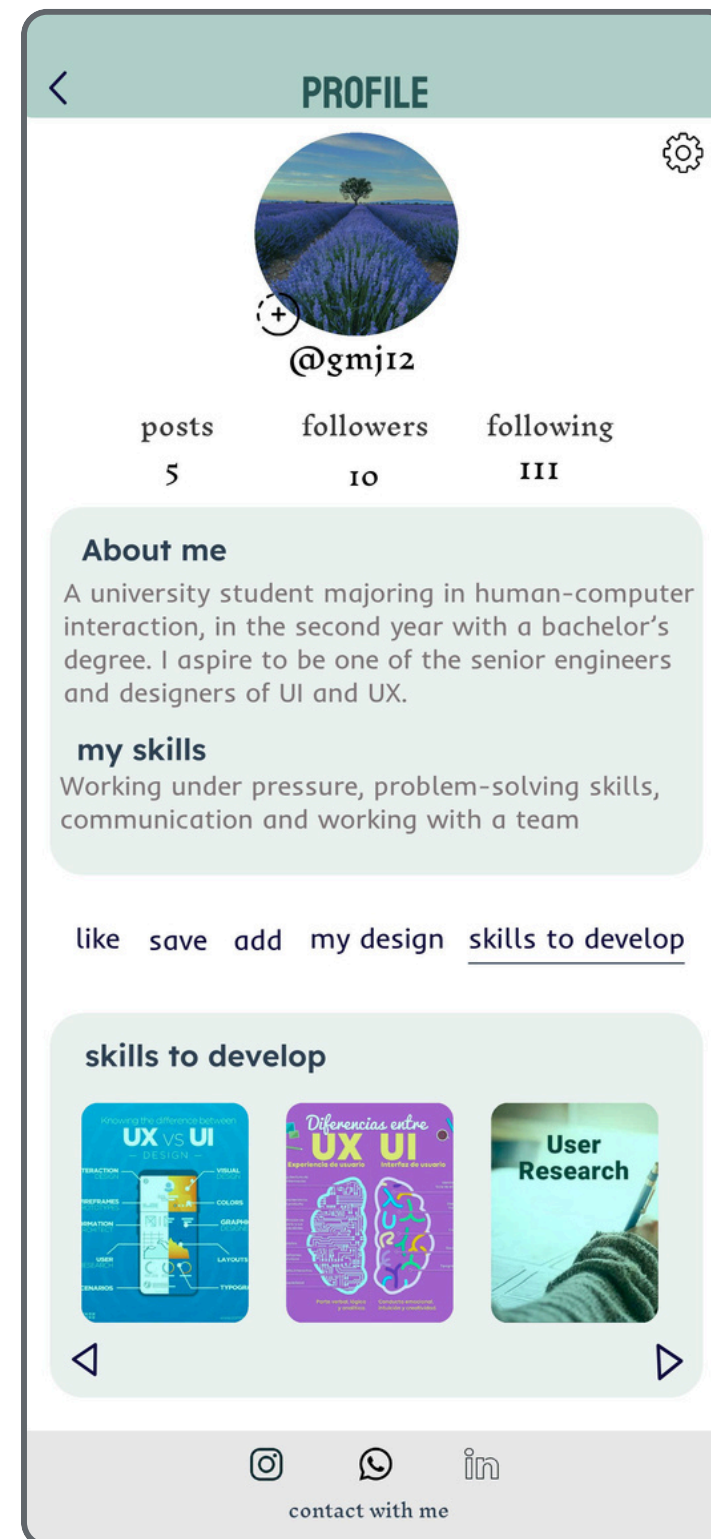
# INTERFACES

#04

