

UX Feedback Report

Playvera

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Problem description

Playvera is a website that tries to connect indie game developers and create a helpful community where people can share their projects or openly discuss on different programming/design topics.

Design Principles

What are the Heuristic principles and why use them?

A heuristic evaluation is a usability inspection method for computer software that helps to identify usability problems in the user interface (UI) design. It specifically involves evaluators examining the interface and judging its compliance with recognized usability principles (the "heuristics").

Jakob Nielsen's heuristics are probably the most-used usability heuristics for user interface design. Nielsen developed the heuristics based on work together with Rolf Molich in 1990. The final set of heuristics that are still used today were released by Nielsen in 1994. Also known as 'Usability Heuristics', 'Nielsen heuristics'.

What are the 10 most important UX design principles?

- Visibility of system status
- Match between system and the real world
- User control and freedom
- Error prevention
- Help users recognize, diagnose, and recover from errors
- Consistency and standards
- Recognition rather than recall
- Flexibility and efficiency of use
- Aesthetic and minimalist design
- Help and Documentation

User Feedback

To ensure Playvera provides every customer an interactive and relative user experience, appropriate feedback and data should be gathered within a different range of users.

For the UX feedback data below, two different students were asked to test different functionality of the application and give an objective feedback on design choices that were made and how it could be improved.

User 1	User 2
Utilising the entire screen	Games should be shown parallel to the screen instead of vertically
Searching through games should be reached easier	Post forms should be better formatted.
Sorting by categories should be a possible filter	

In order to address the up-mentioned remarks by those two users, a detailed description of the problems can be seen under:

- Utilising the entire screen - currently, the application does not have enough information to show on the screen and the space should be better used.
- Searching through games should be reached easier - A search bar should be added on the page that displays all games for better convenience of the user
- Sorting by categories should be a possible filter - Users should be able to find different types of games by simply selecting the type of a game that they are looking for
- Games should be shown parallel to the screen - Currently, the game components that represents the object is shown going downwards of the screen. This should be better optimized to ensure users see more content displayed on the screen
- Post forms should be better formatted - forms for creating a game or logging in/registering should be reformatted to fit the screen properly

Project Goals

In order to keep the website's design and functionality up to date, collecting data from different users is essential to have improvements.

The above mentioned UX design suggestions will be implemented accordingly and the same two users that tested before would be asked to test the application a second time.

Furthermore, different users may be asked to give subjective opinions on what they find user friendly and what needs further change.

Bibliography

10 heuristic principles – Jakob Nielsen's (usability heuristics). UXness. (n.d.). Retrieved November 25, 2021, from <https://www.uxness.in/2015/02/10-heuristic-principles-jakob-nielsens.html>.