

CSE519: Human Computer Interaction

Project Report 3

Section 2

Submitted to faculty: Prof. Anurag Lakhlani

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Student Details (Group-3)

Roll No.	Name of the Student	Name of the Program
AU2040111	Kenil Shah	B. Tech CSE
AU2040176	Neel Buddhdev	B. Tech CSE
AU2040215	Yesha Dhivar	B. Tech CSE
AU2040222	Freya Modi	B. Tech CSE

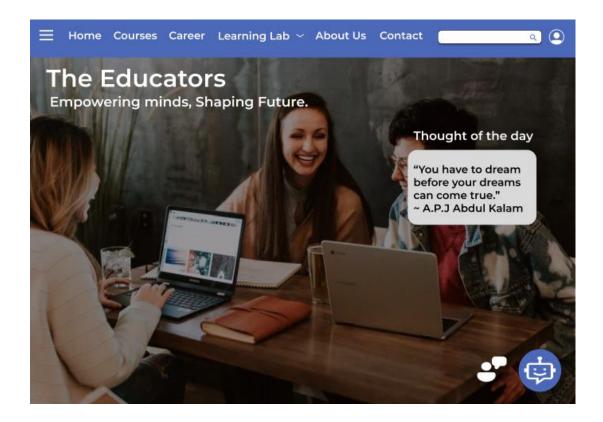
2022-2023 (Winter Semester)

1. Background Switching

Functionality:

The background images will be displayed on the home page. The images will depict the purpose of the website and grab the user's attention. On a specific interval of time, the images will keep on changing which will be an attractive feature on the very first page.





Strive for Consistency - The navigation bar remains the same throughout the website. With this, the user can easily switch the pages and can search for anything even if he/she is not using the home page.

Interaction Style:

Command Language - The users can enter text commands or keywords, which the system recognizes and the system responds with the relevant options or actions. For example, a user could enter the command "search" in the navigation bar, and the system would respond with a search field or search options. Here, the style can be efficient for experienced users who are familiar with the commands and prefer using keyboard shortcuts rather than clicking on options with a mouse.

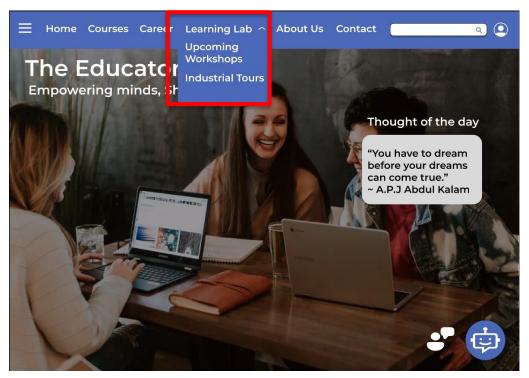
Hierarchical Task Analysis:

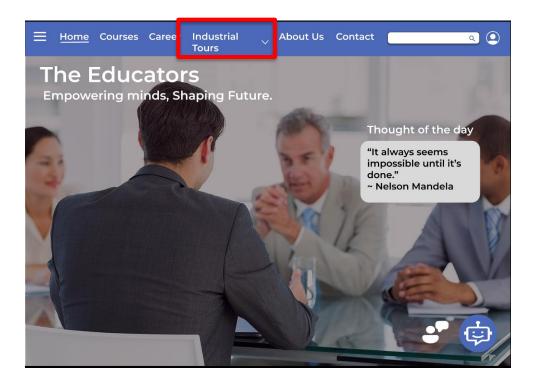
- 1.1 The user will select any option on the navbar according to their preference.
- 1.2 The system will show them the selected option.
- 1.3 They can move back to any option they want.

2. Drop Down Menu for Learning Lab

Functionality:

This feature gives user various options available in the Learning Lab tab. Here, there are two options given; Upcoming Workshops and Industrial Tours.





Visibility – Here, the selected option is clearly visible on the tab. Also, when the user hovers over an option, it is clearly visible through the change in transparency of the block.

Interaction Style:

Menu Selection – The user is given various available options from which he/she has to select an appropriate answer.

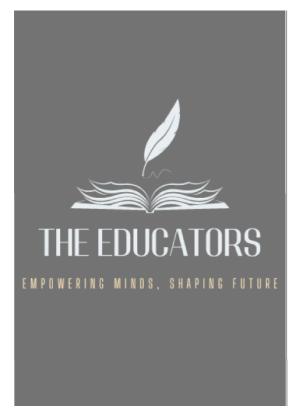
- 1.1 Click on the Learning Lab tab.
- 1.2 A drop-down menu is visible.
- 1.3 Hover over your preferred option and then click over it.
- 1.4 The selected option is then visible over the tab.

