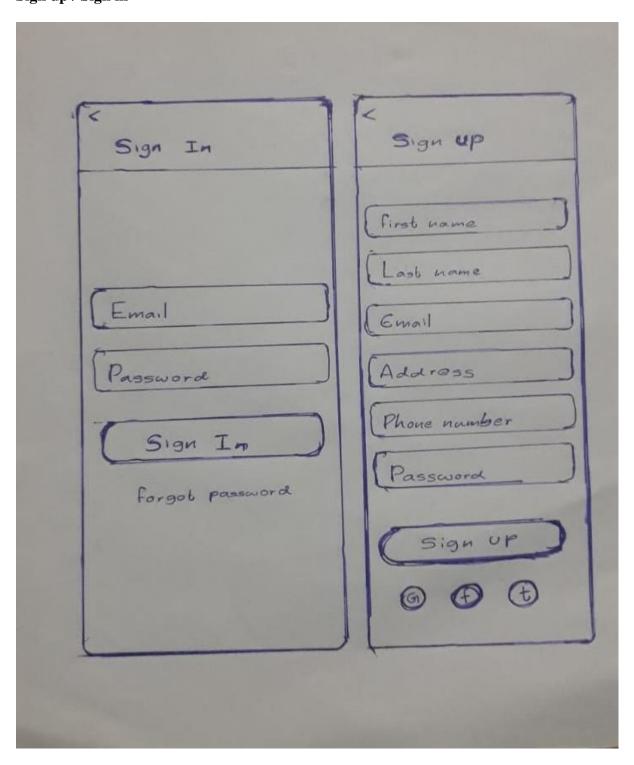


Lab sheet 06

### IT3050 – User Experience Engineering

Semester I, 2021

Sketching Sign up / Sign in



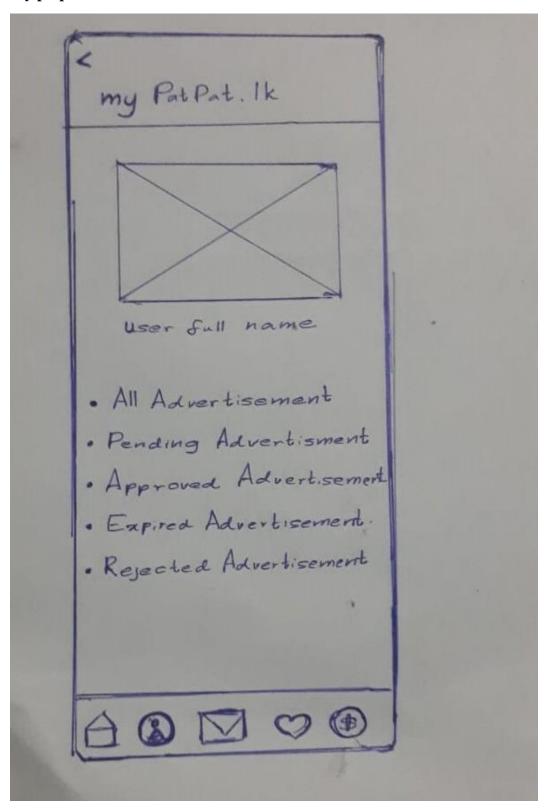


Lab sheet 06

#### IT3050 - User Experience Engineering

Semester I, 2021

#### My patpat.lk



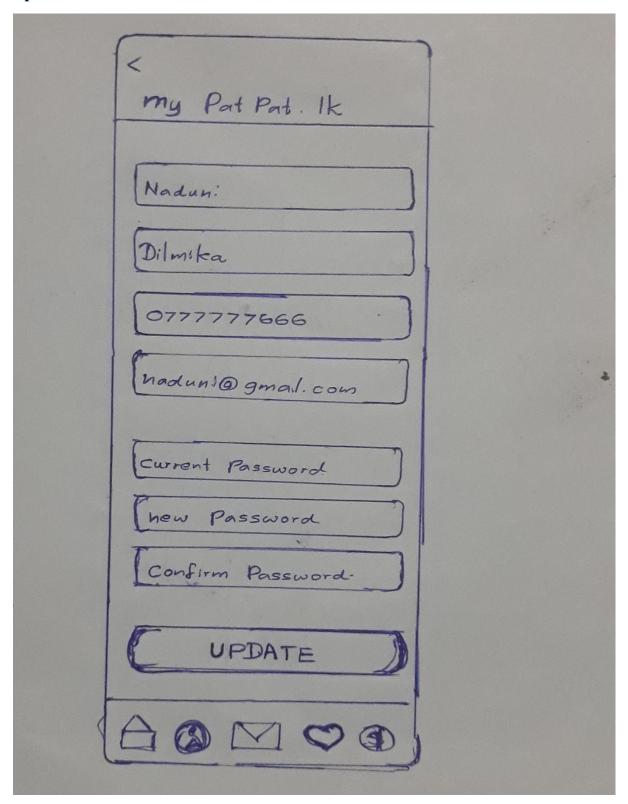


Lab sheet 06

### IT3050 – User Experience Engineering

Semester I, 2021

### **Update User Profile**



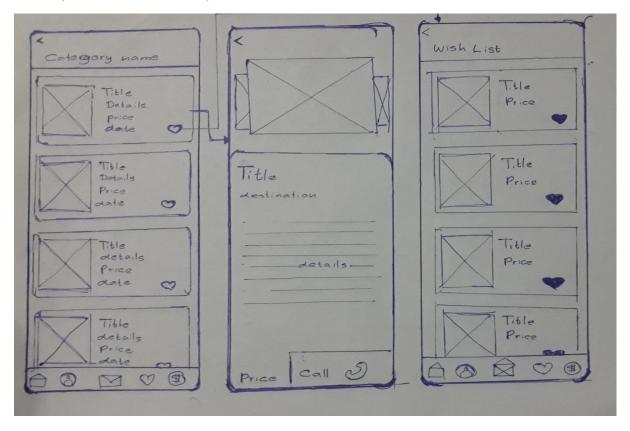


Lab sheet 06

### IT3050 – User Experience Engineering

Semester I, 2021

#### **Home (Advertisements Seek) & Wishlist**



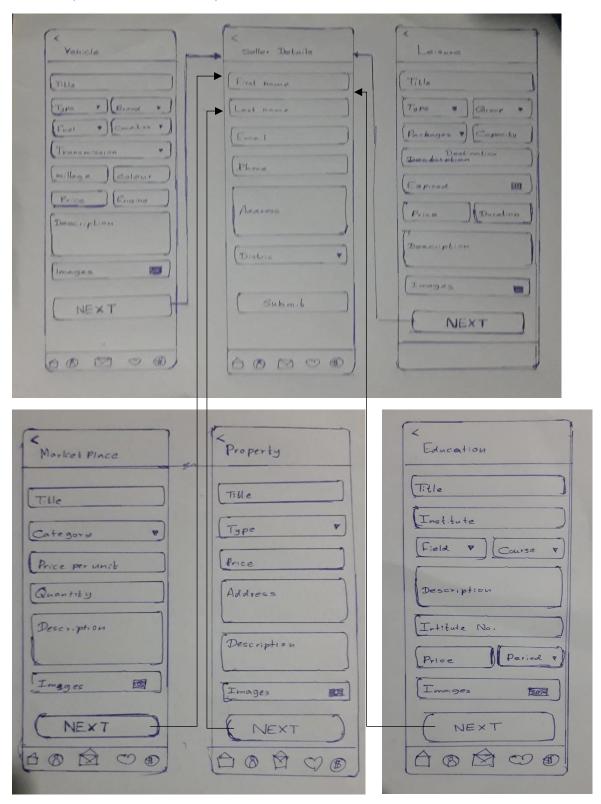


Lab sheet 06

#### IT3050 - User Experience Engineering

Semester I, 2021

#### Post Ad (Advertisements Post)



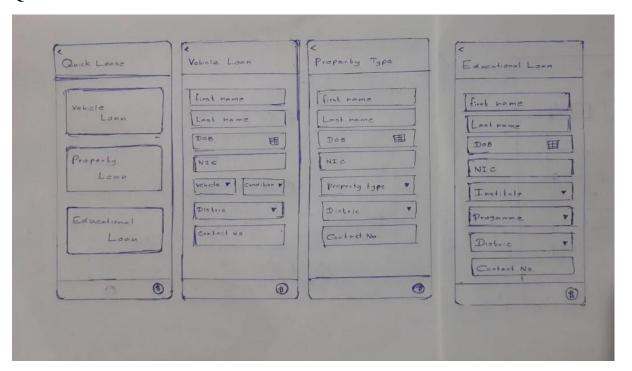


Lab sheet 06

### IT3050 – User Experience Engineering

Semester I, 2021

#### **Quick Lease**



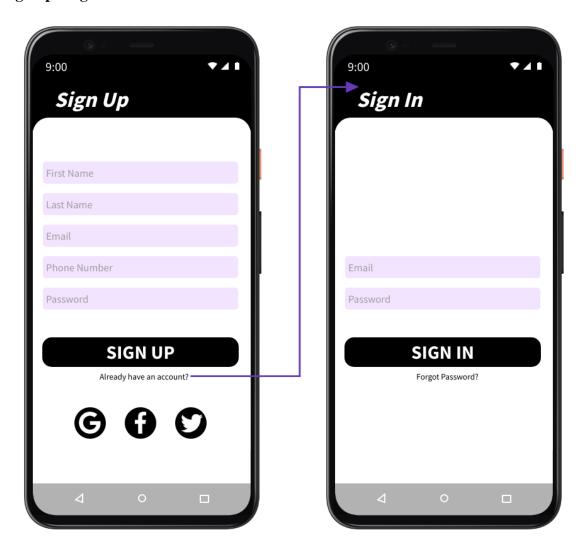