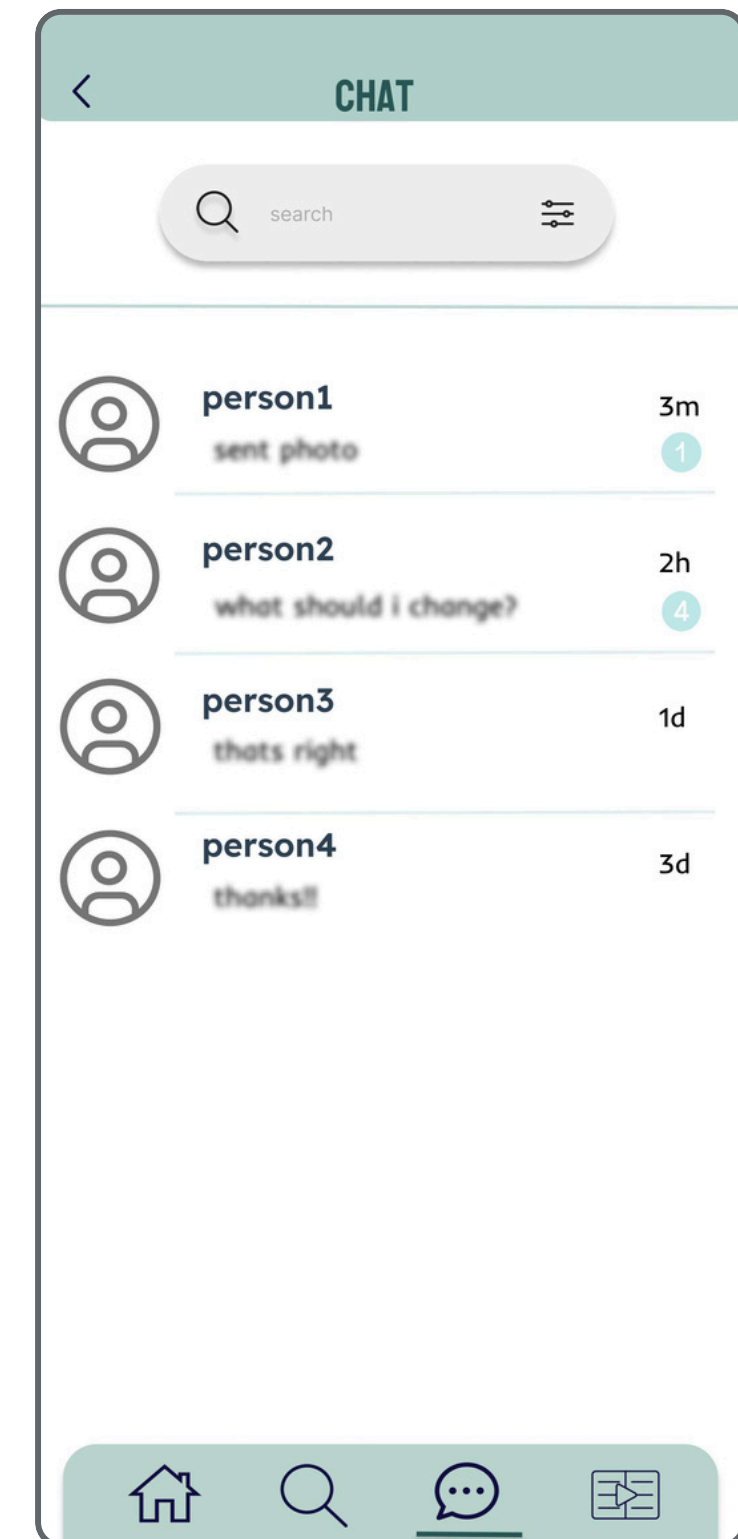
The main page :



The profile page :



