

# Coder Website Design

---

Vishwajeet Patil

# Project overview



## The product:

Coder is responsive website created for these is programmer or learning to coading. With help of this user can find and search best coding tutorials.



## Project duration:

November 2022 to December 2022.

# Project overview



## The problem:

Busy collage student in their shedule and new programmers learning to code is not able to find perfet coding tutorial.



## The goal:

Design a website where learners can easily find coding tutorials with easy userflow.

# Project overview



## My role:

UX designer designing A **Coding Tutorial Website**.



## Responsibilities:

Conducting interviews, paper and digital wireframing, low and high-fidelity prototyping, conducting usability studies, accounting for accessibility, and iterating on designs.

# Understanding the user

- User research
- Personas
- Problem statements

# User research: summary



I conducted interviews and created empathy maps to understand the users I'm designing for and their needs. A primary user group identified through research was collage student who haven't lots of time for practice coding.

This user groups thinks that finding coding tutorial is tough than practice coding.

# User research: pain points

1

## Time

Working professionals And Collage Students are too busy to spend time on finding coding tutorial.

2

## Accessibility

Platforms for coding tutorial are not equipped with assistive technologies

3

## IA

Text-heavy content on website are often difficult to read and find from.

# Persona: Snehal

## Problem statement:

Snehal is busy collage student who loves coding but she feel frustrated during searching for coding tutorial



**Snehal**

**Age:** 25

**Education:** Under - Graduate

**Hometown:** Pune

**Family:** Mom,Dad and Brother

**Occupation:** housewife

*"I Love Coding But Searching For Coding Tutorial Is Difficult For Me"*

## Goals

- Save time,
- Good Experience
- Fast Process

## Frustrations

- Websites has lengthy tutorials
- Not good user experience

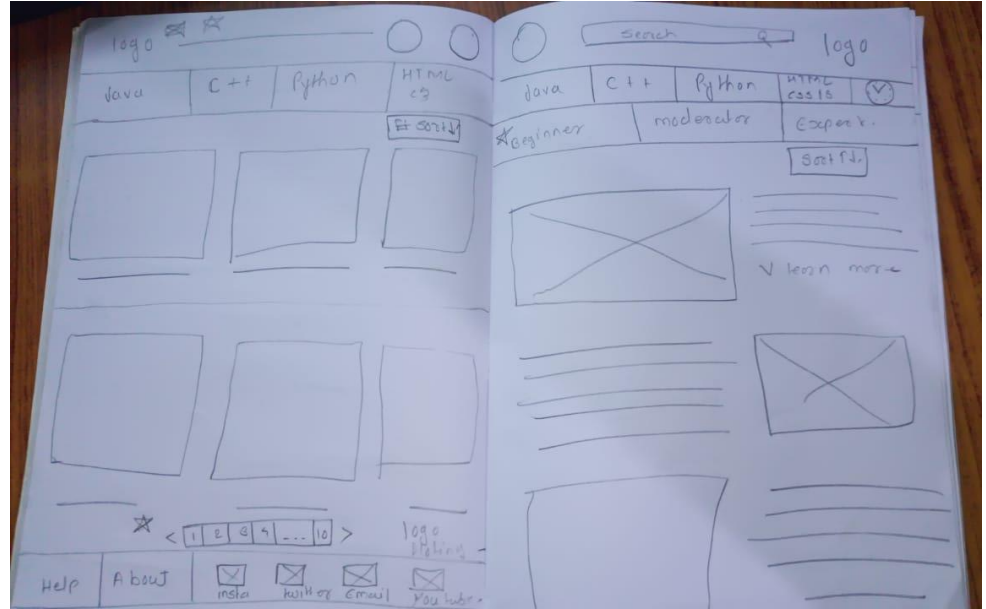
Snehal is Collage Student and she love coding , but Some times she finds any error in code she skip the part insted of finding solutions for it cause she thinks fsearching for coding tutorial is harder than coding.For collage time she doesn't have lots of time to spend on coding so she skip finding tutorial.





