UX-report

**­­­­­­­­­­­**Afbeelding met tekst, ontwerp

Automatisch gegenereerde beschrijving

Student name: Rowan van der Weel

Student number: 4924576

Class: DB-04

Teacher: Tim Kurvers

Version: 1.0

Date: 12/01/2024

Table of contents

[**Introduction** 3](#_Toc156336549)

[**Results** 3](#_Toc156336550)

[**Resolution** 4](#_Toc156336551)

[Conclusion 4](#_Toc156336552)

[**Version History** 5](#_Toc156336553)

# **Introduction**

In the realm of user interface design, creating a seamless and user-friendly experience is paramount. However, identifying potential issues and enhancing usability can be challenging. To address this, Jakob Nielsen, a prominent usability expert, formulated a set of principles known as the "Top 10 Usability Heuristics."

The Top 10 Usability Heuristics serve as a comprehensive guide for evaluating and improving the usability of software interfaces. These heuristics offer designers and developers a set of guidelines to follow when creating user interfaces, ensuring that the product is intuitive, efficient, and aligns with user expectations. Each heuristic addresses specific aspects, ranging from system visibility to error prevention, contributing to an overall enhanced user experience.

By adhering to the Top 10 Usability Heuristics, designers and developers can proactively identify potential pitfalls, streamline user interactions, and create interfaces that are not only aesthetically pleasing but also highly functional. The heuristics serve as a framework for continuous improvement, fostering a user-centric design philosophy and ultimately resulting in more satisfying and effective digital experiences.

# **Results**

**Visibility of system status**

While the application doesn't utilize real-time alerts, it compensates by prominently featuring the most crucial element—tasks—on its homepage. This design choice ensures that users can readily grasp their priorities and stay informed about their ongoing activities without the need for instantaneous alerts. The centralized display of tasks on the main dashboard contributes to a user-friendly experience, allowing individuals to easily track their progress and manage their responsibilities briefly.

**Match between system and the real world**

The application adopts a gamified interface that incorporates rewards and challenges, enhancing the engagement and relatability of task management for users. This approach mirrors real-world achievements, making the process more dynamic and enjoyable for individuals using the application.

**User control and freedom**GamifyWork currently enables users to customize their task titles, providing a limited degree of personalization in managing their habits and tasks. This feature allows users to have some control over how they label and organize their tasks within the application.  
  
**Consistency and standards**  
The design upholds uniformity in incorporating gaming terminology, icons, and visual elements across the entire application. This ensures a cohesive and recognizable experience for users. For instance, elements like coins and a gaming-style loading screen are consistently integrated, contributing to a familiar and immersive user interface.

**Error prevention**  
Keycloak incorporates features for error prevention within its system. In contrast, GamifyWork implements a maximum character limit of 60 when creating a task, aligning with the database's maximum varchar60 constraint.

**Recognition rather than recall**Emphasizing recognition over recall, the interface provides users with distinct and easily identifiable visual cues for tasks and rewards. This approach reduces the reliance on users to remember specific details, promoting an intuitive user experience. Additionally, the chat system closely resembles the one utilized in iMessage.

**Flexibility and efficiency of use**  
Flexibility and efficiency of use are not that important aspects of GamifyWork. This design ensures that users of all levels can benefit from a flexible and efficient user experience. It's worth noting that there is no distinct advanced level within this application.

**Aesthetic and minimalist design**  
The application features a visually appealing and minimalist design, focusing on essential elements and avoiding unnecessary complexity to provide a clean and user-friendly interface.

**Error identification and resolution**Numerous Toast Messages are present, and additionally, the error manifests with an identical display, prompting users to attempt a refresh as a potential solution.

**Help users recognize, diagnose, and recover from errors**  
The application provides a single tooltip, offering limited assistance in this regard.

# **Resolution**

## Conclusion

GamifyWork exhibits strengths in visibility, a gamified interface, and user customization, aligning with several Top 10 Usability Heuristics. The consistent design and minimalist approach contribute to a visually appealing interface.

While the application integrates error prevention and provides some user control, there are opportunities for improvement. Enhancements in recognition over recall, flexibility for users of different levels, and additional features for error identification and resolution could further elevate the user experience.

In conclusion, GamifyWork demonstrates a foundation in usability principles, and iterative refinements focusing on specific heuristic guidelines would enhance overall user satisfaction and effectiveness. Balancing aesthetics with enhanced functionality is key to achieving an optimal digital experience.

# **Version History**

|  |  |
| --- | --- |
| **When?** | **What?** |
| 16/01/2024 | Made results |
| 17/01/2024 | Finished conclusion |