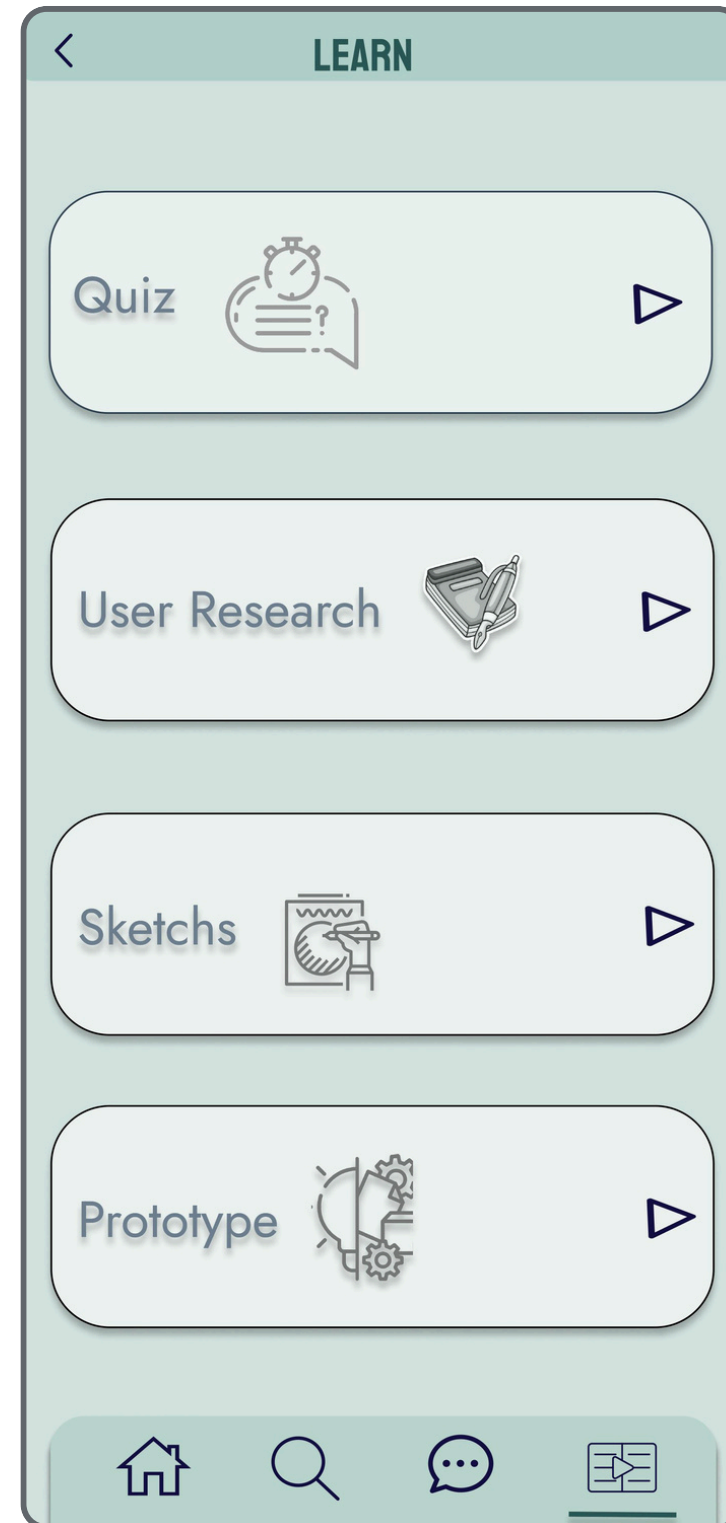
The chat page :



