

Cover Page

COMPSCI 345 / SOFTENG 350 Human-Computer Interaction

Assignment Three: Realizing a Design

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Note: To ensure a fair playing field for all students in the class the University of Auckland will not tolerate cheating or assisting others to cheat, and views cheating in coursework as a serious academic offence.

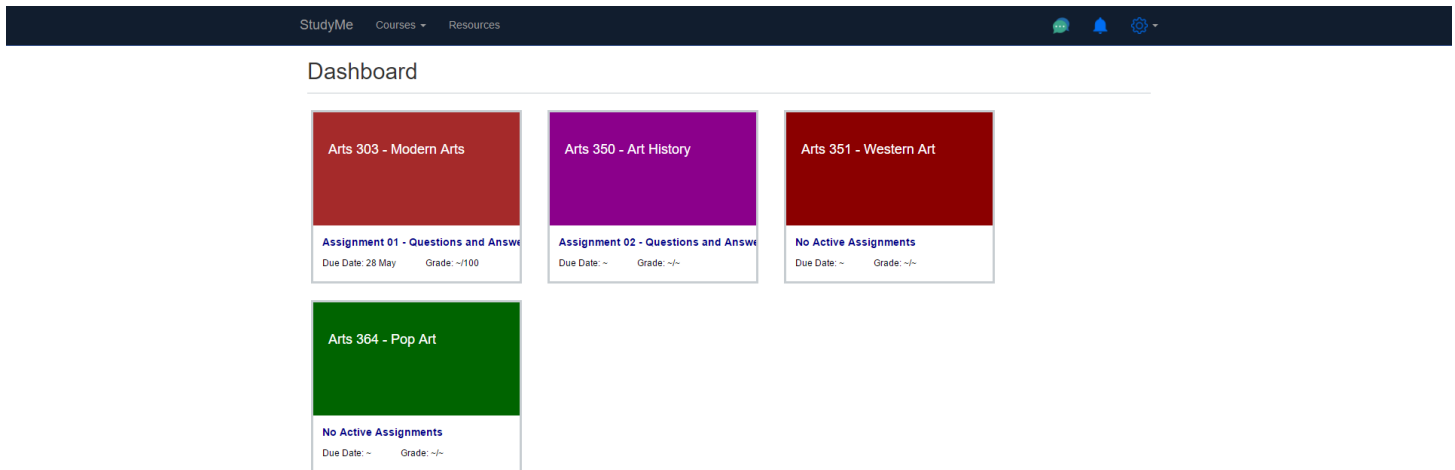
Student Declaration:

- I declare that this work is my own work and reflects my own learning.
- I declare that where work from other sources (including sources on the world-wide web) has been used, it has been properly acknowledged and referenced.
- I understand that my assessed work may be reviewed against electronic source material using computerised detection mechanisms.

Place this page in the front as the first page of your document that you are submitting to Canvas

Task One:

