Sec 64: Language Learning
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P7: Scenarios, Features, and Components

I. Task:

For this assignment, we worked on improving our login page and created a new "vocabulary" page. Our task for P7 is for the user to log in and check the word of the day. This task is chosen specifically to test our new components. In the process of accomplishing the assigned task, users will go through pages that we previously tested and made improvements to. This will provide us with feedback on the new components and it will help us determine if the problems with Prototype 1 have been fixed.

II. Component: Branding

Branding allows for a fully immersive language learning experience. We plan on implementing a small social network which relies on a dedicated user base. A good looking application with consistent logos and colors can help to draw users to the platform and keep them from migrating to others. In this prototype, we focused on implementing branding and consistency. All the pages should now follow our basic branding guidelines which include a 5-color palette and font guidelines.

III. Link:

https://github.com/eecs-330-language-learning/articulate/tree/project 7

IV. Platform:

Please view our project on Chrome in Windows.

V. Design Summary:

The design principle we focused on this week is consistency. The layout of the vocabulary page is the same as the practice page- the only difference is the content in the middle. This way, users will have a idea about how each page works and the difference of functionality in different pages. The consistent layout will provide users with subtly cues on how the website can be navigated and will not place the burden of learning to navigate on them. They will also know how to find things in different pages. In addition, consistency supports our implemented component - branding. By being consistent we are more likely to encourage users are more likely to continue using our platform.

We also focused on feedback. We found that users were often confused about what page they were on and we thought some visual feedback, such as highlighting the title of the current page would help alleviate that issue.

As for graphic design principles, we focused on the principle of alignment. We align the content of the new word in the center so users can look at it directly when they enter this page. This is the most

common and direct alignment - specifically for features that should catch the user's attention. We don't need other things to distract users so aligning things in center helps users look at it and remember it.

VI. Observations:

We discovered quite a few usability problems in last week's round of testing.

The first thing we found is that users were sometimes confused about where to click or didn't realize which button lead to which function. The first task was to set the study plan. We originally put the button near the bottom so some users didn't notice it.

We also found some users didn't know which page they were currently in or didn't figure out the relation between the top three buttons and the page. This is partly because we show little difference in the current page and the other two. Users seemed to misunderstand what these buttons indicate.

Finally, some users thought our forms for setting a study plan weren't clear. We wanted our form to be flexible but the flexibility made some parts of it ambiguous.

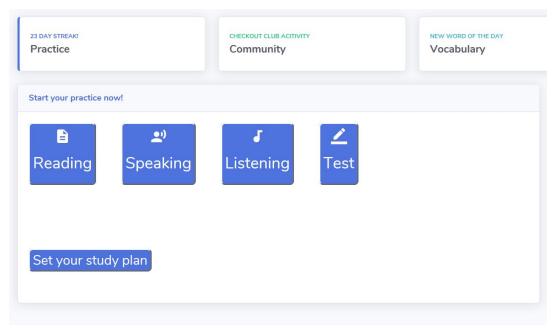


Fig 1: In the previous version, users could not easily find the study plan button, nor could they understand the function of the buttons on the top of the screen.

VII. Resolution

For the first problem, we designed a toolbar on the left to clearly show some functions. This concept is familiar to many users and we make use of the fact they tend to look at the sides or top of the page for navigation tools. The 'Set Study Plan' button should be more clear now.

Next, we highlighted the button which indicates the current page so that users know that the top three buttons correspond to three pages. This way, users should be able to more easily tell what page they are currently on and how to navigate to another page.

Lastly, we wanted to make the "set your study plan" form easier to use. As a solution, we redesigned the page to be simpler and cleaner and reworded some of the content. For example, we changed a part of the form to "I want to study __ minutes every __day" which makes it clearer to users what their options affect.

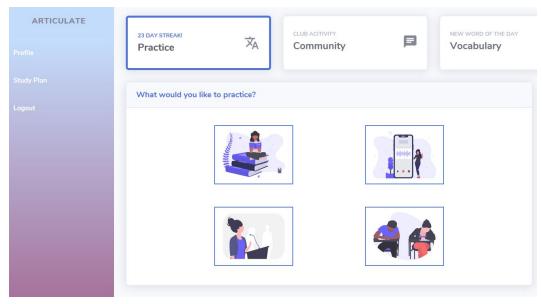


Fig 2: We fixed these issues by highlighting the button and moving the study plan button. We also tied the page together using colors in our theme and graphics.