



Academic Year	Module	Assessment Number	Assessment Type
2025	5CS020/HJ1: Human - Computer Interaction	3	Report

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Introduction

I designed and implemented an interface for a learning management system aimed at helping users learn technical concepts in a less overwhelming way. This platform is aimed at teaching computer science concepts like data structures and algorithms along with new and upcoming technologies & libraries.

The main problem this interface tries to solve is the cluttered and overwhelming feel users often experience in existing platforms. Sites like LeetCode hit you with a massive list of problems from the get go, and platforms like Udemy dump every kind of course in one place making it hard for a user to focus or know where to start.

This project aims to be like a more specialised version of sites like Udemy, KhanAcademy etc but focused solely on CS topics. It also helps a user so that they don't have to jump between YouTube tutorials, Leetcode, Neetcode, [Roadmap.sh](#) etc. I aim to contain all of these site's core features in one place.

To make learning more engaging and beginner-friendly, the interface uses a gamified approach. It has a chess-style ELO ranking system where users need enough experience points to unlock new content. This way, it prevents beginners from taking on courses that are too advanced, too early and helps them with a smooth progression path.

The interface itself focuses on being clean, minimal and easy to navigate so users can just focus on learning without distractions.

Design Process

Thought process behind the application

The main goal from the start was to build a learning platform that didn't feel cluttered like the existing sites. The entire vision is driven by the things that I personally want in a platform when I start learning. Whenever I try to pick up something new, I usually go to [roadmap.sh](#) to first get a structure, then I bounce between Youtube, official documentation, Leetcode and Neetcode if I want more focused explanations. This flow is very choppy and exhausting. So the idea here was to bring all of those above mentioned platforms into one platform, extracting out the core features of each. The key problems I focused on:

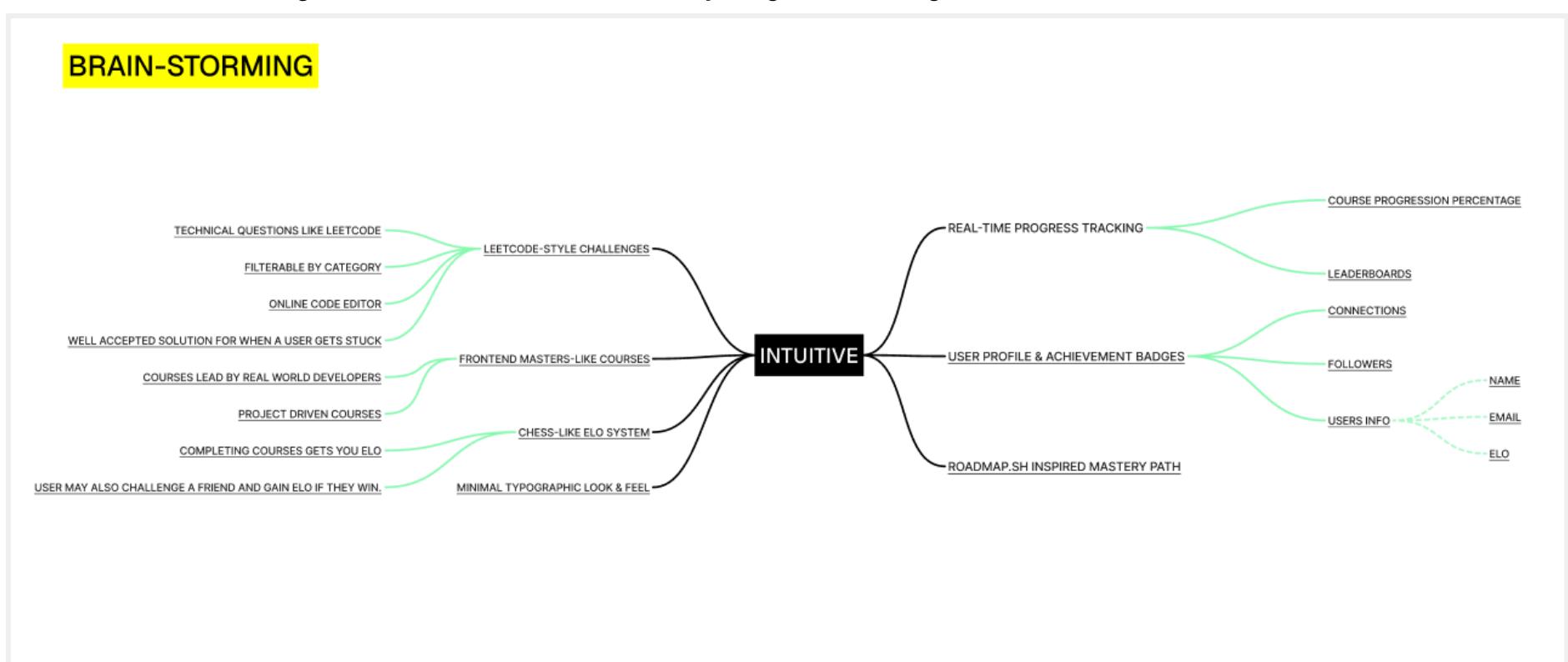
- Reducing overwhelm from too many options.
- Giving smooth progression path
- Keeping the interface clean and minimalistic.
- Adding a game-like motivation system to make it more fun

How each step was conducted + Outcomes

Brainstorming

[Link To Brainstorming Page](#)

Since I already had a strong idea of why I wanted to build this platform, as explained in the thought process, a lot of initial brainstorming naturally came from my own frustration and needs. But before moving on to the code, I took time to visually map out everything I wanted on the platform in a mindmap. This helped me organize my thought process and prioritize essential features and overalls to get a better structure of how everything would fit together.



Result Of Mindmap generated after brainstorming

User Persona

[Link To User Personas Page](#)

Now that I had a clear vision, I focused on defining my target audience. Since this app is designed for people in tech and those learning tech, the primary audience became students eager to learn and working professionals in the field.

User Persona 1 - Jane Jones

ABOUT

Jane Jones Is A 22-Year-Old Computer Science Student In Her Final Year. She's Preparing For Technical Interviews And Struggles With Staying Motivated And Knowing What To Study Next.

She **Learns Best Through Structured Guidance** And Real Explanations From People Who've Actually Worked In The Field. She's Tired Of Jumping Between YouTube Tutorials, LeetCode, And Scattered Resources—And Wants A Single Platform That Helps Her Learn, Practice, And Stay On Track Without Feeling Overwhelmed.

GOALS

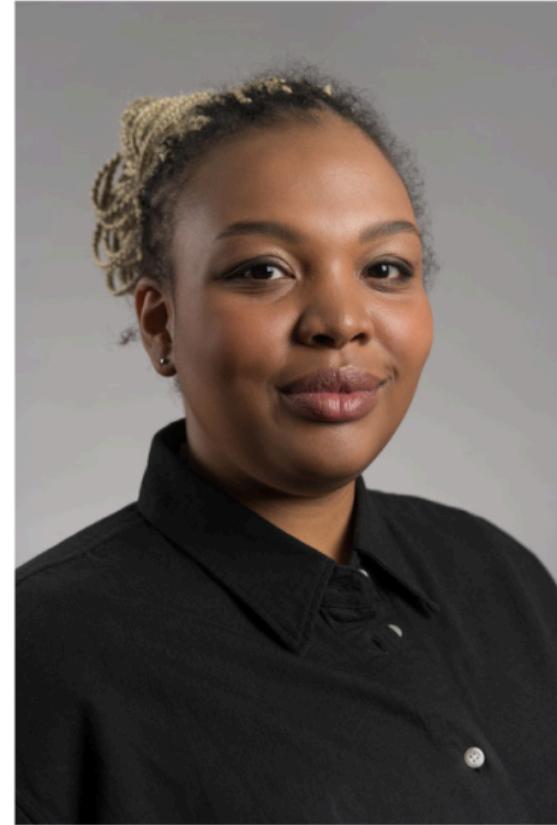
- Master Core Technical Concepts For Interviews.
- Build Confidence In Solving Algorithmic Problems.
- Learn From Real World Developers.
- Stay Consistent Without Burning Out Or Getting Lost In Too Many Resources.

CHALLENGES

- Gets Overwhelmed Jumping Between LeetCode, YouTube, And Blogs.
- Lacks A Clear, Structured Learning Path.
- Struggles To Stay Motivated Without Guidance Or Feedback.
- Finds Most Tutorials Out Of Touch With Real Dev Workflows.

OPPORTUNITIES

- Provide A Unified Platform That Combines Video, Code Practice, And Structure.
- Offer Guidance From Devs Who've Been Through The Same Journey.
- Use Gamified Elements (Rankings, Progress) To Keep Her Engaged.
- Help Her Track Progress And Know What To Focus On Next.



22.
JANE JONES.

User Persona 1

User Persona 2 - Ryan Olivera

ABOUT

Ryan Malik Is A 29-Year-Old Junior Backend Developer Working At A Mid-Sized Tech Company. He's Solid With Code But Knows He's Lacking In CS Fundamentals .

Being A Student And An Intern, He Doesn't Have Time For Messy, Unstructured Learning. He Wants Something Efficient—Content That's Straight To The Point, Ideally Taught By Experienced Devs. He's Competitive By Nature, So A Little Gamified Edge Keeps Him Engaged.

GOALS

- Level Up Problem-Solving And Systems Thinking For Senior Roles.
- Fill Gaps In CS Fundamentals (DSA, Algorithms).
- Stay Competitive In The Dev Market.
- Prep For FAANG-Level Interviews Without Quitting His Job.

CHALLENGES

- Doesn't Have Time To Sift Through Random YouTube Videos.
- Finds Traditional CS Resources Dry Or Outdated.
- Gets Bored With Platforms That Don't Relate Learning To Real-World Coding.
- Needs Motivation To Keep Practicing Regularly.

OPPORTUNITIES

- Offer Focused Tutorials Tied Directly To Coding Problems.
- Deliver Content That Respects His Time And Existing Knowledge.
- Deliver Curated Content To Learn Logic, Not Syntax.
- Motivate With Subtle Competitive Mechanics Like Rankings Or Challenges.



**19.
RYAN OLIVERA.**

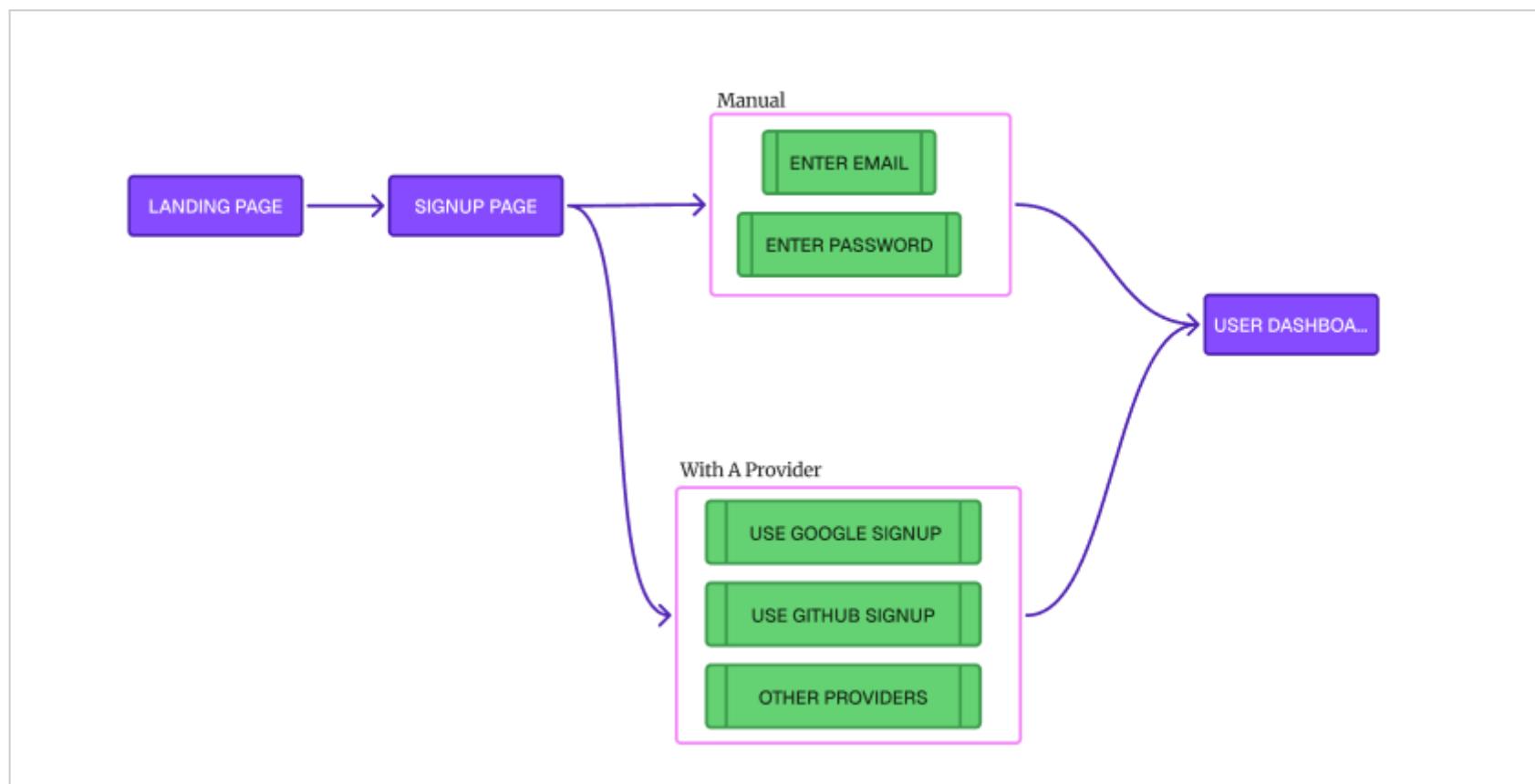
User Persona 2

User Flow & Task Flow

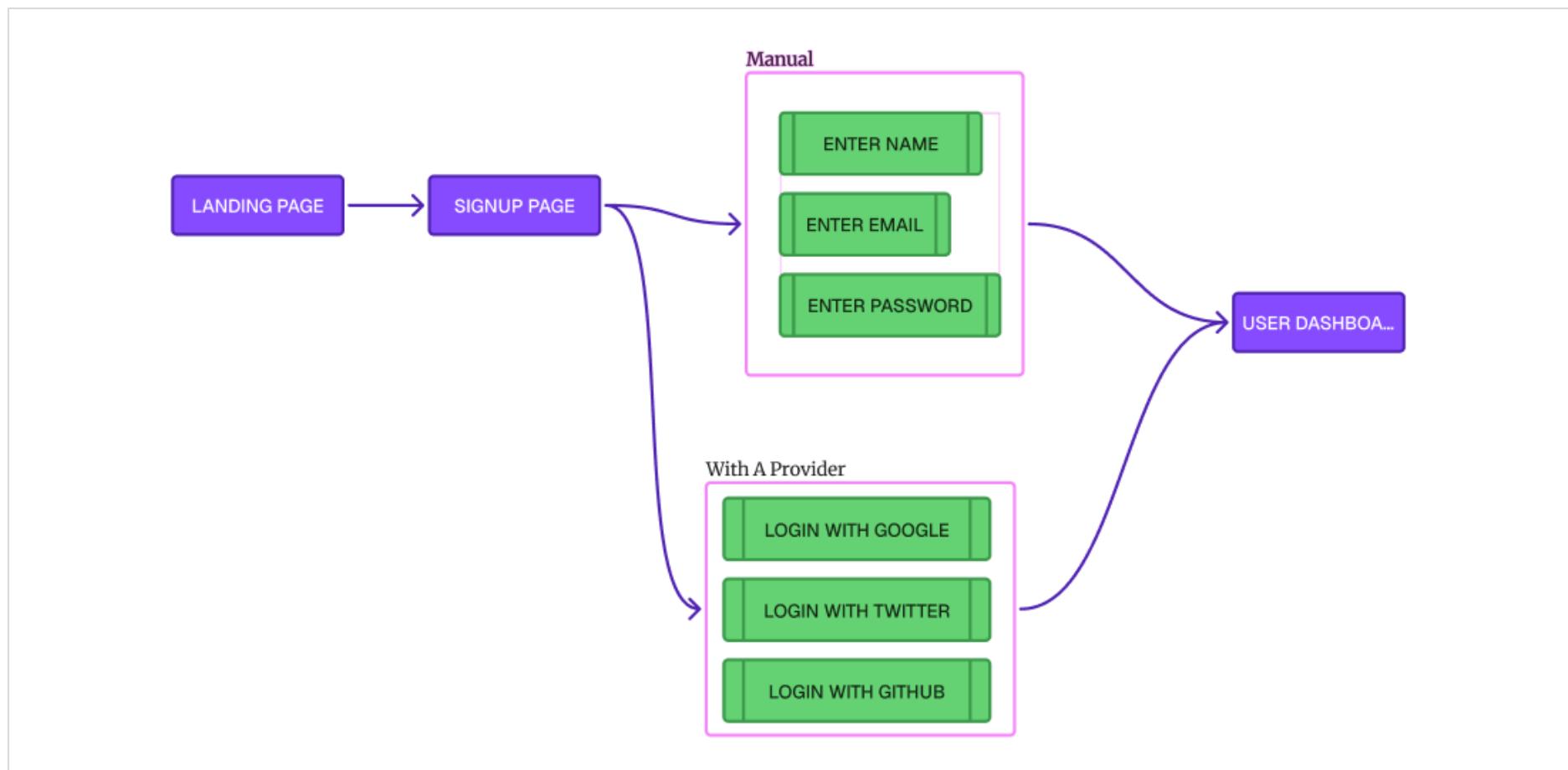
[Link To The User Flow](#)

[Link To The Task Flow](#)

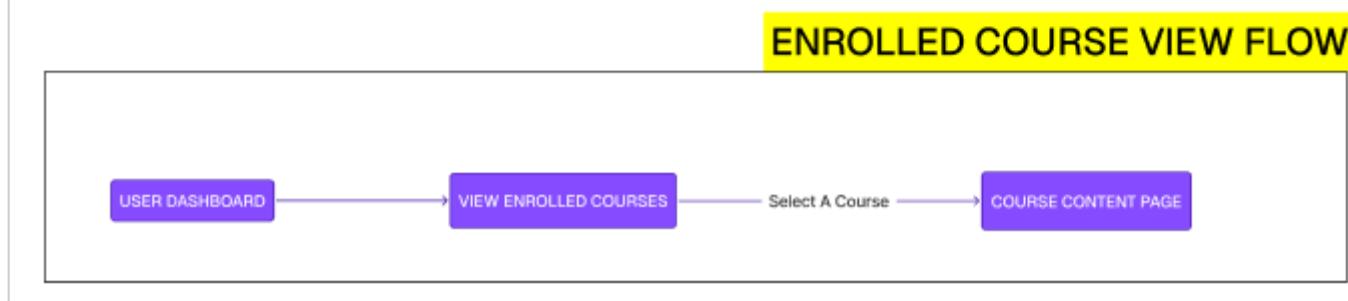
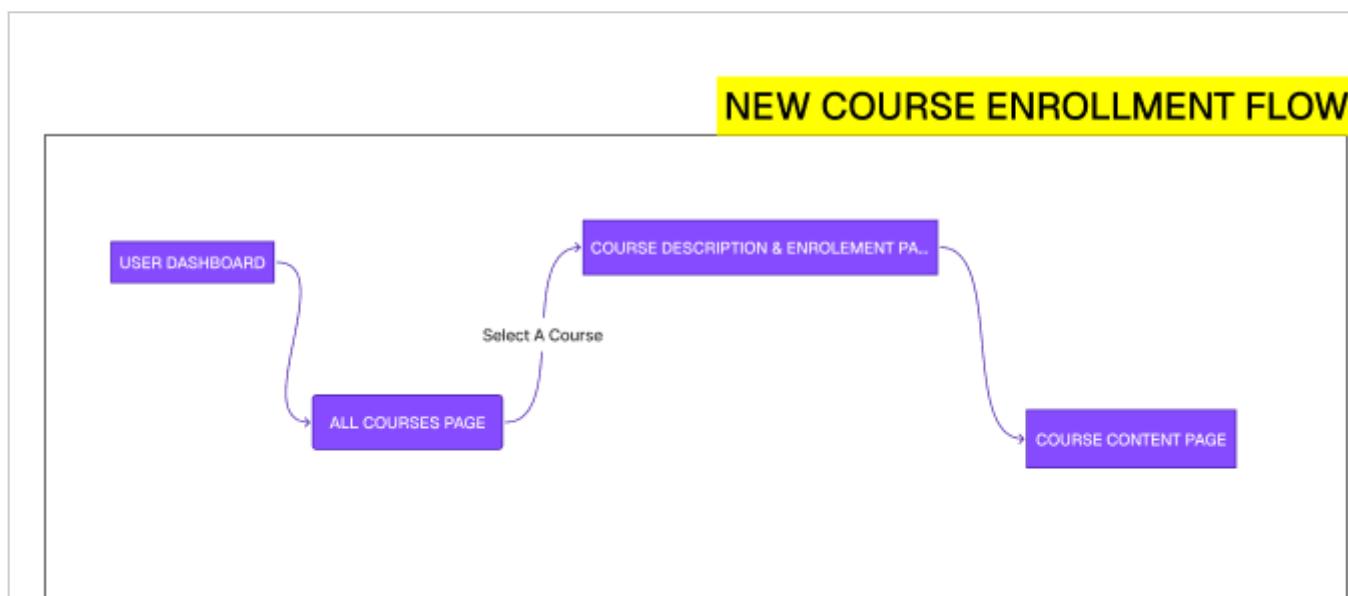
Now that I had a clear idea as to what I wanted and what my target audience is, I started out with mapping the entire flow in Figma to map out how users would interact with the platform; from signing up, logging in, choosing a course all the way to logging out. This helped me achieve a clear outline for the main actions a user would take, so that I could later refine the interactions that would allow said actions.