a) Walkthrough

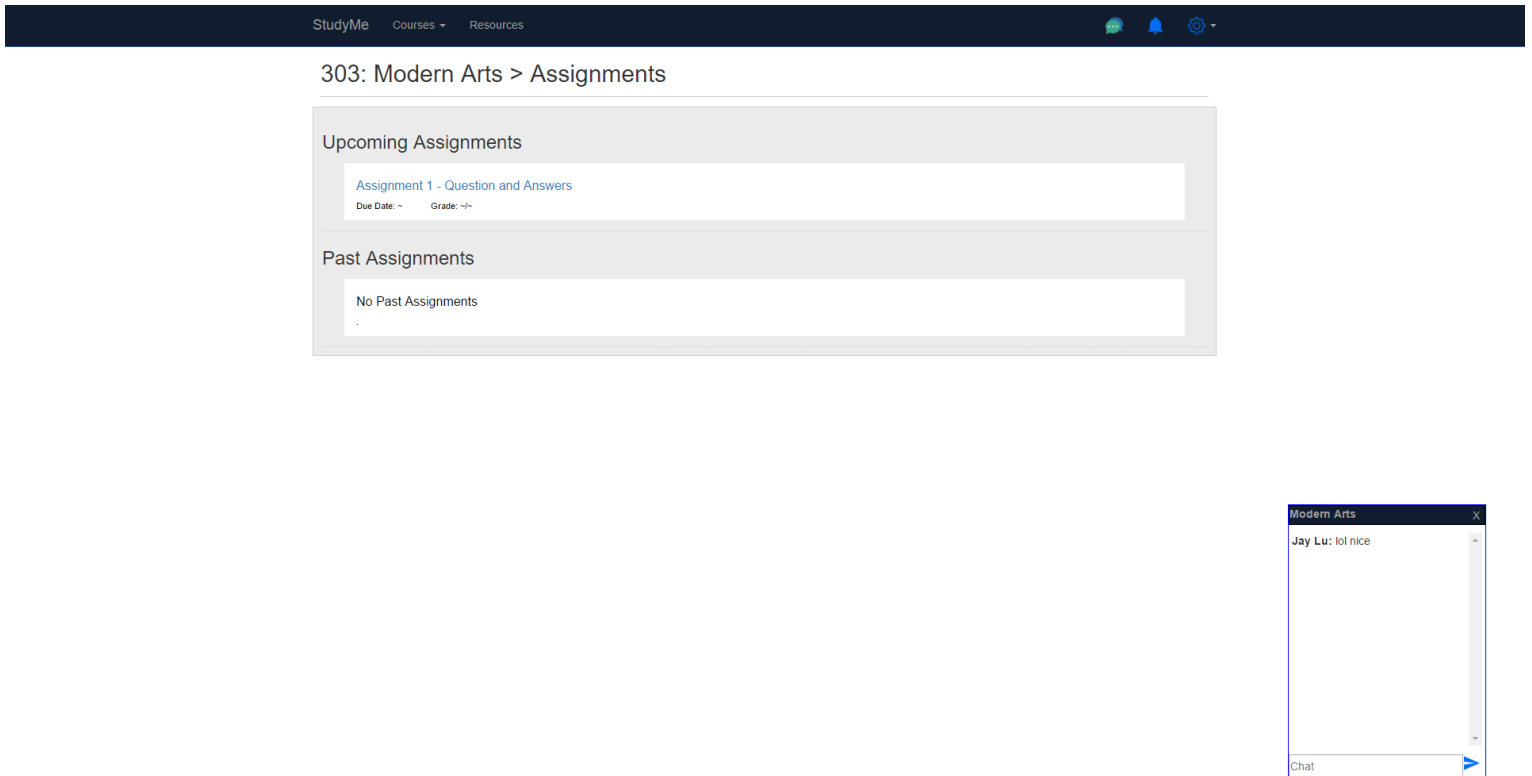


The domain for this prototype is Arts with Modern Arts and Art History as sub-domains. The problem based learning from Assignment 2 that I have chosen for this prototype is Question and Answers. It is where the students are given multiple questions to answer and then proceeds on to having a peer discussion about the answers that the students have generated.

The navigation bar is at the top, which is available to use anytime while in the system. The 'StudyMe' is the name of the system that I have chosen. When clicked, it comes to this Dashboard page as seen above.

