

People-centred design topics linked to low/high-fidelity prototypes

ENSE 871 - February 16th, 2024 - SnapPapers Team

At the course ENSE 871 a project is being developed for the Engineering and Humanities Special Interest Group (SIG) to renew the website that is currently used. This document explains the people-centred design topics linked to the prototype designed by SnapPapers.

SnapPapers has chosen to work on Low-fidelity prototypes as it gives the flexibility to structure the layout of the design component without the complexity of Color Scheme and Typography.

Affordances: According to Norman's (2013) explanation, affordance is the “relationship between the properties of an object and the capabilities of the agent that determines just how the object could be used”. In the context of UI and UX, affordances can be used to help users know what they should do and what they are going to get. At the prototype, this can be visualised at different elements like:

- Field labels: Username and password,
- Metaphorical Icons: A letter image to represent a message, a pencil to represent an edition, etc.
- Clear Click To Action buttons: The Contact Us button takes the user to the Contact Us section,
- Patterns: Our design follows a design that most of the website navigations use, so the user already knows how to navigate through these types of websites.

Gestalt Principles: Different Gestalt Principles can be found in the design of websites. Particularly, in our design there are 3 clear principles put into practice:

- Symmetry: Every part of the website is designed to offer the user a delightful experience by displaying symmetrical elements,
- Pragnanz: It refers that big elements seem to be a single big object, but in reality, its structure is based on multiple sub-elements that together can assimilate a big group. The website is designed by elements hierarchy following the Pragnanz principle.
- Similarity: It is important to separate and group elements by common features. Visually, the website can show different sections considering the similarities of the elements used.

Constraints: Constraints in the design sense limit the number of choices a user can choose to act upon. They can be broken down into four categories: physical, cultural, logical, and semantic. Following are some of the constraints on our design

- Login Flow: To successfully log in, the user needs to have the correct credentials.
 - But we should always give some feedback when having this kind of constraint.
 - Over here feedback could be as simple as “Invalid Credentials”
- Creating an Account: To successfully create a user account, it is needed to fill in all the required fields to avoid data incompleteness. We can limit the user by disabling the “Submit” button.
 - Over here the feedback could be as simple as “This is a required Field” or “The first name can only have characters. No symbols or digits allowed”.

References:

Norman, D. (2013) The design of everyday things. Chapter 1, pp. 27. ISBN 978-0-465-07299-6 (ebook)