Lab sheet 06

### IT3050 – User Experience Engineering

Semester I, 2021

Wireframes Sign up / Sign in



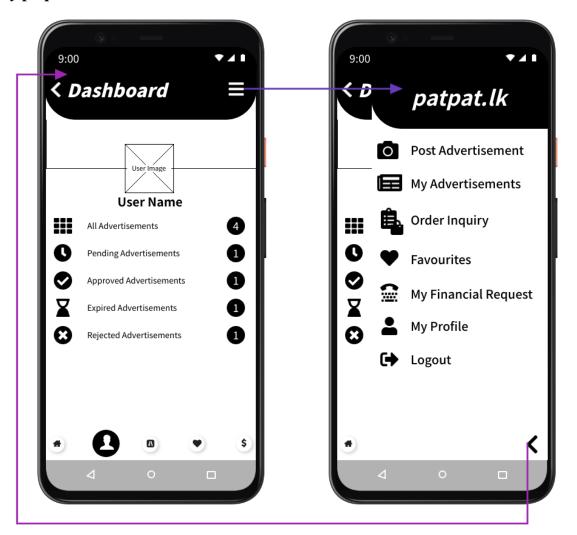


Lab sheet 06

#### IT3050 – User Experience Engineering

Semester I, 2021

#### My patpat.lk



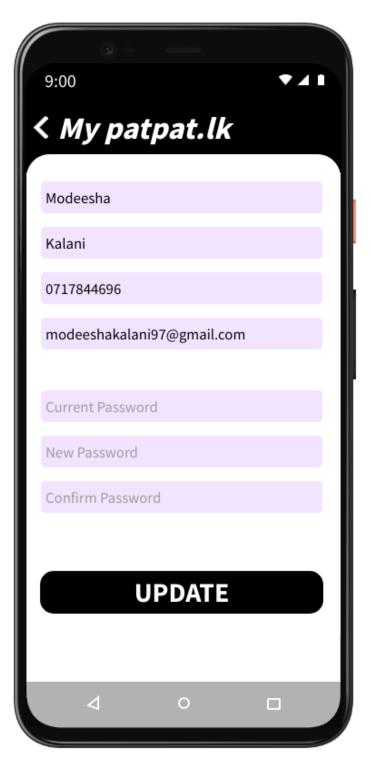


Lab sheet 06

### IT3050 – User Experience Engineering

Semester I, 2021

**Update User Profile** 





Lab sheet 06

#### IT3050 - User Experience Engineering

Semester I, 2021

#### **Home (Advertisements Seek)**







Lab sheet 06

### IT3050 – User Experience Engineering

Semester I, 2021

#### Post Ad (Advertisements Post)



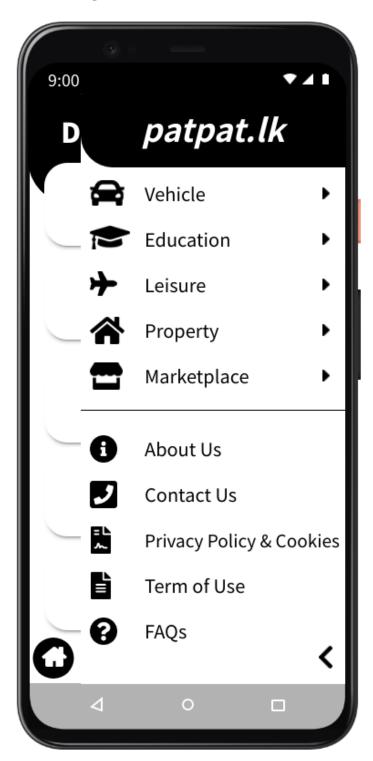


Lab sheet 06

#### **IT3050** – User Experience Engineering

Semester I, 2021

**Main Side Navigation Bar** 



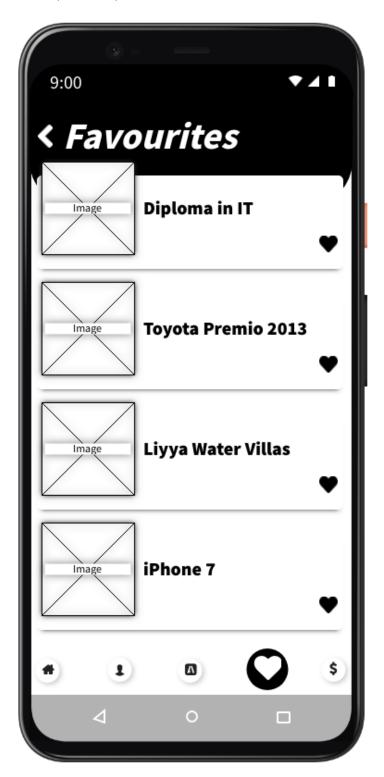


Lab sheet 06

### IT3050 – User Experience Engineering

Semester I, 2021

Favorites (Wishlist)