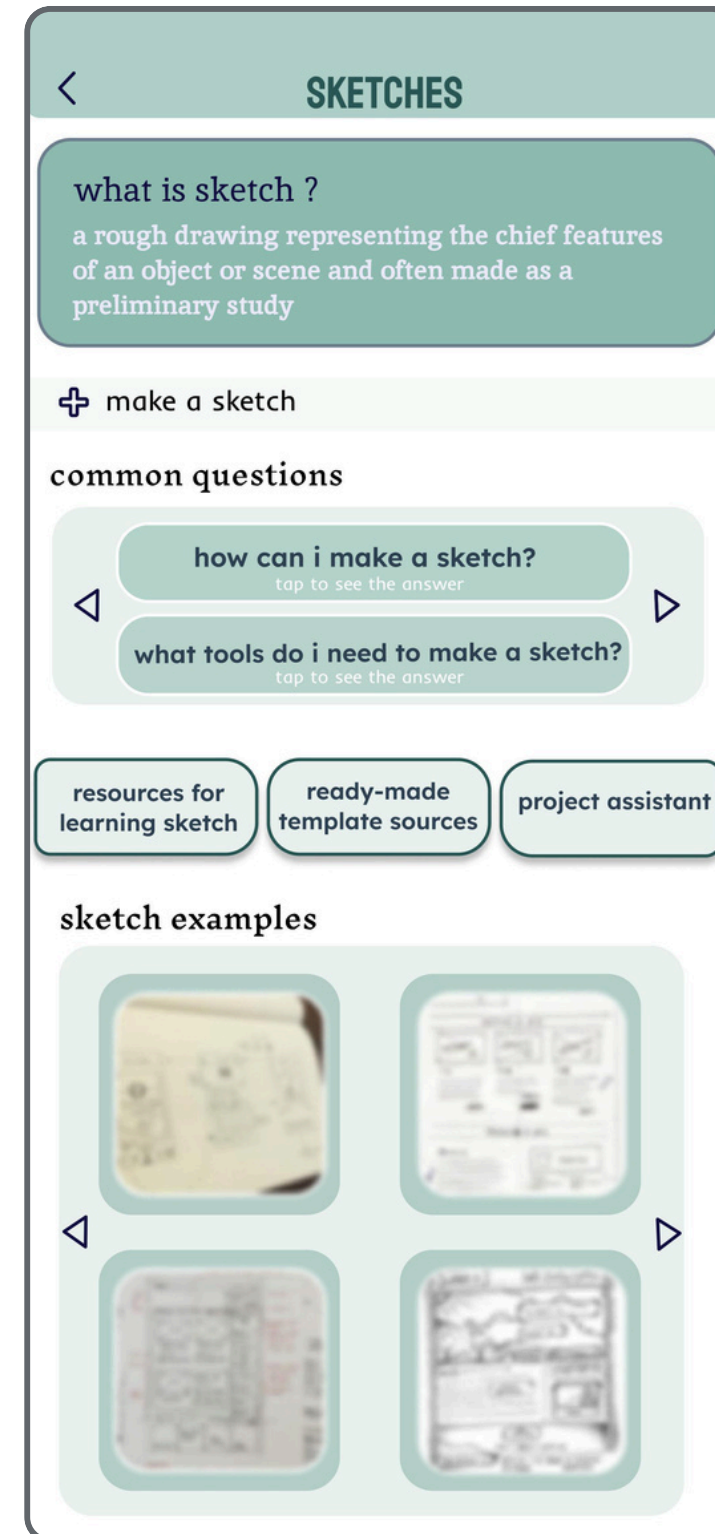


# INTERFACES

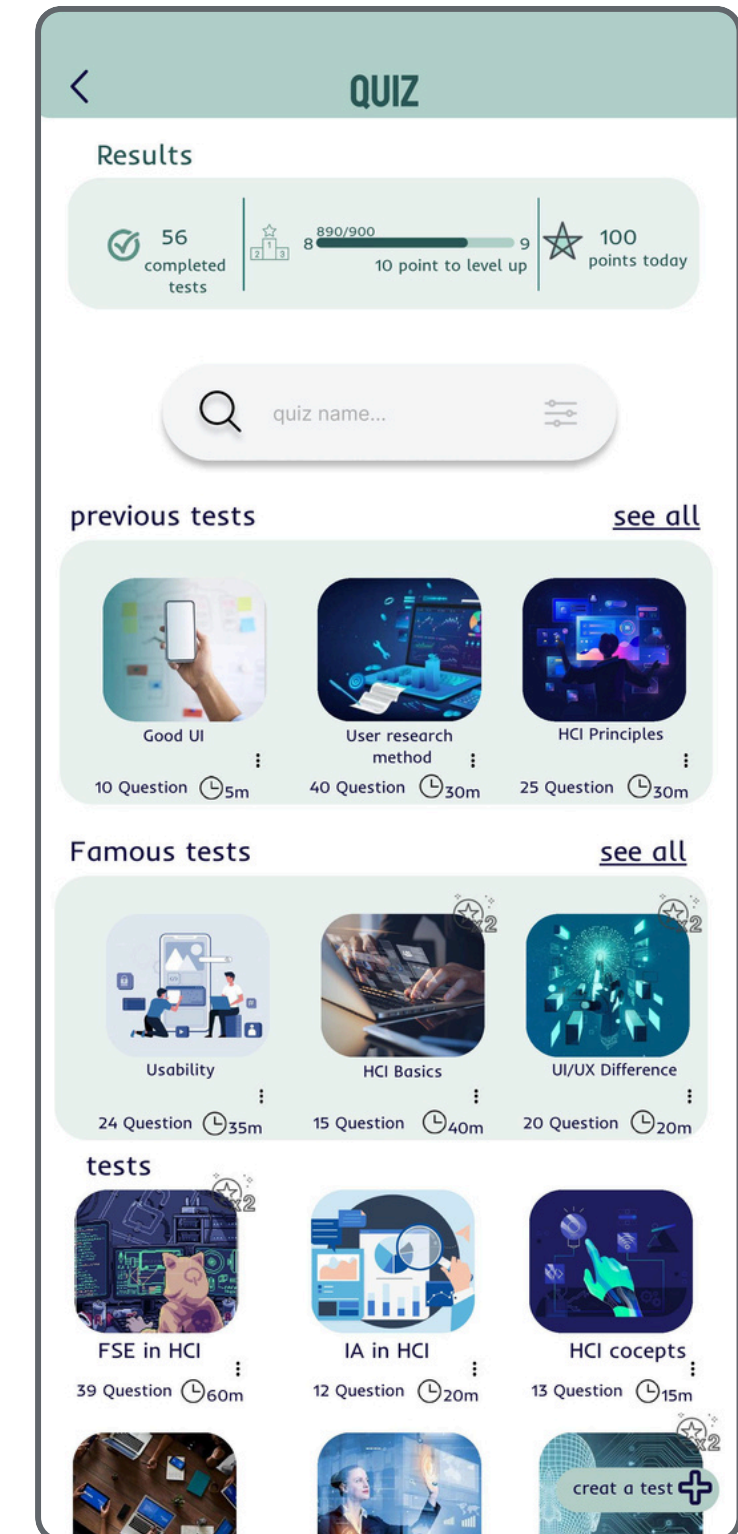
The "learn" page :