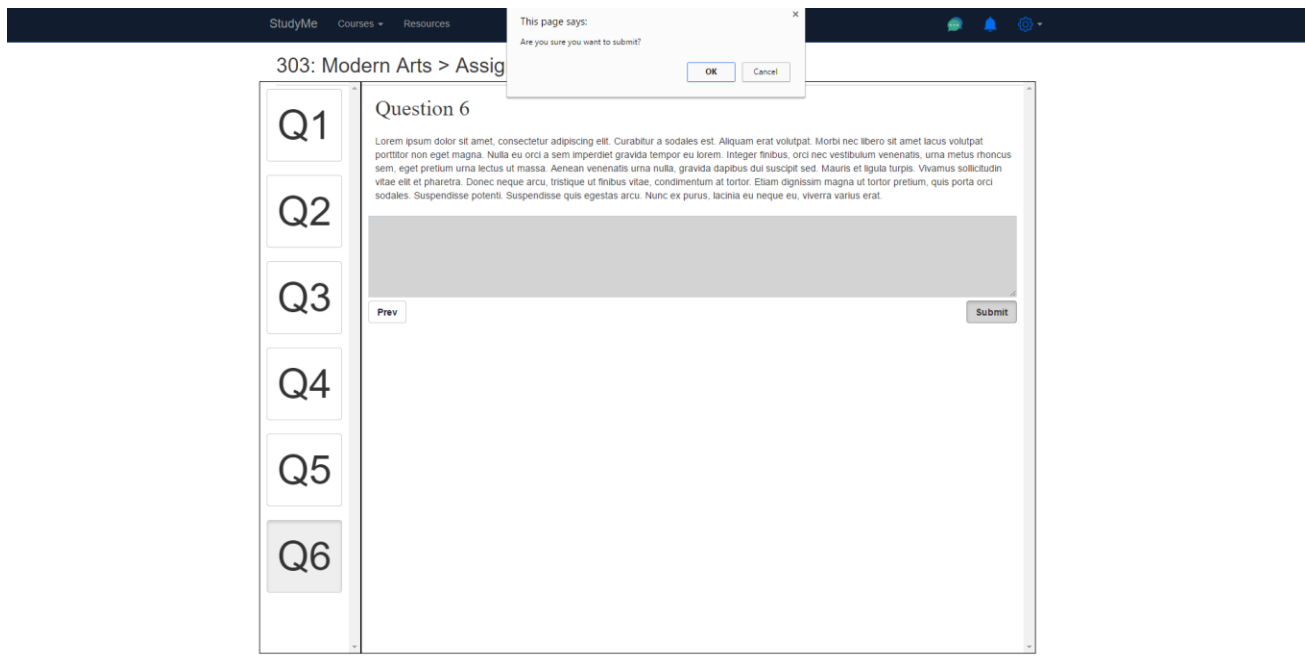
The dashboards of the courses that the user is taking is shown here. The colored part with the course name takes the user to the assignment list page, and clicking on the active assignment below the colored block takes the user to the question and answers page to do their assignment.

'Courses' in the navigation bar is a dropdown menu that shows the courses the user is taking which leads the user to the respective 'assignment list' page as shown in second screenshot.

