

Human Computer Interaction

# Exspat

Expat settlement facilitator

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# Heuristic Evaluation

**Glimpse at the Final prototype**

# LOGIN PAGE

# EXSPAT

Log in

Your username



Your password



LOGIN

Not a member yet ?

[Join us](#)

- This is the login page of our web application.
- Username and password are the required credentials for this page.
- After logging in, the user would land on the homepage of the application.
- The login section has a username and is password specific to the application.
- Only the users who know the respective credentials can log-in and use the application.

# SIGN-UP PAGE

## EXSPAT

Sign up

Your username

 Username

Your password

 eg. X8df!90EO

Your First Name

 First Name

Your Last Name

 Last Name

Your Gender

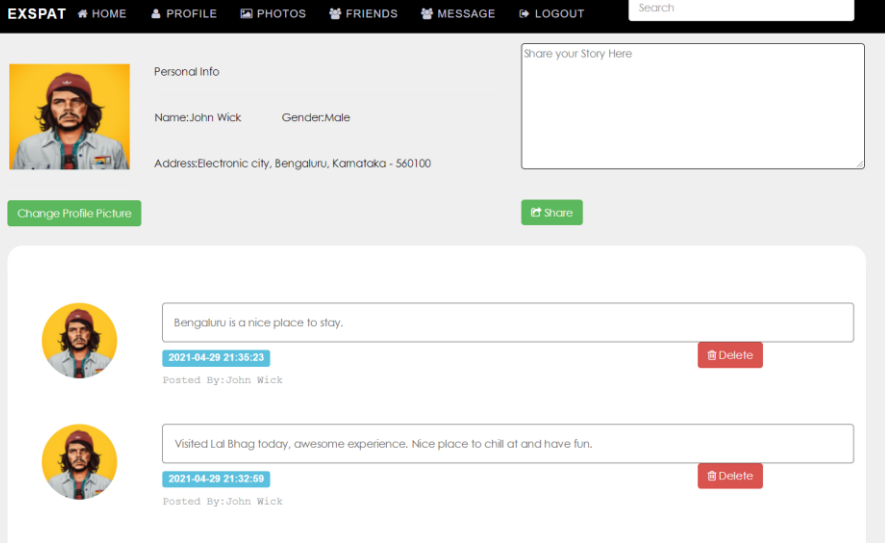
SIGN UP

Already a member ?

[Go and log in](#)

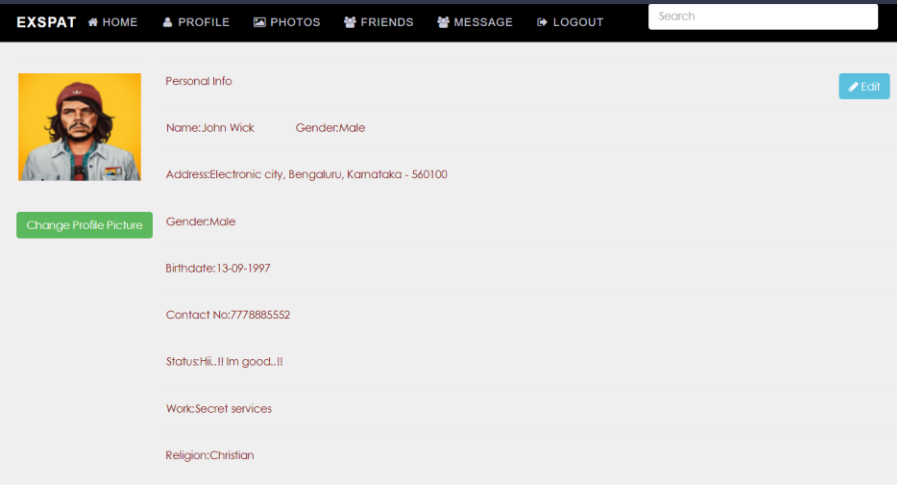
- A new user would have to sign up first by providing the necessary credentials on this page.
- The information required include :  
Username, Password, First Name, Last Name and Gender.