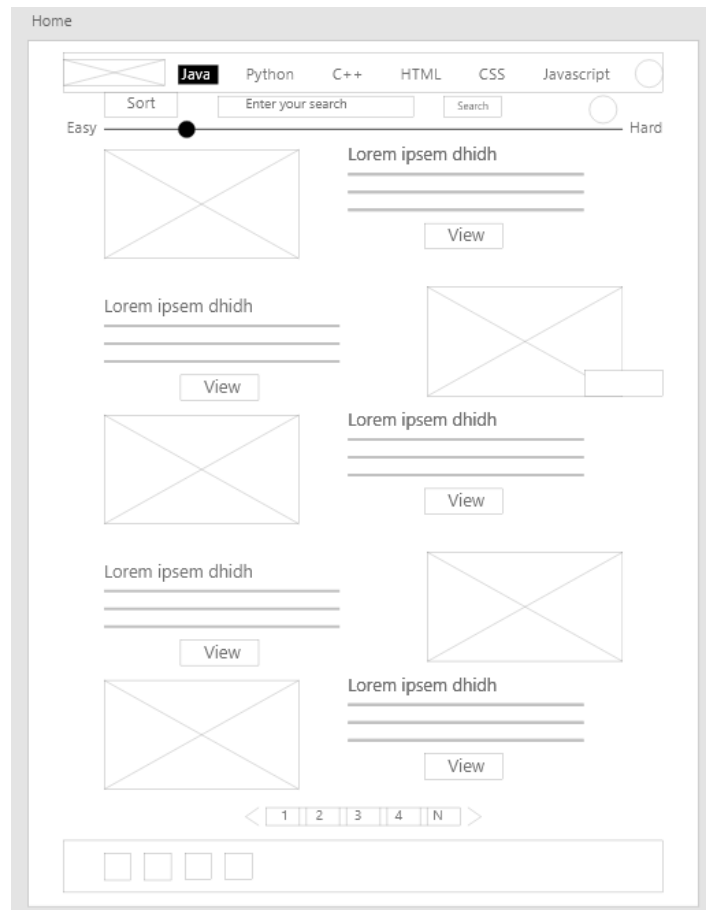
# Paper wireframes

Taking the time to draft iterations of each screen of the app on paper ensured that the elements that made it to digital wireframes would be well-suited to address user pain points.



# Digital wireframes

As the initial design phase continued, I made sure to base screen designs on feedback and findings from the user research.

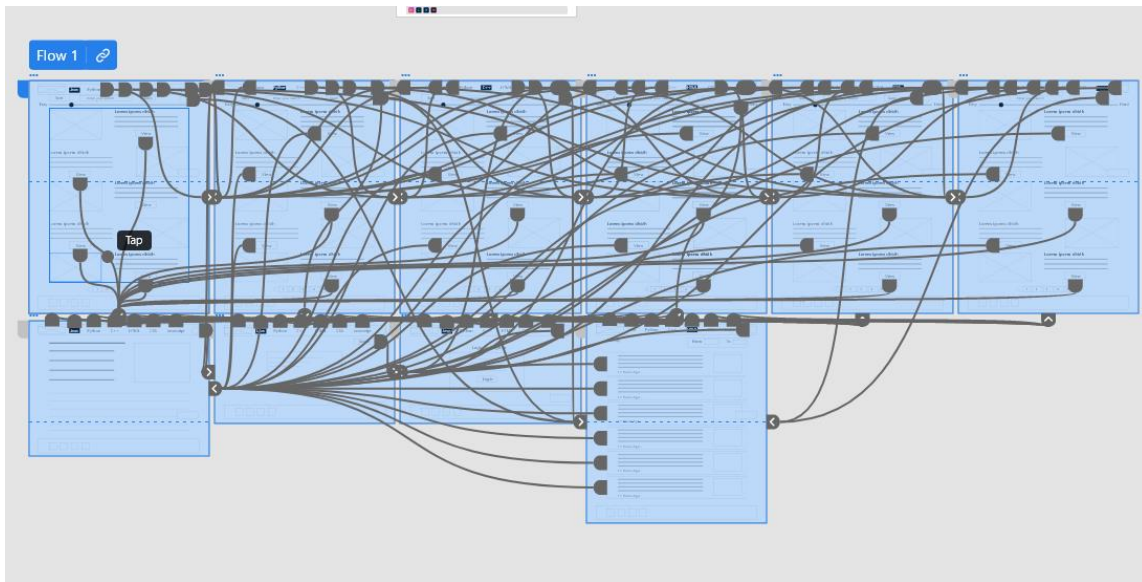


# Low-fidelity prototype

Using the completed set of digital wireframes, I created a low-fidelity prototype. So the prototype could be used in a usability study.

View the Coder

[Coder Website Low Fidelity Prototype](#)



# Usability study: findings

I conducted two rounds of usability studies. Findings from the first study helped guide the designs from wireframes to mockups. The second study used a high-fidelity prototype and revealed what aspects of the mockups needed refining.

