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(b) Running Instruction:

“main.html” — — main access to “Commentator”

- Get access to this user interface “Commentator” via “main.html”. The main page shows a table of randomly searched comments by clicking on button “Get Random Comments”.
- Go to “moreComments.html” by clicking on “more comments” within one row in the comments table in the main page.
- Go to “articleDetail.html” by clicking on “related article” within one row in the comments table in the main page and more comments page.

“moreComments.html” — — show more comments of a specific commenter

- Rate the commenter by clicking on the stars in the top-left corner of the page
- Click on “Like” button adds a recommendation a specific comment of that commenter

“articleDetail.html” — — show some related information of an article related to a specific comments.

- Go to the web page of that article on New York Times website by clicking on “read more”

(c) Design decision:

This simple user interface *Commentator* is designed for users to conveniently and efficiently get access to a specific commenter’s comments and article related to a comment. Another main feature is to provide users an interface to rate of a commenter (will elaborate this below) Besides, *Commentator* also provides a way to show the abstract

and keywords of an article so as to give user a general idea of the article without the need to locate the original article.

Design decision: (1) First, the user interface should have an obvious and neat table to show the comments with each row including an index, comment's body, commenter's name and a link to the related article. Besides, under the comment's name, it should have a link indicating that it can access to the commenter's other comments if the user wants to see. As this is the main page of this application, a arresting title and headline is needed to reveal the purpose as well as capture the user's eyes. (2) For the page showing one commenter's more comments, I design a table similar to the main page listing all the comments a commenter has made, with one column showing the recommendations. In order to help a user get a better insight of how good the commenter is on commenting articles, the user interface sums up the total number of comments and total number of recommendations. Then the total score is an average number of recommendations the commenter receives by calculating **#recommendations / #comments**. This is not enough. A description of what really the meaning of the score is should be displayed. (Here the standard is: 0~5 —Fair, 5~10—Good, >10—Excellent.) After having an general idea of the commenter's ability of making comments, the user can rate the commenter, either by his own preference or by the score. (3). For the article abstract page, the user interface should provide some useful and related information, leave out other less related information. I choose: headline, author name, pub date, article type, keywords, abstract, and lead paragraph. Besides, it should provides a link for user to see the whole article if needed.

Commentator is designed and implemented following the **10 Usability Heuristics for User Interface Design**, for example:

1. Match between system and the real world.

This interface uses words, phrases and concepts familiar users, especially for those who usually view New York Times articles. (like “comments”, “recommendations”, “related article”, “abstract”, etc.)

2. Consistency

All tables are designed with the same template, i.e. same size, same font type, same color, same border pattern, etc.

Used only three kinds of font in total, one for headline/title, one for paragraph and one for numbers.

These to achieve a consistent and neat design.

3. Recognize rather than recall

All actions used in the web page are indicated by clear and simple labels for users to take exact action, like jumping to related article by clicking link with label “related article”; rating a commenter by tapping the stars with hint “Please rate:”. All these designs make users easily operate without loading extra memory.

4. Aesthetic and minimalist design

Font-family and words’ colors are carefully chosen to better fit the purpose of the interface.

5. Help and documentation

“About” in the navigation bar provides a brief instruction of this interface.