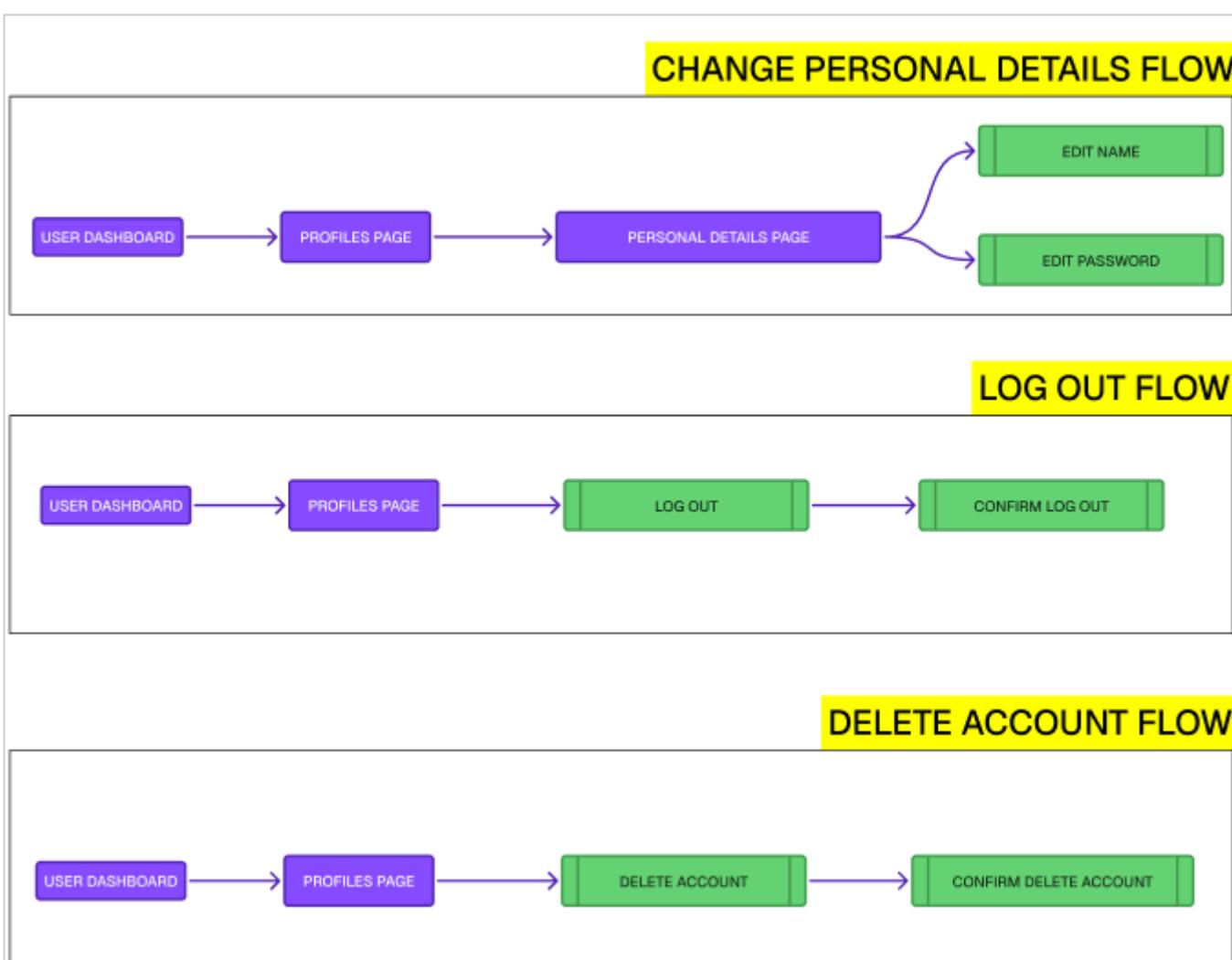
Signing Up Flow



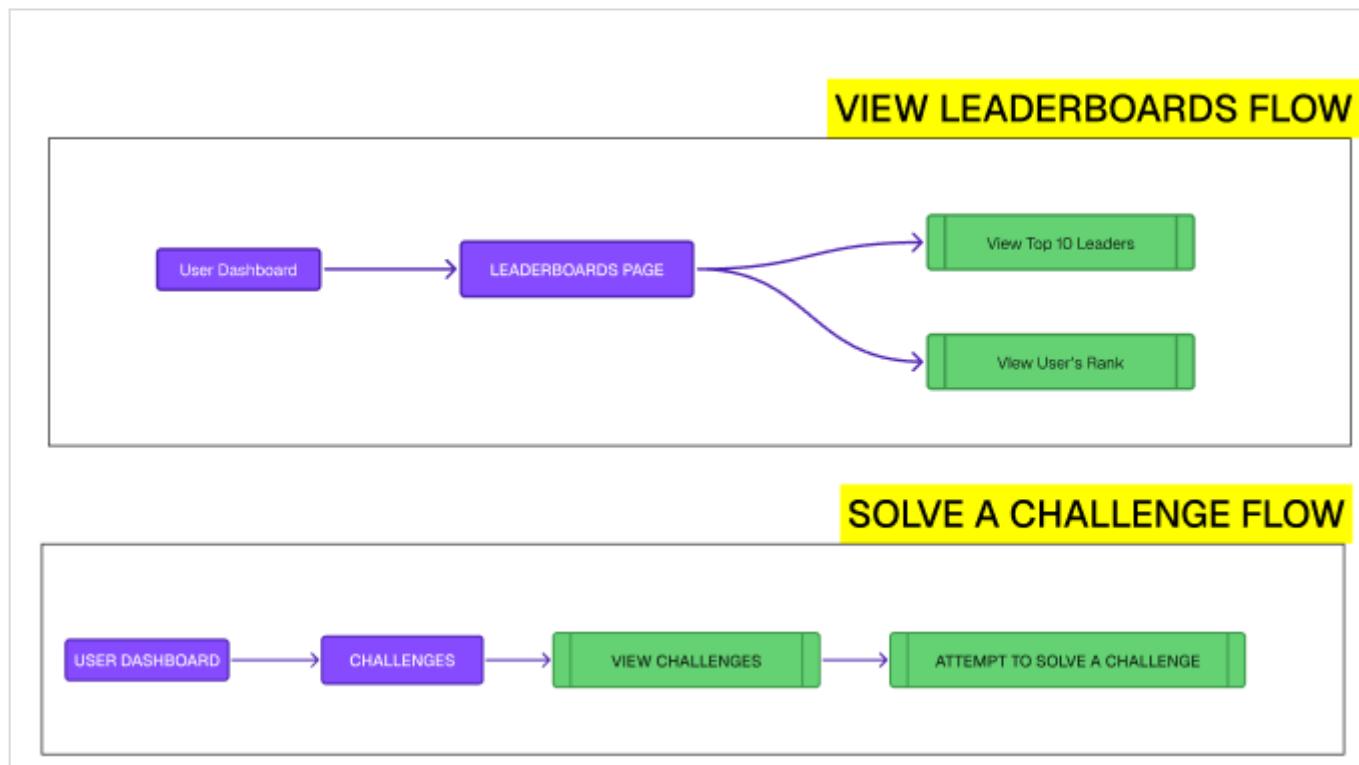
Signing In Flow



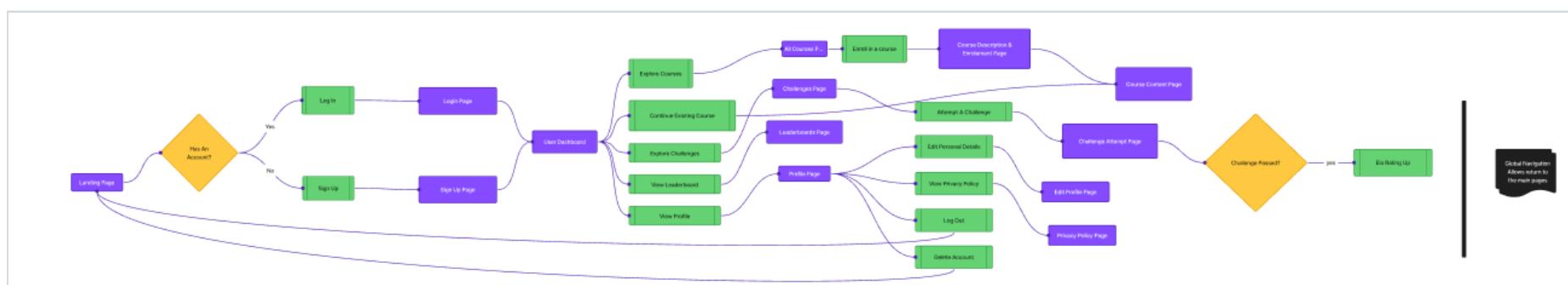
Accessing Courses Flow



User's Account Actions Flow



Flows For Challenges & Elo



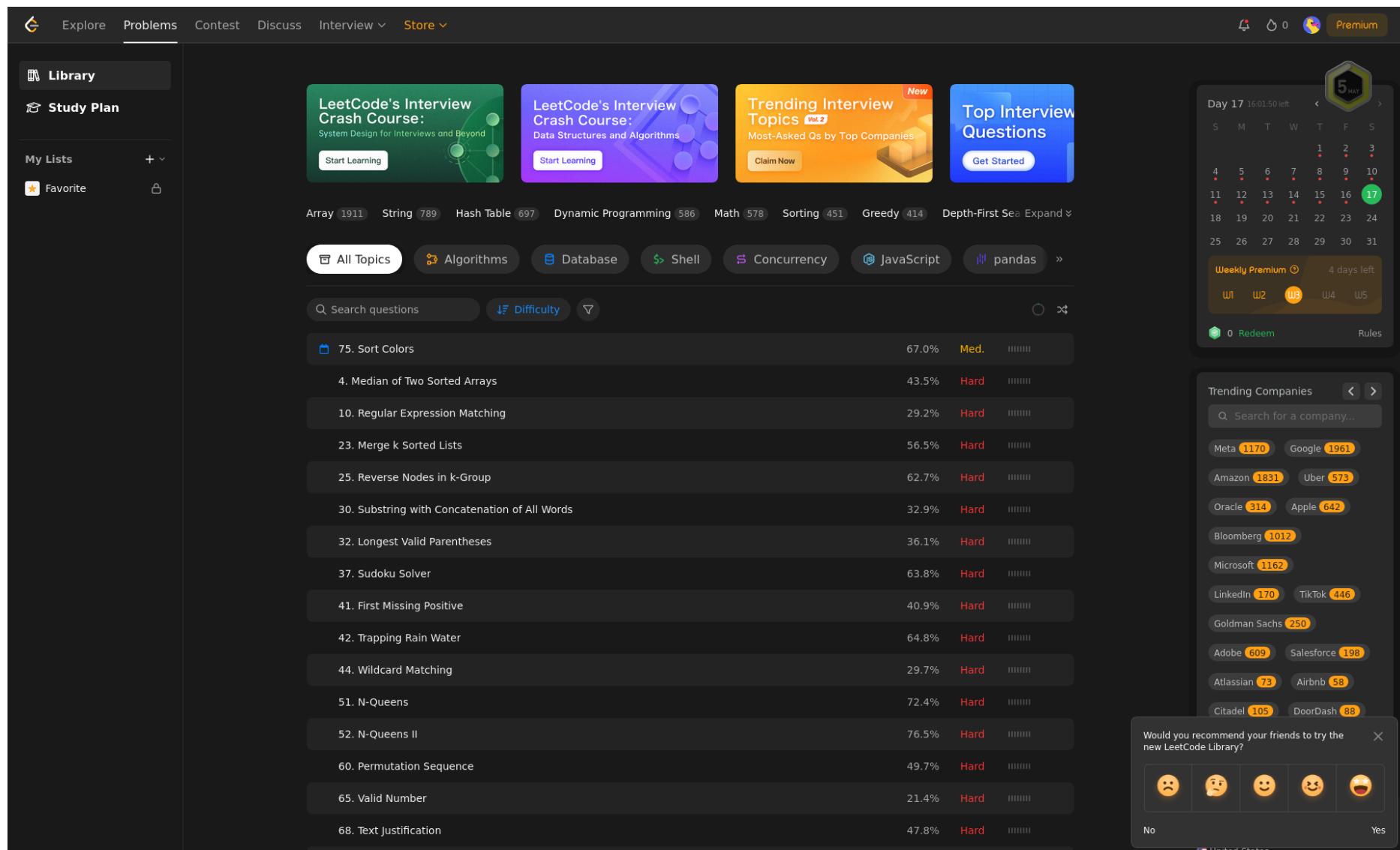
Entire SiteMap

Research

Now that I had the features and the flows I wanted figured out, I moved on to gathering insight and inspiration. I firstly went over to each of the websites that I was already familiar with and used everytime i wanted to learn.

Leetcode

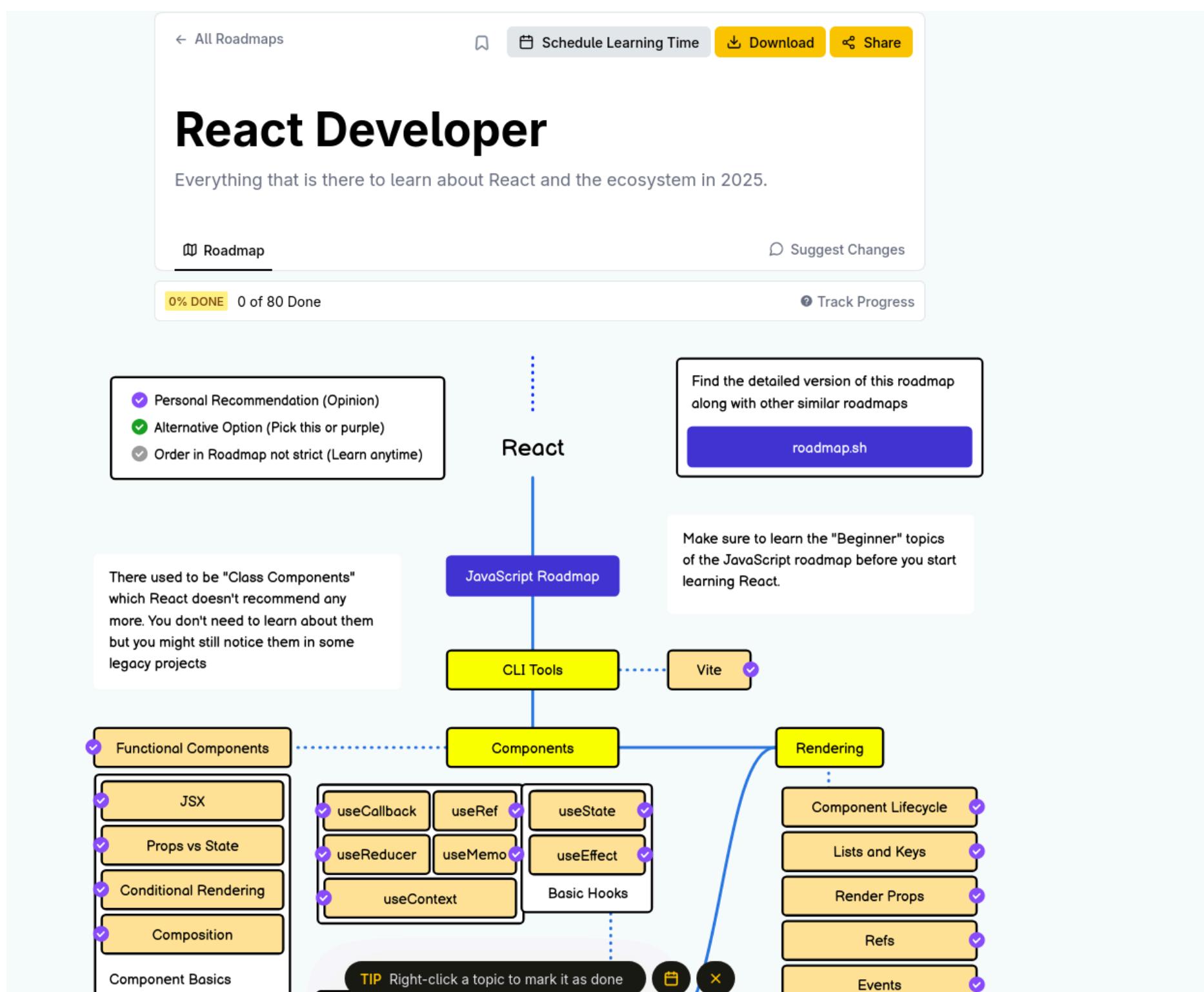
Leetcode is a very popular website for learning Data Structures and algorithms, although I felt that the UI is cluttered, especially because of the vast subsections like contests, discussions, interview preparations; i still acknowledge it to be a established and well accepted platform when it comes to learning Data structures and algorithms.



Screenshot Leetcode

Roadmap

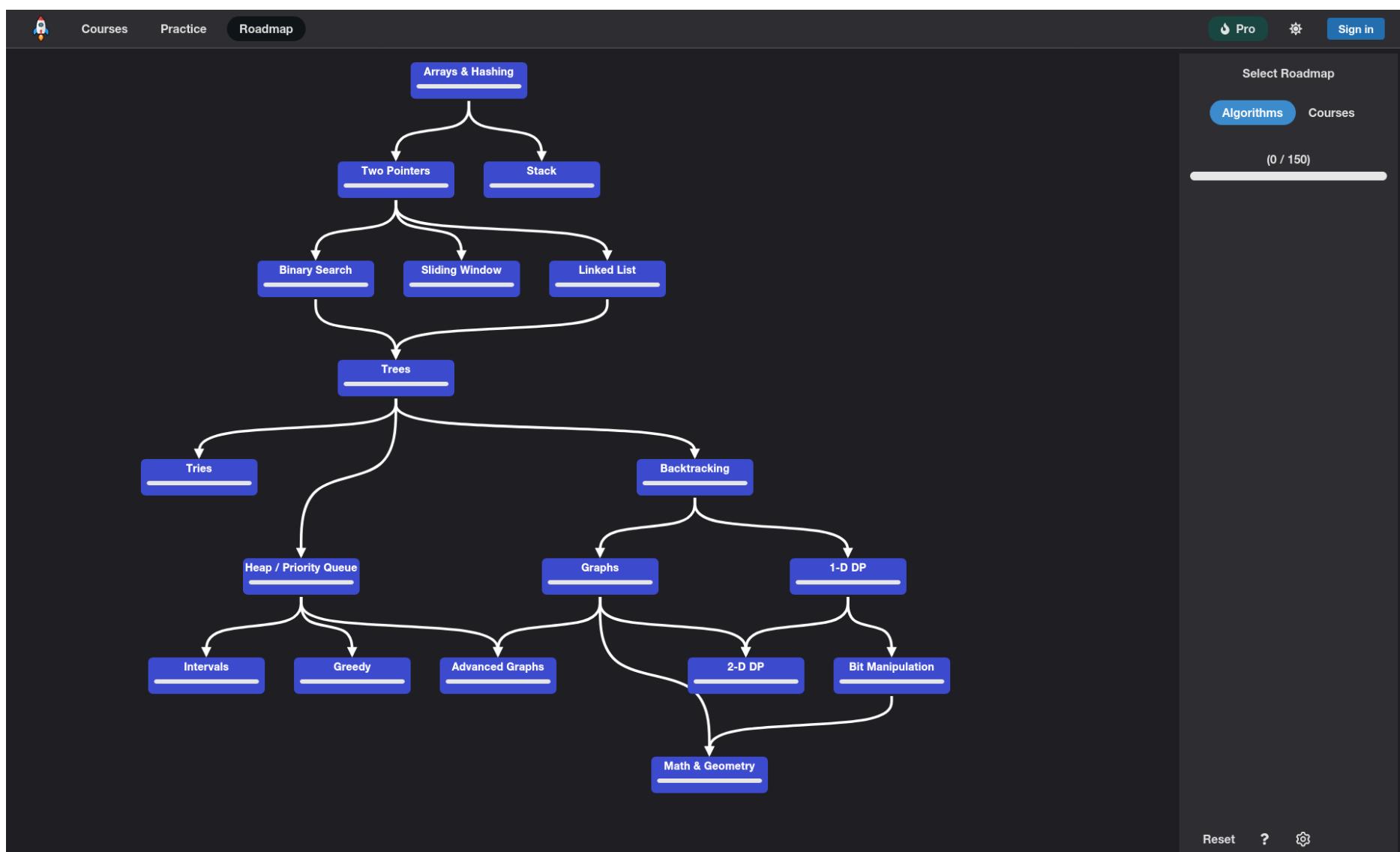
Another platform I looked at is [roadmap.sh](#). It gives a clear, structured path for learning different topics in tech, which I've always found super helpful. Knowing what's next I feel is especially helpful to give the user a bird's eye view of the overall course, so that way if they realize midway that it isn't something for them, they can dip out early without wasting time. Furthermore, it also helps user to always know what's next and helps the user feel in control.



Screenshot of a roadmap from [roadmap.sh](#)

Neetcode

NeetCode is another one of the pretty well known sites when it comes to learning Data structures and algorithms. It builds on the roadmap-style structure and pairs each section with video lessons. This combo of structured roadmap + detailed video lesson makes it convenient and intuitive to learn. This has been a big influence on the project as a whole



Neetcode screenshot

Frontend Masters

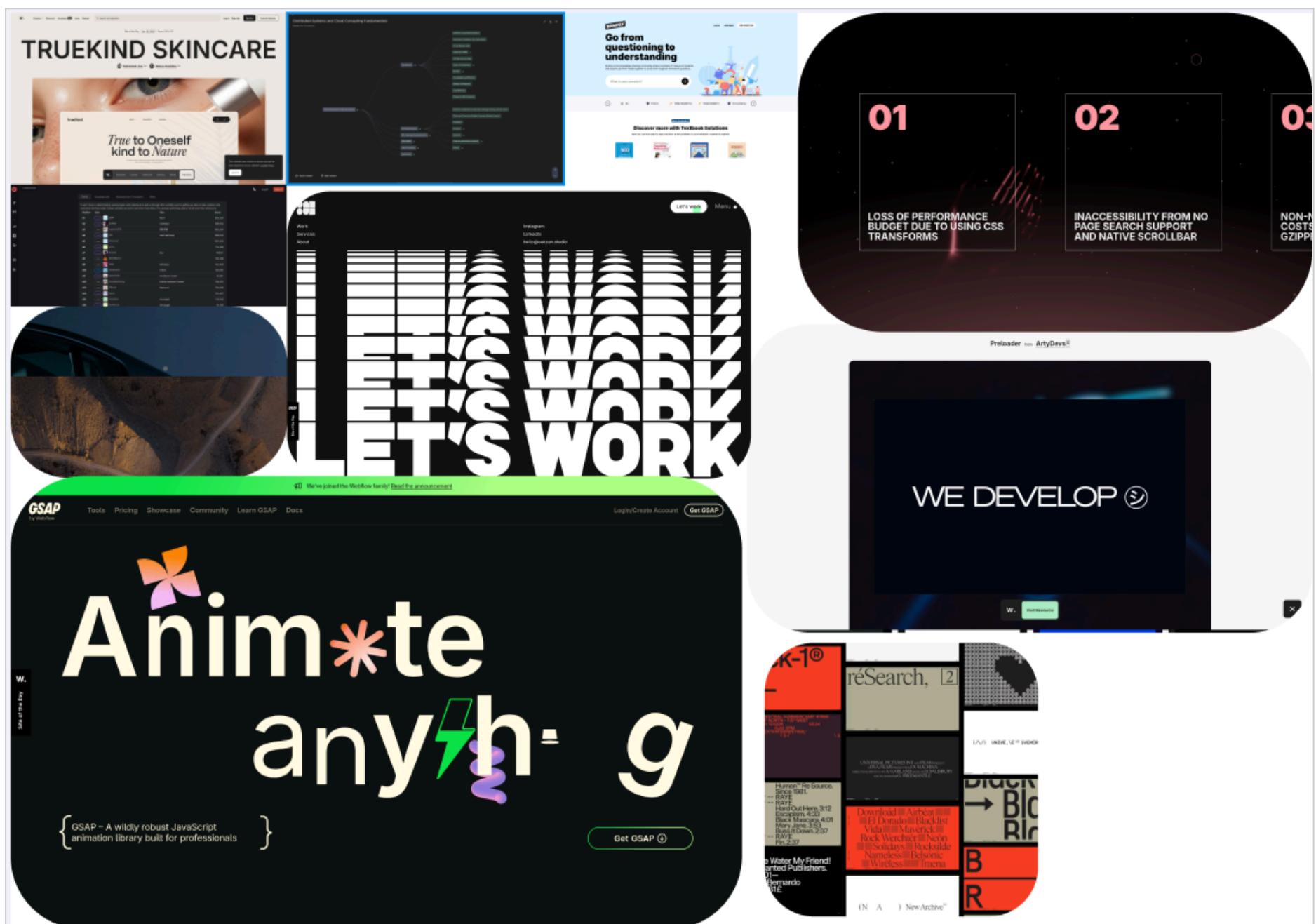
Finally, the last platform I looked at is Frontend Masters. It is another well-known platform, especially for frontend development. It stands out in terms of depth and quality of the courses that are taught by industry professionals. While it is good for learning, I felt it lacked a fun and engaging element. That's something I tried to improve in my own project, by keeping things structured like Frontend Masters, but with an interactive feel.

Mood board

[Link To The Mood Board!](#)

I then started collecting visual inspiration for design. I explored a bunch of other websites for inspiration and the overall feel of the website. I also browsed Awwwards for fresh modern UI ideas that felt clean and still fun to use.

The focus was creating something minimal but not boring. I wanted the platform to feel intuitive at a glance but still visually engaging through things like animations. Furthermore, I wanted a typographic and thus the moodboard step allowed me to narrow in the kind of visual feel I was looking for:

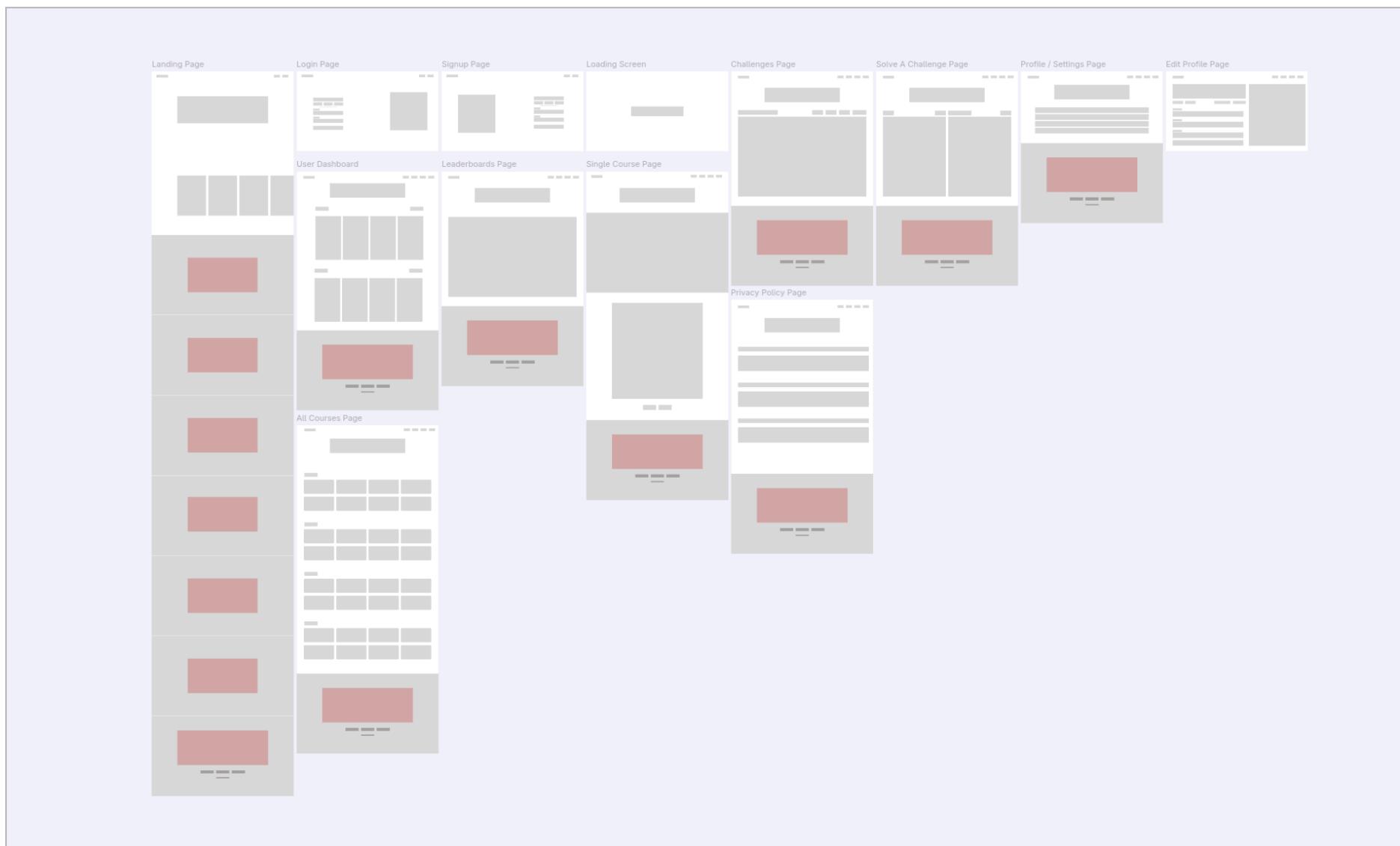


Moodboard screenshot

Wireframes

[Link to the Wireframe!](#)

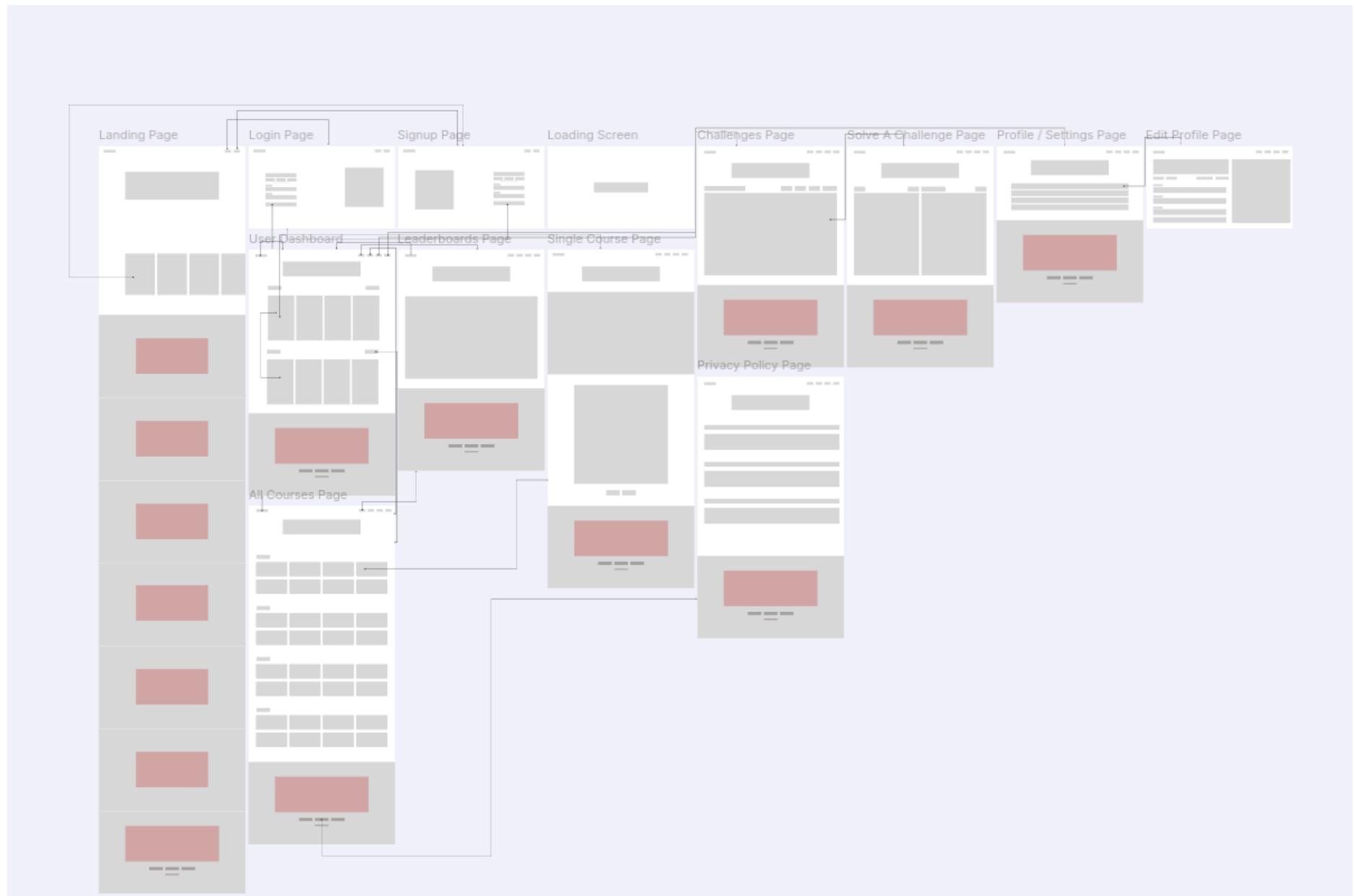
Now that I had a very clear idea of what I wanted to make, I moved on to creating the wireframes before doing the actual development.