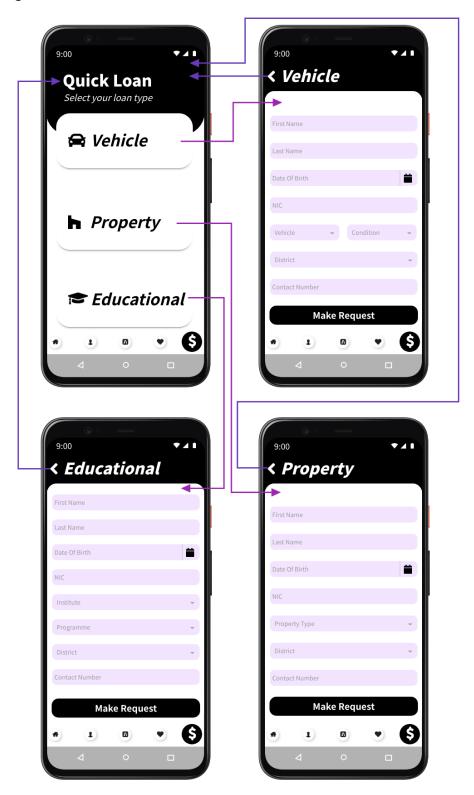


Lab sheet 06

#### IT3050 - User Experience Engineering

Semester I, 2021

#### **Quick Lease**



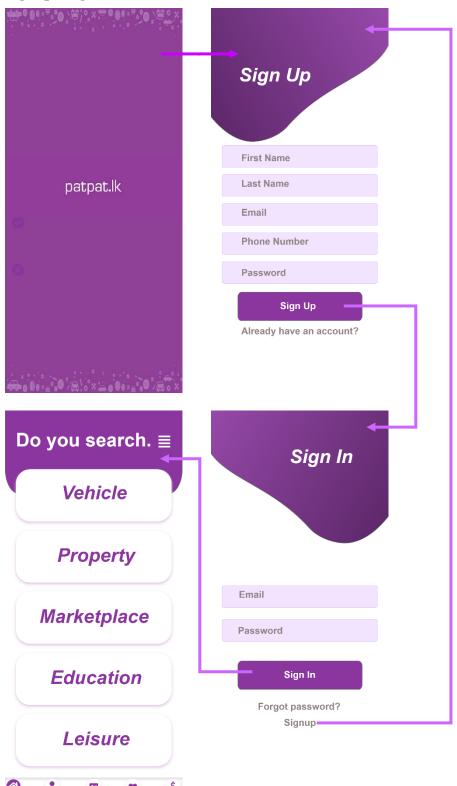


Lab sheet 06

### IT3050 – User Experience Engineering

Semester I, 2021

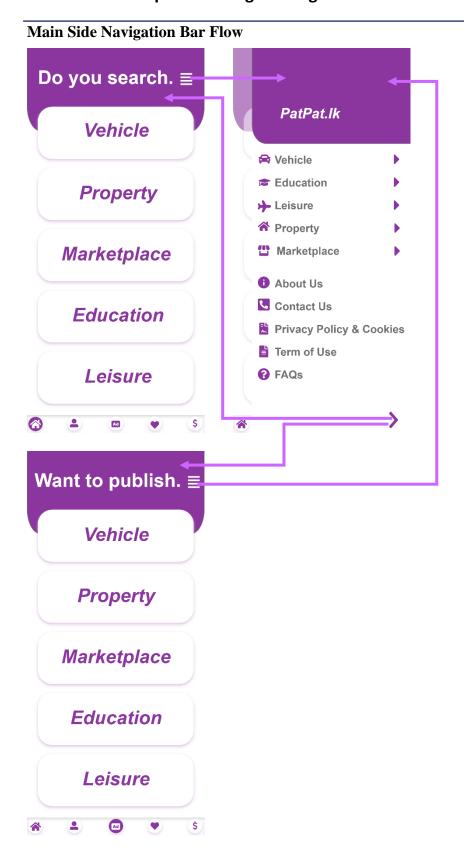
# Prototypes Prototype 1 Signup / Signin Flow





Lab sheet 06

#### IT3050 - User Experience Engineering





Lab sheet 06

#### IT3050 - User Experience Engineering



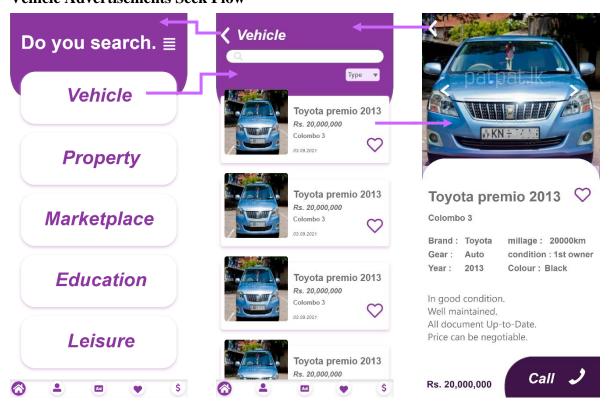


Lab sheet 06

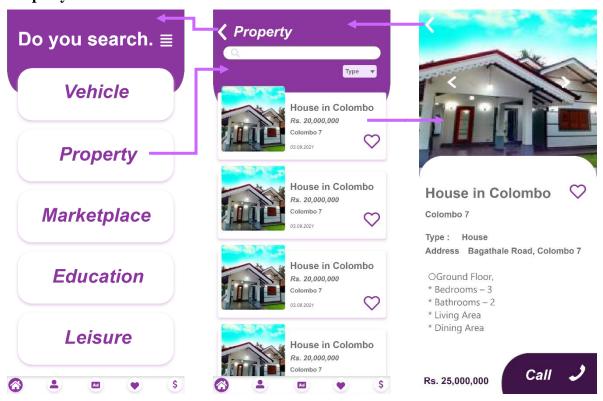
#### IT3050 - User Experience Engineering