3. Log-in Page

Functionality:

This feature verifies the user's identity before granting them access to the application. The user can either log in with their existing account credentials or create a new account by providing a username and password.

Implementation:



Login
Username
Password
Forgot Password ?
Log in
Create New Account



Design Principle:

Prevent Error – Here, the error in the username as well as password is verified and incorrect input prevents the user from further navigating through the website.

Interaction Style:

Form Fill in – Here, the user is asked to fill the appropriate details required. This approach is very accessible to the user; he/she can easily interpret where to enter the detail and what details are to be entered.

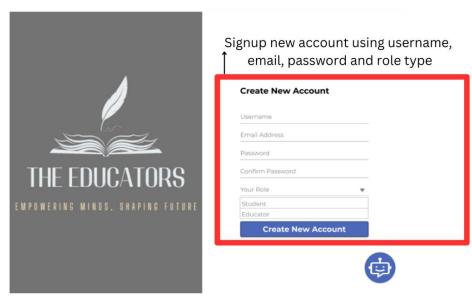
Hierarchical Task Analysis:

- 1.1 The user enters the username and password.
- 1.2 If the input value is correct, user is further moved to courses page.
- 1.3 If the input value is incorrect, the user is asked to enter the correct value.

4. New Account Page

Functionality:

The create account page of our website will enable new users to sign up for an account, providing access to all features of the website. Users will be able to input their personal details, such as their username and email address, as well as create a password.



Diverse Cognitive and Perceptual Abilities - The page will be designed to be accessible to users with diverse cognitive and perceptual abilities, such as by using a clear and simple layout and avoiding the use of distracting or confusing elements.

Interaction Style:

Form Fill in – The users will input their personal details and create a username and password through a form on the page. This will allow for a straightforward and efficient account creation process.

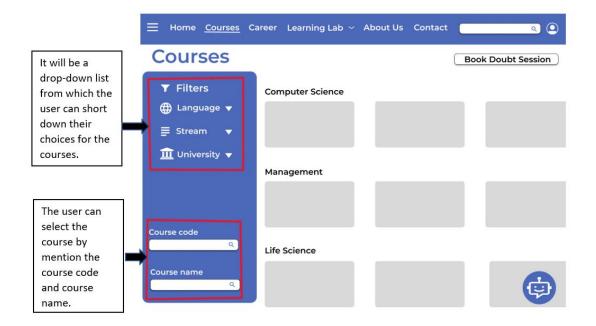
- 1.1 Enter your Username, Email-id, password, and confirm password for signing up.
- 1.2 If the format for all is correct and the Email-id is not used before, and the password and confirm password matched, log in to the homepage.
- 1.3 Else shows an error to correct.

5. Filter option in Courses Page

Functionality:

The main purpose of the feature is to short down the list through applying various filters. The aim is to make the task easy for the users so they do not have to scroll or waste their time in searching for the desired course.

Implementation:



Usability Goals:

Learnability - It is easy for the user to learn the functionalities and adding this feature, decreases the time taken by the user to reach their goal.

Interaction Style:

Menu Selection - The user can go through the list of courses and select the appropriate one. It provides a clear structure of decision making by narrowing the number of options. This feature mainly shortens learning and saves time.

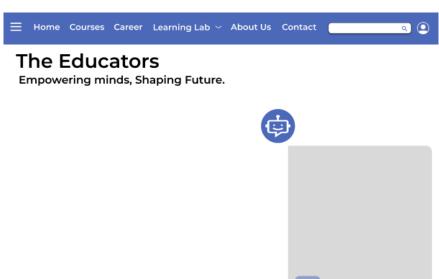
Hierarchical Task Analysis:

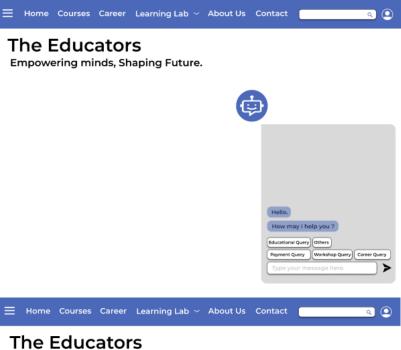
- 1.1 The user can see through the drop-down menu or they can directly write the course code or course name.
- 1.2 After applying the feature, most matched courses will be displayed by the system.
- 1.3 The user can choose the desired course from it.

