

TASK 2 – Part 1 and 2

Prepared by: **Omar Abu Abbass**

Supervised: **Balqees Alkhateeb**

UI/UX Tasks:

Question: Task Part 1: UI/UX Evaluation

Choose website of your choice and evaluate them based on UI/UX principles.

For each website, analyze:

- Usability (Is it easy to use?)
- Accessibility (Is the text readable? Colors clear?)
- Consistency (Are design elements consistent?)
- Navigation (Is it clear and simple?)

Write 2–3 points for each website:

- What works well
- What needs improvement

Task Part 2: Redesign a Poor Interface

Choose ONE website from the evaluated ones that you think has poor UI/UX.

Redesign ONE page only (Homepage OR Register/Login page).

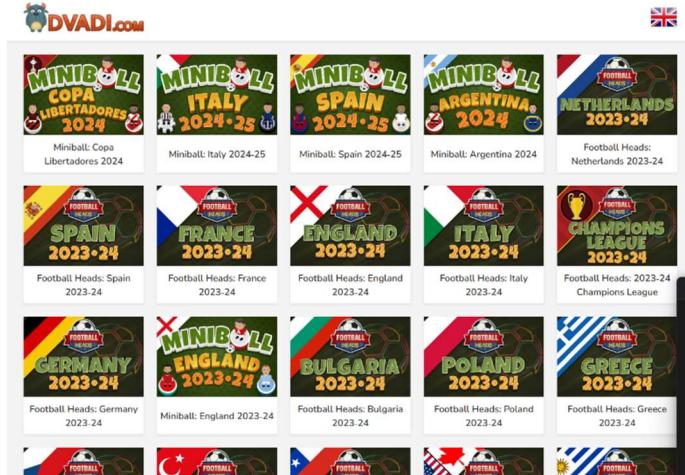
Your redesign should apply:

- Clear visual hierarchy
- Better color usage
- Readable typography
- Proper spacing and alignment
- Improved layout structure

Solution:

Part 1: UI/UX Evaluation – 1. DVADI.com / [Free football games on Dvadi.com](#)

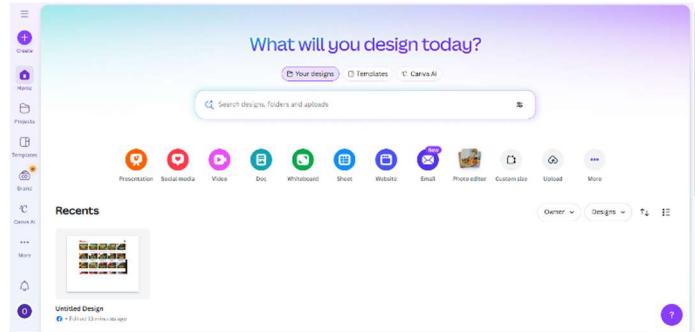
| Criterion | Evaluation Analysis |
|---------------|--|
| Usability | <p>What works: The site is extremely straightforward. Users can play games immediately without registration or complex steps.</p> <p>Improvement: Add a "Search" or "Category Filter" to help users find specific seasons or leagues faster.</p> |
| Accessibility | <p>What works: High contrast between text and background in the description sections (White on Green) makes it very readable.</p> <p>Improvement: Game thumbnails contain small, cluttered text (e.g., "2024-25") that is difficult to read on mobile devices.</p> |
| Consistency | <p>What works: All game icons follow a unified grid system and artistic style, providing a cohesive visual experience.</p> <p>Improvement: The header design feels outdated compared to the game cards. The layout needs more balanced "White Space."</p> |
| Navigation | <p>What works: Simple and minimal menu options (Football Heads vs. Miniball) prevent "choice paralysis" for the user.</p> <p>Improvement: The language selector (flag icon) is too small and tucked away in the corner. It should be more prominent.</p> |



DVADI Homepage UI

Part 1: UI/UX Evaluation – 2. Canva / [Canva: Visual Suite for Everyone](#)