Semester I, 2021

Advertisements Seek Flows (Home) Vehicle Advertisements Seek Flow



#### **Property Advertisements Seek Flow**

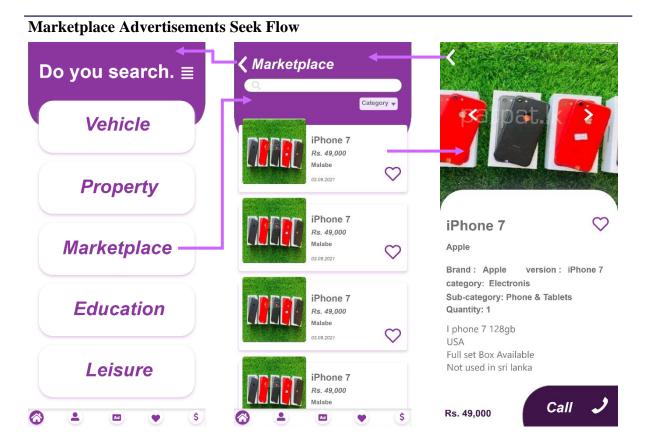




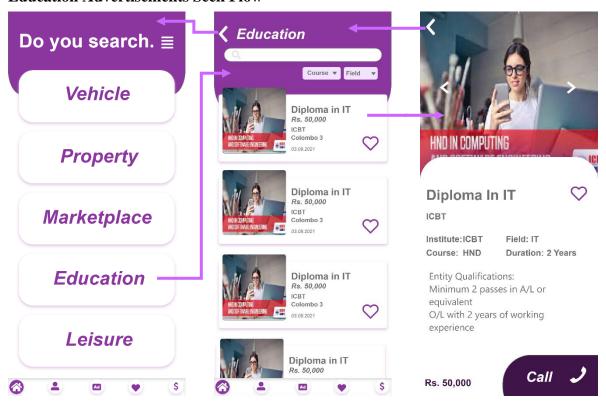
Lab sheet 06

#### IT3050 - User Experience Engineering

Semester I, 2021



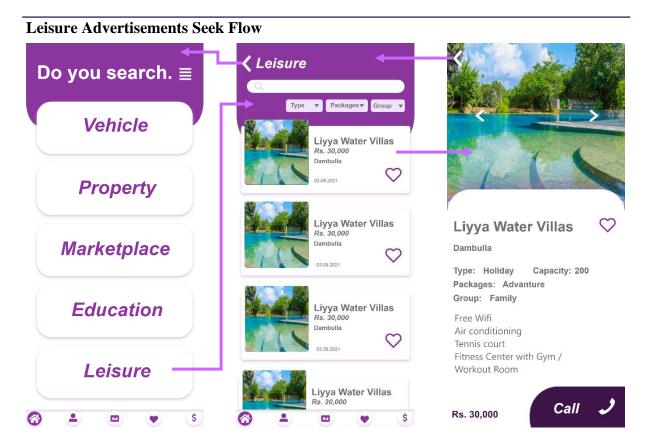
#### **Education Advertisements Seek Flow**

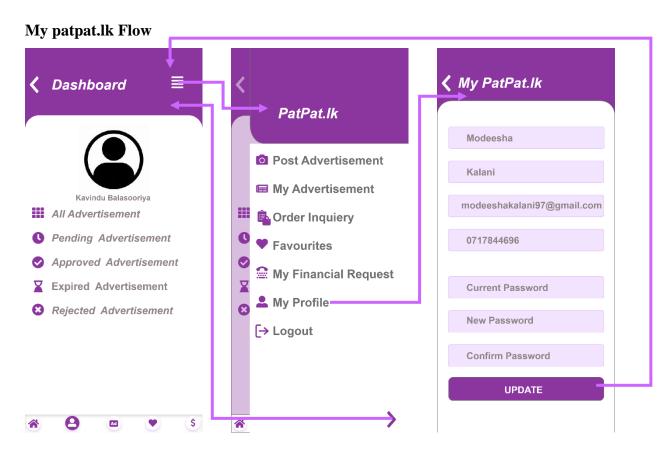




Lab sheet 06

#### **IT3050 – User Experience Engineering**





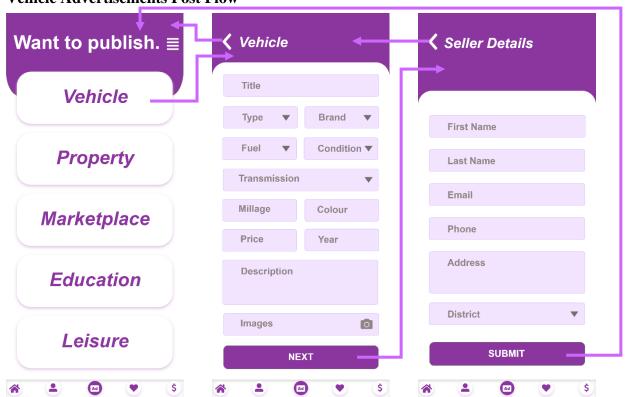


Lab sheet 06

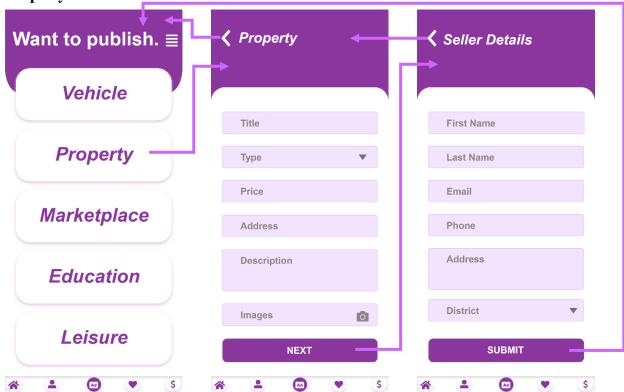
#### IT3050 - User Experience Engineering