## Round 1 findings

- 1 Add Language button To Choose A Language
- 2 Users want Easy Navigation options

## Round 2 findings

- 1 Social Media icon
- 2 User can navigate through homepage using logo.

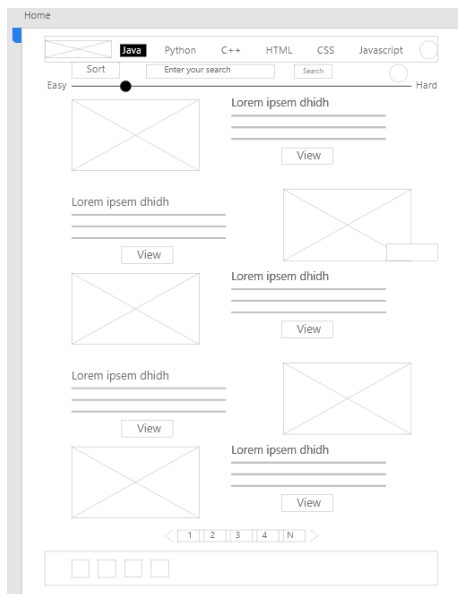
## Refining the design

- Mockups
- High-fidelity prototype
- Accessibility

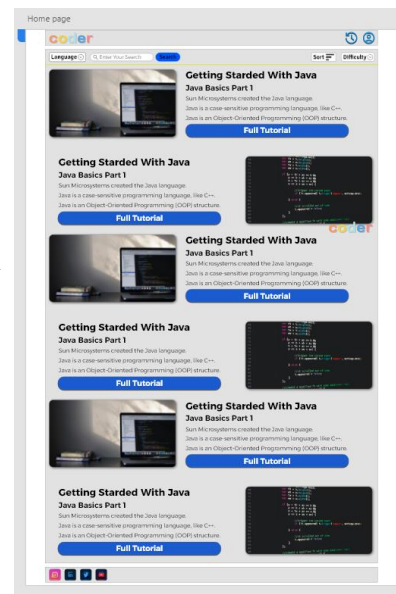
# Mockups

Early designs allowed for some customization, but after the usability studies, I added Language Button.

Before usability studies



After usability studies

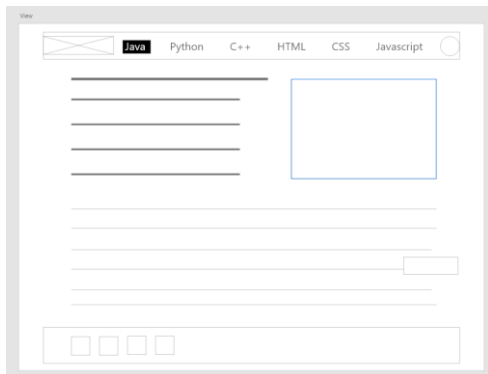


# Mockups

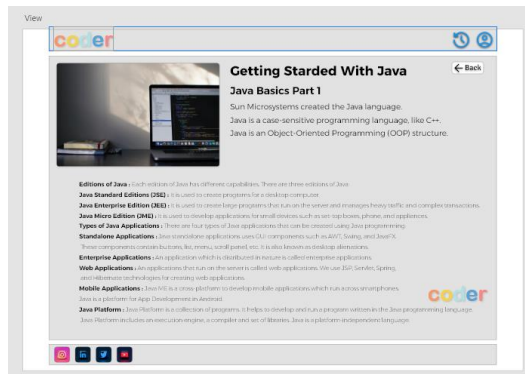
The second usability study revealed frustration with Back Button at view page. To navigate back to home page.

So we add back button at view page.

