

HCI FINAL PROJECT



AAIT

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Website Report

Gates N Fences (gatesnfences.com) a website I decided to review and give my honest report about it. The website looks like it was made in the 90's where java script was being introduced for web developers, it lacks clarity and simplicity.

- The description about the work they give and fences are hard to read for a user perspective, the font sizes are too small, including the emails and links they provided for a user to interact with. A customer such as my self prospectively had a hard time locating the search bar with my eyes getting lost in the color combination
- The color combination is out of taste. The choice of bold colors like red, green and blue for links is old school. The designer's choice of background image doesn't make catch the eye and gives meaning to their work agenda.
- There are plenty links on this website but I chose one with **Drive Way Gates** where a user is presented with images of fences a customer can pick and the way those images are presented is hard to even look at with the way they are gridded and positioned as if they are all one image. The size of the images vary as you scroll down with options like colors to choose for a fence which should have been as an option after a fence was chosen by a customer.

- Menus and tabs have not been given attention to when designing this website it was hard for me to tell which, a never ending lists of menus where a customer can't figure out the options he/she seeks and a tab that is simply presented as a block of lists.
 - While surfing through this website I noticed a non-clickable BY NOW icon just flying through the page that got in my way of my serf that distracted me, that was a bad choice design to put it there.
- ✓ Over all I didn't interact with this web site well it lacks a lot of design characteristics: easiness, Easiness, a Relevant Content based on the work they do and many more and that's why I find this web site design bad.

Command language & Visual interfaces

A. **Command language** is a type of interpreted language using a command line structure. common examples of a command language are shell or batch programming languages and these language's advantages and disadvantages are as follow:

Advantages

- They are flexible
- They support user initiative
- They appeal to power users

Disadvantages

- Poor error handling
- Requires memorization
- Needs training

There are several kinds of command language paradigms, the major ones are:

1. **Imperative**: The *imperative* programming paradigm assumes that the computer can maintain through environments of variables any changes in a computation process.
2. **Logical** : The *Logical Paradigm* takes a declarative approach to problem-solving. Various logical assertions about a situation are made, establishing all known facts.

3. **Object-Oriented**: *Object Oriented Programming (OOP)* is a paradigm in which real-world objects are each viewed as separate entities having their own state which is modified only by built in procedures, called methods.

B. Visual interfaces are user interfaces that make extensive use of graphical objects like icons, diagrams, forms, etc. that the user may directly manipulate on the screen through several kinds of pointing devices (including her/his fingers) and get an almost instantaneous feedback

Advantages

- Easiness for non-technical people:-
- User-friendly:-
- Attractiveness

Disadvantages

- Difficult to develop and high cost:-
- Uses lots of Memory
- Its slower

There are three Types of Interface Paradigm are:

1. **Technology Paradigm**: based on understanding how things work
2. **Metaphor Paradigm**: based on instituting how the thing works
3. **Idiomatic Paradigm**: based on learning how to accomplish things

Interaction with client

In order to build a usable and a site where the user is satisfied before all things come in act we must first meet up the client and discuss about the characteristics about the website. We must get to know the client and ascertain their website goals. Then primarily I will extract information from the client and listening for their needs.

- The next step I would do would be Choose a Platform to Build the Website On, once we come terms on the platform based on the project type I will write up the proposal and determine the scope of the project.
- Once I get the idea of the project Visual Layout or Wireframe. This step is critical as the visual layout is catches the eyes of the user for interaction. A good will attract users that's why I would put plenty work into this step of designing the site.
- By this point I should have a clearly-defined content plan, know who is responsible for delivering the content, and understand how that will flow throughout the website. At this step, I should be sure that everything is ready to deploy

- ✓ After I have done all the above methods the next step would be design the website and test it. This method will bring the website to life and all that is left is evaluation. The website will be evaluated with the client, checking missing point if it needs more work and if it satisfies the needs of the client by using the following methods:

1. **CURRENCY**: the timeliness of the information.

2. **RELEVANCE**: the importance of the information for your needs.

3. **AUTHORITY**: the source of the information.

4. **ACCURACY**: the reliability, truthfulness, and correctness of the content.

5. **PURPOSE**: the reason the information exists.

- After all these carefully thought process I then will launch the website with full confidence insuring that users will find it satisfying and usable.