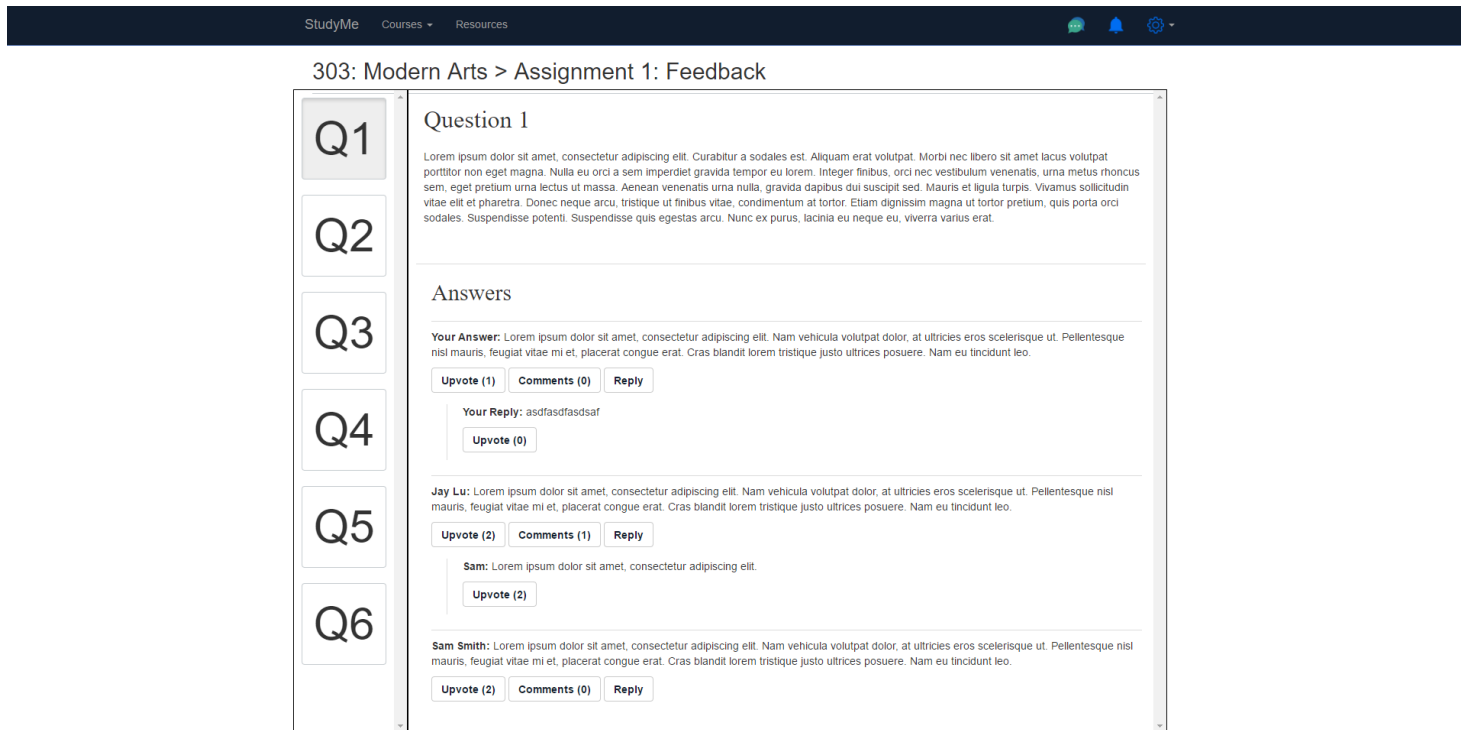


This is the ‘assignment list’ page. It is grouped into ‘Upcoming Assignments’ and ‘Past Assignments’. When the user clicks on the active assignment, it takes them to the ‘Question and Answers’ page where they can do their assignments.

The right bottom shows the chat system. It is opened by clicking on the ‘Chat’ icon and choosing the wanted chat on the navigation bar.

