

Human Computer Interface Design and Evaluation
COMP3900

Assignment 4

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Prepared for:
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24.10.2015

1.

1) First thing:

a) I determined the background image for the homepage of our prototype.

I googled the picture of Parliament House and put a picture in the prototype as the background image. However, one of my team member indicated that the color of background did not match the color of words, which makes users read the words on the background with difficulties. So I changed the background image to match the words. It is important because the web designer must ensure that there is enough contrast between the text and the background to make the website user-friendly.

b) I learned that when designing an interface, I must see the whole picture. Each elements cannot be separated. In this case, text and background cannot be designed separately. Besides, I also learned that different people have different taste, because I thought the last background image is okay but my teammate did not think so. Therefore, when designing an interface, I need ask for more people's suggestion to make the interface satisfy most people's taste.

2) Second thing:

a) I am responsible for implementing the detail description page. It is an important step, because it is where users can view the detail description of an exhibition. After my team member told me the design concept about this page, I implemented it on my own. However, I forgot to add the comment section in this page. When we integrated our works, I found out this error and had to rebuild this page.

b) I learned that the interaction with users, such as comment function, is quite essential in interface design. Besides, I also learned that I should communicate frequently with my partner to make sure I will not forget something important when building the prototype.

2.

a) Actually, we conducted the interview separately. Terry, Jasper and I respectively has a friend who is interested in our topic. So Lizzy was responsible for writing the script and three of us conducted interview with our own friend separately. It means I were responsible for three components in the interview with one participant. I learned a lot from instructing the participant. It is an important step, because we must instruct participant properly so that we can get valid feedback. Good instruction can lead participant behave in the way that we want to observe.

b) Sometimes it is hard to determine when I should give instruction to the participant. For instance, I asked the participant to find out the link to other websites via our prototype, it took the participant a long time to do it because of the drawback of our design. During the observation, I really wanted to tell her the right solution but I did not, luckily she finally found it. But what if the participant cannot find the solution in five minutes? When should I disturb her and told her the right solution? When should I give her the next instruction if

she spent 5 minutes on it but still cannot find it? I learned that determining the time to give instruction is important and hard. As for team work, I learned that separate the work and do it separately sometimes can save time.

3.

- a) I focused on the observation data and analyze the time that the participant used for every step. Some of these data is helpful. For instance, one of our participant spent 2 minutes on finding out the link to related website. It means that we did not put the link in an obvious position so that it is hard to find. Some of the data is not that useful. For example, one of the participant spent 20 seconds finding out her position in the virtual 3D environment. Actually, it took her several seconds to understand my instruction, so the data (20 seconds) cannot show the actual time she spent. In the next iteration of user evaluation, I will make the instruction as clear as possible. For the last example, I just said "Please find your location in the virtual 3D environment", which is confusing. Instead, I should said "Our website has a function that can help you to locate yourself in this virtual 3D environment. Try to find out this function", which is easy to understand. It makes me to get the actual data.
- b) I learned that user evaluation is very important. Before I conduct the evaluation, I thought every elements and functions in our interface is straightforward. Because I participated in building the prototype and I am familiar with our interface. However, during the user evaluation, I found that some elements and functions is not straightforward enough to people who are not familiar with our interface. Therefore, it is important to conduct user evaluation, because it helps use to judge the interface at a different angle.