Semester I, 2021

Advertisements Post Flows (Post Ad) Vehicle Advertisements Post Flow



#### **Property Advertisements Post Flow**

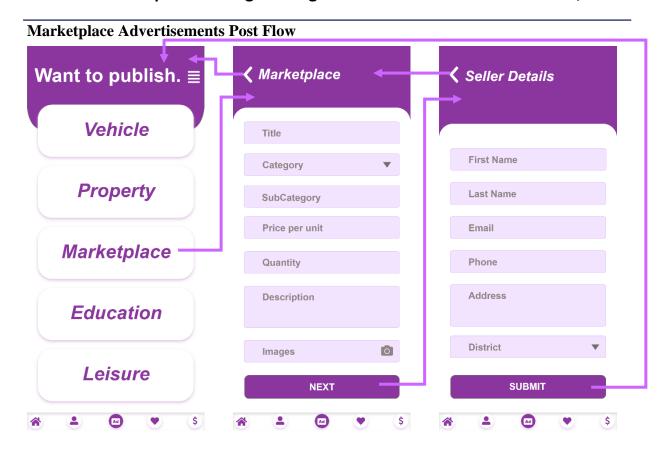




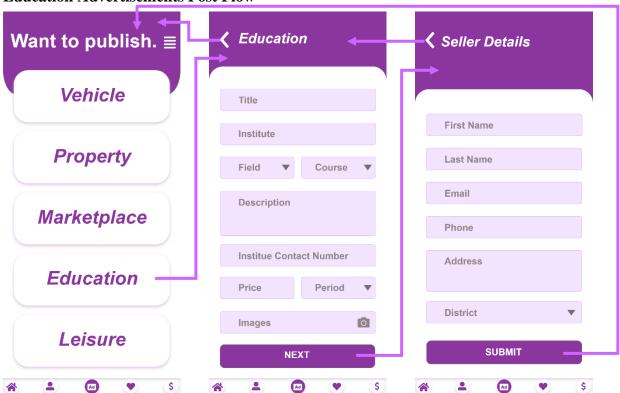
Lab sheet 06

#### IT3050 - User Experience Engineering

Semester I, 2021



#### **Education Advertisements Post Flow**

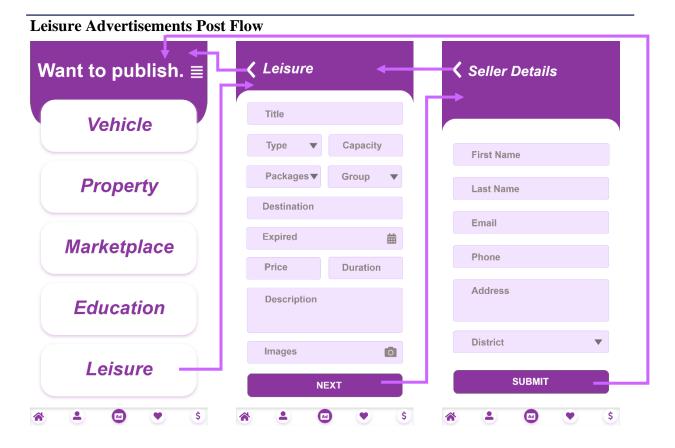




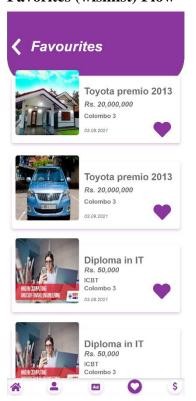
Lab sheet 06

#### IT3050 - User Experience Engineering

Semester I, 2021



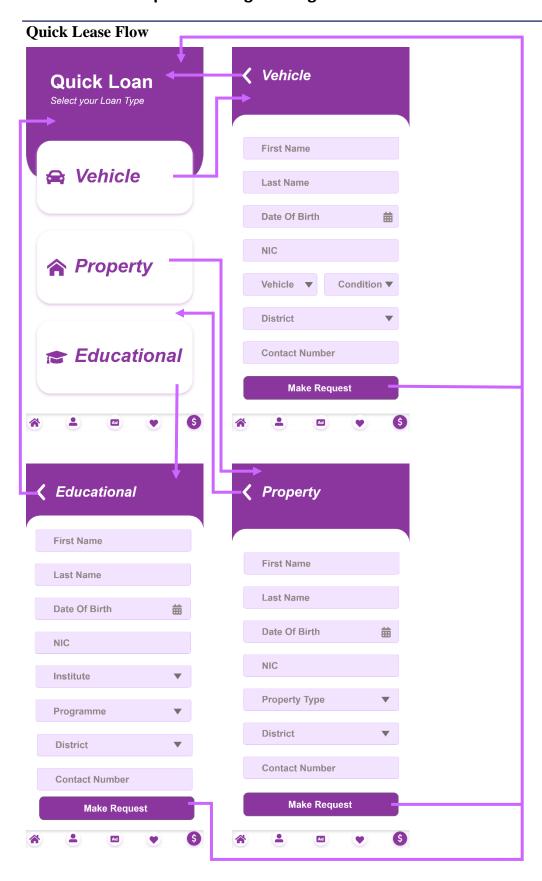
#### **Favorites (wishlist) Flow**





Lab sheet 06

#### IT3050 - User Experience Engineering





Lab sheet 06

#### IT3050 - User Experience Engineering

Semester I, 2021

# User Feedback for Prototype 1 patpat.lk – Advertisement Publisher

Patpat.lk - Advertisement Publisher

#### **User Testing Script**

Product Area: Online Buying and Selling User Type: Seller Duration:
Path:

Hi Mr. Malshan, thank you again for taking the time to participate in this study.

Before we begin, I'm going to give you a brief overview of the interview and how it will work.

This session is pretty straightforward - I'll be asking feedback from you as we go along. I'll be showing you the interfaces and how we used user previous feedback to improve our designs.

It's really important to know that we are only getting feedback of the app. Please feel free to let me know at any time if there's something you like, dislike, if you're confused.

Also, I'd like you to "think aloud" as much as possible. By that I mean that I'd like you to speak your thoughts as often as you can. For example, if you can see a feature, we added is little more confusing. In that case, saying something like "I think you could make this better" would be very useful.

If at any point you have questions, please don't hesitate to ask. Do you have any questions so far?

Ok, Let's get started.

- 1. Welcome Thanks Introductions
- 2. Explanation of research team? Why we're testing our product.
- 3. Are you familiar with Patpat.lk? Explain company and product.
- 4. Explain the session how it will work (left side of this page)
- Confirm time frame. Talk about sound, recording, etc.

#### **Moderator Notes**

The objectives of this session are to assess:

- Display Sign Up and Sign in Design Improvements to the user
- Display Advertisement
   Publishing Design
   Improvements to the user

#### **Measurements:**

- Success rates
- User Satisfaction
- Perceived ease of use
- Value added



Lab sheet 06

#### IT3050 - User Experience Engineering

Semester I, 2021

Patpat.lk - Advertisement Publisher

# 1: Display Sign up and Sign in Design Improvements to the User

This is the Sign in page. Here you can enter your email address and password to sign in to the application.

#### **User Feedback:**

• The user interface is less confusing now.

Thank you. Now this is the sign-up page. Here you can enter your

- 1. First Name,
- 2. Last Name,
- 3. Email Address,
- 4. Contact Number and
- 5. Password

to sign up for using the application.

#### **User Feedback:**

• I would like if you could add a google sign up here because then it will be much easier for me to sign up and sign in than entering my credentials every time. This task addresses how a user will first interact with the site and try to log in or sign up to the application.

- 1. Interface Design
- 2. Ease of use
- 3. Overall experience



Lab sheet 06

#### IT3050 - User Experience Engineering

Semester I, 2021

Patpat.lk - Advertisement Publisher

# 2: Display Advertisement Publishing Design Improvements to the User

In our previous interview you have mentioned that you could not categorize your advertisement properly because there was no proper categorization. So here we have designed a dropdown menu so that you can categorize.

As you have mentioned earlier that you mostly make marketplace advertisements, I would like to show you the marketplace advertisement publishing form. We want you to fill only the essential information for the advertisements.

We have made fields, buttons more recognizable in this to avoid any confusions.

Furthermore, we have planned to solve your problem of not being able to upload enough images. You can upload all your required images by clicking on this images field.

#### **User Feedback:**

 You have done a good job improving the user experience and I think my satisfaction towards the experience will be much better if I get these changes on the improved version of patpat.lk. These tasks address the advertisement publishing process and tries to answer questions, such as:

- Is the icon hard to find and is it understandable? (ie. does it convey the idea of saving content?)
- 2. Does the overlay have too much information?
- 3. How would the user find their publishing form?
- 4. Does it give a better image uploading experience?
- 5. How the advertisement filtering works?