Overall view of the wireframes

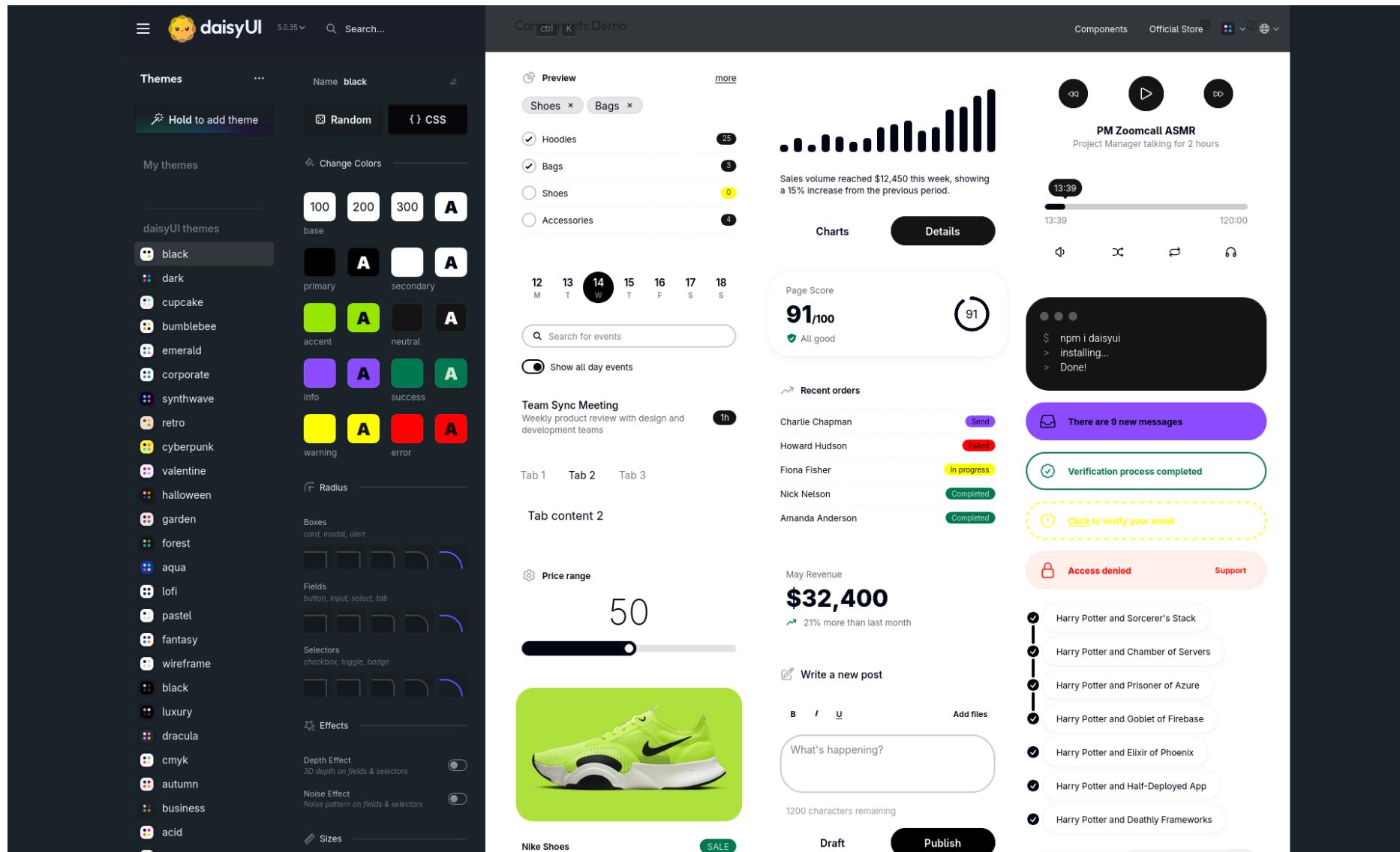
Wireflow:[Link to the Wireflow!](#)

Now that I had individual pages mapped, I locked everything in with a wireflow:



Overall view of the wireflow

Style Guide



The image shows two side-by-side screenshots. On the left is the DaisUI Custom Theme Generator interface, which allows users to create custom UI themes by selecting colors, fonts, and other design elements. It includes sections for 'Themes' (with a 'black' theme selected), 'My themes', and various UI component categories like 'Boxes', 'Fields', and 'Effects'. On the right is a preview of a modern UI application, likely generated by DaisUI. This preview shows a dark-themed dashboard with a sidebar navigation, a main content area featuring a bar chart, a progress bar, a message card, and a sidebar with recent orders and user activity.

Daisui Custom Theme Generator

Since I am making the UI with code, I then proceeded to create a theme with [DaisUI Theme Generator](#). That took care of the colors, now for typography, since I used TailwindCSS, the style guide implicitly became:



Typography

Use typography to present your design and content as clearly and efficiently as possible.

[See design guideline](#)

Text Size 1

font-size: 1.875rem; / 30px /
line-height: 2.25rem; / 36px /

Text Size 2

font-size: 1.5rem; / 24px /
line-height: 2rem; / 32px /

Text Size 3

font-size: 1.25rem; / 20px /
line-height: 1.75rem; / 28px /

Text Size 4

font-size: 1.125rem; / 18px /
line-height: 1.75rem; / 28px /

Text Size 5

font-size: 1.125rem; / 18px /
line-height: 1.75rem; / 28px /

Text Size 6

font-size: 1.125rem; / 18px /
line-height: 1.75rem; / 28px /

Text Size 7

font-size: 1.125rem; / 18px /
line-height: 1.75rem; / 28px /

Typography preset

	50	100	200	300	400	500	600	700	800	900	1000
Base	white #FFFFFF	black #000000									
State	#f0f0f0	#f1f1f1	#eaeaea	#dcdcdc	#cccccc	#bcbcbc	#a1a1a1	#878787	#737373	#636363	#535353
Gray	#f0f0f0	#f1f1f1	#eaeaea	#dcdcdc	#cccccc	#bcbcbc	#a1a1a1	#878787	#737373	#636363	#535353
Zinc	#f0f0f0	#f1f1f1	#eaeaea	#dcdcdc	#cccccc	#bcbcbc	#a1a1a1	#878787	#737373	#636363	#535353
Neutral	#f0f0f0	#f1f1f1	#eaeaea	#dcdcdc	#cccccc	#bcbcbc	#a1a1a1	#878787	#737373	#636363	#535353
Stone	#f0f0f0	#f1f1f1	#eaeaea	#dcdcdc	#cccccc	#bcbcbc	#a1a1a1	#878787	#737373	#636363	#535353
Red	#ffefef	#ffe2e2	#ffeaee	#ffecce	#ffea55	#ff8771	#ff4444	#ec2a2a	#991c1c	#992a2a	#ff1e1e
Orange	#ffffed	#ffeddd	#ffedaa	#ffeb3b	#ffca28	#ff9733	#ff5030	#ff3322	#ff9342	#ff2e2e	#ff0000
Amber	#ffffbb	#ffefc7	#ffedaa	#ffea54	#ffea54	#ffefef	#ff7706	#ff4589	#ff2489	#ff338f	#ff558f
Yellow	#ffffcc	#ffefcc	#ffedcc	#ffea47	#ffcc19	#ffcc19	#ffab33	#ffaa00	#ff1a27	#ff5599	#ff115522
Lime	#ffffcc	#ffefcc	#ffedcc	#ffea47	#ffcc19	#ffcc19	#ffab33	#ffaa00	#ff1a27	#ff5599	#ff115522
Green	#ffccbc	#ffefcc	#ffedcc	#ffea47	#ffcc19	#ffcc19	#ffab33	#ffaa00	#ff1a27	#ff5599	#ff115522
Emerald	#ffccbc	#ffefcc	#ffedcc	#ffea47	#ffcc19	#ffcc19	#ffab33	#ffaa00	#ff1a27	#ff5599	#ff115522
Teal	#ffccbc	#ffefcc	#ffedcc	#ffea47	#ffcc19	#ffcc19	#ffab33	#ffaa00	#ff1a27	#ff5599	#ff115522
Cyan	#ffccbc	#ffefcc	#ffedcc	#ffea47	#ffcc19	#ffcc19	#ffab33	#ffaa00	#ff1a27	#ff5599	#ff115522
Sky	#ffccbc	#ffefcc	#ffedcc	#ffea47	#ffcc19	#ffcc19	#ffab33	#ffaa00	#ff1a27	#ff5599	#ff115522
Blue	#ffccbc	#ffefcc	#ffedcc	#ffea47	#ffcc19	#ffcc19	#ffab33	#ffaa00	#ff1a27	#ff5599	#ff115522
Indigo	#ffccbc	#ffefcc	#ffedcc	#ffea47	#ffcc19	#ffcc19	#ffab33	#ffaa00	#ff1a27	#ff5599	#ff115522
Violet	#ffccbc	#ffefcc	#ffedcc	#ffea47	#ffcc19	#ffcc19	#ffab33	#ffaa00	#ff1a27	#ff5599	#ff115522
Purple	#ffccbc	#ffefcc	#ffedcc	#ffea47	#ffcc19	#ffcc19	#ffab33	#ffaa00	#ff1a27	#ff5599	#ff115522
Fuschia	#ffccbc	#ffefcc	#ffedcc	#ffea47	#ffcc19	#ffcc19	#ffab33	#ffaa00	#ff1a27	#ff5599	#ff115522
Pink	#ffccbc	#ffefcc	#ffedcc	#ffea47	#ffcc19	#ffcc19	#ffab33	#ffaa00	#ff1a27	#ff5599	#ff115522
Rose	#ffccbc	#ffefcc	#ffedcc	#ffea47	#ffcc19	#ffcc19	#ffab33	#ffaa00	#ff1a27	#ff5599	#ff115522

Name	Size	Pixels
0	0px	0px
px	1px	1px
0.5	0.125rem	2px
1	0.25rem	4px
1.5	0.375rem	6px
2	0.5rem	8px
2.5	0.625rem	10px
3	0.75rem	12px
3.5	0.875rem	14px
4	1rem	16px
5	1.25rem	20px
6	1.5rem	24px
7	1.75rem	28px
8	2rem	32px
9	2.25rem	36px
10	2.5rem	40px
11	2.75rem	44px
12	3rem	48px
14	3.5rem	56px
16	4rem	64px
20	5rem	80px
24	6rem	96px
28	7rem	112px
32	8rem	128px
36	9rem	144px
40	10rem	160px
44	11rem	176px
48	12rem	192px
52	13rem	208px
56	14rem	224px
60	15rem	240px
64	16rem	256px
72	18rem	288px
80	20rem	320px
96	24rem	384px

Colors & Spacing

The official documentation can be found [here](#) and [here](#)

Components:

Again, since I am using code, and I am using Tailwind Css and DaisUI for the styling, my components implicitly become the ones from DaisyUI. [Check Them Out Here](#)

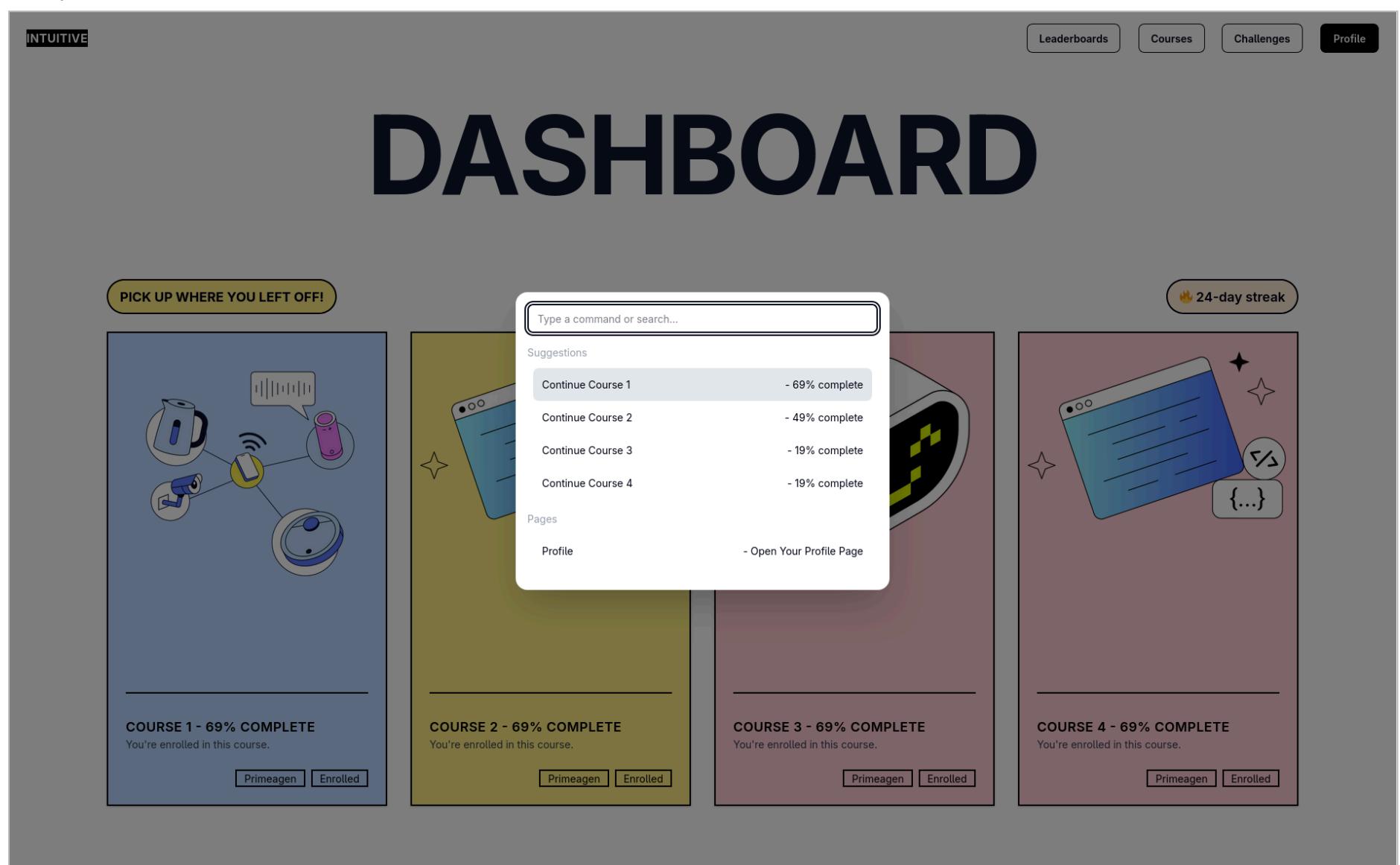
Accessibility:

Since we want the website to be accessible to all people, I implemented 3 accessibility features.

Keyboard based navigation:

Pressing CTRL + K on any page within the website brings up a dynamic menu. The menu's content dynamically changes based on the page the user is in currently. For example:

Example Of The Menu In User Dashboard



Screenshot showing keyboard based navigation in dashboard

INTUITIVE

Leaderboards Courses Challenges Profile

EXPLORE COURSES

BACKEND COURSES

NODE.JS FUNDAMENTALS
YOU DON'T HAVE ENOUGH EXP YET

ALICE JOHNSON 4.8/5 STARS

EXPRESS.JS AND MONGODB

DAVID LEE 4.8/5 STARS

ADVANCED DATABASES

CHARLIE BROWN 4.7/5 STARS

FRONTEND COURSES

REACT: THE COMPLETE GUIDE

DIANA MILLER 5.0/5 STARS

VUE.JS ESSENTIALS

ETHAN DAVIS 4.9/5 STARS

SVELTE FOR BEGINNERS

FIONA GREEN 4.8/5 STARS

Suggestions

- Node.js Fundamentals - Backend
- Python for Backend - Backend
- Advanced Databases - Backend
- Express.js and MongoDB - Backend
- Go for Backend Development - Backend
- React: The Complete Guide - Frontend
- ...

EVE WHITE 4.6/5 STARS

Screenshot showing dynamic navigation in courses page

INTUITIVE

Leaderboards Courses Challenges Profile

CHARLES OLIVERA.

69 Followers 500+ Connections jhonJones@gmail.com

NAME
Charles Olivera.

EMAIL
jhonJones@gmail.com

PASSWORD
securepass

SAVE CHANGES

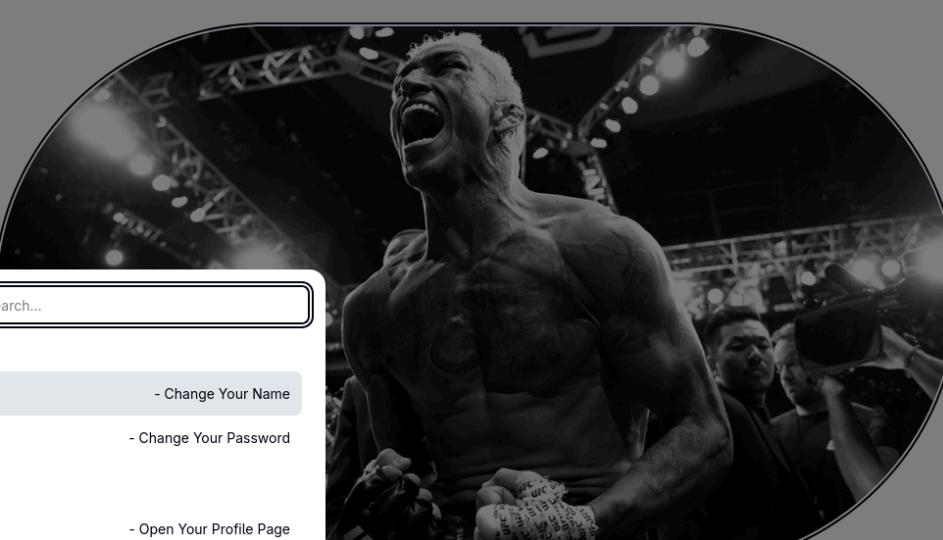
Type a command or search...

Suggestions

- Edit Name - Change Your Name
- Edit Password - Change Your Password

Pages

- Profile - Open Your Profile Page
- Courses Page - Open All Courses Page
- Dashboard - Go To Your Dashboard



Screenshot showing dynamic navigation in profile page

Apart from changing context based on the current page, the menu also provides full navigation to each and every page of the website, allowing a user to navigate the website entirely through just the keyboard.

```

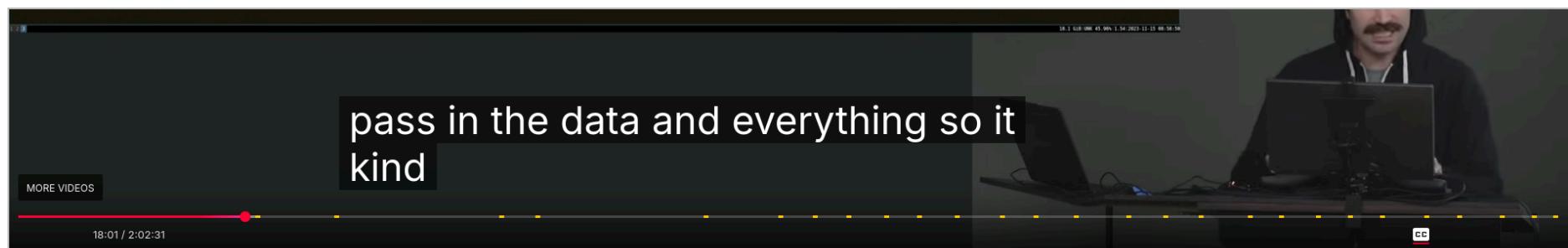
14 package main
13
12 import (
11     "html/template"
10     "io"
9
8     "github.com/labstack/echo/v4"
7     "github.com/labstack/echo/v4/middleware"
6 )
5
4 type Templates struct {
3     templates *template.Template
2 }
1
15 func (t *Templates) Render(w io.Writer, name string, data interface{}, c echo.Context) error {
1     return t.templates.ExecuteTemplate(w, name, data)
2 }
3
4 func main() {
5
6     e := echo.New()
7     e.Use(middleware.Logger())
8 }

~/fem/fem-htmx-proj/cmd/main.go [ + ]                                         15,59      All
Type :qa! and press <Enter> to abandon all changes and exit Nvim
[fem-htmx-1:nvim* 2:zsh-]                                                 "pop-os" 08:58 15-Nov-23

```

it's going to have a name it's going to
have the data for the uh for the

Screenshot showing live video captions as one of the accessibility features



INTRODUCTION TO HTMX

The hype around HTMX has been growing in the dev community recently. Some folks love it for its simplicity, while others criticize it for straying too far from the SPA approach.

Funny story: I was once called an "HTMX propagandist" for pushing the framework in my team. I guess it's controversial, but it gets the job done!

The principles behind HTMX are not exactly new. They go back to research from the mid-90s, where people were already experimenting with hypermedia-driven applications.

Incorporating memes into the dev world isn't just for fun—HTMX has a strong meme-based marketing strategy that's caught the attention of developers worldwide.

Example Code: Simple Button for Action

```

    ...
<button hx-get="/increment" hx-target="#counter">Increment</button>

```

Screenshot showing live video transcript as one of the accessibility features

Responsive Design:

Since we want this app to be accessible to every in different screen sizes, I implemented a fully responsive design in the following pages



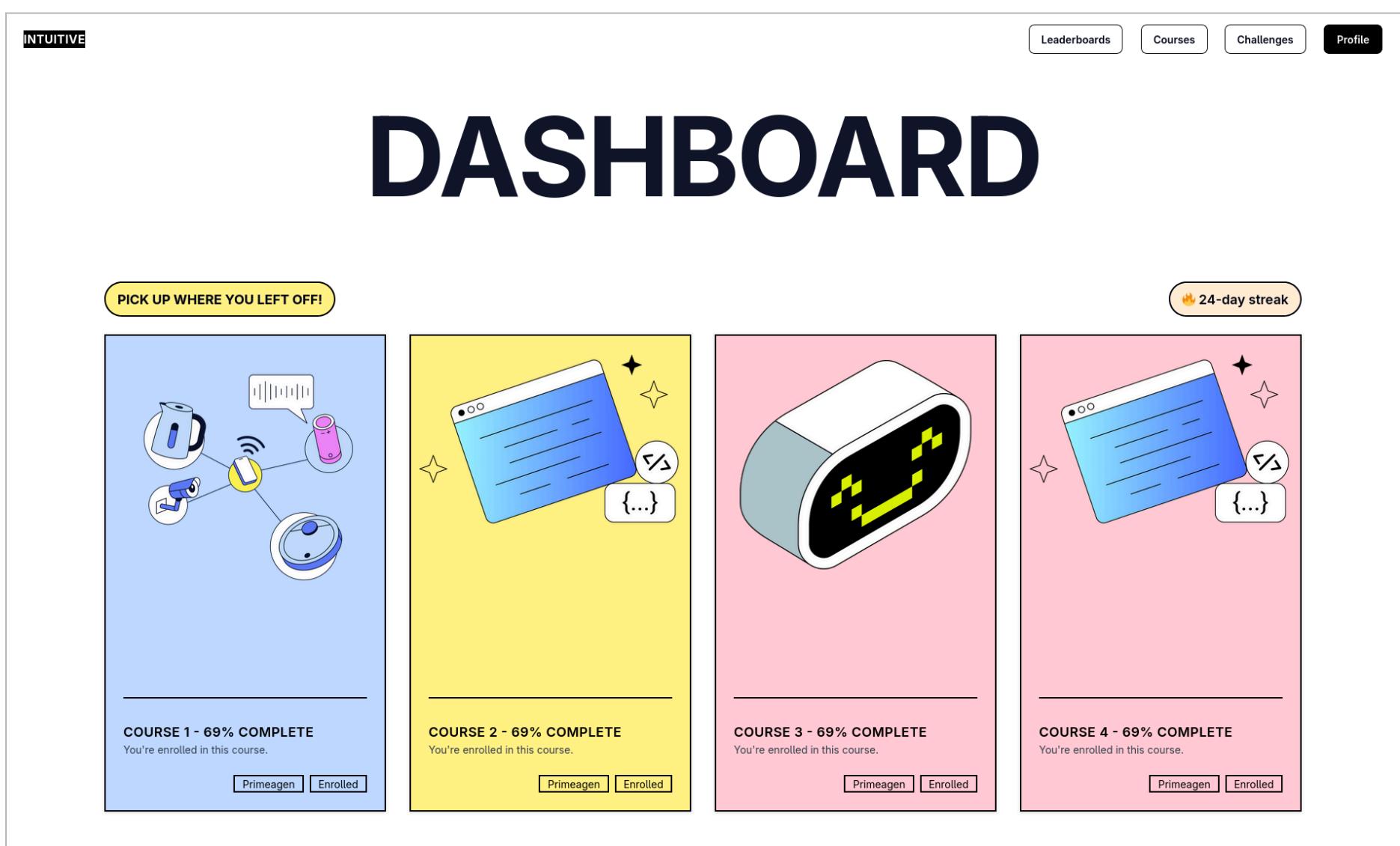
Screenshot of landing page in desktop



Screenshot of login page in desktop



Screenshot of signup page in desktop



Screenshot of the user's dashboard in desktop

INTUITIVE

Leaderboards Courses Challenges Profile

CHALLENGES

Search problems...

All Difficulties ▾ all ▾ Clear Filters Challenge A Friend

#	TITLE	DIFFICULTY	CATEGORY	ACTIONS
1	TWO SUM	EASY	ARRAY	SOLVE Learn
2	PALINDROME-CHECK	EASY	STRING	SOLVE Learn
3	BINARY TREE LEVEL ORDER	MEDIUM	TREE	SOLVE Learn
4	LRU CACHE	HARD	DESIGN	SOLVE Learn
5	MERGE K-SORTED LISTS	HARD	LINKED LIST	SOLVE Learn
6	VALID PARENTHESSES	EASY	STACK	SOLVE Learn
7	LONGEST SUBSTRING WITHOUT REPEAT	MEDIUM	SLIDING WINDOW	SOLVE Learn
8	CLONE GRAPH	MEDIUM	GRAPH	SOLVE Learn
9	WORD LADDER	HARD	GRAPH	SOLVE Learn
10	COURSE SCHEDULE	MEDIUM	GRAPH	SOLVE Learn
11	TWO SUM	EASY	ARRAY	SOLVE Learn
12	PALINDROME-CHECK	EASY	STRING	SOLVE Learn

Screenshot of the challenges page in desktop

INTUITIVE

Leaderboards Courses Challenges Profile

CHARLES OLIVERA.

69 Followers 500+ Connections jhonJones@gmail.com 6900 Elo Rating

NAME
Charles Olivera.