6. Chatbot

Functionality:

This feature gives the user an option to interact if there is any query related to any domain of the website. They can clear out any query related to courses, workshops, career opportunities, etc





Empowering minds, Shaping Future.



The Educators

Empowering minds, Shaping Future.



Design Dialogue to yield closure – The user has an active dialogue to clear any queries and reach to a conclusion.

Interaction Style:

Natural Language – Here, the user chats to understand any specific feature and resolve any query.

Hierarchical Task Analysis:

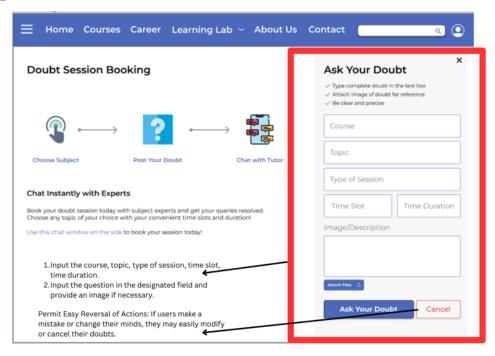
- 1.1 The chatbot says ask the user about his query.
- 1.2 The user replies with his query; educational query, career query, workshop query, payment query or other.
- 1.3 The chatbot further asks the user about the particular query in that domain.

7. Doubt Session Booking

Functionality:

Students can ask questions about a particular topic on our website's doubt session page, and teachers will respond with clarifications. The objective is to offer a platform where students may explain their ideas and receive individualized attention from teachers.

Implementation:



Design Principle:

Permit Easy Reversal of Actions - If users make a mistake or change their minds, they may easily modify or cancel their doubts.

Interaction Style:

Form Fill-in: The doubt session page will use a form fill-in interaction style, where users will be asked to fill in a form with details about their doubt, such as the topic and their specific question. This will allow for a structured and organized approach to addressing doubts.

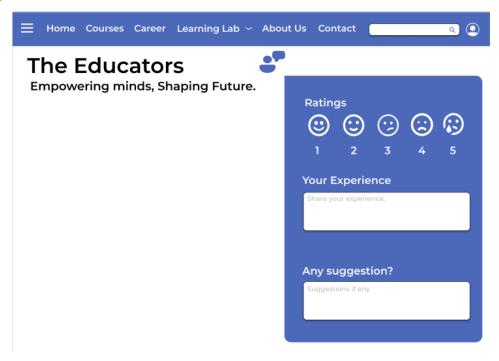
- 1.1 Access the doubt session page from the dashboard.
- 1.2 Read the guidelines to ask doubt.
- 1.3 Input the course, topic, type of session, time slot, time duration.

- 1.4 Input the question in the designated field and provide an image if necessary.
- 1.5 If all the requirements are filled, submit the question for a mentor or educator review.
- 1.6 Else enter all the details correctly.
- 1.7 When the mentor or educator has responded to your raised doubt, receive a notification.

8. Feedback

Functionality:

After using our site, we ask users to share their thoughts and opinions to help us improve. This feedback can also assist other users in making decisions on the site. We believe everyone's input is valuable in making the site better for all users.



Offers informative feedback – The user has an option to share his experience with the website and can also suggest some changes where he/she felt that this feature can be improved.

Interaction Style:

Form Fill in – Here, the user is asked to enter his experience in the form format. The user is asked to rate the website on the scale of 0-5 which is very accessible for the user. This approach is quite favourable for an effective answer from the user.

- 1.1 User selects the option for providing feedback from any page they are.
- 1.2 They can give ratings and fill in the information.
- 1.3 Once the form is filled, the user can submit the feedback.

Link to Design:

 $\underline{https://www.figma.com/file/8fEgh7akvCksvLwSrl7v4Q/The-Educators_HCI?node-id=0\%3A1\&t=BMtA7bzlqgygPjA0-1}$

Link to Prototype:

https://www.figma.com/proto/8fEgh7akvCksvLwSrl7v4Q/The-Educators_HCI?node-id=90-246&scaling=scale-down&page-id=0%3A1&starting-point-node-id=90%3A246

Link to Video:

https://drive.google.com/file/d/14FCq9AefhhEjLY8JQfov3PXVEN3s6es/view?usp=share_link