

COMP3900 Assignment 4

Semester 2, 2016

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20.10.2016

1. Personal experience of assignment 2

1.1 Three tasks in assignment 2

Made Decision of the exhibit

Before did the assignment 2 formally, our group spent plenty of time on discussing and selecting whose exhibit in the assignment 1 is the most appropriate for the prototype. In our opinions, common wild animals will diminish people's interests. In the end, I made a decision and chose one of the rare animal in the Australian Nation Museum called diprotodon, even one native speaker cannot read its name correctly. Before I determined to choose it, I did many searches on Google and found difficult to know the detail of it except using Wikipedia. Thus, I thought it is a chance to design a prototype and illustrate to people who are interested in this ancient animal.

Summarized the disadvantages of other websites and compared with them

In this task, I browsed a lot of websites. As a visitor, it is hard to discover and describe their disadvantages. I selected those 3 websites with obvious shortage and tried to avoid and improve them in our prototype.

Did user case scenario

In user case scenario section, I regarded myself as a user without any experience. Because we do not have any practical product, everything is in my imagination. I first considered I was Ted, saw the display, explored the page, zoomed the image and clicked different function buttons. Second, because blind people also are considered to use our prototype, I treat myself as a blind people, used the touch pad to control the direction, listened the audio of interpretation and realized how difficult they are to feel or imagine this huge monster. After imagination, I recorded them on the paper and combined them to the section of assignment 2.

1.2 Learned from tasks

Importance of the selection

As a proverb goes, 'Well begun is half done', made a decision for the exhibit is an important beginning. We have to determine which one will be selected and discussed as every topic and aspect is based on it and expanded through it. Meanwhile, we have to search relevant information, explore its features and estimate the amount of browsing and classifications of users. Therefore, once we find a proper exhibit, it is efficient for us to finish the remaining works.

Avoid other products' shortage

When I did searches in the comparison section, I found almost all the famous museum website are perfect. Their designer's thoughts are advanced and consider different aspects including disabled and elderly people. Therefore, it is very difficult to acquire other online displays' shortages and demonstrate the advantages of our prototypes. In the end, we found those three small websites and analyze them from 3 different aspects, convenience, multilingual system and aesthetics. We summarized their advantages and shortages and add different function buttons to our prototype for improving it.

An experienced designer is also a good user

When roughly finishing the entire design, we need many volunteers to test our prototype. Usually, the designers are the first batch to test and evaluate it. Because we are so familiar with the product, we have to imagine us as a unexperienced user instead of operating practically. We considered every step then switched to the role of blind people, clicked the audio button, listened every interpretation. After imagination, we recorded what we thought and summarized them. Moreover, elementarily modify the model of prototype and improve it. During the modification, I realized that an experienced designer is not able to convene many people as volunteers to test the product first. He /She always understand what users' thoughts and operation habits, then evaluate it and improve unexpected details. To some extents, an experienced designer is a kind of good user.

1.3 Aspect in assignment 2 in the future

In my opinion, our early-stage prototype is focused on two aspects: conciseness and users' universality. Actually, our model and menu are not able to catch viewers' eyes effectively. If I have a chance to design and produce in the other aspect in the real world, I think our team should confirm which classifications of people could be our primary viewers first. Meanwhile, adjust the visual effect for different population. For instance, for young children and teenagers, the entire picture and theme should be colorful and with some cartoons in the bottom or the four corners of the website. Similarly, for elderly people, we focus on how to decrease the number of words and adjust an appropriate size of words. In my ideas, it is very difficult to consider different ages and combine their favorite or need to only one website.

To sum up, I think I will consider to create several websites with distinct styles for people with different ages. Moreover, I will design a 'choice' button in the home page of the website for people to select their favorite themes and visual effect.

2.Learned from the user-evaluation in assignment 3

Because my responsibility in assignment 3 is to observe volunteers and record their feeling, behavior and feedback, I am able to share my learning in the observation and expand what we summarized in the assignment 3. In it, we summarized these 5 features: Seek common ground, Simplify the interface, Avoid functions ambiguity, Add necessary interpretation and adjust visual effect. After I combine them now, it can be regarded as a disparity between the product and the aim. Thus, the importance of test and evaluation is shown obviously.

Before we did the evaluation, we all thought our product assimilate others' experience and consider different kinds of people as far as possible, especially for elderly and disabled people. However, I still observed and recorded some problems and thoughts during the evaluation. Therefore, there is no product is perfect. Except those 5 features, in my opinion, being down-to-earth in the design, then testing and collecting feedbacks on time are significant lessons which I learned in the user-evaluation in assignment 3.

3. Learned from analyzing data in assignment 3

As mentioned above, my job in assignment 3 is to observe those three users and record their feeling, their asking and behaviors. Thus, when I finished writing the record on the paper and combined them, I have realized their common grounds and differences. The first volunteer who act as a normal person did the test smoothly and successfully. By contrast, the last two people who act as blind people encounter some problems – the complicated virtual touch pad. This the result from both my observation and my records.

From this experience, I learned that observation is also a part of analyzing. People's behaviors are caught by your eyes and you can feel and make a probable judgment of whether they are anxious, angry or confused. On the other hand, based on these first impressions and judgments, when we review the notes, it is easy to summarize, analyze and expand these data. After analyzing data, we are able to improve our products and provide more accurate models for volunteers to test in the future.