EMAIL
jhonJones@gmail.com

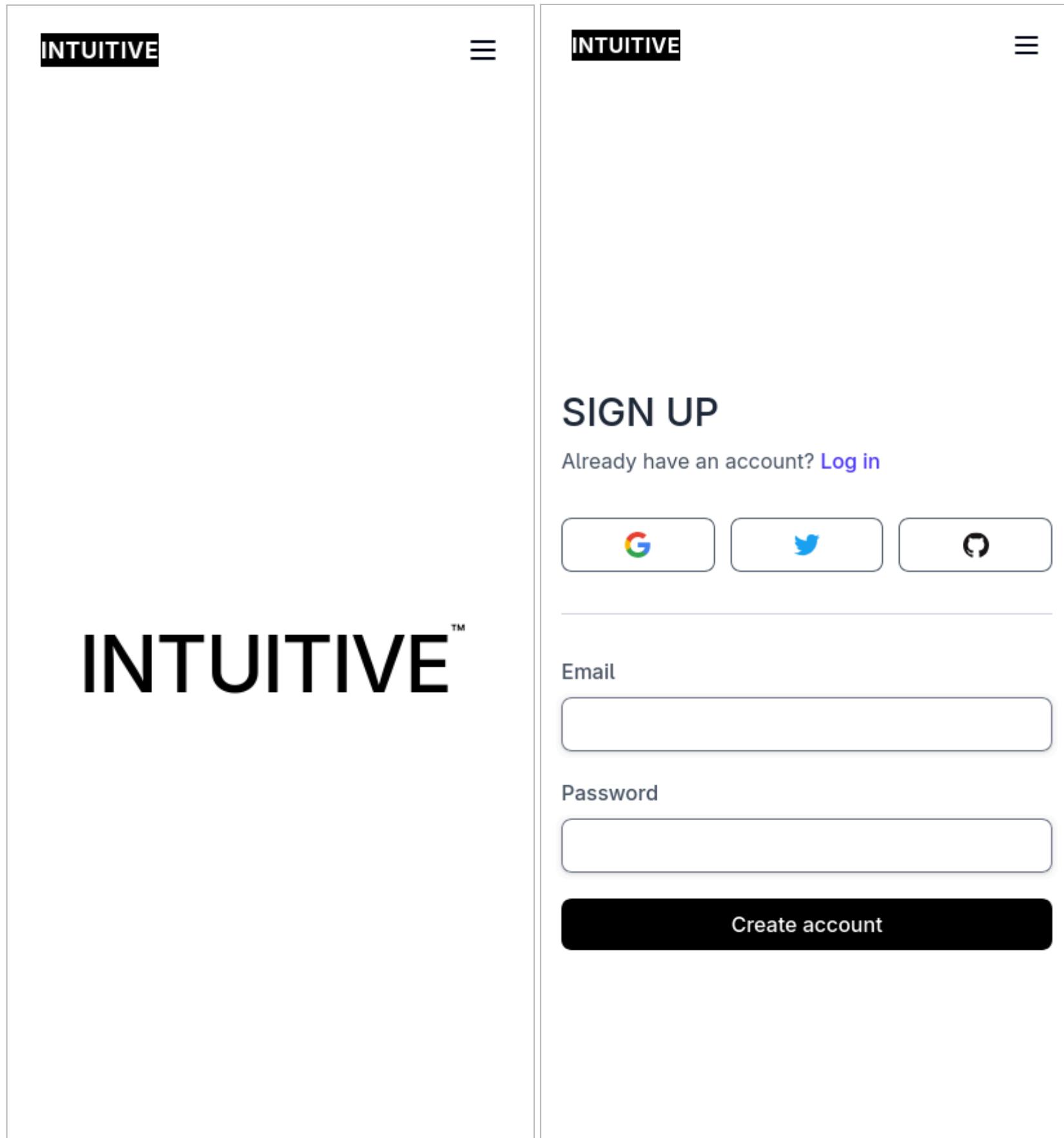
PASSWORD
securepass

SAVE CHANGES



Screenshot of the profile page in desktop

Mobile Versions:



INTUITIVE

INTUITIVE

SIGN UP

Already have an account? [Log in](#)

Email

Password

Create account

Screenshot of the landing & signup page in mobile

INTUITIVE ≡

CHALLENGES

Search problems...

All Difficulties ▼

all ▼

Clear Filters

Challenge A Friend

#	TITLE	DIFFICULTY	CATEGORY
1	TWO SUM	EASY	ARRAY
2	PALINDROME CHECK	EASY	STRING
3	BINARY TREE LEVEL ORDER	MEDIUM	TREE
4	LRU CACHE	HARD	DESIGN
5	MERGE-K SORTED LISTS	HARD	LINKED LIST
6	VALID PARENTHESSES	EASY	STACK
7	LONGEST SUBSTRING WITHOUT REPEAT	MEDIUM	SLIDING WINDOW

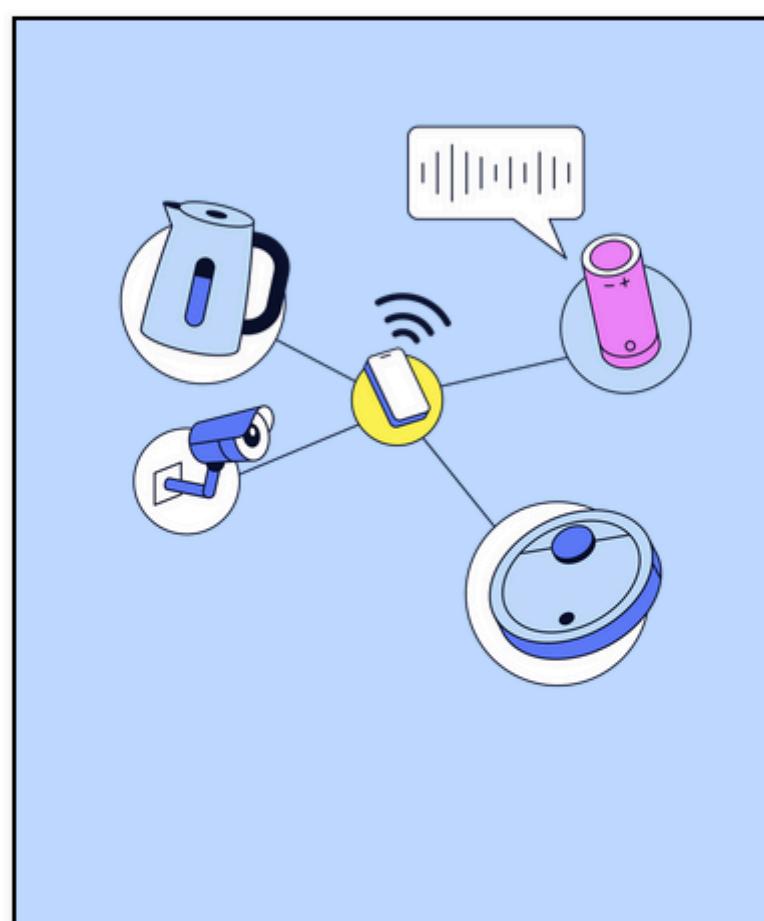
INTUITIVE ≡

DASHBOARD

PICK UP WHERE YOU LEFT OFF!



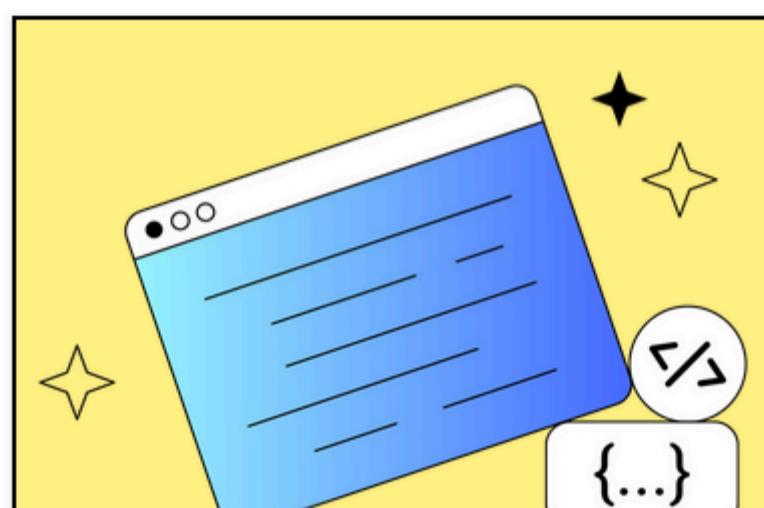
24-day streak



COURSE 1 - 69% COMPLETE

You're enrolled in this course.

Primeagen **Enrolled**



Screenshot of the challenges page & user dashboard in mobile

INTUITIVE ≡

LOG IN

Don't have an account? [Sign up](#)

Or continue with

Email

Password

Log in

INTUITIVE ≡

CHARLES OLIVERA.

69 Followers 500+ Connections

jhonJones@gmail.com 6900 Elo Rating

NAME
Charles Olivera.

EMAIL
jhonJones@gmail.com

PASSWORD
securepass

SAVE CHANGES



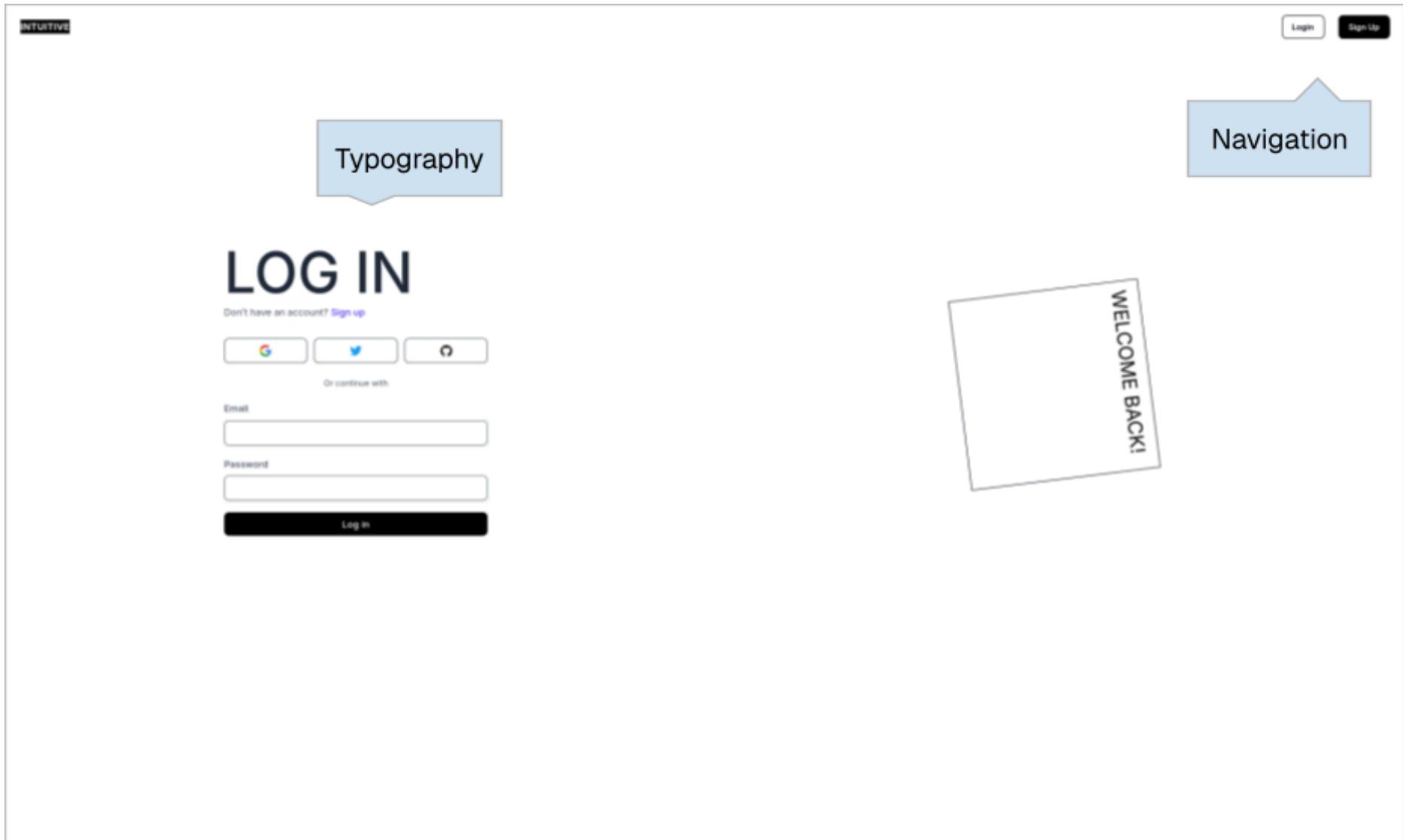
Screenshot of the login page & profile page in mobile

Heuristic Evaluation

For the evaluation of the website, shneiderman's 8 design rules will be used.

Strive for consistency

INTUITIVE



The login page features a large 'LOG IN' button at the top center. Below it is a 'Don't have an account? [Sign up](#)' link. There are three social media sign-in buttons (Google, Twitter, Facebook) followed by a 'Or continue with' link. Two input fields for 'Email' and 'Password' are positioned below, with a 'Log in' button at the bottom. In the top right corner, there are 'Login' and 'Sign Up' buttons. A blue callout box labeled 'Typography' points to the 'LOG IN' button. Another blue callout box labeled 'Navigation' points to the 'Login' and 'Sign Up' buttons. A large rectangular box on the right contains the text 'WELCOME BACK!' vertically.

INTUITIVE



The sign up page features a large 'SIGN UP' button at the top center. Below it is a 'Already have an account? [Log in](#)' link. There are three social media sign-in buttons (Google, Twitter, Facebook). Two input fields for 'Email' and 'Password' are positioned below, with a 'Create account' button at the bottom. In the top right corner, there are 'Login' and 'Sign Up' buttons. A blue callout box labeled 'Same Navigation' points to the 'Login' and 'Sign Up' buttons. A blue callout box labeled 'Same typography' points to the 'SIGN UP' button. A large diamond-shaped box on the left contains the text 'LET'S GET STARTED!'.

Similar Layout

INTUITIVE

Leaderboards Courses Challenges Profile

DASHBOARD

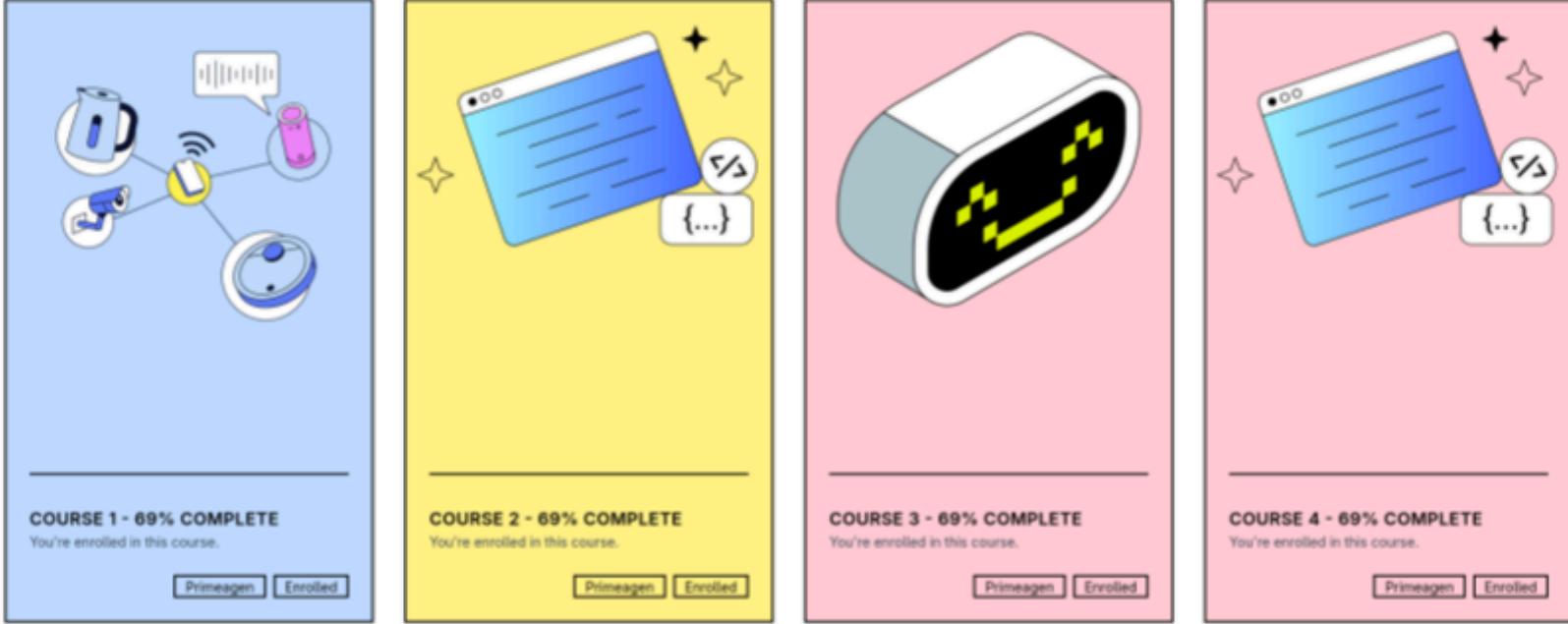
Navigation after logging in

PICK UP WHERE YOU LEFT OFF!

Page Title

Main Content

24-day streak



COURSE 1 - 69% COMPLETE
You're enrolled in this course.
Primeagen Enrolled

COURSE 2 - 69% COMPLETE
You're enrolled in this course.
Primeagen Enrolled

COURSE 3 - 69% COMPLETE
You're enrolled in this course.
Primeagen Enrolled

COURSE 4 - 69% COMPLETE
You're enrolled in this course.
Primeagen Enrolled

INTUITIVE

Leaderboards Courses Challenges Profile

Page Title

CHALLENGES

Navigation After Logging in

Search problems...

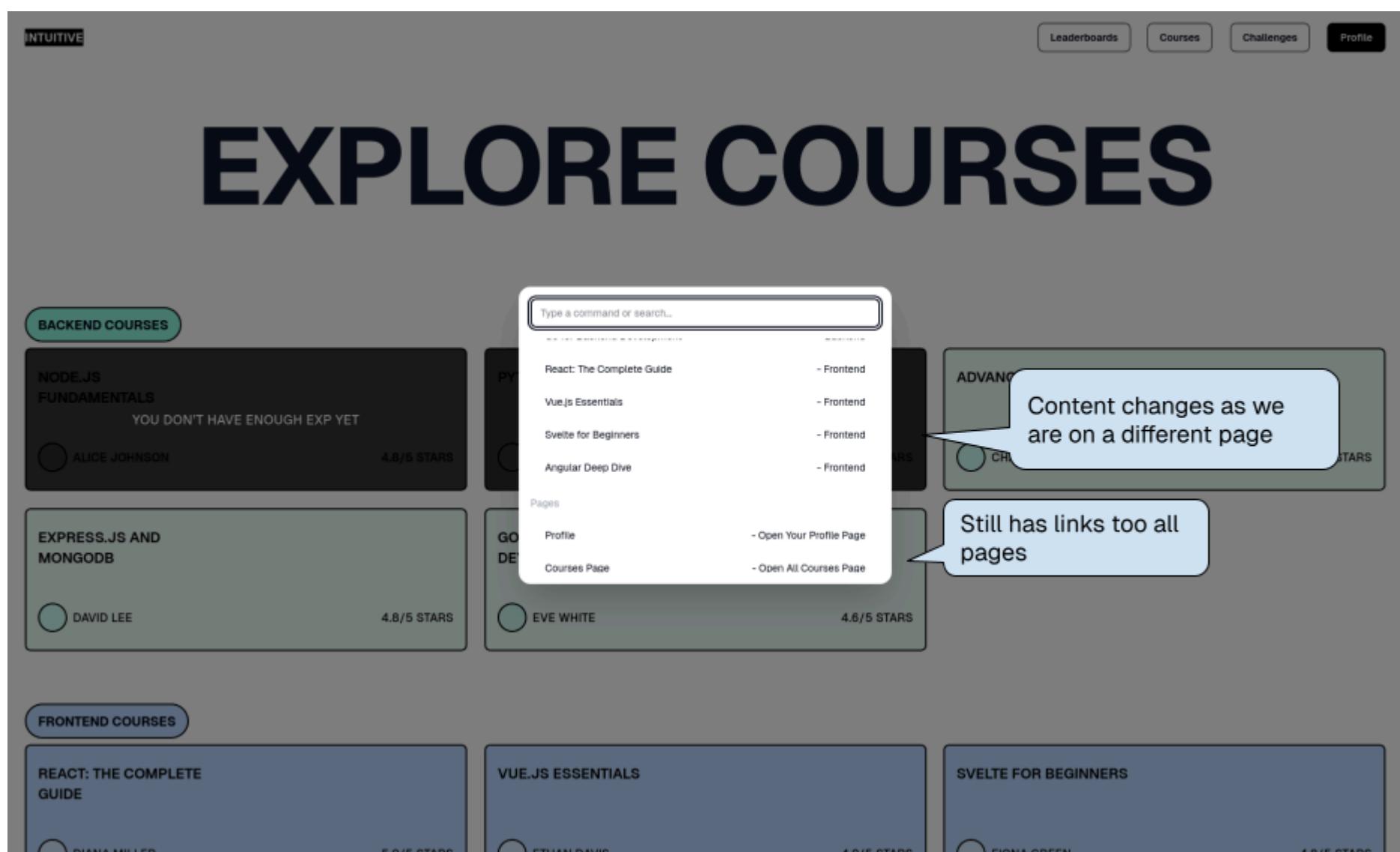
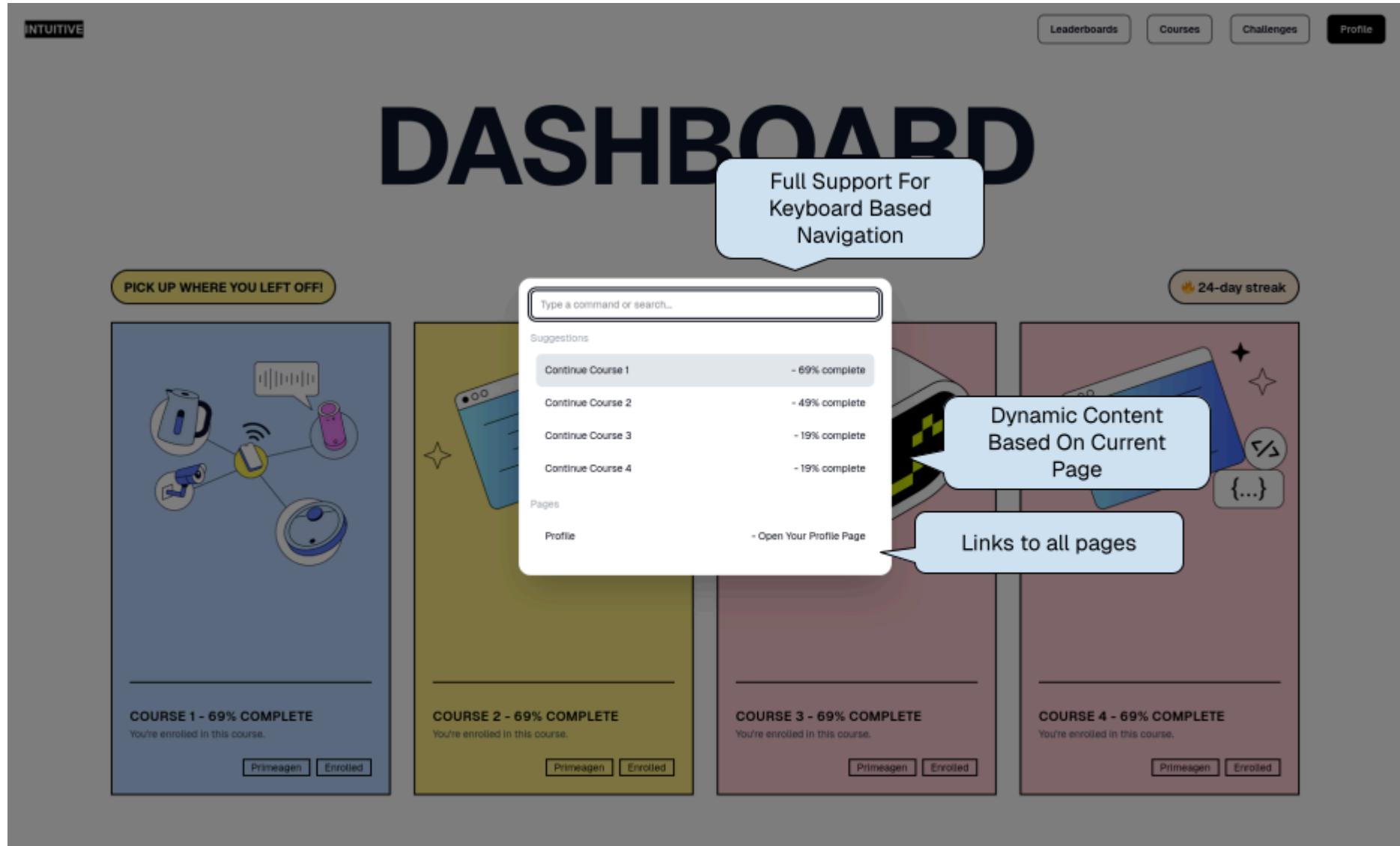
All Difficulties all Clear Filters Challenge A Friend

#	TITLE	DIFFICULTY	CATEGORY	ACTIONS
1	TWO SUM	EASY	ARRAY	<button>SOLVE</button> Learn
2	PALINDROME-CHECK	EASY	STRING	<button>SOLVE</button> Learn
3	BINARY TREE LEVEL ORDER	MEDIUM	TREE	<button>SOLVE</button> Learn
4	LRU CACHE	HARD	DESIGN	<button>SOLVE</button> Learn
5	MERGE-K-SORTED-LISTS	HARD	LINKED LIST	<button>SOLVE</button> Learn
6	VALID-PARENTHESSES	EASY	STACK	<button>SOLVE</button> Learn
7	LONGEST-SUBSTRING-WITHOUT-REPEAT	MEDIUM	SLIDING WINDOW	<button>SOLVE</button> Learn
8	CLONE-GRAPH	MEDIUM	GRAPH	<button>SOLVE</button> Learn
9	WORD LADDER	HARD	GRAPH	<button>SOLVE</button> Learn
10	COURSE-SCHEDULE	MEDIUM	GRAPH	<button>SOLVE</button> Learn
11	TWO SUM	EASY	ARRAY	<button>SOLVE</button> Learn
12	PALINDROME-CHECK	EASY	STRING	<button>SOLVE</button> Learn

Screenshots showing consistency in design

The pages follow the same general layout, same color scheme, they share the same navigation throughout, share the same typography. The only thing that changes between pages is the title of the page and the actual content of the page, thus this website strives for consistency

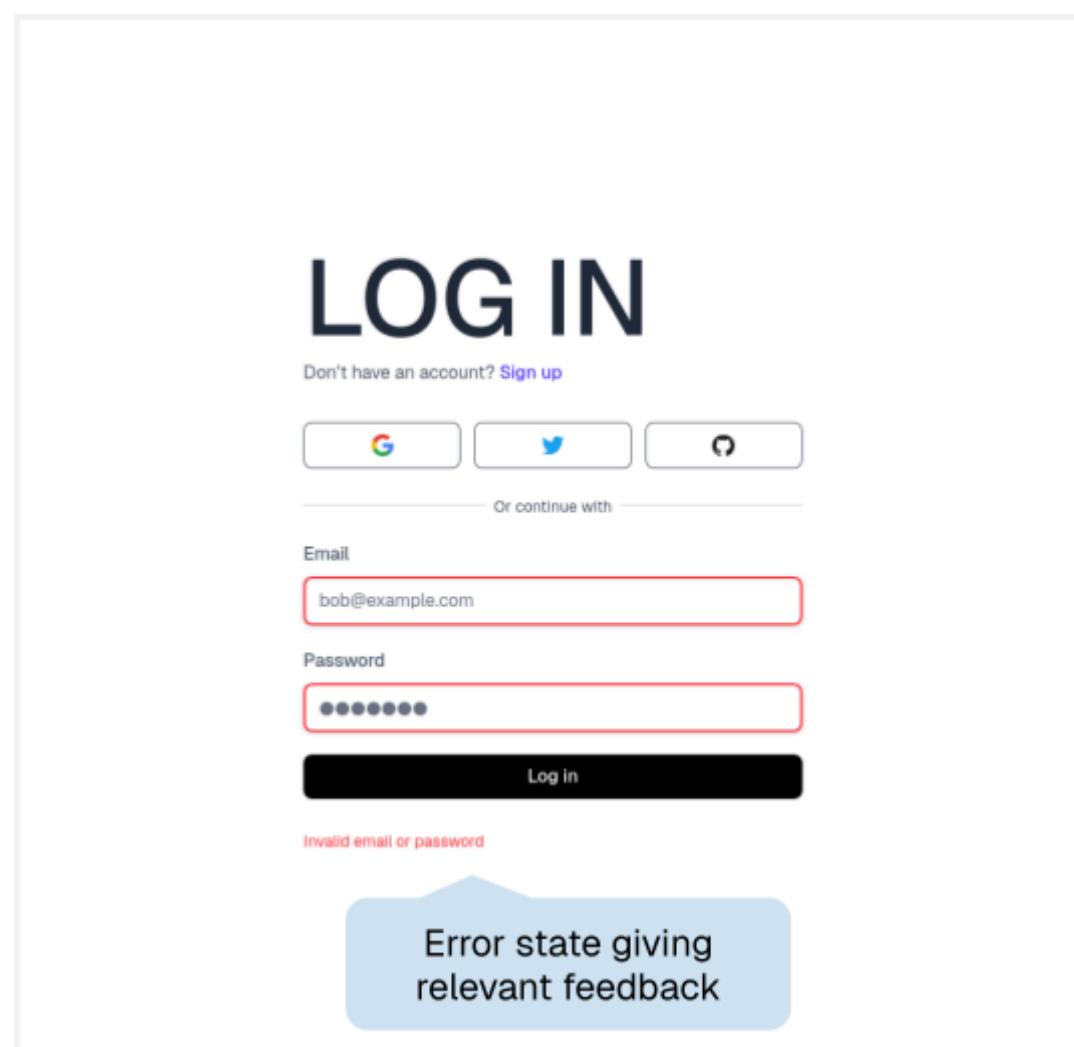
Enable frequent users to use shortcuts



Screenshots showing use of shortcuts

The site includes a keyboard-based navigation menu, toggled with 'Ctrl + K'. This menu is dynamic; it adapts based on the current page. For example, on the dashboard, it lists enrolled courses, on the all courses page, it shows every course, and on the profile page, it provides actions like updating details, logging out, or deleting the account. This makes the entire site fully navigable via keyboard, improving both speed and accessibility.