# HOMEPAGE



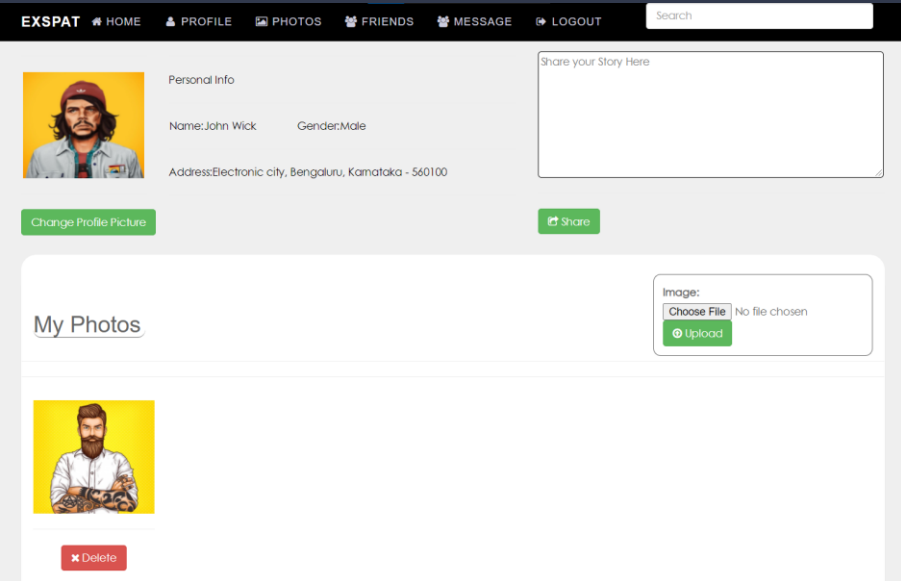
- The landing page of Exspat has various options like Home, Profile, Photos, Friends, Message, etc. Which are helpful for navigating to the respective pages.
- The user can also logout from any page just by clicking on the “logout” option present at the top.
- The users can also share their experiences through posts which would be visible to all the members.

# USER PROFILE PAGE



- All information pertaining to a user is accessible via the user-profile page.
- The user can change their profile picture as well by uploading an image of their choice.
- The user can also modify his/her info by clicking on the “Edit” button.

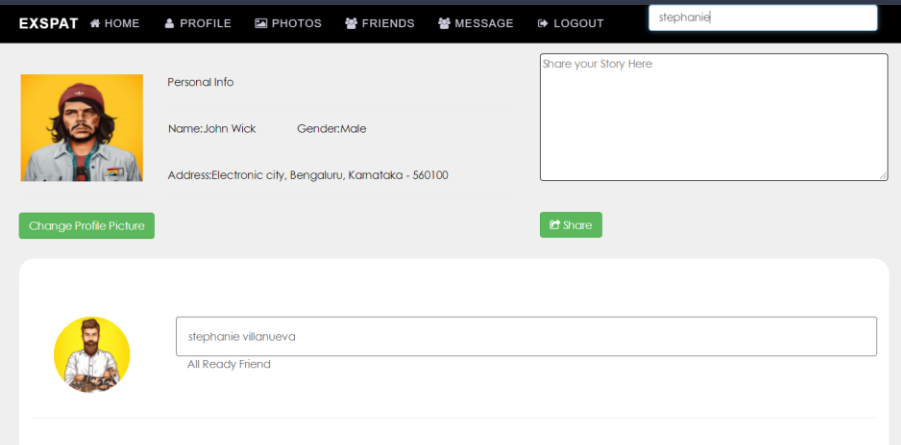
# UPLOAD IMAGES



- Users can upload pics of the places he/she has been to by navigating to “PHOTOS” page and selecting the pic from the device.
- A user can post any number of pictures by uploading them on this page.
- There is an option to delete the uploaded images as well.