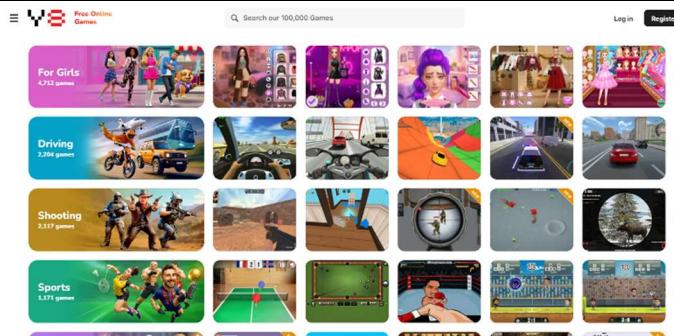
| Criterion | Evaluation Analysis |
|---------------|---|
| Usability | <p>What works: Intuitive search-centric layout that encourages immediate creativity.</p> <p>Improvement: Simplify the sidebar for new users to reduce cognitive load.</p> |
| Accessibility | <p>What works: Vibrant, color-coded icons provide excellent visual cues for different design categories.</p> <p>Improvement: Increase contrast for small grey text in the side navigation menu.</p> |
| Consistency | <p>What works: Seamless use of rounded UI elements and a soft color palette across the entire dashboard.</p> <p>Improvement: Standardize the placement of "Pro" and "New" badges to maintain visual balance.</p> |
| Navigation | <p>What works: The persistent sidebar allows for quick switching between projects and templates.</p> <p>Improvement: Replace the "More" button with a horizontal scroll to improve discoverability of categories.</p> |



Canva Homepage UI

Part 1: UI/UX Evaluation – 3. Y8.com / [Free Online Games - Play Now on Y8.com](#)

| Criterion | Evaluation Analysis |
|---------------|---|
| Usability | <p>What works: Highly effective central search bar for navigating a massive library of 100,000 games.</p> <p>Improvement: Reduce visual noise to prevent user distraction during long browsing sessions.</p> |
| Accessibility | <p>What works: Clear, large category headers with specific game counts help users understand the scale of each section.</p> <p>Improvement: Improve visibility of the "Footer" which often gets lost due to infinite scrolling layouts.</p> |
| Consistency | <p>What works: Modern aesthetic featuring consistent rounded UI elements and a vibrant, unified color palette.</p> <p>Improvement: Increase the font size for primary action buttons like "Log in" and "Register".</p> |
| Navigation | <p>What works: Horizontal sliders within categories allow for efficient discovery without extra page loads.</p> <p>Improvement: Make the sidebar menu more intuitive to ensure hidden features are easily discoverable.</p> |



Y8 Homepage UI

Part 2: UI/UX Redesign Strategy - G9G.com / [Games](#)

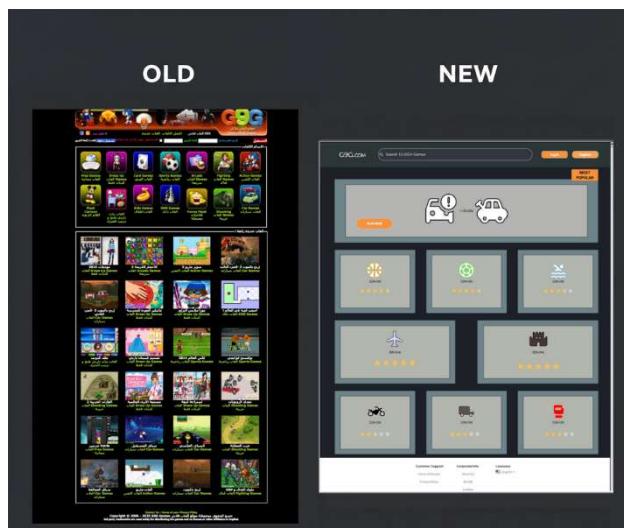
1. Comparison Table: Current vs. Redesign

| Design Principle | Current Interface Issues | Proposed Redesign Solution |
|--------------------|--|---|
| Visual Hierarchy | Cluttered header with inconsistent cartoon characters and overlapping forms. | Establish a clear focal point using a high-quality "Hero Banner" for popular games. |
| Usability | Overcrowded login fields at the top, causing poor user experience. | Prominent "Log in" and "Register" buttons with a centralized, easy-to-use search bar. |
| Spacing & Grid | Tightly packed elements causing visual fatigue and cognitive overload. | An organized "Card-Based Layout" with generous white space to let the content "breathe". |
| Typography & Icons | Small, overlapping text and outdated, glossy icon styles. | Modern Sans-serif fonts (e.g., Almarai) with clear Flat Icons for instant category recognition. |

2. Design Critique & Justification

The redesign of **G9G.com** focuses on transforming a cluttered, outdated interface into a modern, user-centric gaming portal.

- Visual Hierarchy:** The new layout replaces chaotic graphics with a high-impact "Hero Banner" to guide users to featured content.
- Information Architecture:** By implementing a "Card-Based System," the interface organizes games into distinct blocks, eliminating cognitive overload.
- Navigation:** Redundant links and cluttered forms were replaced with a streamlined "Sticky Header" and a functional search bar.
- Aesthetics & Accessibility:** The integration of "Flat Icons" and a "Dark Mode" palette reduces visual fatigue while adding modern professionalis.



G9G vs NEW VISION