Offer informative feedback



The screenshot shows a login form with fields for Email and Password. Both fields have red borders, indicating they are invalid. Below the fields is a black 'Log in' button. At the bottom of the page, there is a message: 'Invalid email or password'. A blue callout bubble points to this message with the text: 'Error state giving relevant feedback'.

LOG IN

Don't have an account? [Sign up](#)

Or continue with

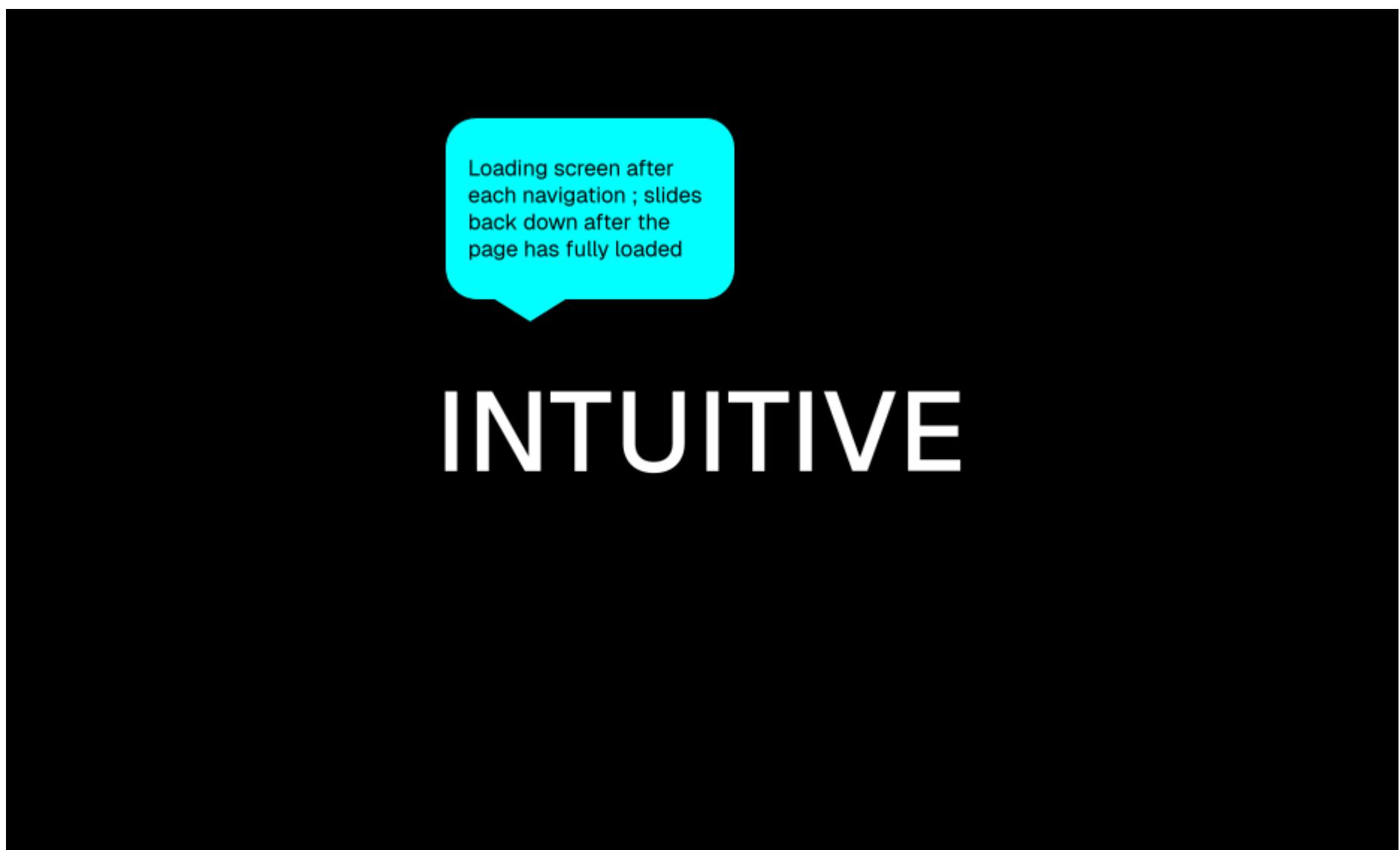
Email

Password

Log in

Invalid email or password

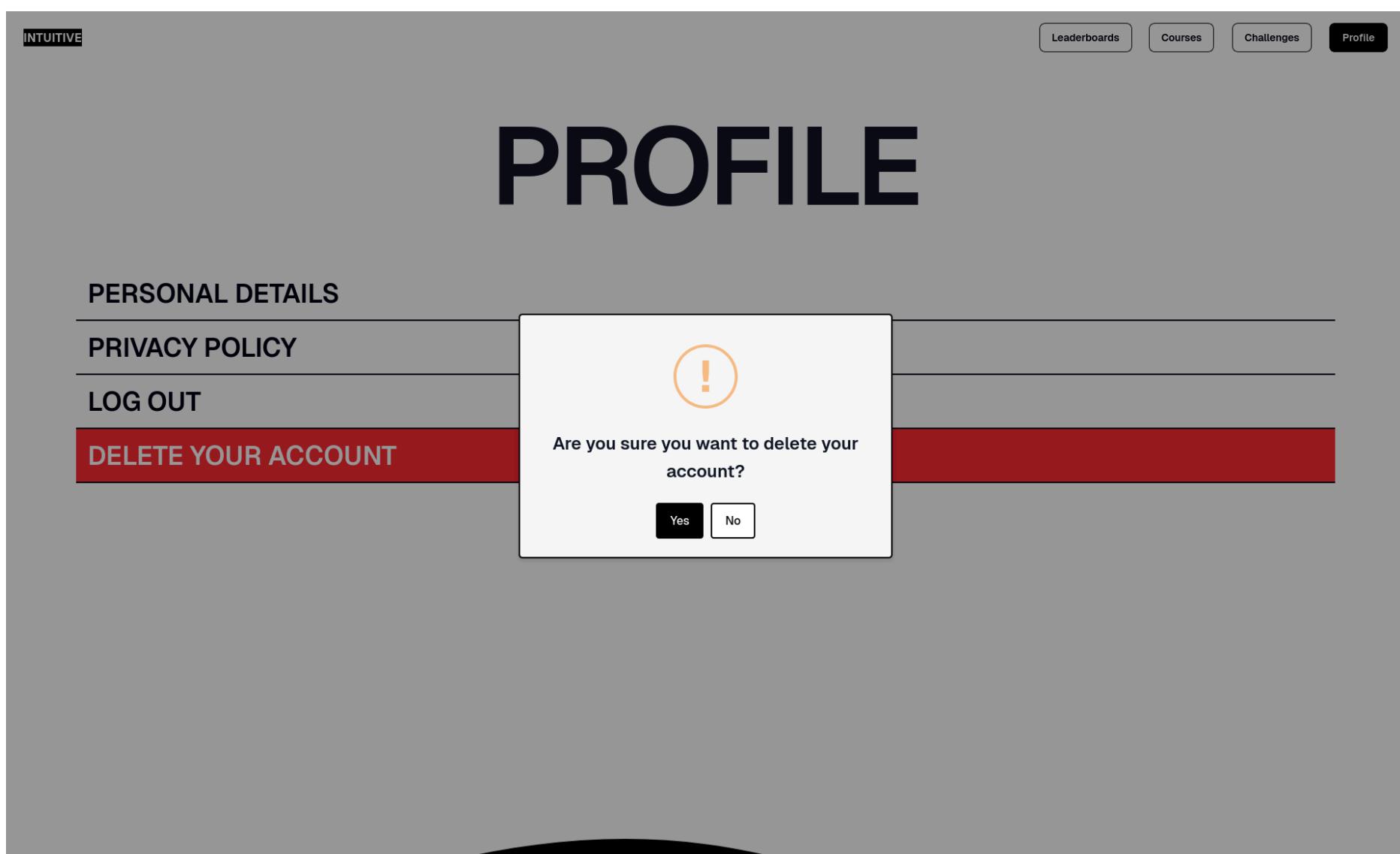
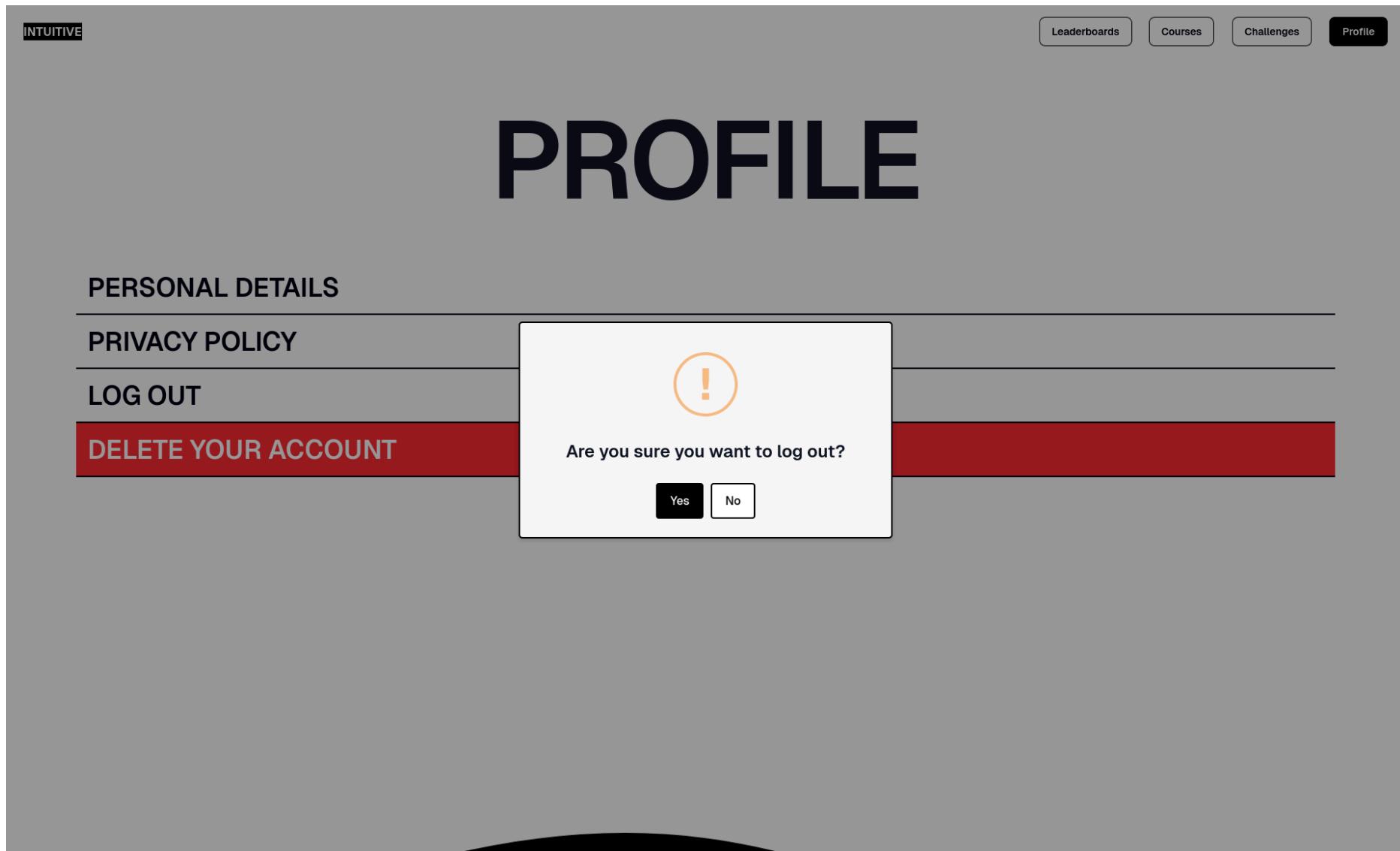
Error state giving relevant feedback



Screenshots showing informative feedback

Login pages provide relevant information upfront, and users receive instant feedback on every action. The site also features a loading screen that animates in during page transitions and slides out once the page is ready. With a simple black background and logo, the loading screen offers strong visual contrast, making it easy for users to recognize the loading state without confusion.

Design dialogs to yield closure & Prevent Errors



Screenshots showing error prevention & design of dialogs to yield closure

When logging out or deleting, a confirmation dialog asks if the user is sure, this not only prevents accidental clicks but also gives users a clear sense of control and yields closure via confirmation.

Permit easy reversal of actions

INTUITIVE
Leaderboards
Courses
Challenges
Profile

CHARLES OLIVERA.

69 Followers
500+ Connections
jhon.Jones@gmail.com
6900 Elo Rating



NAME

EMAIL

PASSWORD

SAVE CHANGES

Easy reversal of action

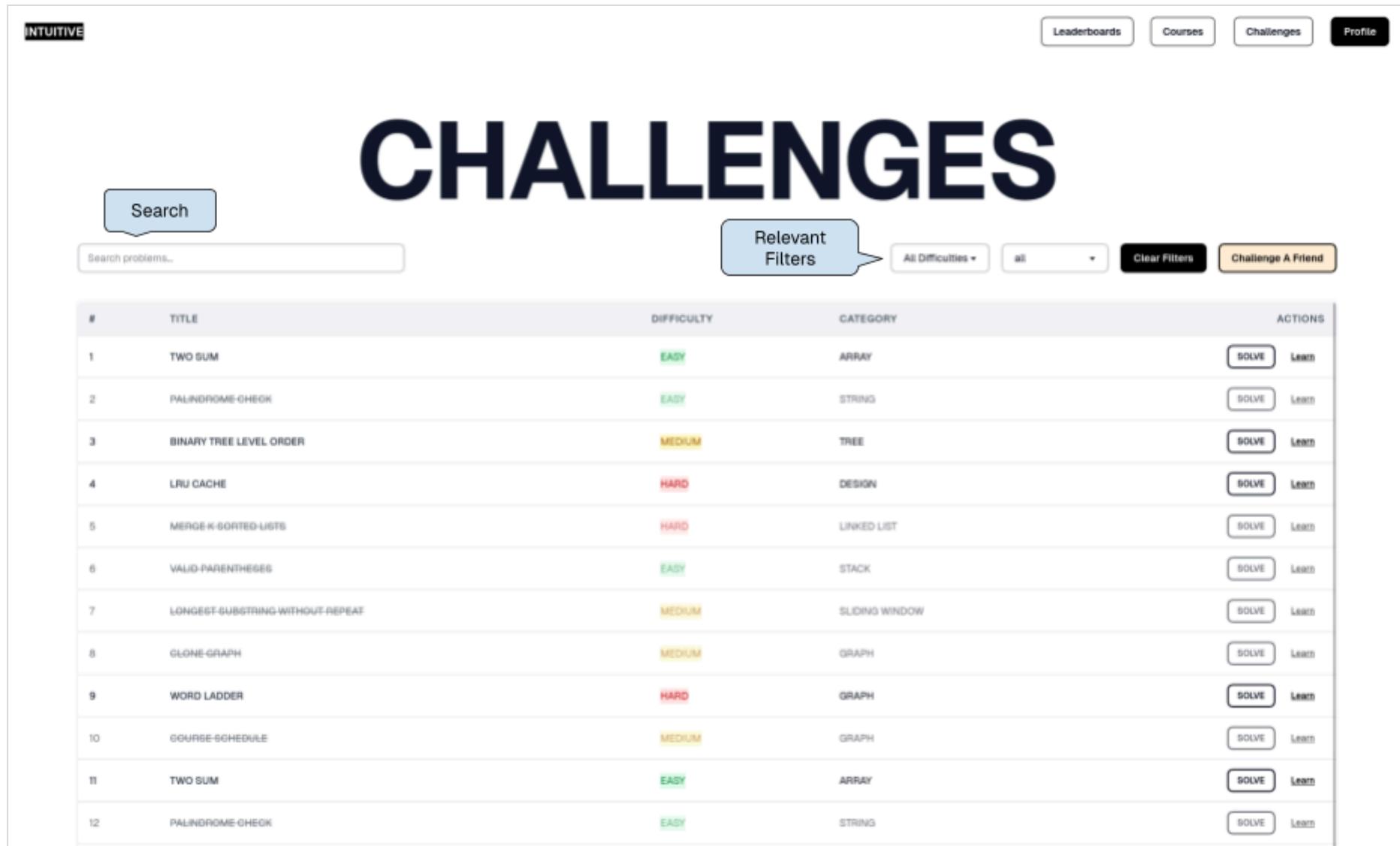
Saved Successfully!
  Undo

Screenshots showing easy reversal of actions

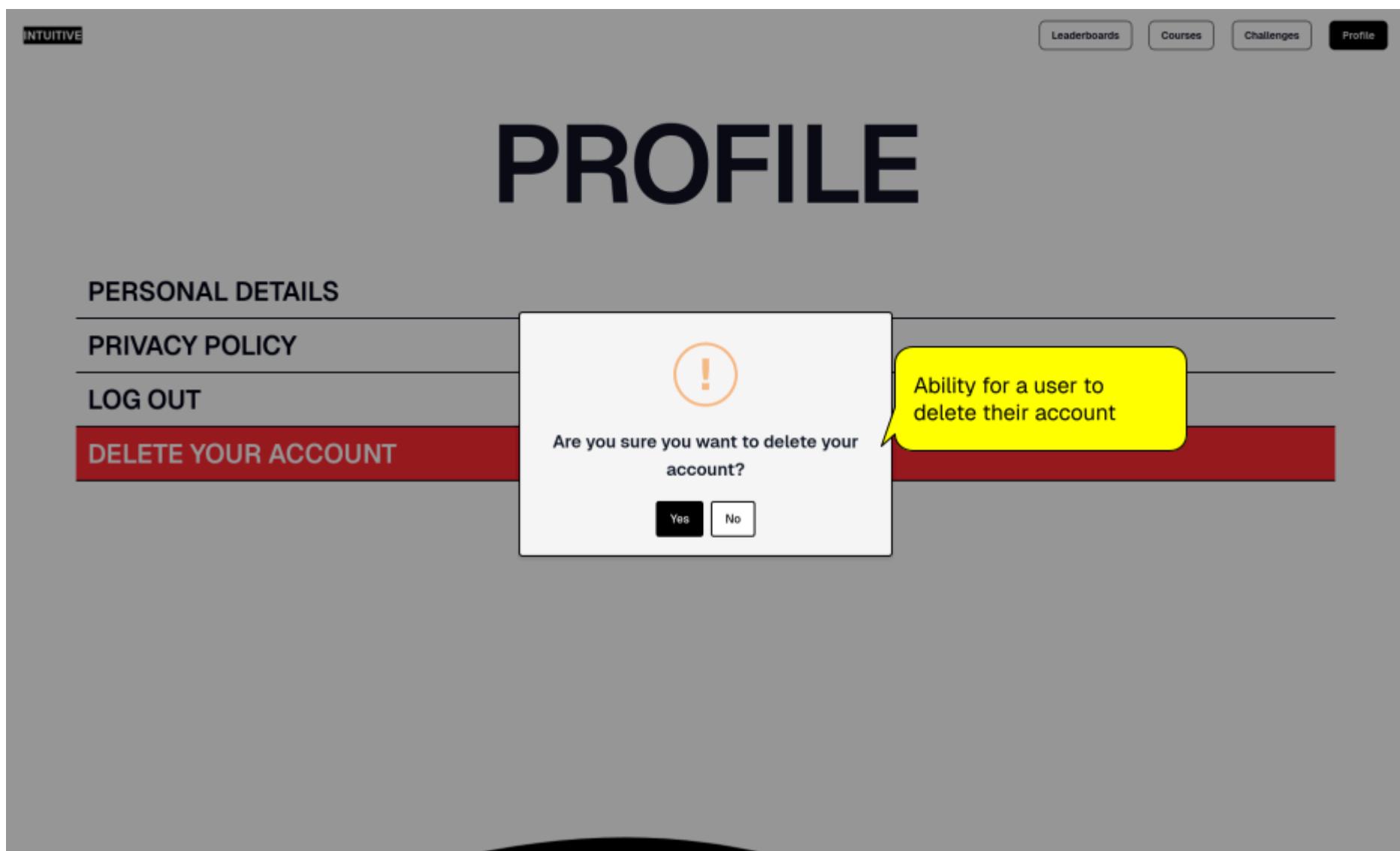
Upon changing a user's personal details, and saving the changes there is a toast at the bottom right of the page allowing a user to quickly revert if needed. Furthermore, the dialogue above also helps to reverse an action such as logging out / deleting.

Support internal locus of control

The user has the ability to delete their account or log out anytime, furthermore the site features keyboard based navigation from which users can navigate freely. Additionally, the site features search and filters in all relevant pages with the keyboard navigation + search bar and dropdown menus where relevant.



#	TITLE	DIFFICULTY	CATEGORY	ACTIONS
1	TWO SUM	EASY	ARRAY	<button>SOLVE</button> <button>Learn</button>
2	PALINDROME-CHECK	EASY	STRING	<button>SOLVE</button> <button>Learn</button>
3	BINARY TREE LEVEL ORDER	MEDIUM	TREE	<button>SOLVE</button> <button>Learn</button>
4	LRU CACHE	HARD	DESIGN	<button>SOLVE</button> <button>Learn</button>
5	MERGE-K-SORTED-LISTS	HARD	LINKED LIST	<button>SOLVE</button> <button>Learn</button>
6	VALID-PARENTHESIS	EASY	STACK	<button>SOLVE</button> <button>Learn</button>
7	LONGEST-SUBSTRING-WITHOUT-REPEAT	MEDIUM	SLIDING WINDOW	<button>SOLVE</button> <button>Learn</button>
8	CLONE-GRAF	MEDIUM	GRAPH	<button>SOLVE</button> <button>Learn</button>
9	WORD LADDER	HARD	GRAPH	<button>SOLVE</button> <button>Learn</button>
10	COURSE-SCHEDULE	MEDIUM	GRAPH	<button>SOLVE</button> <button>Learn</button>
11	TWO SUM	EASY	ARRAY	<button>SOLVE</button> <button>Learn</button>
12	PALINDROME-CHECK	EASY	STRING	<button>SOLVE</button> <button>Learn</button>



PROFILE

PERSONAL DETAILS

PRIVACY POLICY

LOG OUT

DELETE YOUR ACCOUNT

!

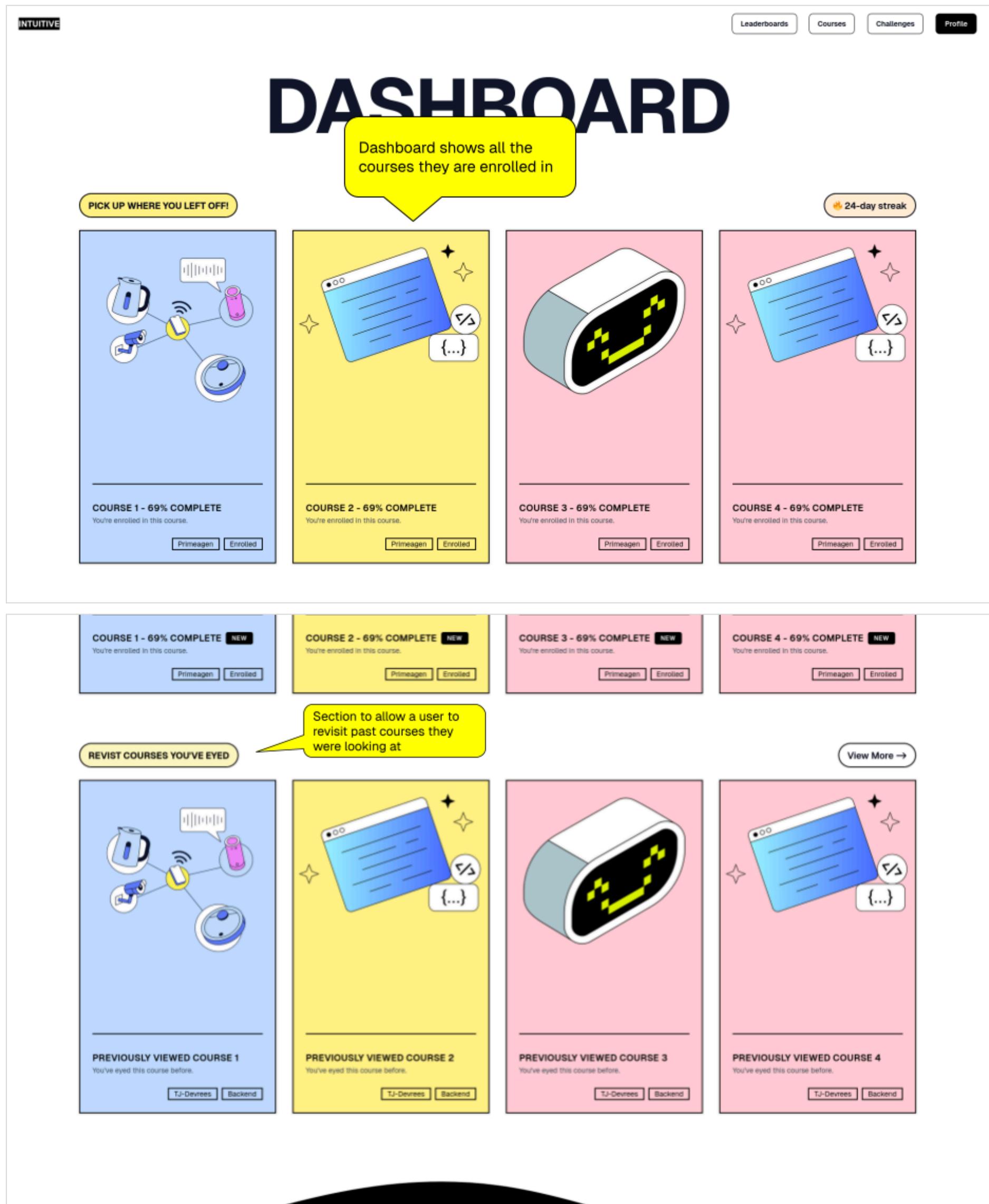
Are you sure you want to delete your account?