# SEARCH FOR A FRIEND



- This option enables the user to search for friends within the same vicinity to promote better interactions.
- Users can search for people or friends by entering the username in search box at the right-top corner.
- After finding friends, the user can send them a personal message .

# SEND MESSAGES

EXSPAT

HOME

PROFILE


PHOTOS

FRIENDS

MESSAGE

LOGOUT

Search



Personal Info

Name: John Wick    Gender: Male

Address: Electronic city, Bengaluru, Karnataka - 560100

Change Profile Picture

Share your Story Here

Share

To:

Content:

Send

Inbox

- Users can send message to any of his/her friends by navigating to the message page and selecting the username of the person to whom the message has to be sent.
- Then the user can enter the body of the text in the text box given below and send the message.

# Shneiderman's Eight Golden Rules

Will Help for Designing Better Interfaces

# 1. Strive for Consistency

*Consistent sequences of actions should be required in similar situations; identical terminology should be used in prompts, menus, and help screens; and consistent commands should be employed throughout.*

- We have implemented a consistent user-interface for all the pages in the application.
- Identical terms in menu helps in seamless navigation between web pages.

## 2. Enable frequent users to use shortcuts

*As the frequency of use increases, so do the user's desires to reduce the number of interactions and to increase the pace of interaction. Abbreviations, function keys, hidden commands, and macro facilities are very helpful to an expert user.*

- A user once logged in, will be logged in throughout his session until he closes the application.
- Besides using the login button, the ENTER key on the keyboard can also be used to confirm the login credentials for the users

### 3. Offer informative feedback

*For every operator action, there should be some system feedback. For frequent and minor actions, the response can be modest, while for infrequent and major actions, the response should be more substantial.*

*Error messages are expressed in plain language (no error codes), precisely indicate the problem, and constructively suggest a solution.*

- If there is any mismatch in the credentials for logging in to the web application, the respective error messages will be displayed.
- Ex: A bad example we often see is when an error message shows an error-code instead of a human-readable and meaningful message.

## 4. Design dialog to yield closure

*Sequences of actions should be organized into groups with a beginning, middle, and end. The informative feedback at the completion of a group of actions gives the operators the satisfaction of accomplishment, a sense of relief, the signal to drop contingency plans and options from their minds, and an indication that the way is clear to prepare for the next group of actions.*

- Respective dialogue boxes indicating custom made success or failure messages during credential/email confirmations are used

## 5. Offer simple error handling

*A good interface should be designed to avoid errors as much as possible. But when errors do happen, your system needs to make it easy for the user to understand the issue and know how to solve it. Simple ways to handle errors include displaying clear error notifications along with descriptive hints to solve the problem.*

- The text fields are flagged where a user forgets to provide input in the sign-in/sign-up page.



## 6. Permit easy reversal of actions

*Designers should aim to offer users obvious ways to reverse their actions. These reversals should be permitted at various points whether it occurs after a single action, a data entry or a whole sequence of actions.*

- Users can revert back to previous pages upon error messages, if their login credentials are not appropriate they can reverse their actions by re-entering the details.
- If there is a slight chance of the application malfunctioning the user can login once again and restart the application afresh.

## 7. Support internal locus of control

*It's important to give control and freedom to your users so they're able to feel they're in charge of the system, not the other way round. Avoid surprises, interruptions, or anything that hasn't be prompted by the users. Users should be the initiators of the actions rather than the responders.*

- Users will be in full control of the application, because only when they provide their credentials they will be able to access the application..

## 8. Reduce short-term memory load

*Human attention is limited and we are only capable of maintaining around five items in our short-term memory at one time. Therefore, interfaces should be as simple as possible with proper information hierarchy, and choosing recognition over recall.*

- The above web application being a minimalistic design takes in only the username and password as user credentials in order to keep track of the number of users using the application. Hence the user need not remember information from one page to another.