Patpat.lk – Advertisement Publisher

#### 3: Debriefing

Ok fantastic. So, now, we're done with the prototype displaying of the patpat.lk.

Thank you for your valuable time, Mr. Malshan.



Lab sheet 06

#### IT3050 – User Experience Engineering

Semester I, 2021

#### patpat.lk - Advertisement Seeker

Patpat.lk - Advertisement Seeker

#### **User Testing Script**

Product Area: Online Buying and Selling User Type: Seeker Duration: Path:

Hi Miss Thilakshi, thank you again for taking the time to participate in this study.

Before we begin, I'm going to give you a brief overview of the interview and how it will work.

This session is pretty straightforward - I'll be asking feedback from you as we go along. I'll be showing you the interfaces and how we used user previous feedback to improve our designs.

It's really important to know that we are only getting feedback of the app. Please feel free to let me know at any time if there's something you like, dislike, if you're confused.

Also, I'd like you to "think aloud" as much as possible. By that I mean that I'd like you to speak your thoughts as often as you can. For example, if you can see a feature, we added is little more confusing. In that case, saying something like "I think you could make this better" would be very useful.

If at any point you have questions, please don't hesitate to ask. Do you have any questions so far?

Ok, Let's get started.

- Welcome Thanks Introductions
- 2. Explanation of research team? Why we're testing our product.
- 3. Are you familiar with Patpat.lk? Explain company and product.
- 4. Explain the session how it will work (left side of this page)
- 5. Confirm time frame. Talk about sound, recording, etc.

#### **Moderator Notes**

The objectives of this session are to assess:

- Display Sign Up and Sign in Design Improvements to the user
- Display Advertisement Seeking Design Improvements to the user

#### **Measurements:**

- Success rates
- User Satisfaction
- Perceived ease of use
- Value added



Lab sheet 06

#### IT3050 - User Experience Engineering

Semester I, 2021

Patpat.lk - Advertisement Seeker

# 1: Display Sign up and Sign in Design Improvements to the User

This is the Sign in page. Here you can enter your email address and password to sign in to the application.

#### **User Feedback:**

• The user interface is less confusing now.

Thank you. Now this is the sign-up page. Here you can enter your

- 1. First Name,
- 2. Last Name,
- 3. Email Address,
- 4. Contact Number and
- 5. Password

to sign up for using the application.

#### **User Feedback:**

• Yeah, that would be much easier and less time consuming.

This task addresses how a user will first interact with the site and try to log in or sign up to the application.

- 1. Interface Design
- 2. Ease of use
- 3. Overall experience



Lab sheet 06

#### **IT3050** – User Experience Engineering

Semester I, 2021

Patpat.lk - Advertisement Seeker

# 2: Display Advertisement Publishing Design Improvements to the User

As you have mentioned earlier that you mostly make vehicle advertisements, I would like to show you the vehicle advertisement area. We hope it would be much easier for you to navigate through advertisements.

We have made fields, buttons more recognizable in this to avoid any confusions.

Furthermore, we have planned to solve your problem of having unattractive wish list user interface. You can add to wish list and remove from wishlist as you prefer.

In addition to this as you have mentioned that usability pf quick lease feature is low here is the new quick lease interface and you can now select either you need vehicle loan, property loan or an educational loan at the very beginning.

And also, this in this interface you can search advertisements separately and if you want you can add advertisements as well.

#### **User Feedback:**

 Great job, I would like if the interface you showed me last had icons or pictures to make it easy for users to spot each section. These tasks address the advertisement publishing process and tries to answer questions, such as:

- Is the icon hard to find and is it understandable? (ie. does it convey the idea of saving content?)
- 2. Does the overlay have too much information?
- 3. How would the user find needed advertisements?
- 4. Does it give a better image viewing experience?
- 5. How the advertisement filtering works?

Patpat.lk – Advertisement Seeker

#### 3: Debriefing

Ok fantastic. So, now, we're done with the prototype displaying of the patpat.lk.

Thank you for your valuable time, Miss Thilakshi.

#### **User Feedback for Prototype 1 Video Link:**

https://mysliit-my.sharepoint.com/:f:/g/personal/it19972176\_my\_sliit\_lk/Ek3Sfii-6TVNns99JdGER18BFEDINjUYm71QTT5l0A-DSA?e=OMcPTg



Lab sheet 06

### IT3050 – User Experience Engineering

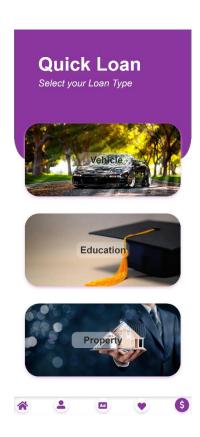
Semester I, 2021

# **Prototype 2 Changed UIs According to User Feedbacks**





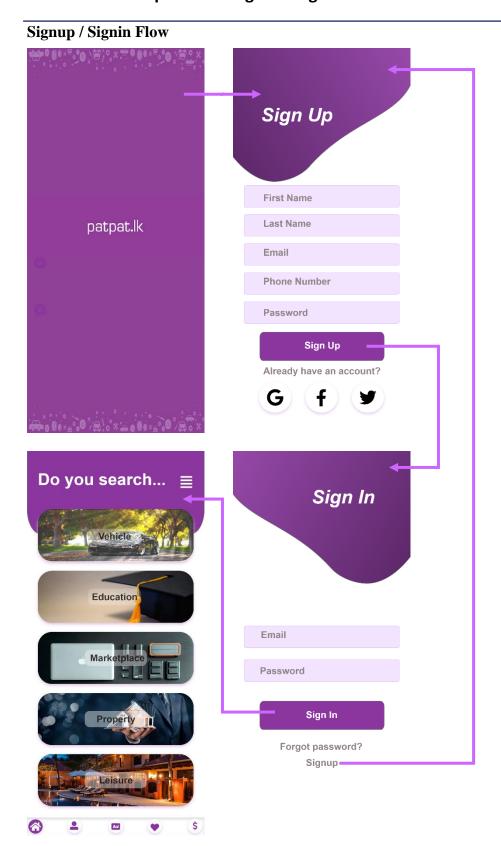






Lab sheet 06

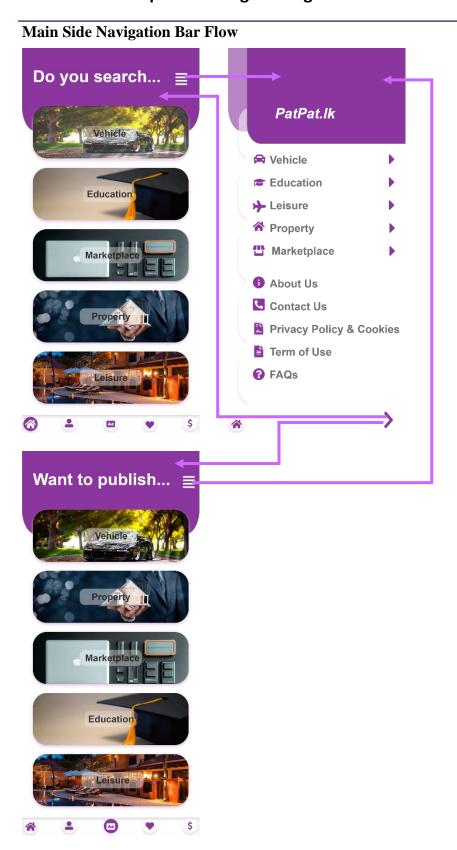
### IT3050 – User Experience Engineering





