

## Assignment 4: UI Mockups

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> As part of the course Software Engineering

Work presented to Sir Farrukh Hasan Syed

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# 1 Question

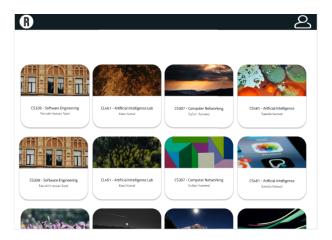
Group assignment. Only one person from the group should submit on SLATE.

Create UI-mock ups (or if you have already developed the UI, you can paste pictures of the interface) for any two MAIN/ IMPORTANT interfaces of your SE project. (These should NOT include login interfaces).

For each of the interfaces, clearly identify how you have done the following: 1. Made the interface consistent. (Describe which of the design principles under 'Make the interface consistent' you have applied and how. At least two should be applied). 2. How have you improved communication of the interface with the user? (This could include concepts from Communication, Latency reduction, Metaphors and Anticipation from section 11.5.1. At least two should be applied).

## 2 Main Landing Page

Figure 1: Main Landing Page



The main landing page page.

It has the following paths,

- 1. The profile page
- 2. Pages for each of the classrooms shown

#### 2.1 Consistency

Consistency has been emphasized upon in the following ways,

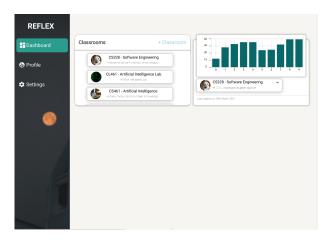
- 1. Putting into a meaningful context It makes sense to put the user into a context where they are able to freely select whatever option they like, and they can now select whichever classroom they want to see
- 2. Ease of navigation Obeys Fitt's law well, by dividing each row into 4 entries, each entry is meaningful enough to give clarity to the user about what that entry represents

#### 2.2 Communication

- 1. Anticipation The user expects to see a page where they can easily navigate to other pages. The most important aspect of this project would be the classroom/attendance use case, which is why there is a page that directly lets the user quickly select any one of them. A top navigation bar complements this by letting the user navigate to their favorite pages on their first impression
- 2. Communication Communicates how to easily navigate to the other pages by presenting large entries that give the hint of being clickable

# 3 Personal Page - Dashboard

Figure 2: Personal Page - Dashboard



The personal page for the dashboard.

It has the following paths,

- 1. Dashboard
- 2. Personal profile page
- 3. Settings page

Options to,

- 1. A drop down list of existing classrooms. Option to create new classroom as well
- 2. Bar chart to show attendance

## 3.1 Consistency

Consistency has been emphasized upon in the following ways,

- 1. Puts the user into a meaningful context -
- 2. Maintaining consistency across a series of operations -
- 3. Ease of understanding for the user about which state of the system they currently stand at -

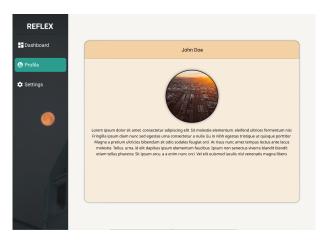
#### 3.2 Communication

- 1. Anticipation The user anticipates to see basic visual mapping of the main use case
- 2. Focus Entire focus is given to the most important thing that user might want to see
- 3. Controlled Autonomy The left navigation bar immediately gives the hint to the user that it has

buttons that can be clicked upon to visit other pages

# 4 Personal Page - Profile

Figure 3: Personal Page - Profile



The personal page for the profile,

It has the following paths,

- 1. Dashboard
- 2. Personal profile page
- 3. Settings page

### 4.1 Consistency

Consistency has been emphasized upon in the following ways,

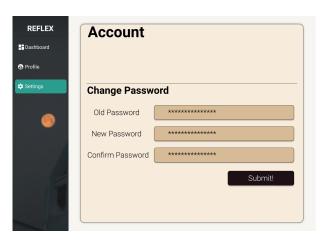
- 1. Ease of context for understanding the information The obvious impression that a user might get when they see the "Profile" tab is personal information, which is exactly what is delivered
- 2. Maintains consistency across operations A simple, minimalist design, that is setting accordingly as per the other visuals in the web application

#### 4.2 Communication

- 1. Focus A large component for the user information immediately derives focus from the user
- 2. Communication Easily communicates the information it is presenting about the user

## 5 Personal Page - Settings

Figure 4: Personal Page - Settings



The personal page for the dashboard.