The "sketches" page :



The "quiz" page :



# THE METHOD & IT EXPLANATION ■

## & WHY WE CHOSE IT

**The testing method we used to test our interfaces is**  
**(User testing)**

**In user testing we ask the user to sit in front of the device and try to find information or complete a task using the product we are studying. We allocate approximately three minutes to each task, and ask the user to speak out loud as they go. We take good notes, making sure we record what he says and where he goes. We may want to count clicks and bring a stopwatch to time each session.**

**We used this method because we studied it and it was the most suitable for our project.**

# THE TESTING RESULTS

## User background:

**User 1:**

**Age: 20**

**Major: Student majoring in human computer interaction**

**Gender: female**

**Proficiency in Technology: Very good**

## Conclusion:

**The unanswered messages are not clear and the learning icon is not clear.**

## Testing analysis:

**First participation:**

**Her total time in executing each task was 1 minute, 52 seconds, and 11 clicks, as it took a long time to open messages that had not been read. She was expected to go to the chat and find it, but she went to the notifications, thinking that it would be there. When asked about the reason for her confusion, she told us that it was not clear that there were messages in the box. The messages were not answered, so I expected it to be in the notifications, and also when I asked her to go to the learning page, she did not find it. She was expected to go from the main account, but she thought it was Explore and she did not know.**



# THE TESTING RESULTS

## User background:

**User 2:**

**Age: 20**

**Major: Student majoring in human  
computer interaction**

**Gender: female**

**Proficiency in Technology: good**

## Conclusion:

**She could not know where the learning page was because the education icon was not clear. Her suggestion was that we put a pen and paper so that it would be easier to understand..**

## Testing analysis:

### **Second participation:**

**Her total time in performing all the tasks was 60 seconds, as she did not make any mistakes, but she stopped for a while when she was asked to go to the learning page and was confused about which icon was learning, and when she pressed the last one to explore, she said (Oh, I did not expect that to be because the icon is not clear), while she did not find any difficulty in completing all the tasks. Any other task**

# THE TESTING RESULTS

## Test Summary:

The interfaces were easy and simple and they understood them quickly, but they faced difficulty in understanding some of the icons, such as the learning icon, and also the lack of clarity of unread messages in the navigation at the message icon.

## modified interfaces:



# CHALLENGES

The first difficulty we faced was the implementation of the ideas, where it was a bit hard to implement the same ideas in our minds into the project. We also faced difficulties during the testing, as time was very tight. One of the difficulties that all members faced was working at the same time, where each one of us had its schedule which made it hard to agree on a time to work on the project. We also encountered how to build a content inventory in a correct way and also draw a sitemap, as it took us a long time to do it.

# FUTURE WORK

If we had more time and resources, we would have designed our own logo and also added more interfaces that could contain a section for recent achievements or another interface that contains the most important things that must be accomplished soon or the goals that must be achieved, but due to time constraints, we were not able to achieve all the goals, but The results were satisfactory.

# SUMMARY

**For our project we designed a new application that serves people who are interested in Human - computer interaction field, such as students, teachers, researchers, or anyone who wants to learn more about this field. You can have your own profile in this app, communicate with others, learn, make your own work, and share your accomplishments with others.**

# REFERENCE

- **Figma.**
- **Information Architecture for the web and Beyond.**

# Work report

Writing task	Abrar	Jory	Ohood	Mawaddah
DESIGN TOOL	✓			✓
PROJECT IDEA	✓			
MAIN TARGETED USERS		✓		
AUDIT			✓	✓
PROJECT SCOPE		✓		
USER ANALYSIS	✓		✓	
CONTENT INVENTORY	✓	✓		
SPECIFY THE ORGANIZATION SCHEMES	✓		✓	✓
NAVIGATION CATEGORIES AND LABELS: CATEGORY NAMEDEFINITION			✓	
NAVIGATION STRCTURE				✓
SITEMAP	✓	✓		
DESIGN INTERFACES	✓	✓	✓	✓
THE METHOD & IT EXPLANATION & WHY WE CHOSE IT	✓	✓	✓	✓
DOING TESTING	✓		✓	
CHALLENGES	✓	✓		
FUTURE WORK		✓		
SUMMARY				✓
WORK REPORT	✓		✓	✓



**THANK YOU**