Lab sheet 06

### IT3050 – User Experience Engineering





Lab sheet 06

#### IT3050 - User Experience Engineering





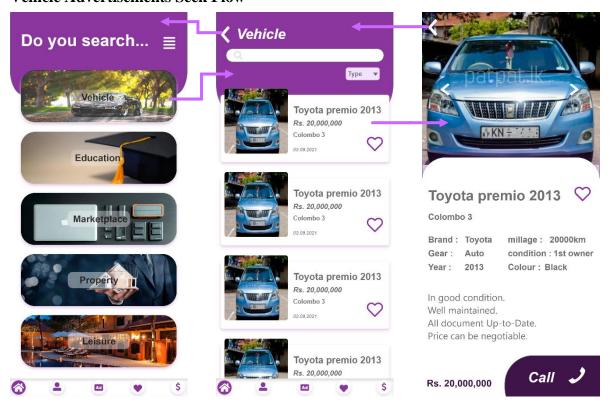


Lab sheet 06

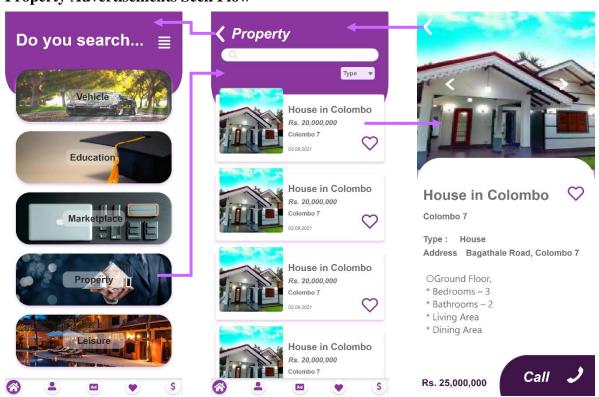
#### IT3050 - User Experience Engineering

Semester I, 2021

Advertisements Seek Flows (Home) Vehicle Advertisements Seek Flow



#### **Property Advertisements Seek Flow**

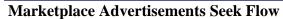


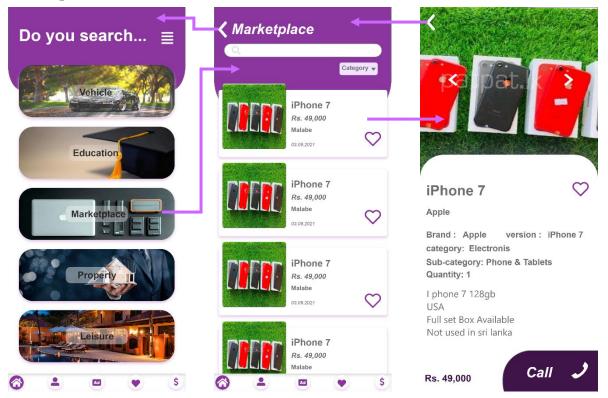


Lab sheet 06

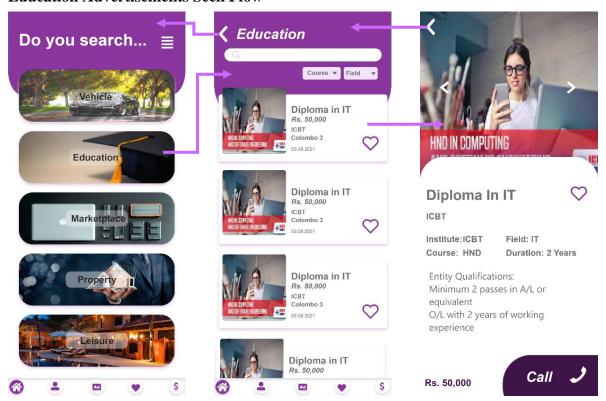
#### IT3050 - User Experience Engineering

Semester I, 2021





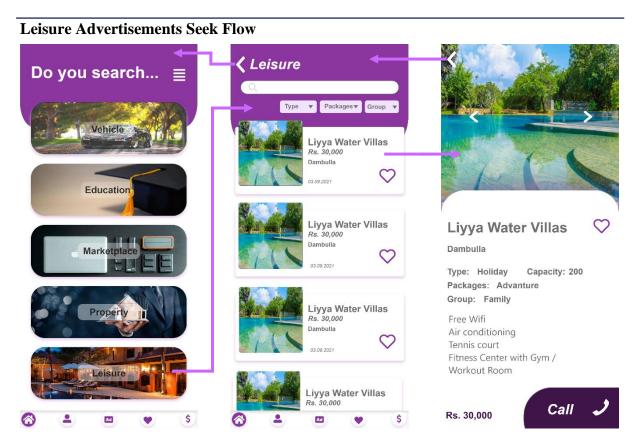
#### **Education Advertisements Seek Flow**

