

UX Report

Semester 3 – Individual Assignment

Nielsen & Molich design principles

1. Visibility of system status

Description: Inform the user of the current state and actions of the application.

Handled by: Whenever data is being fetched from the server, a message showing the status of the aforementioned fetching is displayed, accompanied by a user-friendly animation such as a spinner or a loading bar. Additionally, all forms are validated with proper error messages and confirmation messages so as to let the user know what they have to change.

2. Match between system and the real world

Description: Display all data in a logical and easily understandable way by using widely known concepts.

Handled by: Any data in the application, be it text or visuals, is formatted and displayed in cleanly-styled sections and cards, with appropriate headings which are easy to read and understand.

3. User control and freedom

Description: New users tend to click on buttons and go to the wrong places, so they need an easy way to go back to their initial page.

Handled by: The logo of the application serves as a home-button that redirects to the front page for ease of access, additionally, after logging in, a navigation

component, with added drop-down functionality, is able to redirect the user to any relevant page for them, like inbox or user profile.

4. Error prevention

Description: Prevent errors from happening, by showing error message, before the error happens, for instance before the user confirms an action.

Handled by: Showing error messages for uncontrolled or invalid input.

5. Help users recognize, diagnose and recover from errors

Description: Errors should be easily understandable, and the steps to recover from the error need to be straightforward and uncomplicated.

Handled by: Showing error messages on form validation.

6. Consistency and standards

Description: Follow known conventions and make it obvious what an action does.

Handled by: Buttons are annotated with the description of the operation they execute, such as submit, save, or delete, with color patterns that support the type of operations, such as blue for submitting and red for deleting.

7. Recognition rather than recall

Description: Any needed instruction for the system should be visible and user should not have to go back to a certain page, to check information that they need in the current page.

Handled by: Simple design.

8. Flexibility and efficiency of use

Description: Accelerators, which improve the experience for users that know how the application should be used. For instance allowing users to modify frequent actions.

Handled by: Not handled.

9. Aesthetic and minimalist design

Description: Display only information that is needed in a minimalistic way.

Handled by: Minimalistic and simple design that shows data only relevant to the user and the page they are currently on.

10. Help and Documentation

Description: If required, the system should have documentation that can help with its usage.

Handled by: Not handled.

Feedback -- user one

User profile: 20 years old, male, Fontys Student

Test process: The feedback was given in person and the user was provided with a username and password to log in one of the already existing accounts and navigate the website. The user was asked about design choices they didn't agree with and in response they gave feedback relevant to the improvement of the interface.

Results:

- Statistics should have some way of portraying what is being displayed, such as a key icon for the activity logs
- Login and registration forms should be improved with backgrounds and some alignment
- No user roles should be displayed upon filtering via the administration panel

Feedback – user two

User profile: 20 years old, female, Fontys Student

Test Process: the feedback was given in person, and the user was asked to register a new account for the sake of starting fresh with the application, instead of being given an already existing account.

Results:

- The color of the upvote and downvote buttons should be neutral as to not indicate an action, if it was green or red for example. Additionally, the color of the already given vote should be more user friendly and not for example yellow, as to more easily portray the previous choice of the user.
- After searching for a post, the message which indicates loading should be properly aligned at the place where the results show up.
- After searching for a post, a loading indicator should be shown to relay to the user that the data is in the process of being fetched.
- A divider between each comment on the comment section should be added to more easily separate comments of different users.
- A navigation link to the profile of each user should be shown on their comments, so as to more easily find out who actually posted the comment.

Conclusion

To wrap up, my design is easy to understand and follow after the changes, however there is still room for improvement, mainly in the fact of adding more images and user prompts wherever necessary, to aesthetically improve the design. Some components can also be improved with better color schemes and text alignment.