X

Ability for a user to delete their account

Screenshots showcasing internal locus of control

Reduce short-term memory load



The image displays two screenshots of a dashboard interface, likely from a mobile application, illustrating a design that reduces short-term memory load by displaying key information directly on the screen.

Top Screenshot (Dashboard):

- Header:** INTUITIVE, Leaderboards, Courses, Challenges, Profile.
- Title:** DASHBOARD
- Text in yellow callout:** Dashboard shows all the courses they are enrolled in
- Section 1 (Left):** COURSE 1 - 69% COMPLETE. You're enrolled in this course. Buttons: Primeagen, Enrolled. Illustration: A blue kettle connected to a smartphone via a network icon.
- Section 2 (Middle Left):** COURSE 2 - 69% COMPLETE. You're enrolled in this course. Buttons: Primeagen, Enrolled. Illustration: A blue document icon.
- Section 3 (Middle Right):** COURSE 3 - 69% COMPLETE. You're enrolled in this course. Buttons: Primeagen, Enrolled. Illustration: A digital clock showing a yellow progress bar.
- Section 4 (Right):** COURSE 4 - 69% COMPLETE. You're enrolled in this course. Buttons: Primeagen, Enrolled. Illustration: A blue document icon.
- Top right corner:** 24-day streak.

Bottom Screenshot (Previously Viewed Courses):

- Section 1 (Left):** COURSE 1 - 69% COMPLETE [NEW]. You're enrolled in this course. Buttons: Primeagen, Enrolled. Illustration: A blue kettle connected to a smartphone via a network icon.
- Section 2 (Middle Left):** COURSE 2 - 69% COMPLETE [NEW]. You're enrolled in this course. Buttons: Primeagen, Enrolled. Illustration: A blue document icon.
- Section 3 (Middle Right):** COURSE 3 - 69% COMPLETE [NEW]. You're enrolled in this course. Buttons: Primeagen, Enrolled. Illustration: A digital clock showing a yellow progress bar.
- Section 4 (Right):** COURSE 4 - 69% COMPLETE [NEW]. You're enrolled in this course. Buttons: Primeagen, Enrolled. Illustration: A blue document icon.
- Section 5 (Bottom Left):** PREVIOUSLY VIEWED COURSE 1. You've eyed this course before. Buttons: T.J.-Devrees, Backend. Illustration: A blue kettle connected to a smartphone via a network icon.
- Section 6 (Bottom Middle Left):** PREVIOUSLY VIEWED COURSE 2. You've eyed this course before. Buttons: T.J.-Devrees, Backend. Illustration: A blue document icon.
- Section 7 (Bottom Middle Right):** PREVIOUSLY VIEWED COURSE 3. You've eyed this course before. Buttons: T.J.-Devrees, Backend. Illustration: A digital clock showing a yellow progress bar.
- Section 8 (Bottom Right):** PREVIOUSLY VIEWED COURSE 4. You've eyed this course before. Buttons: T.J.-Devrees, Backend. Illustration: A blue document icon.
- Top center:** REVIST COURSES YOU'VE EYED.
- Top right:** Section to allow a user to revisit past courses they were looking at.
- Bottom right:** View More →

Screenshots showcasing reduction of memory load

Testing

The questions can be found [here](#).

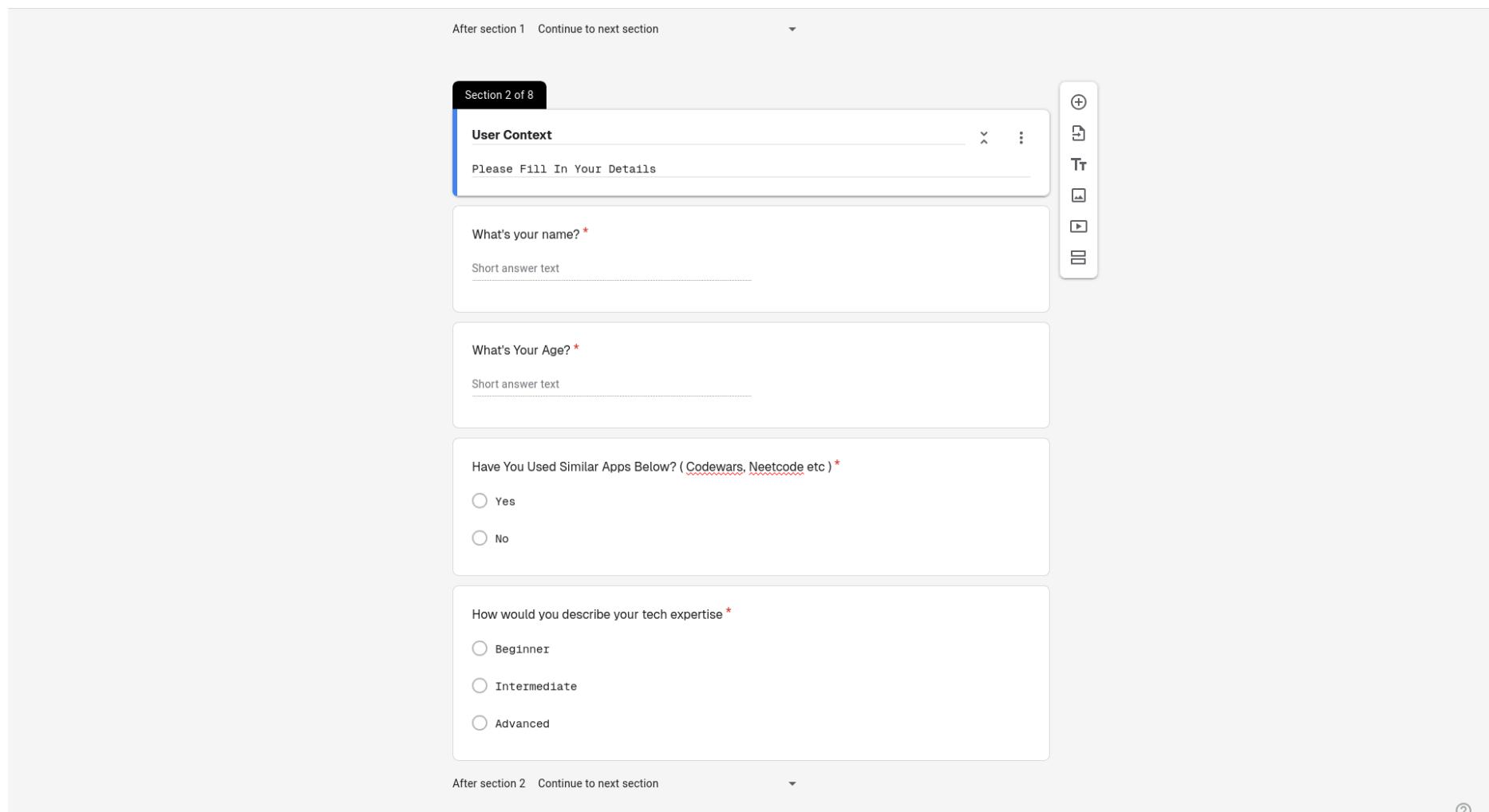
Now that the design and functionality was implemented, I needed real world insight; actual users to test. I conducted 3 usability tests with a small group of testers. The webapp was shared with the testers giving them access to the prototype and asked them to use the website as they normally would. I also requested them to go through the website once, and then later fill out a questionnaire based on their experience.

The questionnaire was designed to gather detailed feedback across multiple areas:

1. User Context: Basic details like age, experience level, and familiarity with similar platforms helped frame the type of users testing the product.
2. First Impressions & Aesthetic: Focused on the visual appeal, cleanliness of the UI, and design consistency.
3. Golden Rules: Evaluated whether the app followed established interaction principles like feedback, error prevention, and consistency.
4. Nielsen's 10 Heuristics: Assessed usability standards such as system visibility, control, efficiency, and minimal design.
5. Norman's Design Principles: Looked into affordances, feedback visibility, and built-in constraints.
6. Accessibility: Tested how inclusive the app was, especially for keyboard-only users and those needing visual clarity.
7. Further Suggestions: Collected subjective feedback about what worked well, what didn't, and how intuitive the experience felt on a scale of 1–5.

This helped identify both strengths and pain points in the design from the perspective of actual users.

The questionnaire was as follows:



The screenshot shows a user interface for a questionnaire. At the top, there is a header bar with the text "After section 1 Continue to next section". Below this, the title "Section 2 of 8" is displayed above a section titled "User Context". The "User Context" section contains the instruction "Please Fill In Your Details". There are two input fields: one for "What's your name?" (marked with a red asterisk) and one for "What's Your Age?" (also marked with a red asterisk). Both fields are labeled "Short answer text". To the right of these fields is a vertical toolbar with icons for adding, deleting, and other editing functions. Below the "User Context" section is another section titled "Have You Used Similar Apps Below? (Codewars, Neetcode etc) *". It contains two radio button options: "Yes" and "No". Further down is a section titled "How would you describe your tech expertise *". It contains three radio button options: "Beginner", "Intermediate", and "Advanced".

Screenshot of the questionnaire 1

Intuitive Questionnaire □ ☆

Questions Responses 3 Settings

Advanced

After section 2 Continue to next section

Section 3 of 8

First Impressions & Aesthetic

Description (optional)

Does the visual design feel modern and appealing? *

Yes

No

Is the interface cluttered or clean? *

Clean

Cluttered

Are visual elements (buttons, cards, headings) consistently styled? *

Yes

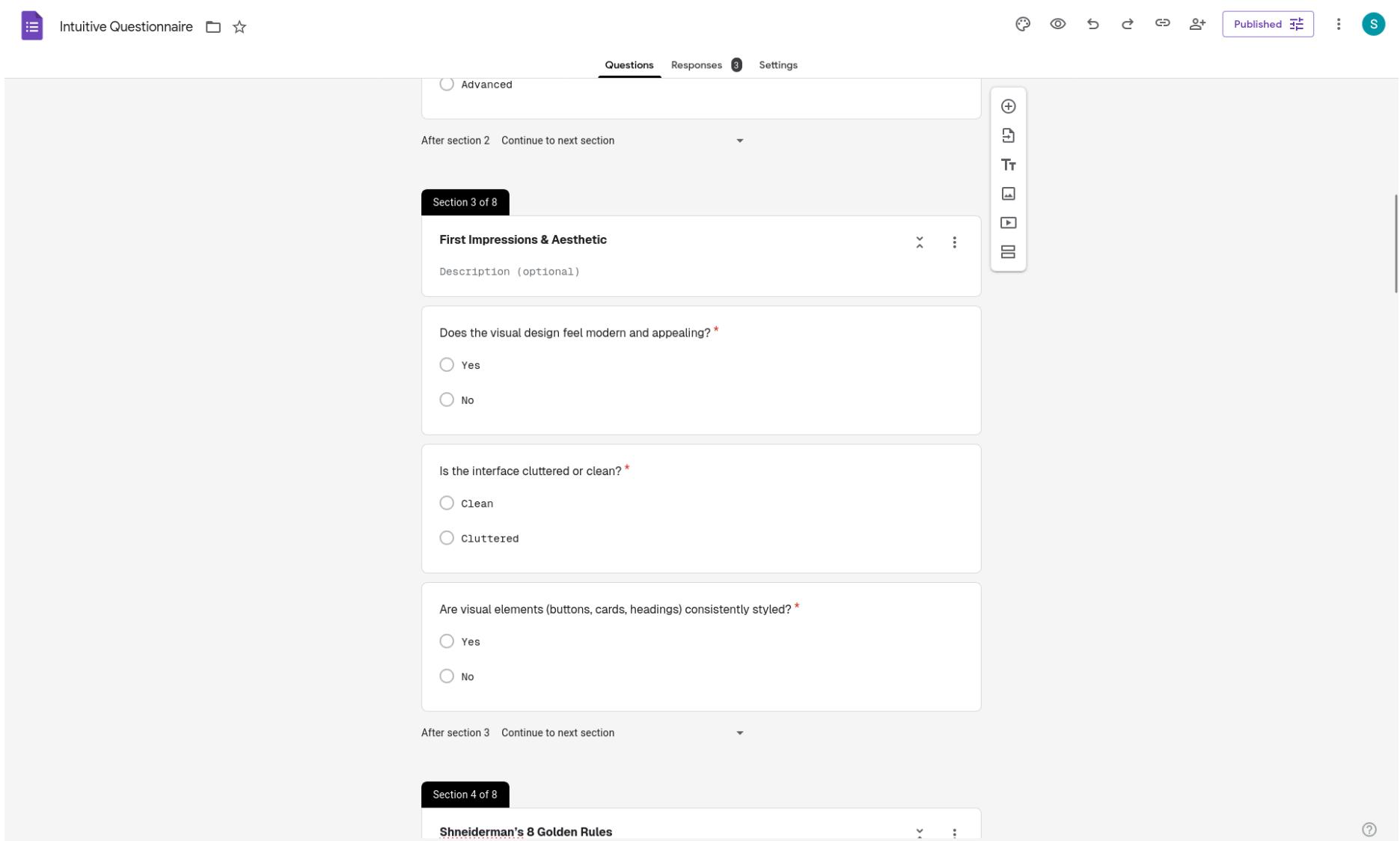
No

After section 3 Continue to next section

Section 4 of 8

Shneiderman's 8 Golden Rules

⑦



Screenshot of the questionnaire 2

Intuitive Questionnaire □ ☆

Questions Responses 3 Settings

Shneiderman's 8 Golden Rules

Description (optional)

Did the app prevent obvious errors? *

Yes

No

Did the app provide informative feedback after each action? *

Yes

No

The interactions designed for frequent users as well as new ones. *

Strongly disagree

Disagree

Neutral

Agree

Strongly agree

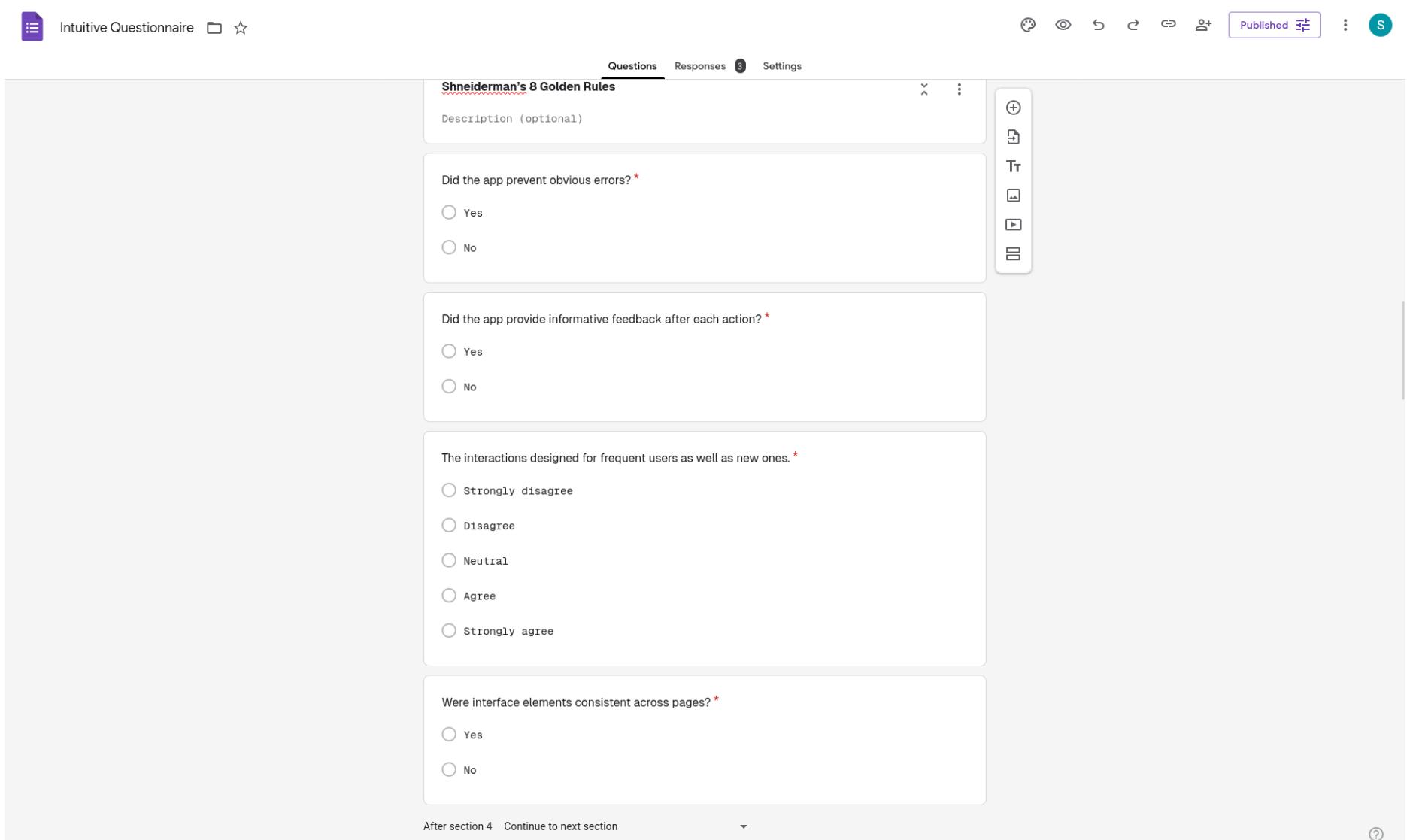
Were interface elements consistent across pages? *

Yes

No

After section 4 Continue to next section

⑦



Screenshot of the questionnaire 3

Intuitive Questionnaire Published S

Questions Responses 3 Settings

No

After section 4 Continue to next section

Section 5 of 8

Nielsen's 10 Heuristics

Was system status always visible? *

Could you easily control and navigate the system? *

Did you notice consistency in layout, terminology, colors, etc.? *

Did the app support user efficiency with shortcuts or smart defaults? *

Did you feel like you always knew what would happen next? *

Was the design minimal and focused on essentials? *

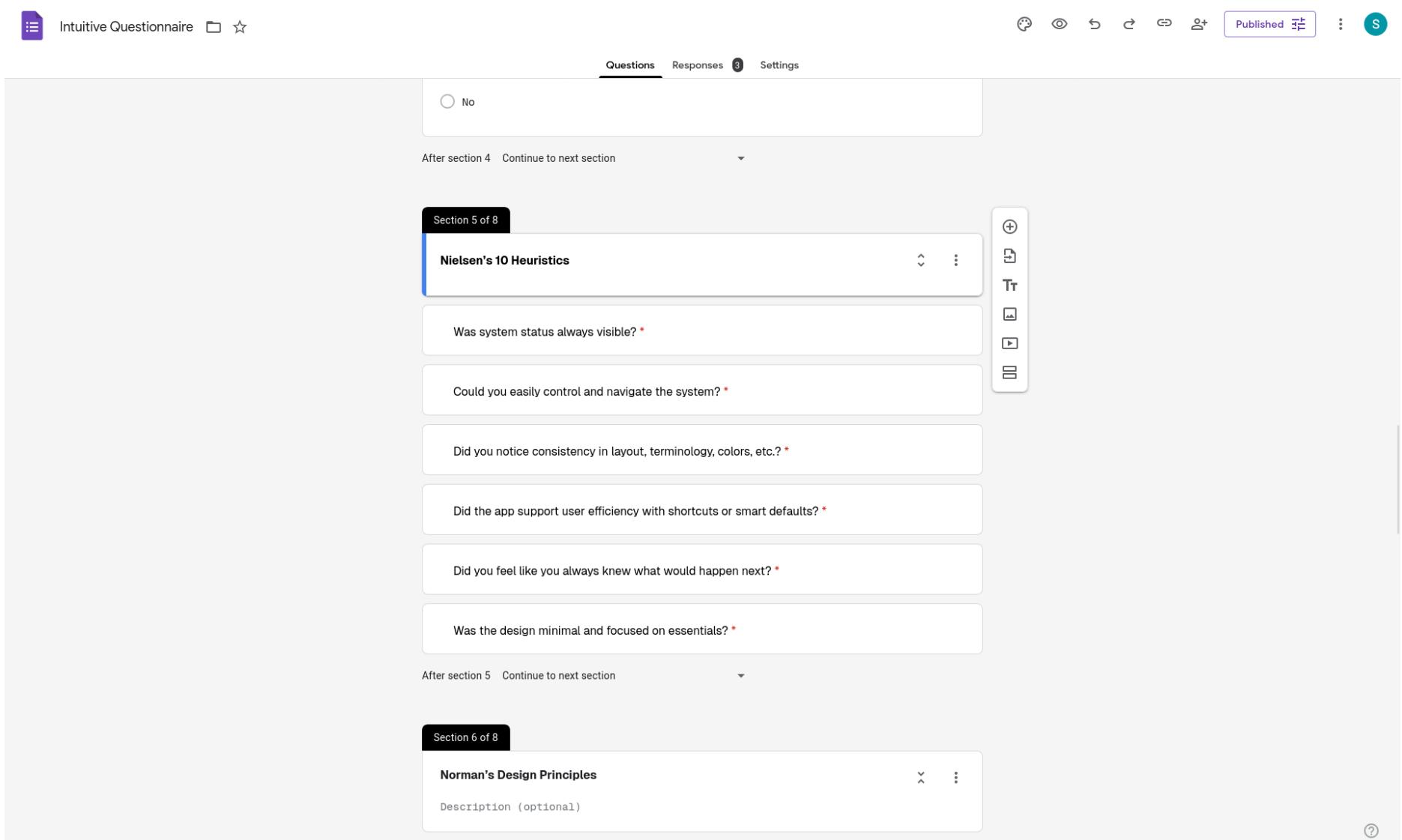
After section 5 Continue to next section

Section 6 of 8

Norman's Design Principles

Description (optional)

②



Screenshot of the questionnaire 4

Intuitive Questionnaire Published S

Questions Responses 3 Settings

After section 5 Continue to next section

Section 6 of 8

Norman's Design Principles

Description (optional)

Were clickable elements obviously clickable? *

Yes

No

Was the feedback immediate and visible? *

Yes

No

Did the app offer constraints to prevent errors? *

Yes

No

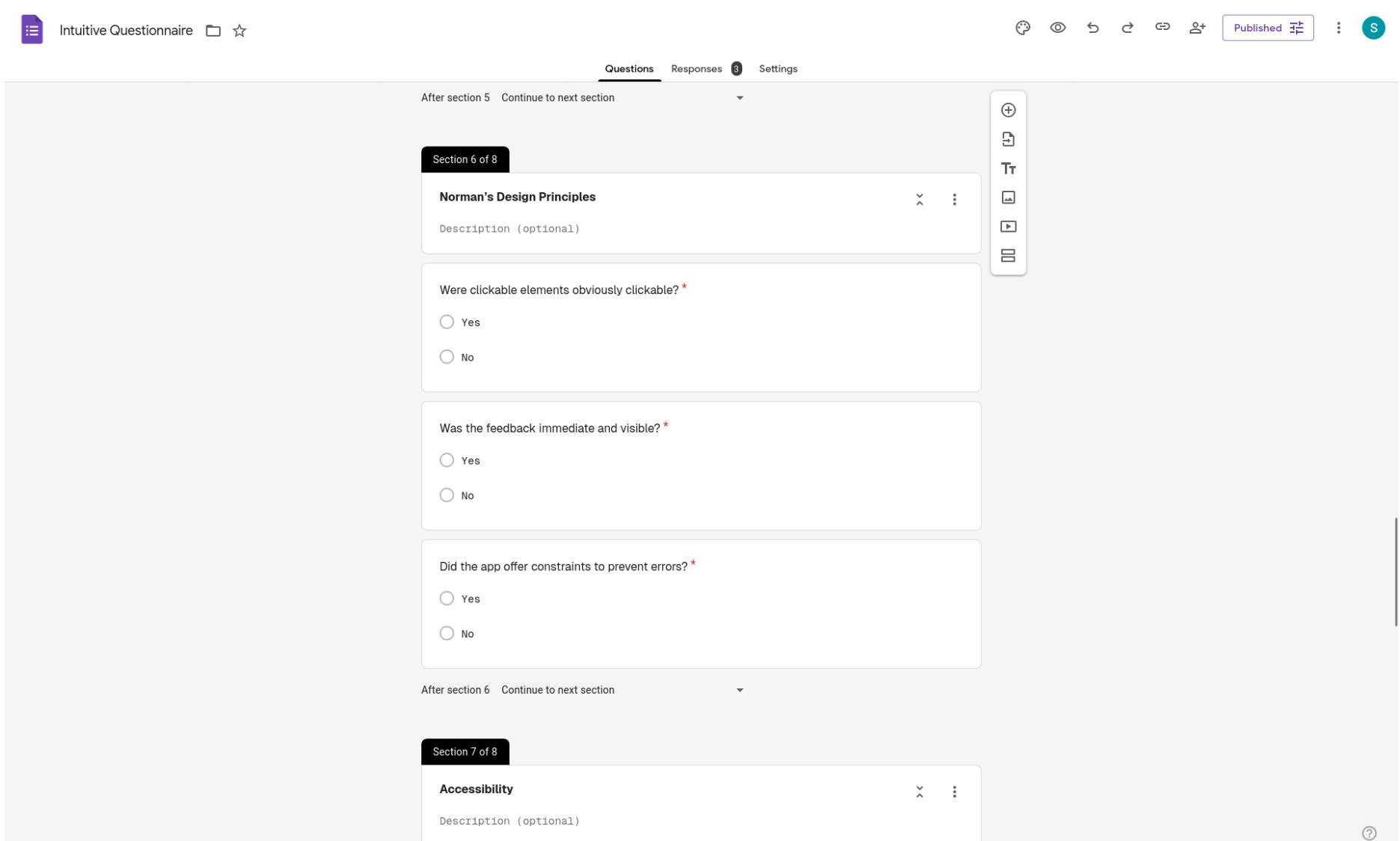
After section 6 Continue to next section

Section 7 of 8

Accessibility

Description (optional)

②



Screenshot of the questionnaire 5

Intuitive Questionnaire □ ☆

Questions Responses 3 Settings

After section 6 Continue to next section

Section 7 of 8

Accessibility

Was the contrast between text and background sufficient? *

Could you use the site entirely with keyboard only? *

Were buttons and inputs easy to focus on with Tab? *

Did you find the accessibility features helpful? *

Did you find the accessibility features enough? *

After section 7 Continue to next section

Section 8 of 8

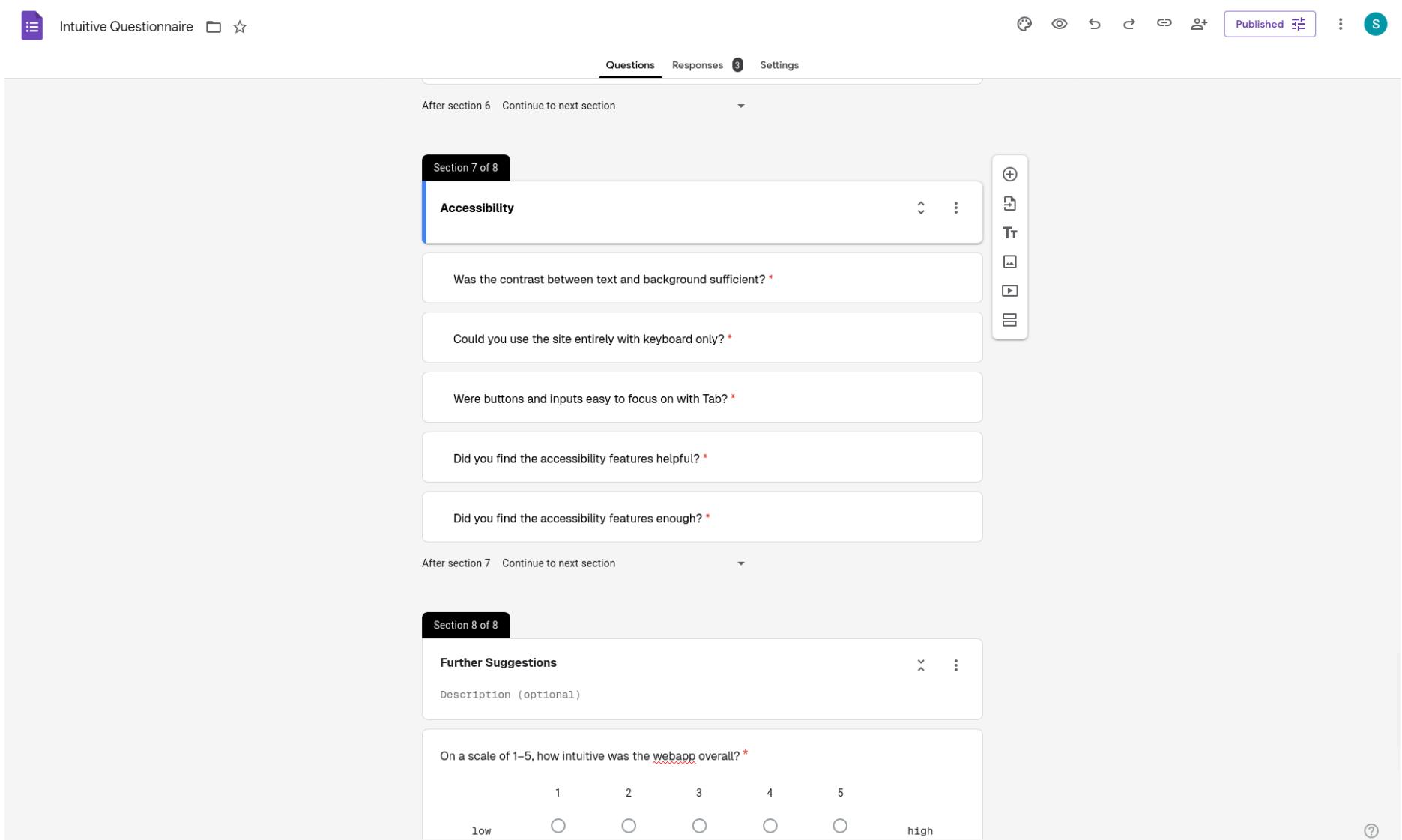
Further Suggestions

Description (optional)

On a scale of 1-5, how intuitive was the webapp overall? *

1	2	3	4	5	
low	<input type="radio"/> high				

(?)



