

User Interfaces - Case Study (group 10)

Daniel Martín Blázquez - 100346096 Maryna Kotok - Ramiro Pinto Prieto - 100346042
Richard Lopez - 100382007



Contents

1. Introduction	3
2. Main Goal of the System	4
2.1. Description	4
2.2. Functionalities	4
3. Analysis and Evaluation	5
3.1. End Users Description	5
3.2. Analysis and Evaluation of Similar Web Pages	5
4. Previous Prototypes	6
4.1. Prototype 1	6
4.2. Prototype 2	6
5. New Prototype	7
5.1. Design Reasons	7
5.2. Nielsen's Heuristics	7
5.3. Van Duyne Patterns	7
6. Used Technology	8
7. Implementation Process	9
8. Conclusion and Personal Opinion	10

1. Introduction

2. Main Goal of the System

2.1. Description

2.2. Functionalities

3. Analysis and Evaluation

3.1. End Users Description

User 1:

User 2:

User 3:

3.2. Analysis and Evaluation of Similar Web Pages

3.2.1. Site 1:

A) Context

B) Nielsen's Heuristics

C) Van Duyne Patterns

3.2.1. Site 2:

A) Context

B) Nielsen's Heuristics

C) Van Duyne Patterns

3.2.1. Site 3:

A) Context

B) Nielsen's Heuristics

C) Van Duyne Patterns

4. Previous Prototypes

4.1. Prototype 1

4.1.1. Main Goal

Tubevision, our video content platform, is a multimedia website for a diverse audience of users. Designed as an easy-to-use website, it features the ability to browse for content by category and to search for content through the use of a search box. Users to the website must subscribe in order to access the video content on the website, which spans from user-uploaded videos to TV streaming content to movies/films. In addition, *Tubevision* is accessible via a mobile device or a traditional desktop computer. The webpage is monetized through two forms: 1) premium subscriptions and 2) pre-content video ads. Premium subscriptions are paid versions of subscription accounts which enables special features not available to non-premium subscribers, such as unlimited offline video downloads, unlimited movies, speech interface, and video advertisement-free content. Instead of invasive display ads on the side panel, non-premium users are shown short video ads spanning several seconds before their selected video content plays.

4.1.2. Design

4.2. Prototype 2

4.1.1. Main Goal

4.1.2. Design

5. New Prototype

5.1. Design Reasons

5.2. Nielsen's Heuristics

5.3. Van Duyne Patterns

6. Used Technology

7. Implementation Process

8. Conclusion and Personal Opinion