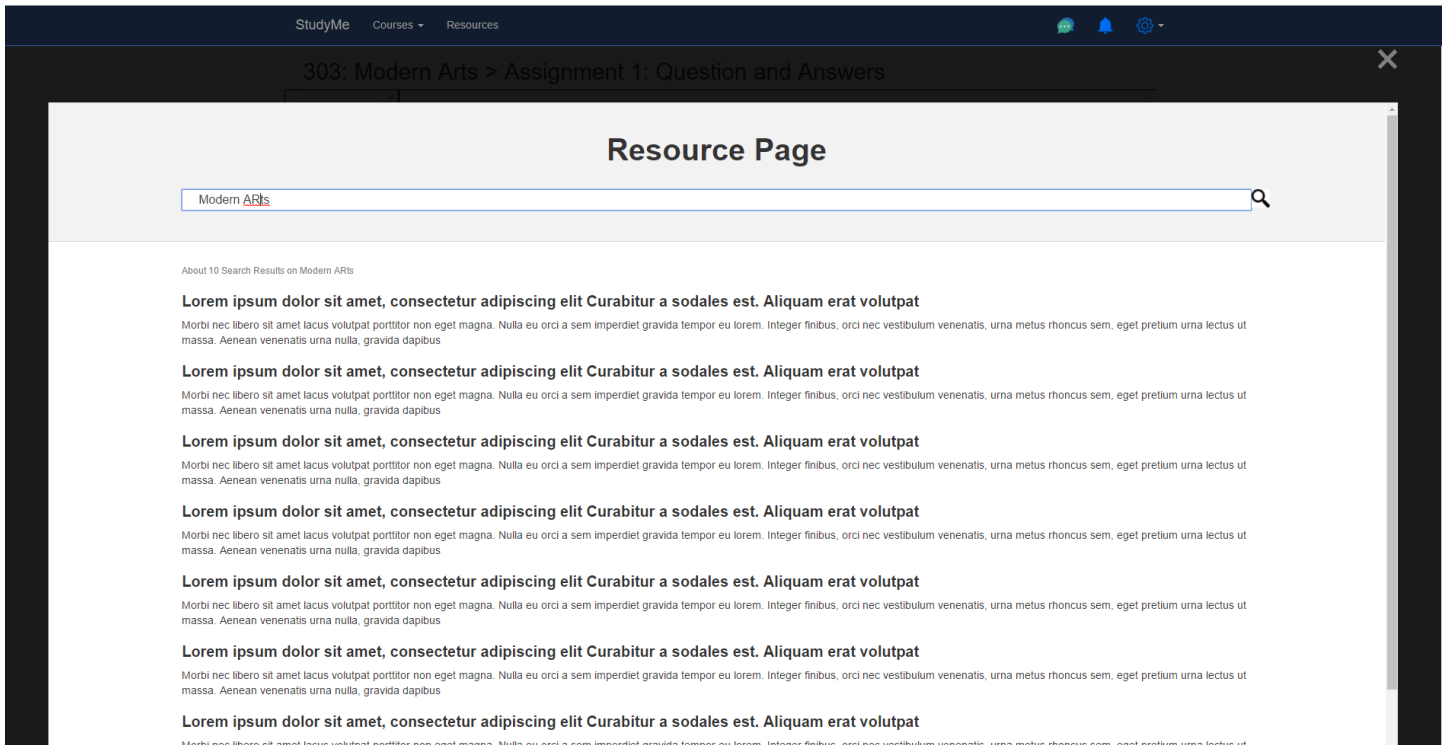


The ‘Question and Answers’ page, in this case has 6 questions. If there are more the user can scroll down to navigate through the questions. The users can navigate using the question buttons on the left or use the ‘Prev’ and ‘Next’ button to navigate through to the next or previous question. The last question has the ‘Submit’ button instead of ‘Next’ and generates a ‘confirm’ dialog to confirm if the user wants to submit their work.



After submitting, the user is brought to the ‘Feedback’ page where students can have peer discussions regarding their answers. The user can ‘Upvote’, ‘Comments’ which opens the replies to the post if there are any, and ‘Reply’ button which opens up a text area for the user to comment on.

If someone ‘Upvotes’ or ‘comments’ on your post, the notification icon in the navigation bar next to the chat icon, it will alert the user and if that alert message in the notification dropdown menu is clicked on, it leads the user to the respective page.



The ‘Resource’ page can be accessed from the navigation bar. If clicked on, an overlay will go over the screen where the user can search what they want. After the user is done, they can click on the ‘X’ button at the top right which will return them to the page they were on.

Out of Scope




‘Settings’ icon next to ‘Notification’ icon shows a dropdown bar of possible functions, but does not do anything when clicked.

In ‘Chat’, everything that the user wrote does not save after moving to a different html page.

‘Resource’, the links are not clickable and does not lead you to a different page with the resource content.

In ‘Feedback’ page, the feedback in this prototype is limited as the user can only write one reply to each post, and the ‘Upvote’ is not limited to one upvote per post.

b) Color Scheme

Color	RGB	Where
	165,42,42	Dashboard block background: 'Modern Arts'
	139, 0, 139	Dashboard block background: 'Art History'
	139, 0, 0	Dashboard block background: 'Western Art'
	0, 100, 0	Dashboard block background: 'Pop Art'
	199,205,209	Borders
	221,221,221	Borders
	242,242,242	Borders
	129,129,129	Borders
	255,255,255	Text color
	0,0,0,	Text color
	199,205,209	Page Header Underline color underneath navigation bar and Dashboard border color
	17,29,46	Navigation Bar background color, and chat header background color
	157,157,157	Navigation Bar text color and chat header text color
	0,0,139	Dashboard Link text color
	51,122,183	Assignment Page Link color
	238,238,238	'Question and Answers', background color of selected question. i.e. background color of 'Q1'
	211,211,211	Text input area background color
	242,242,242	'Resource Page' header background color
	51,122,183	Chat Dropdown menu, background color of selected chat

My prototype uses a monochromatic color scheme for visual attractiveness and consistency. It uses different shades of blue for most of the colors in the system. I used a darker shade of blue and grayish text on the navigation bar so that it is easy on the eyes and have good readability because of contrast.

