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User Experience Process

When a new user browses a specific web page, they will first see the logo, navigation bar, and banner. The designer should follow the user's habit of putting these functions in a fixed position, such as login and logout in the navigation bar section. A detailed registration entrance should be essential when users click the register button. However, in the discussion, the designer believes that users are lazy, so they decided to provide more convenient access, mainly when users operate fewer steps to lead new users. This situation can meet the basic needs of all new users. After the login is completed, the user can create a project according to the guidance prompt. In the discussion, what formed two different views, one is that the user should be given the quickest way, the project type only needs to submit one, the other view is not to limit the project type to let the user make more choices so that the movie itself is more meaningful. In the end, the designer took the option of not limiting the type of project. But the designers simplified the organization's social media types and listings on Twitter, Facebook, and Instagram. If users need to choose both types, click the add button. The submit message section is also collapsible, and all field sections are edited inline in a single field. This editing occurs in-place, rather than in a separate window or on a separate page. While editing, users often need to continue to see other information on the page.

Once the user clicks on a title, it goes into edit mode. They can see that the title is being edited. The latter part is done in this simple action format, click on the label and start editing. Click on the "Save" button when you are done, and the process is saved in place. The whole page is edited in the most natural form of In-Page Editing is to edit within the context of the page, which means that users do not leave the page, making it easy for them to edit even while they are on the page. The Add and Delete buttons are also in pronounced areas, differentiated. It does not cause operational errors for the user. A single mechanism is used to enter a special edit mode to display the items on the page as uncluttered as possible while still supporting editing. One of the most valuable purposes of drag and drop is to allow the user to

place objects directly on the page where they want them. It is an easy way to do it. At first blush, drag and drop seems simple. Just grab an object and drop it somewhere. With Invitation to drag, moving the mouse over a module's header changes the cursor to indicate that the item is draggable. Dragging the module opens up a new hole indicating where the object will be dropped. The hole always indicates where the object will go when dropped. The hole acts as a placeholder, always indicating where the dragged module will rest when dropped. It also shows how the page will look if the drop occurs there. It's challenging because drag and drop allows for many instances that can serve as occasions for feedback to the user. In addition, there are a number of elements on the page that can participate in this feedback loop. Uploading and linking are separated into two prominent modules. When the user operates to upload a file, the designer gives the user feedback to form a progress bar design. Real-time feedback is also given when the user uploads successfully and the buttons are color.

Users can directly view the project list after uploading and further operate to select the uploaded film festival. The film selection interface part is the most common tab bar selection form switching on the web; according to the tab bar can quickly select the corresponding interface that can edit; once the project is selected, you can operate on them. For example, the project document section can be directly browsed, replaced, or removed from the video. The point here is to distinguish between the replace and remove buttons to avoid misuse. There is my projects portal on the navigation bar, so when users upload multiple files, they can click on this portal to browse and perform operations very quickly. The buttons are mainly tabs, but the special delete button still needs to be distinguished.

The most common form of selection on the Web is the toggle selection. Checkboxes and toggle buttons are a familiar interface for selecting elements on most web pages. Film selection of film festivals is one such interface principle. Choosing a single film festival is via a checkbox in that row. By toggle, controls are typically used to select items. Once an item is selected, it can be filtered. Includes Selected items, action triggered, action completed. The user knows that the scrolling list will retain the currently selected items. Sometimes the need for selection clarity drives the choice between scrolling and paging. The advantage of this method is that it is always clear how many items have been selected. Toggle Selection is great for showing a list of items on a single page.

The user jumps to the payment section by completing the checkbox section. The payment interface is mainly based on the cart summary, secure checkout, and payment summary sections. It is essential to express the payment details clearly, including project, category, deadline, and fee. The bank information security area needs to emphasize color to distinguish. After filling out the information, you need to give the user to confirm the cost again to trust the site. Finally, payment completion necessitates real-time feedback on the success or failure of the submission, as well as reconfirming the user message to send submission information to the user's mailbox to provide download services, using emotional greetings, and finally guiding the user to continue submitting items while providing support services at the bottom of the page to form a closed loop.

Work Cited

Scott, B. and Neil, T., 2009. Designing Web interfaces. Beijing: O'Reilly.