Before usability study 2

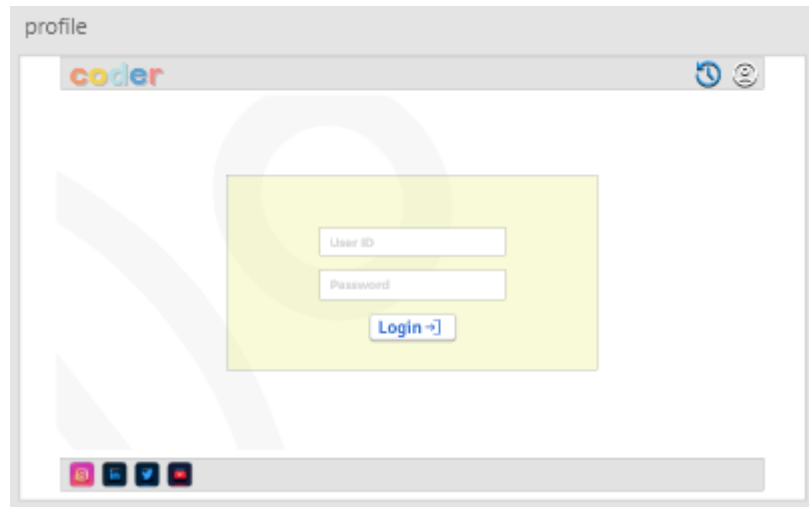
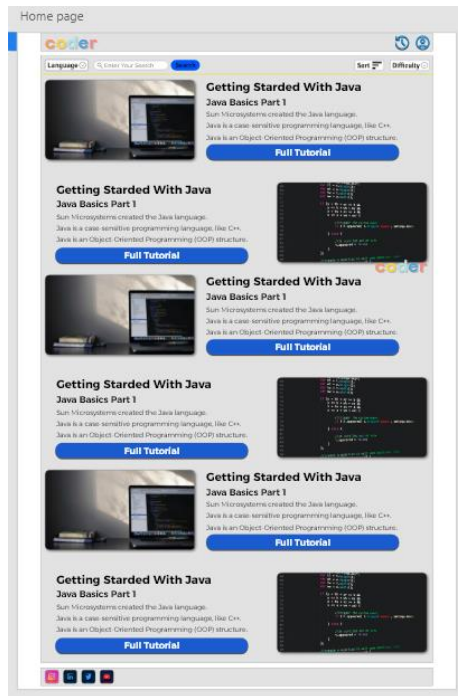
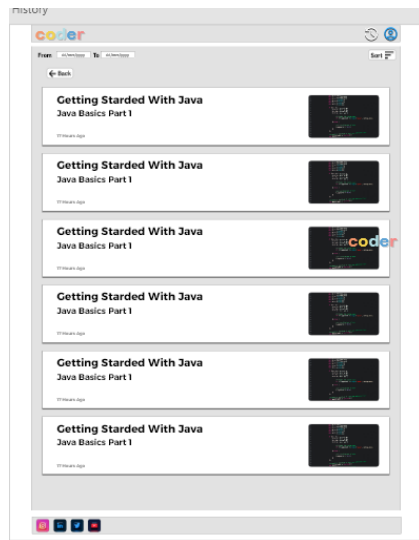


After usability study 2



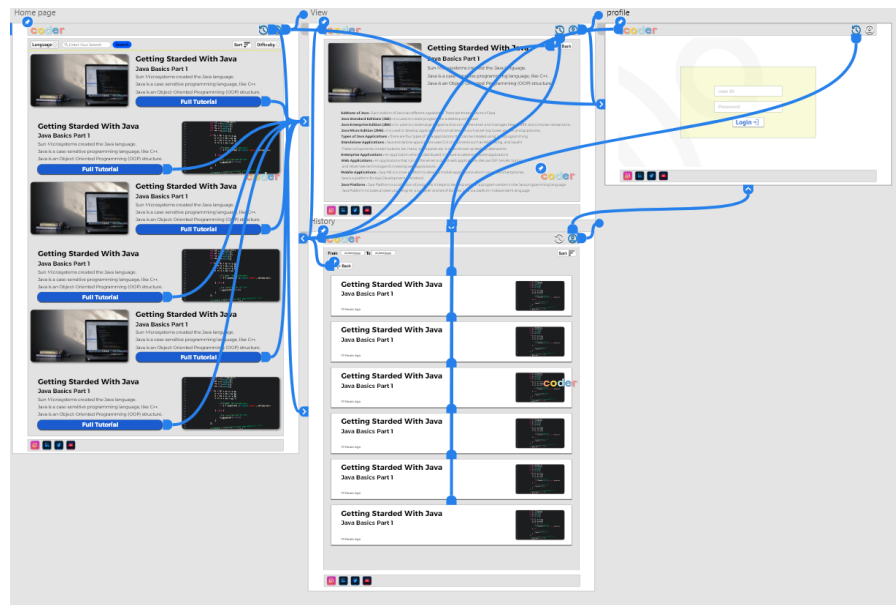


# Key mockups



# High-fidelity prototype

The final high-fidelity prototype presented cleaner user flows for Coding tutorial. It also met user needs for a easy navigation for finding coding tutorials



# Accessibility considerations

1

Used icons to  
help make  
navigation easier.

2

Used detailed  
imagery for Coding  
Tutorial.

Thank you!