Screenshot of the questionnaire 6

Intuitive Questionnaire □ ☆

Questions Responses 3 Settings

Did you find the accessibility features enough? *

After section 7 Continue to next section

Section 8 of 8

Further Suggestions

Description (optional)

On a scale of 1-5, how intuitive was the webapp overall? *

1	2	3	4	5	
low	<input type="radio"/> high				

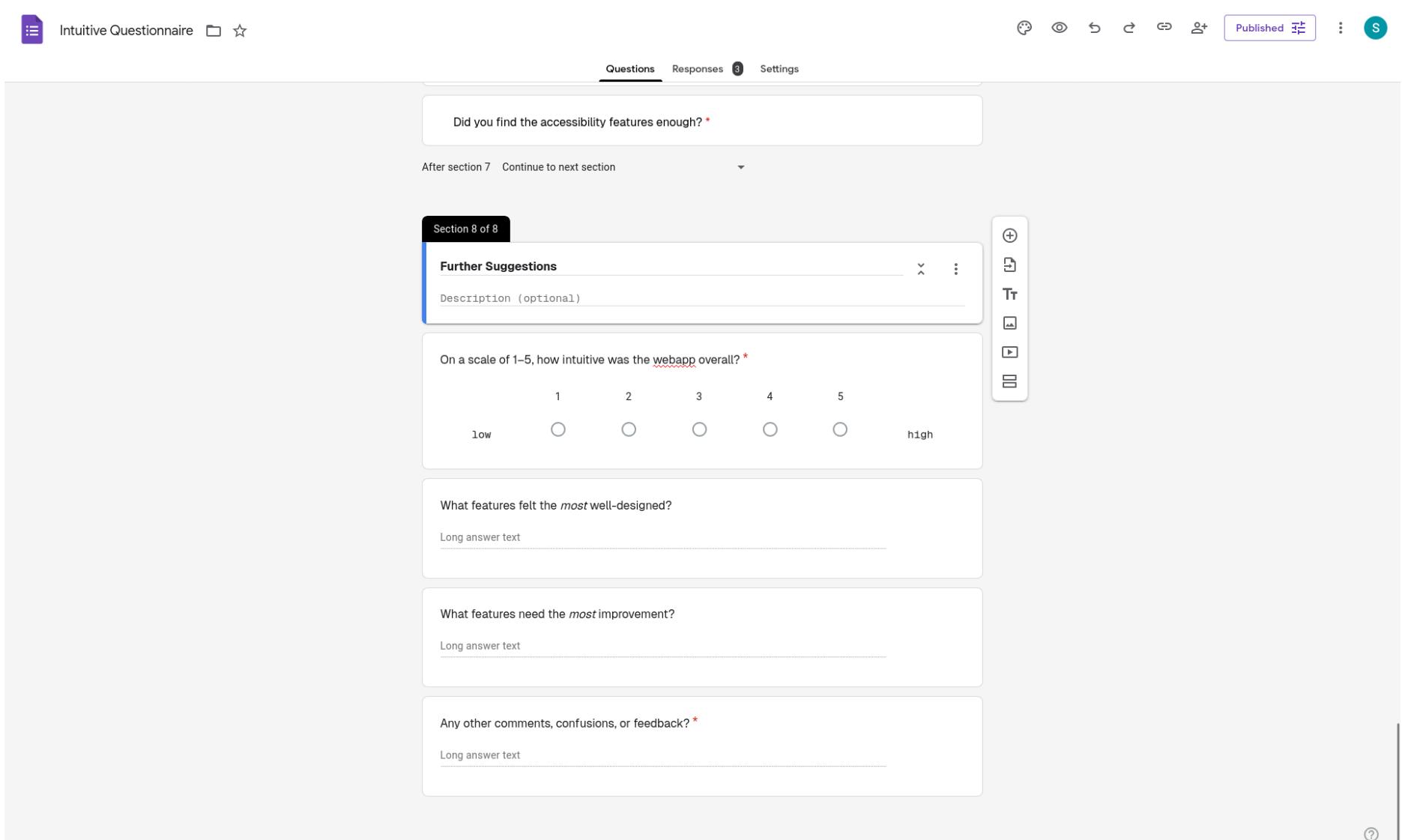
What features felt the *most* well-designed?
Long answer text

What features need the *most* improvement?
Long answer text

Any other comments, confusions, or feedback? *

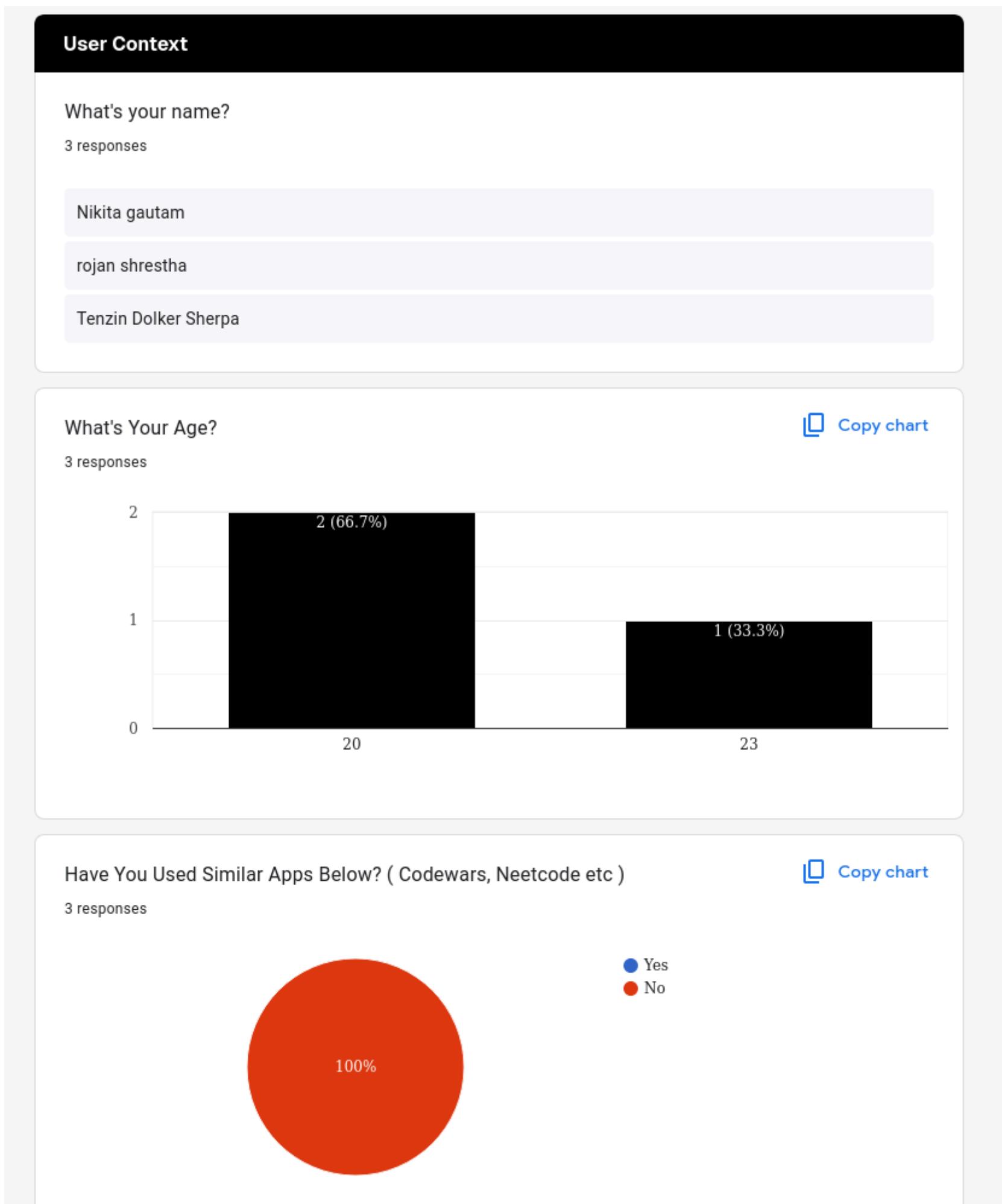
Long answer text

(?)



Screenshot of the questionnaire 7

The tests yielded the following results:

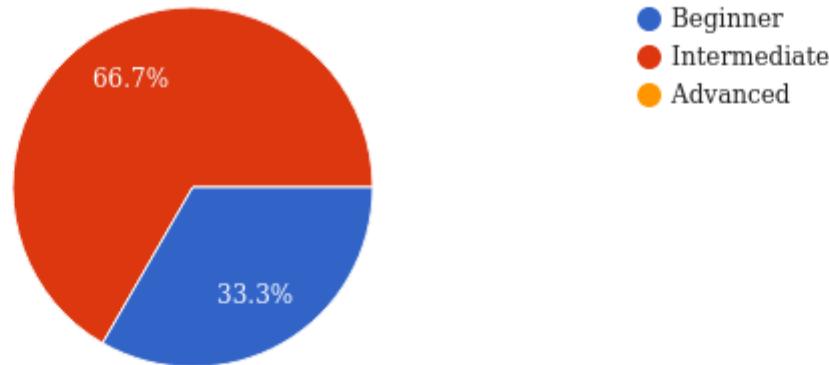


Screenshot of the results 1

How would you describe your tech expertise

3 responses

 Copy chart

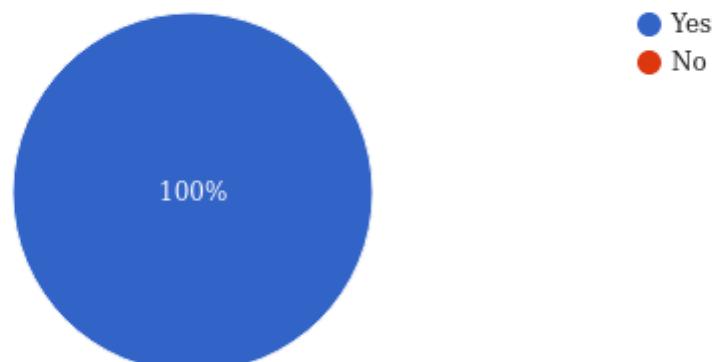


First Impressions & Aesthetic

Does the visual design feel modern and appealing?

3 responses

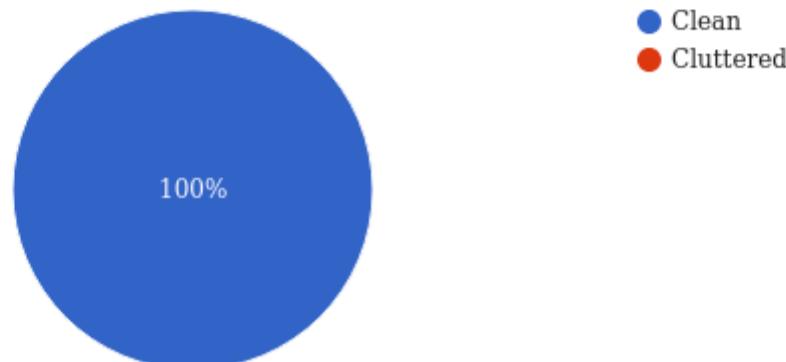
 Copy chart



Is the interface cluttered or clean?

3 responses

 Copy chart



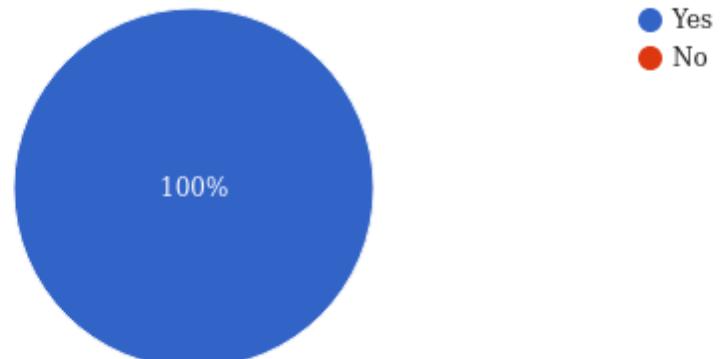
Screenshot of the results 2

First Impressions & Aesthetic

Does the visual design feel modern and appealing?

 [Copy chart](#)

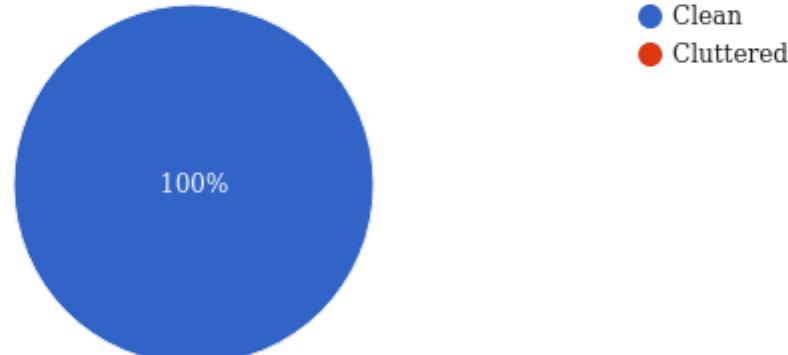
3 responses



Is the interface cluttered or clean?

 [Copy chart](#)

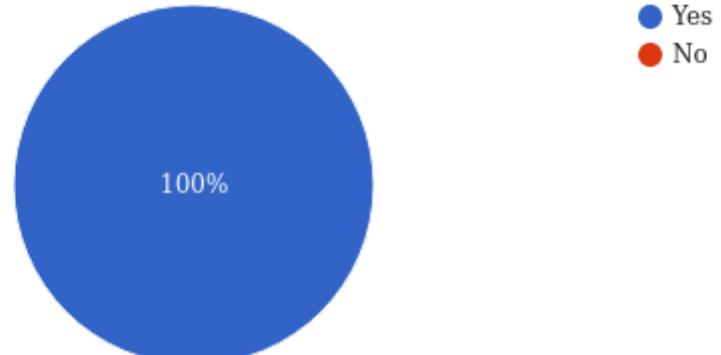
3 responses



Are visual elements (buttons, cards, headings) consistently styled?

 [Copy chart](#)

3 responses



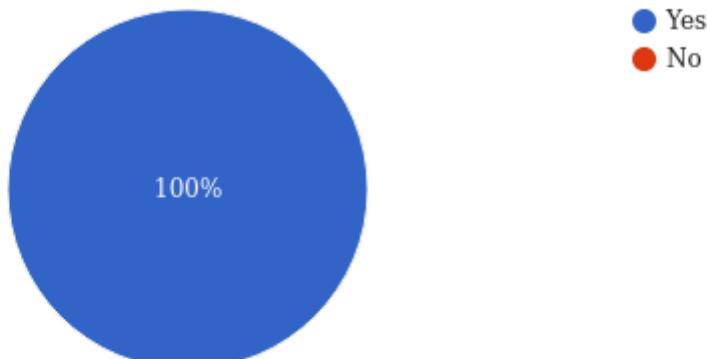
Screenshot of the results 3

Shneiderman's 8 Golden Rules

Did the app prevent obvious errors?

 Copy chart

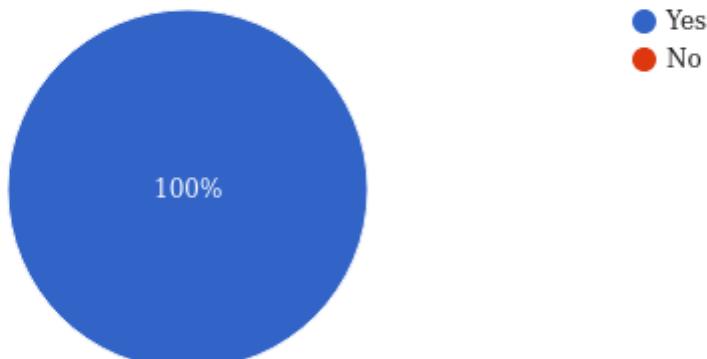
3 responses



Did the app provide informative feedback after each action?

 Copy chart

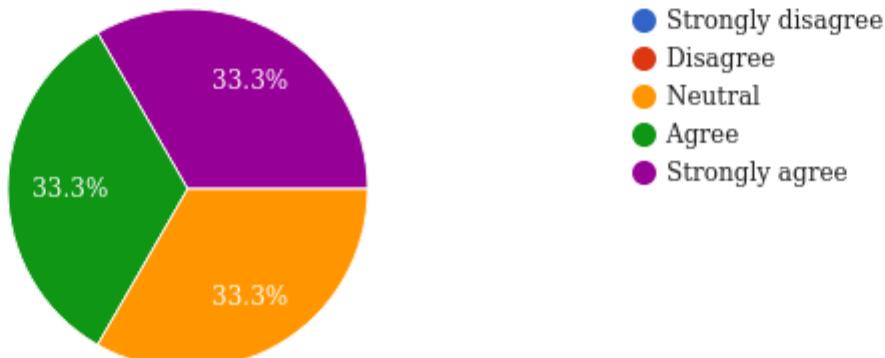
3 responses



The interactions designed for frequent users as well as new ones.

 Copy chart

3 responses



Screenshot of the results 4

Were interface elements consistent across pages?

3 responses

 Copy chart

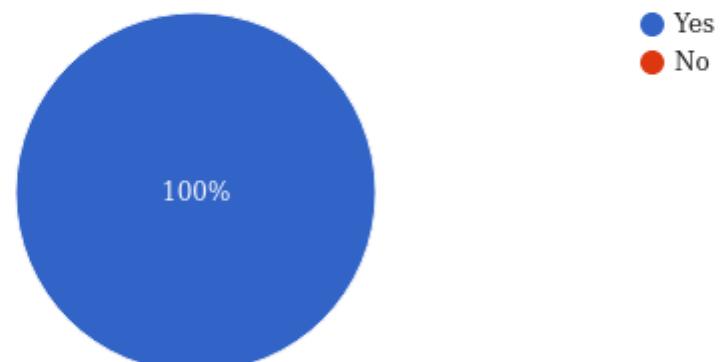


Nielsen's 10 Heuristics

Was system status always visible?

3 responses

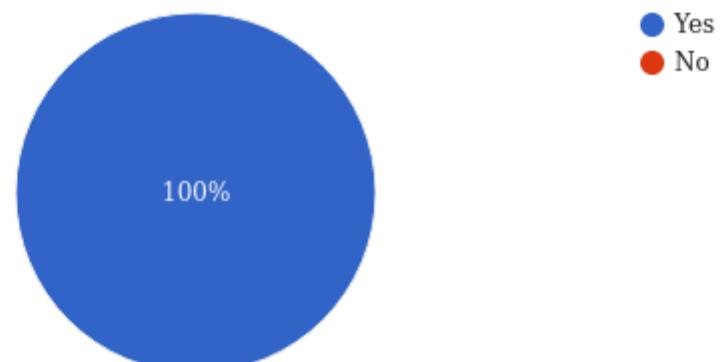
 Copy chart



Could you easily control and navigate the system?

3 responses

 Copy chart

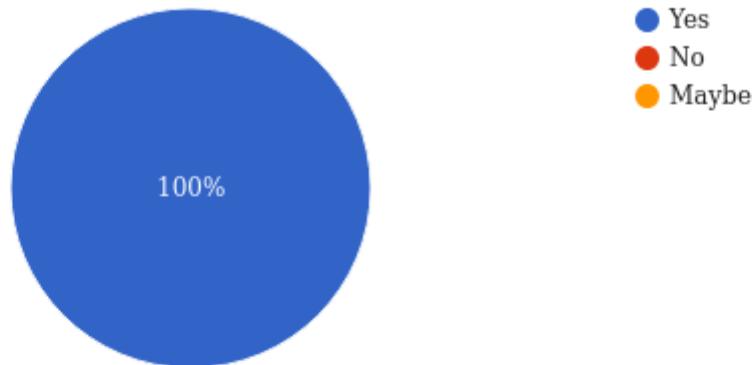


Screenshot of the results 5

Did you notice consistency in layout, terminology, colors, etc.?

 Copy chart

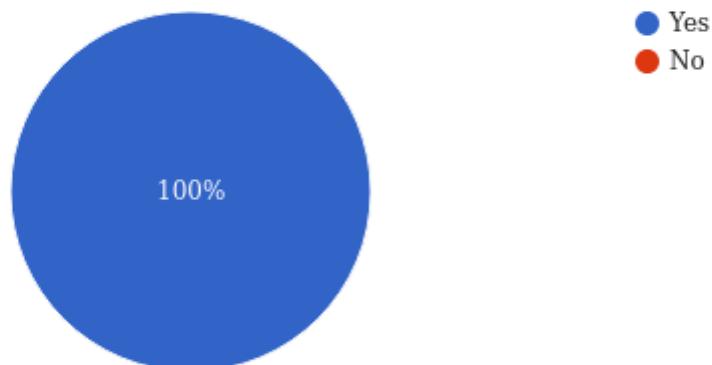
3 responses



Did the app support user efficiency with shortcuts or smart defaults?

 Copy chart

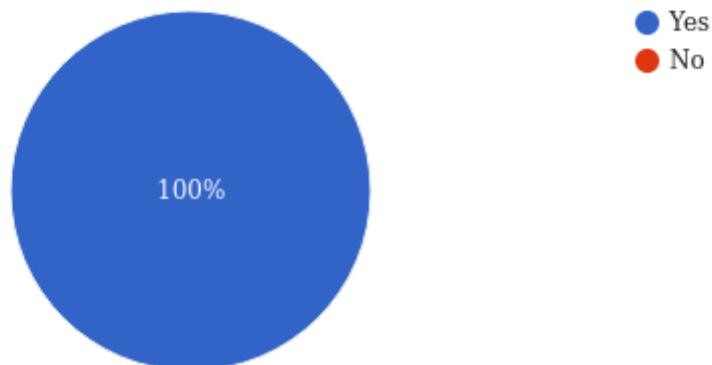
3 responses



Did you feel like you always knew what would happen next?

 Copy chart

3 responses

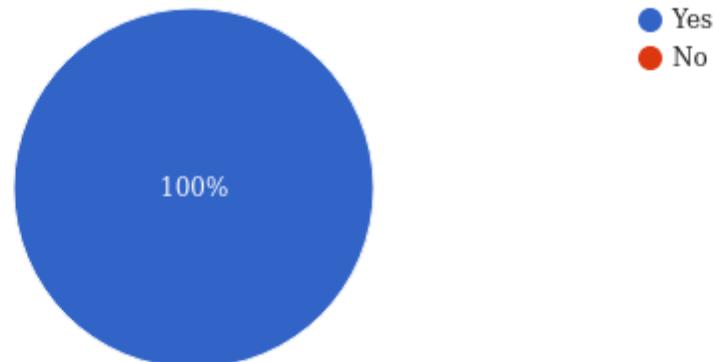


Screenshot of the results 6

Was the design minimal and focused on essentials?

 Copy chart

3 responses

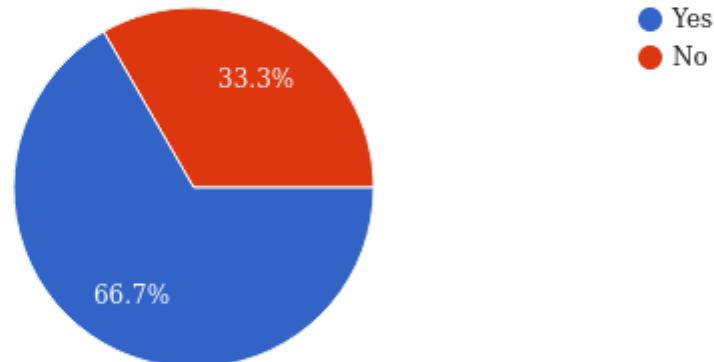


Norman's Design Principles

Were clickable elements obviously clickable?