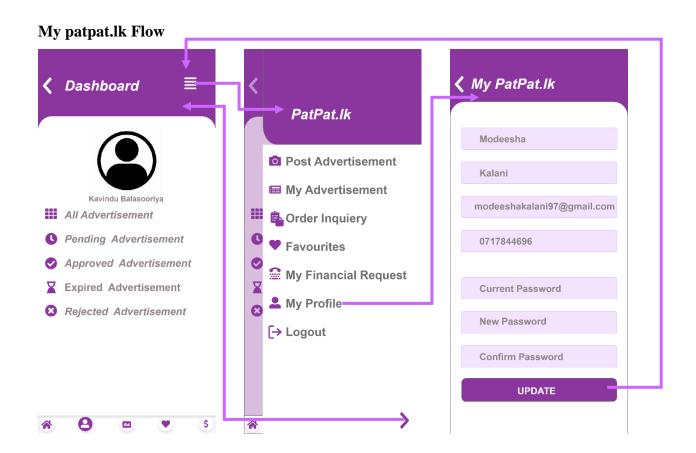




Lab sheet 06

#### **IT3050 – User Experience Engineering**





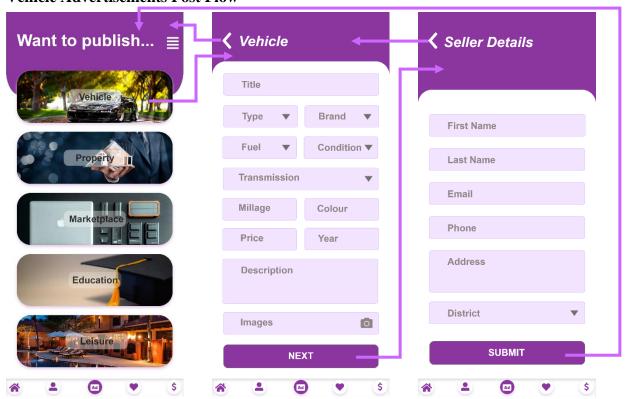


Lab sheet 06

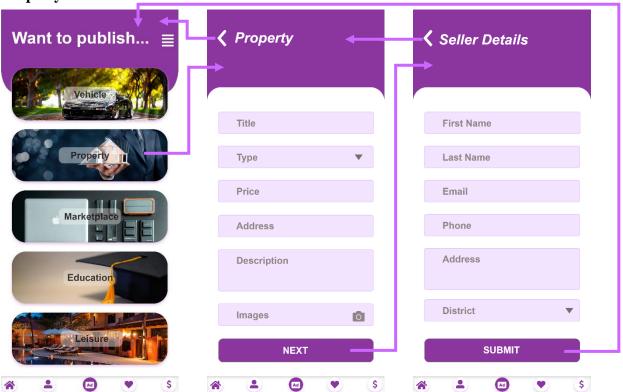
#### IT3050 - User Experience Engineering

Semester I, 2021

Advertisements Post Flows (Post Ad) Vehicle Advertisements Post Flow



#### **Property Advertisements Post Flow**

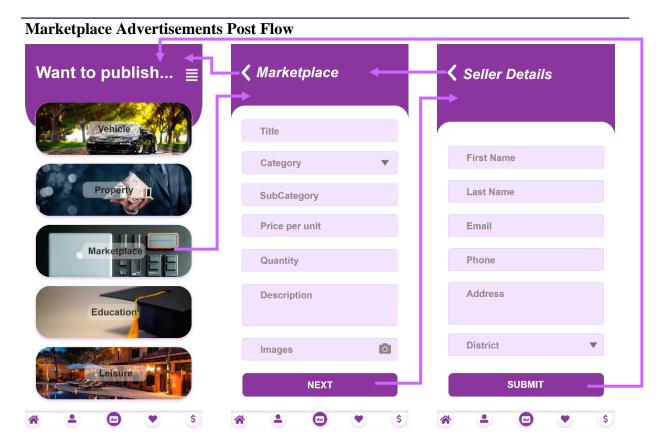




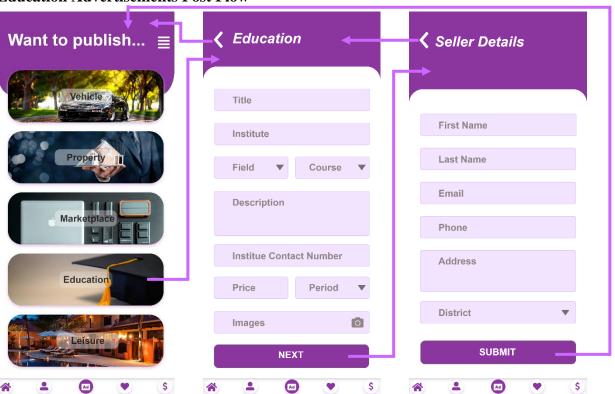
Lab sheet 06

#### IT3050 - User Experience Engineering

Semester I, 2021



#### **Education Advertisements Post Flow**

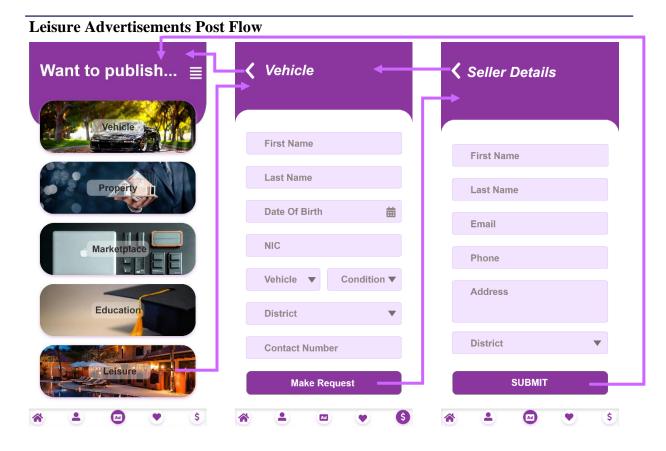




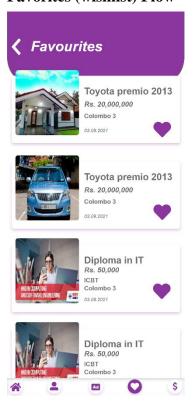
Lab sheet 06

#### IT3050 - User Experience Engineering

Semester I, 2021



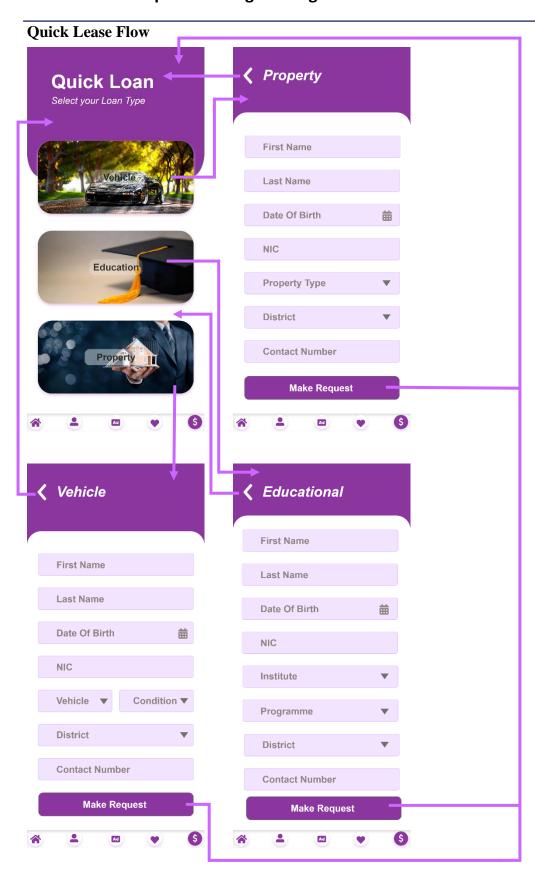
#### Favorites (wishlist) Flow





Lab sheet 06

### IT3050 – User Experience Engineering





Lab sheet 06

### IT3050 – User Experience Engineering

Semester I, 2021

# **Individual Contribution**

Student ID	Student Name	Individual Contribution
IT19968216	Balasooriya D.P.K.D	• Sketches
		Wireframes
		• Prototypes
		Gather user feedback
IT19954974	Priyanka P.D.M.K	• Sketches
		Wireframes
		• Prototypes
		Gather user feedback
IT19961590	Dilmika B.G.N	• Sketches
		Wireframes
		• Prototypes
		Gather user feedback
IT19972176	Jayawardana G.V.H.D	• Sketches
		Wireframes
		• Prototypes
		Gather user feedback