It has the following paths,

- 1. Dashboard
- 2. Personal profile page
- 3. Settings page

Options to,

- 1. A drop down list of existing classrooms. Option to create new classroom as well
- 2. Bar chart to show attendance

## 5.1 Consistency

Consistency has been emphasized upon in the following ways,

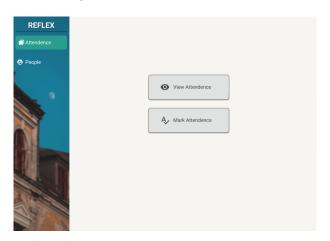
- 1. Ease of context for understanding the information Large headers clearly convey what the sections mentioned below are about
- 2. Maintains consistency across operations Similar color and design scheme as the pages that came before it

### 5.2 Communication

- 1. Consistency Does not subvert expectations and acts accordingly to what the user might have imagined
- 2. Controlled Autonomy The user is free to interact with the given components

## 6 Classroom - Attendance

Figure 5: Classroom - Attendance



The classroom page for attendance.

It has the following paths,

- 1. The people page, for viewing who is in a class
- 2. To view the current attendance on a given date
- 3. To mark attendance

### 6.1 Consistency

Consistency has been emphasized upon in the following ways,

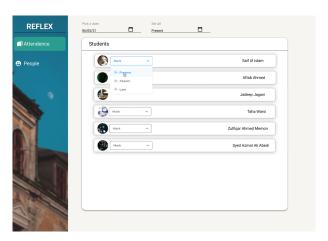
- 1. Constrained inputs this means the direction and the intent of the visual user interface is clear to the user with a direct call to action about what they can do with the system.
- 2. Consistent navigation from task to task helps in the consistent navigation from page to page

### 6.2 Communication

- 1. Anticipation The user expects to see options related to attendance, which is exactly what is shown
- 2. Focus No list of vast, overwhelming knowledge options. Only what the user migth want to do or see is presented

## 7 Classroom - Attendance - Mark

Figure 6: Classroom - Attendance - Mark



The marking classroom page for attendance.

It has the following options,

- 1. Choosing a date
- 2. Defaulting the attendance for that date
- 3. To mark attendance by selecting a drop down menu for each student

### 7.1 Consistency

Consistency has been emphasized upon in the following ways,

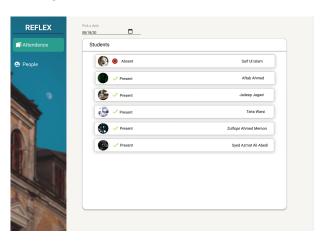
- 1. Working with past user expectations Similar layout with similar color schema with a similar minimalist design of options makes it clear again what the call to action is, and what can be done here
- 2. Consistent navigation as there is a clear mental model of transition in the user's head space of why this page exists and what to do next

## 7.2 Communication

- 1. Controlled Autonomy The user is given the option to interact with mostly all components, thus, placing him/her in a position of power/autonomy
- 2. Focus Clear presentation of what the use can interact with, and where his/her focus should be

# 8 Classrooom - Attendance - View

Figure 7: Classrooom - Attendance - View



The classroom page for attendance.

It has the following options,

- 1. Choosing a date to choose the attendance for
- 2. To view who was absent and present that day

### 8.1 Consistency

Consistency has been emphasized upon in the following ways,

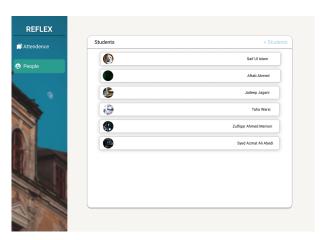
- 1. Consistent navigation as there is a clear mental model of transition in the user's head space of why this page exists and what to do next
- 2. Consistent UI/UX presence of a similar color scheme with similar options immediately clarifies the reason for the existence of this page

### 8.2 Communication

- 1. Consistency Very similar to the last shown page
- 2. Controlled Autonomy Clear model of what can be interacted with

## 9 Classroom - People

Figure 8: Classrooom - People



The classroom page for viewing/adding people in the classroom.

It has the following options,

- 1. Scrolling in a page to see the list of people
- 2. Adding students via the + Students button

#### 9.1 Consistency

Consistency has been emphasized upon in the following ways,

- 1. Does not subvert expectations from the user about past experiences again with the similar UI, navigation, and clarity of content, intent, and design of the page
- 2. Puts the user into meaningful context about the reason for the existence of this page

#### 9.2 Communication

- 1. Anticipation The user will anticipate to see information about the people or "students" in the classroom, which is what is shown
- 2. Efficiency A clear scrolling UI/UX preferred. This can be improved by adding a search functionality, but there is no such requirement from the client at the type of writing.