The Dashboard uses colors outside of the chosen monochromatic color and white text for easy readability and course identification purposes.

I have used dark blue text with underlines on white background for links that navigates the user to different pages as this is a standard that most people easily recognize.

I used gray borderlines to group things together without ruining the monochromatic color scheme of the system.

I limited my color use to go for a simple minimalistic view of the system. For all the different colors I have used, I deliberately used darker version of the colors to avoid annoyingly high contrast to make it easy on the eyes when the system is used for a long time by students for assignments.

c) Border Scheme

The ‘Navigation menu’ is a top bar that is always visible in the system. The functionalities that are expected to be used the most are grouped into a ‘Navigation menu’. The ‘Courses’ is a dropdown menu grouped into a numerical order as the navigation bar will get too clustered if we listed them all as buttons.

The dashboard blocks have thin gray borders and are separated from each other in an equal white space to give a relaxing, symmetrical visual.

The Page header which is a description of the current page is separated by the main content using a thin gray line.

In ‘Assignment List’ Page, the main content is bordered using a thin light gray line which also has darker gray background color. The assignment lists are furthered grouped into ‘Upcoming’ and ‘Past’ which is separated by a thin dotted gray line. The content inside these groups are indicated by an indent from the left, to indicate that this assignment is in this group. And the actual individual assignments have a border around it with a white background to emphasize its importance.

In ‘Question and Answers’ page, the questions are grouped into a thin but long question area, which the questions are further individually separated by a thin gray border line and white spaces. The individual question corners are curved to make it softer compared to the dark sharp corners of the main outer border. The main outer border is grouped into question, and answering bigger page.

In ‘Feedback’ page, the sub-comments have an indent which are filled with light vertical gray line in that space so in the event of long comment chain, the user don’t lose track of hierarchy of the comments.

In ‘Resource’, page I used dark overlays on the outside of the border of my main content to indicate to the user that it is indeed an overlay.

d) Fonts Scheme

I use the commonly used font family which is ‘Helvetica Neue’, ‘Helvetica’, ‘Arial’, ‘sans-serif’ for body html.






For headers, titles, names, course name, etc, I use bold and larger font size to emphasize its importance as they are the topic of the content that are showing.

An example of this is in comments and chat, the names are on the same line as the comment so to differentiate between the two, I used bold and slightly larger font size so that the name is easily recognizable, and the user can quickly skim over who they are talking and get to the content of the comment.

Another example of this use is, the page headers underneath the navigation bar. So that the user do not have to memorize and keep recalling which part of the system they are in, the system's status is shown in large font size so that it is easily recognizable.

Another example of different font size is the number of results found information in 'Resource' page. Since this is one of those information that are generally not of importance to the general audience, that information is in small font size with gray color so that it does not take the user's attention away from the main content such as the actual search results.

e) Resources Used

-  Chat icon is used as its meaning is easily recognizable without words
Available: http://www.flaticon.com/free-icon/chat_134932#term=chat&page=1&position=69
-  Notification icon is also easily recognizable without using words
Available: http://www.flaticon.com/free-icon/notifications-button_60753#term=notification&page=1&position=5
-  'Send' icon is similar to 'Facebook' sent icon for chatting so it should be familiar for most users without explicitly saying what it is
Available: http://www.flaticon.com/free-icon/send-button_60525#term=send&page=1&position=7
-  The cog icon is used for settings, also easily recognizable as it is commonly used for settings.
Available: http://www.flaticon.com/free-icon/settings_126472#term=settings&page=1&position=3
-  Search icon is used for searching resources also easily recognizable
Available: https://www.iconfinder.com/icons/326690/magnify_search_zoom_icon#size=128
- Overlay CSS section in file 'assets/look_better.css' was taken from https://www.w3schools.com/howto/howto_js_fullscreen_overlay.asp
And was modified and additional things were added to fit my prototype.
It is used for resource page outer background.