 Copy chart

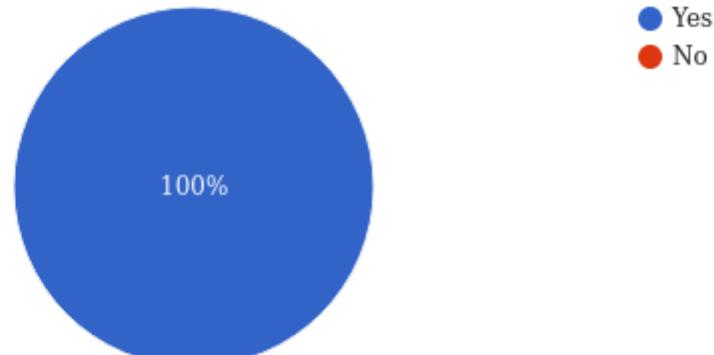
3 responses



Was the feedback immediate and visible?

 Copy chart

3 responses

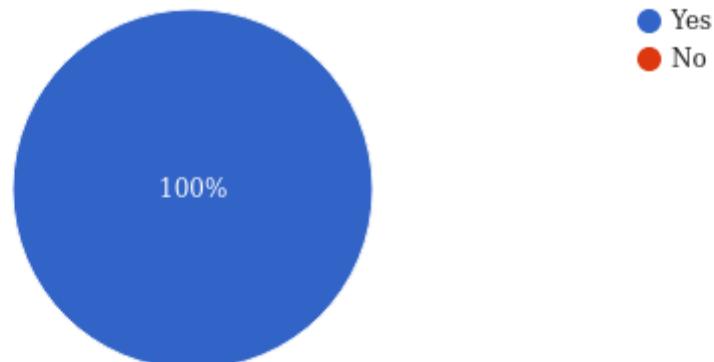


Screenshot of the results 7

Did the app offer constraints to prevent errors?

 Copy chart

3 responses

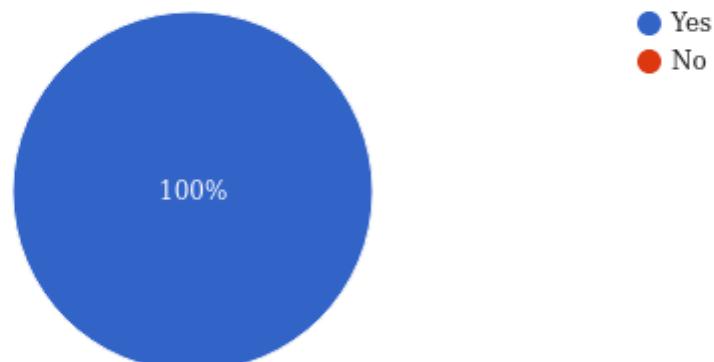


Accessibility

Was the contrast between text and background sufficient?

 Copy chart

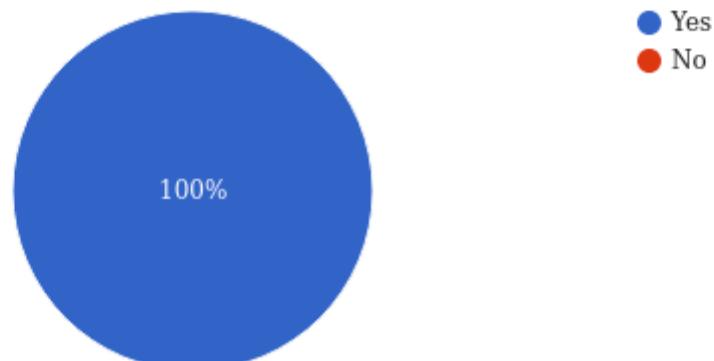
3 responses



Could you use the site entirely with keyboard only?

 Copy chart

3 responses

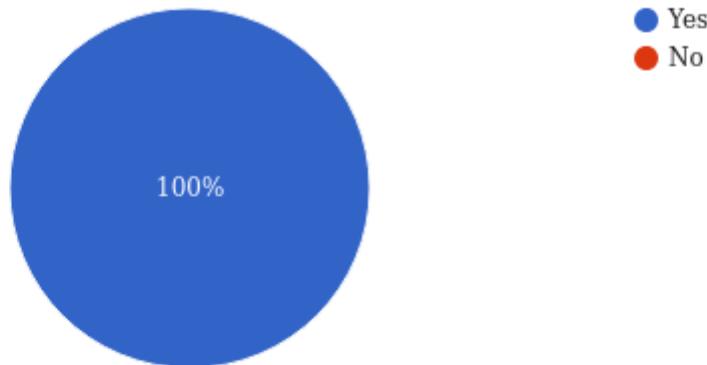


Screenshot of the results 8

Were buttons and inputs easy to focus on with Tab?

 Copy chart

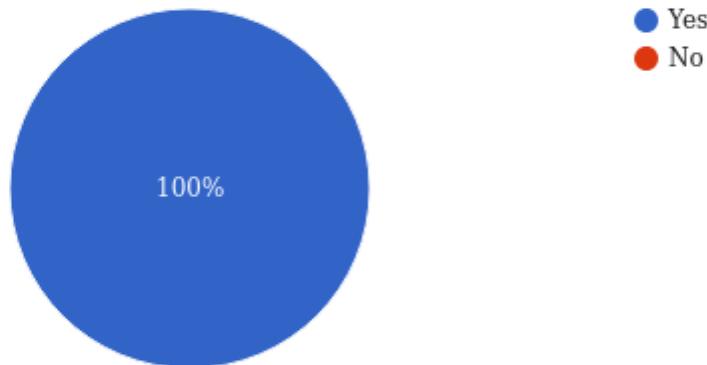
3 responses



Did you find the accessibility features helpful?

 Copy chart

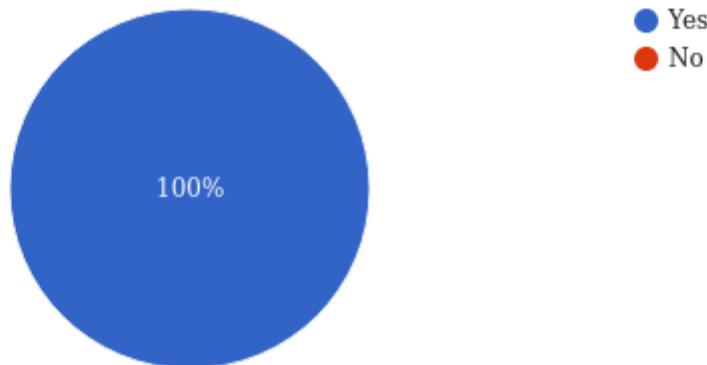
3 responses



Did you find the accessibility features enough?

 Copy chart

2 responses



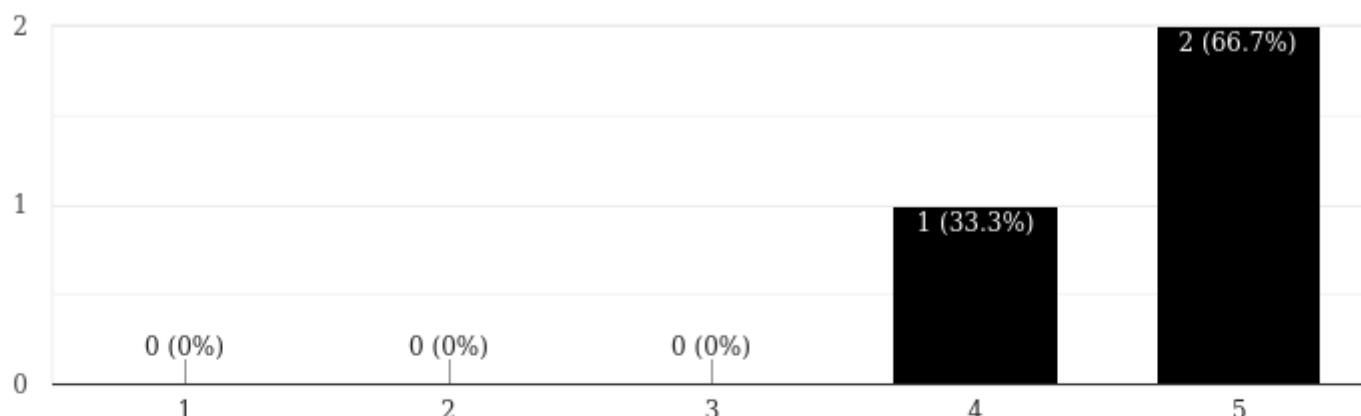
Screenshot of the results 9

Further Suggestions

On a scale of 1–5, how intuitive was the webapp overall?

 Copy chart

3 responses



What features felt the *most* well-designed?

3 responses

course

amination

courses

What features need the *most* improvement?

3 responses

Contact

contact

leaderboard

Any other comments, confusions, or feedback?

3 responses

Any other comments, confusions, or feedback?

3 responses

Yes, the contact section needs to be improvised

buttons

I didn't understand the exp thing. How can I check my exp?

Screenshot of the results 10

The testers were:

- Tenzin Dolker Sherpa: 2438470
- Rojan Shrestha: 2431481
- Nikita Gautam: 2432231

The full video covering each test can be found testing can be found [here](#), [here](#) and [here](#)

Results From Testing:

Overall Impression

The web application was generally well received. Users consistently described the interface as modern, clean, and easy to navigate. Visual elements such as buttons, cards, and headings were noted to be consistently styled, and the app successfully prevented obvious errors while providing clear and informative feedback after actions.

Positive Highlights

- Design consistency: Layouts, colors, and terminology were consistent across pages.
- Navigation: Users felt in control and understood what actions would occur next.
- Accessibility: Keyboard navigation and focus management were effective.
- Courses section: Highlighted as one of the most well-designed features.

Areas for Improvement

- Contact section: Mentioned by two users as needing improvement due to lack of clarity or functionality.
- EXP/Leaderboard clarity: One user was confused about how the EXP system works and how to check their experience points. Additional explanation or tooltips are recommended.
- Clickability: One user noted that not all clickable elements were immediately obvious—improvements to hover states or visual cues could enhance usability.

Updated design:

Contact Page:

As mentioned by 2 of the testers, I had forgotten to add a contact page which I later fixed, this was a minor oversight from my side and now this page has been added and is no longer a dead link.

INTUITIVE

Leaderboards

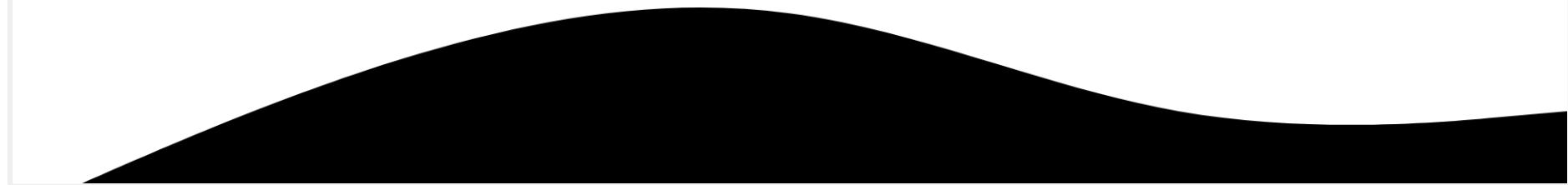
Courses

Challenges

Profile

CONTACT

Feel free to contact us about anything and everything

 Your Name Your Email What's on your mind?Send Message

Updated contact page after feedback

Improved Exposure to search feature

Furthermore, from the videos I realised that although the search functionality existed, the users didn't seem to know of its existence, to help this i added a sticky search icon at the bottom right of the website that toggles the search. It is still the same dynamic search but now it is accessible to many more users including users in mobile. This wasn't mentioned by any of the testing but something i figured out myself looking at their videos

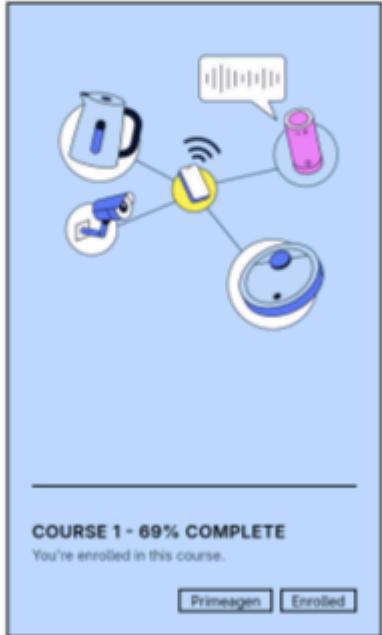
Before:

INTUITIVE

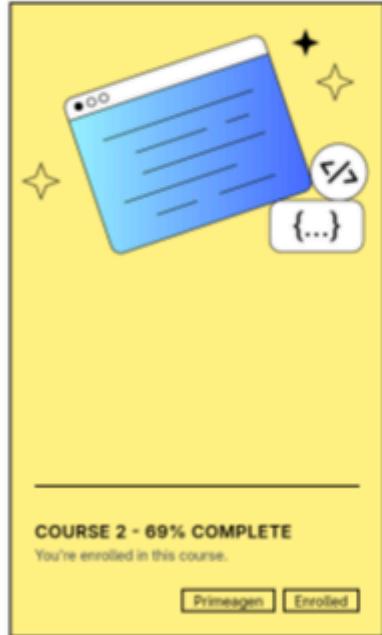
Leaderboards Courses Challenges Profile

DASHBOARD

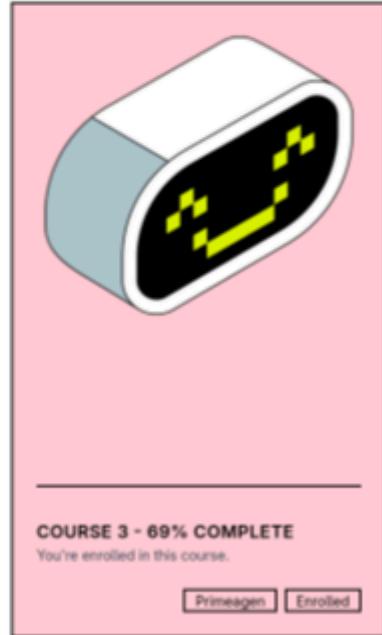
PICK UP WHERE YOU LEFT OFF!



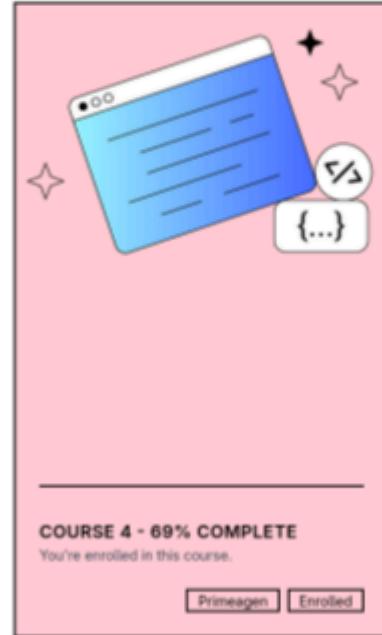
COURSE 1 - 69% COMPLETE
You're enrolled in this course.
[Primeagen](#) [Enrolled](#)



COURSE 2 - 69% COMPLETE
You're enrolled in this course.
[Primeagen](#) [Enrolled](#)



COURSE 3 - 69% COMPLETE
You're enrolled in this course.
[Primeagen](#) [Enrolled](#)



COURSE 4 - 69% COMPLETE
You're enrolled in this course.
[Primeagen](#) [Enrolled](#)

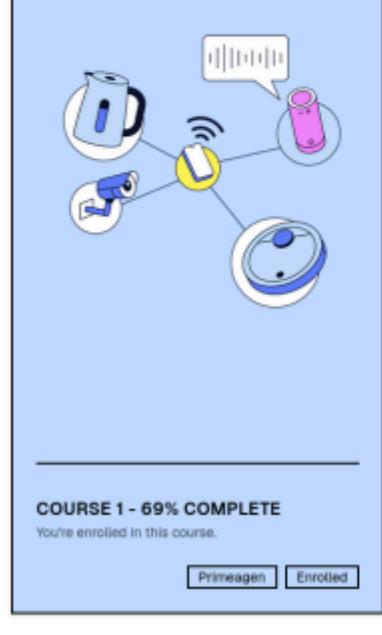
24-day streak

INTUITIVE

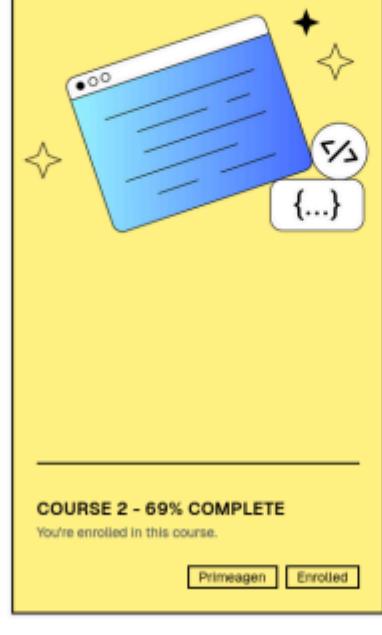
Leaderboards Courses Challenges Profile

DASHBOARD

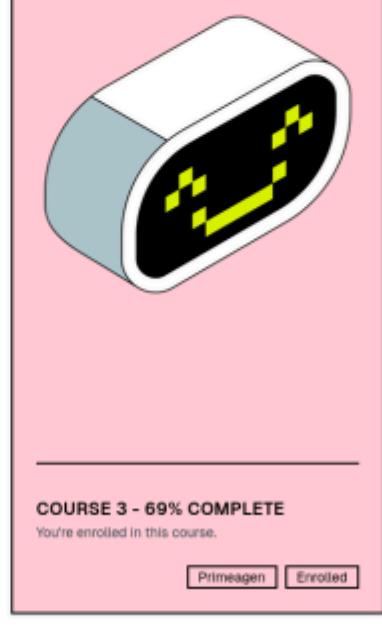
PICK UP WHERE YOU LEFT OFF!



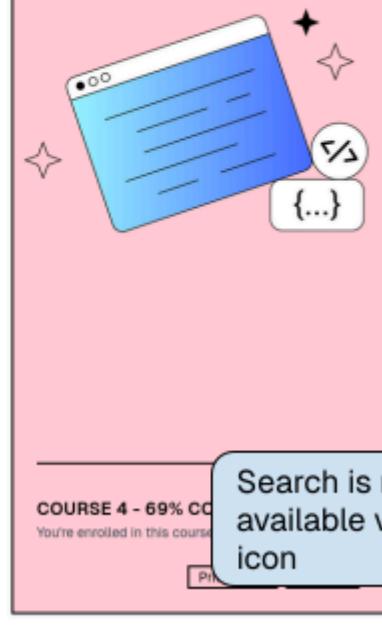
COURSE 1 - 69% COMPLETE
You're enrolled in this course.
[Primeagen](#) [Enrolled](#)



COURSE 2 - 69% COMPLETE
You're enrolled in this course.
[Primeagen](#) [Enrolled](#)



COURSE 3 - 69% COMPLETE
You're enrolled in this course.
[Primeagen](#) [Enrolled](#)



COURSE 4 - 69% COMPLETE
You're enrolled in this course.
[Primeagen](#) [Enrolled](#)

24-day streak

Search is now available via an icon



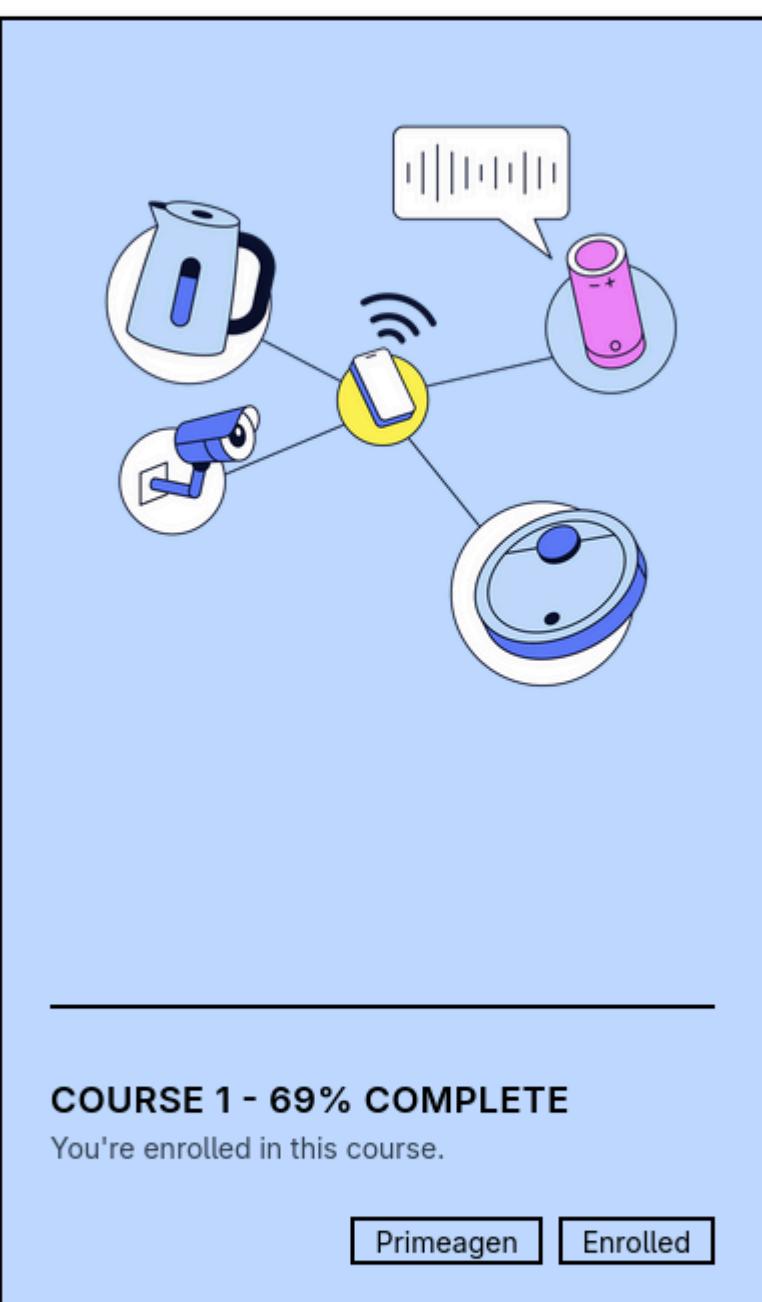
INTUITIVE



DASHBOARD

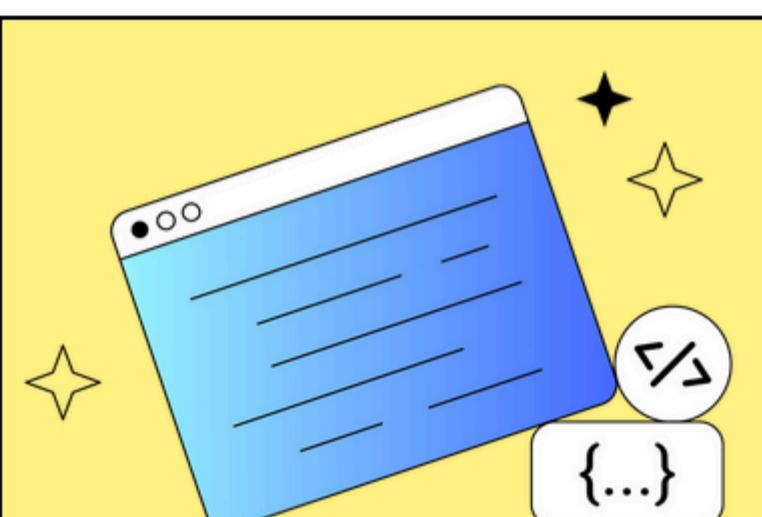
PICK UP WHERE YOU LEFT OFF!

🔥 24-day streak



COURSE 1 - 69% COMPLETE
You're enrolled in this course.

Primeagen Enrolled



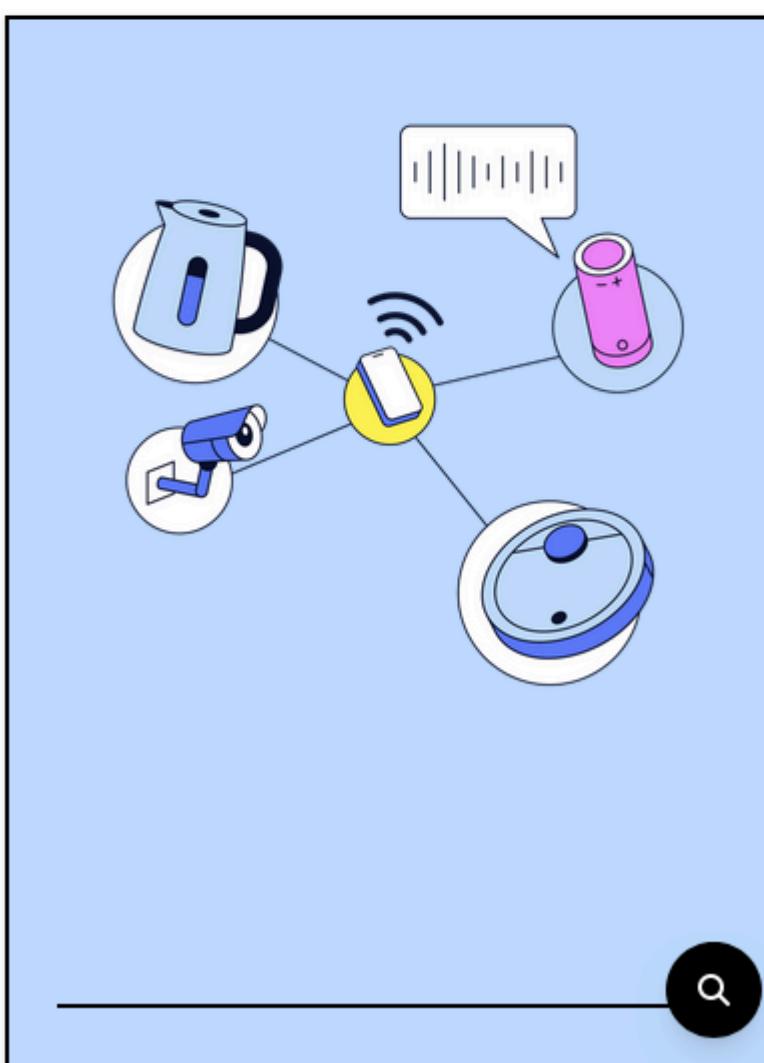
INTUITIVE



DASHBOARD

PICK UP WHERE YOU LEFT OFF!

🔥 24-day streak



Q

Added search button page after review

Improved exp visibility:

The dashboard page features a large title "DASHBOARD" at the top. Below it are four course cards. The first card has a yellow speech bubble saying "Exp is now visible everywhere". A yellow button at the bottom left says "PICK UP WHERE YOU LEFT OFF!". A small orange flame icon with the text "24-day streak" is in the top right corner. At the bottom right is a search icon.

This screenshot shows the same dashboard layout as above, but with a search bar added at the bottom right of the main content area. A yellow speech bubble at the bottom left says "Exp is now visible everywhere". A yellow button at the top left says "PICK UP WHERE YOU LEFT OFF!". An orange flame icon with the text "24-day streak" is in the top right corner. The search bar has a magnifying glass icon.

Added exp indicator after feedback

As one of the users felt confused about the exp thing, I made the exp always visible wherever the user navigates to.

