

Question 1.1

It is applicable because one does not know which users are to use your sites, and you are to expect that they are unique and diverse.

Also, the application should be a support mechanism to a task that the user wants done, it is not tech for the sake of tech, it is an aid for tasks that are to be done.

It is also important to think in HCI terms. There is a human that is expected to use it and we don't want the users to get "tennis arm" or carpal tunnel syndrome for using our applications. It should be sleek and efficient and few clicks, also regarding Fitt's law.

If the application will be used on a daily basis one should also make it so that inexperienced users can use the GUI and experienced users in the application are able to use hotkeys.

Also, nobody wants to use a web application that is dependent on high physical effort. The reason why social media got so popular in the years after the launch of the iPhone is because one did not need to physically go into a dedicated computer room or fish out the laptop from a bag somewhere and turn it on, write in the log-in details and then surf. One would only need to fish it out from the pocket, (then) put in the 4 digit code and press the push notification. One were also being "trained" to do this because of notifications. "Ding" the phone went and one was curious and they got a small dopamine hit while someone liked their picture. Positive feedback loop reinforcement, just like the experiment of Pavlov's dogs. There is also reason to believe the advent of "bottomless feed" pages contributed to this development, where one would not need to press arrows or enter a number to get to a new page of information. It was presented as one single long page, this proving the importance of low physical effort for user engagement. As a contrast, one could compare the standard way of using Facebook today compared to IBM's punching card machines from the 1960's. If one would assume equal access and skill level, only a few would choose the punching card machine, and there is reason to believe they would only try it for the sake of curiosity and then go back to using the blank shiny handy pocket-sized slate.

Question 1.2

A good contextual understanding is of the utmost importance. For instance, if you were to slaughter a sheep for pinnekjøtt Christmas dinner you would not use a scissor, even if you were asked to cut the meat. What does a scissor do? It cuts. What does a cleaver do? It cuts. But they are supposed to cut different things, in different context. This is also applicable to a user experience design process.

You don't want to take your wedding photos using the camera in the Snapchat app. You will get low resolution photos with flat light and you don't have any control of neither aperture or shutter speed or ISO. You will also have a small resolution file making it unfit for print. You will have no focus control except for tapping a place on your screen losing that focus as soon as the pixels you focused on moves too much.

A good user experience in this regard would be a dedicated unit not full of distractions, like a proper DSLR Canon 5D for example where you can commit your full focus to make good pictures and not relentlessly tweak the settings in manic maneuvers because the moment or motive went on and got away, using physical levers, handles and wheels giving you some haptic feedback for confirmation whilst your eyes are watching real life unfold.

Many would consider such a unit unhandy, it can't even fit into your pocket. Well, it is handy. That's why it is naturally hand sized. You don't put the camera in your pocket, you put it around your neck. It has a strap. Because the user experience have evaluated it over time and seen the strap is handy so now it is a standard feature. Pockets? Pockets are great for holding batteries, especially if there's a lot of dedicated flash photography. A white wedding dress and a black tuxedo would result in quite gray color tones on a small sensor camera like a phone camera and smudge it a bit. A full size 1" sensor DSLR would do the job way better and also keep proper lighting tone priorities on the whole canvas and not just centre-focused.

Question 2.1

Please check enclosed file "Question_2-1.png".

Question 2.2

The website is centered and well laid out and it is clear what elements belong together and not.

However, it could need more space and padding and it has too many font size variations. There also seems to be a lack of universal design principles or even the option to turn these on, either in its righteous place in the upper right corner and actually not at all. But this is not the case. It is buried at the dead bottom in center among the grey buttons on a gray background and it is not easily recognizable by using a somewhat proper icon for it.

The L shape for Purdue e-Pubs, e-Archives and PURR is also not the best, Publishing, Archives and Research & Data is probably meant to visualize tabs but it is more distracting than useful, and there is too little padding as well. The right alignment would make sense in a tab-style folder, but here it detracts more than it adds.

It is not clear if "Learning & Information Literacy" and "Scholarly Communication" are buttons or just illustrative images from the looks of it.

It is also a bit heavy, one should remove the repeating links, especially when they are close to each other, like the About buttons and Service buttons.

Searching for articles, books etc. however looks to be a breeze and the search button is clear as day. Now if the input box is preselected and one can utilize the Search-button by using the enter key, at least that is right.

Question 3.1

Please check enclosed file "Question_3-1.html".

Question 3.2

Title in browser tab: Requirement List

The content on the webpage will display as follow (assuming default style):

Required Knowledge/Skills

1. Background Skills
 1. Unix Commands
 2. Vim Test Editors
2. HTML
 1. Minimal page
 2. Headings
 3. Elements
 4. List
 - Unoedered
 - Ordered
 - Defination
 - Nested
5. Links
 - Links
 - Absolute
 - Relative

- Images
3. CSS
 1. Anatomy
 2. Basic Selectors
 - Element
 - Class
 - ID
 - Group
 3. The DOM
 4. Advanced Selectors
 5. Box Model
 4. Programming
 5. JavaScript
- Database
 1. Flat File
 2. Relation

This is a basic site using default browser styling and consists of a large heading 1, followed by a list of skills. The list consists of ordered and unordered lists and sublists.

Question 3.3

Line 1 should be spelled <!DOCTYPE html>, not doctype. This is convention, one would think most modern browsers would understand this but for maximum compatibility use capital letters for DOCTYPE.

Line 2, while technically not an error, a bit weird to have space here when there is no space in the rest of the document

Line 5 is misspelled, should be "</title>".

Line 6 should read "<style=" instead of "<link type=". assuming the .css is contained within the same folder as the html file.

Line 9 remove head. the head should not be within the body, it should be on top of the body. If one wants the division one should use the div tag instead. This goes for line 19 as well.

Line 15 should read "href="about.html">About the Dunbar Project", the slash needs to be removed and filetype needs to be specified.

Line 15 should have a for anchor tag. Photo Galleries, not ending with .

Line 18, where does that /nav come from? Replace with </div>.

Line 19, same as 9.

Line 21, spelling error, should be <article>.

Line 23 the "[Dunbar School]" is redundant, it won't do anything. Remove the hard brackets and put "alt=" before the first quotation mark. Remove the brackets, keep the quotation marks.

Line 24 opens a paragraph tag but never closes it. Expected at the end of line of line 25.

Line 27 opens an aside tag, but never closes it, add slash to line 40.

Line 28 can not decide what heading to use. Change "h3" to "h2" accordingly.

Line 30 lacks file-type specification. Replace / with .html, and add closing tag.

Line 31 lacks file-type specification. Replace / with .html. After the anchor closing tag one needs to also close the list item tag, add .

Line 32 lacks file-type specification. Replace / with .html.

Line 35 and line 39. Decide if one wants an ordered list or an unordered list.

Line 40 missing slash to end opened aside tag in line 27.

Line 43 unnecessary </p> tag

Line 47 is missing a slash to close html tag opened in line 3.