# Interaction Design

Student Name

Audun Roald

Word count

1056

# Website Address:

https://poetic-arithmetic-4fe983.netlify.app/index.html

## Researching methods

Because of the size of both the website and the scope of the assignment, I chose to use qualitative research by selecting three different people that had different ages and or interests. The user "William" was a man in the target audience of the company that I designed this website for. He has interests in gaming and is in the age group set in that prior assignment for this company. The other two are older and female. One of them doesn't have any interest in gaming but the other does. Both of them are somewhat older than the target audience too. For only three users to interview, these are somewhat different in certain areas that they will naturally view the website from different viewpoints.

These users lived too far away from me, so I couldn't watch them or interview them in person. In order to see how they interacted with the website, I used Hotjar. This gave me recordings of how they used the website, and so I could get heatmaps of each page. The interview was also done over the phone.

## User Profiles

User 1:

Name:          "William"

Gender:        Male

Age:           22

Interests:     Gaming, Football, tv-shows.

**Q1: What did you like about the website and what did you think worked well?**

I liked the design and the layout was clear and easy to understand.

**Q2: What didn't work well?**

The mobile version can be improved.

**Q3: What was confusing or unclear?**

No, I thought it was a very good website.

User 2:

Name:        "Kate"

Gender:      Female

Age:         36

Interests:   Gaming, tv-shows, books, painting, history.

**Q1: What did you like about the website and what did you think worked well?**

It was a good website, easy to navigate.

**Q2: What didn't work well?**

The layout of the mobile version was bad. I had to zoom out and it was difficult to navigate.

**Q3: What was confusing or unclear?**

There were a few places where the website didn't go to the location it said it would. In example the page of a game didn't go anywhere other than a blank page with an error.

User 3:

Name:       "Diana"

Gender:     Female

Age:        37

Interests:  Books, knitting, true-crime.

**Q1: What did you like about the website and what did you think worked well?**

The website was simple and clear. Easy to navigate. Easy to find contactinfo.

Good for those with disabilities, by using large texts and pictures.

**Q2: What didn't work well?**

Too large pictures/texts/headlines.

**Q3: What was confusing or unclear?**

Nothing other than what should be working but didn't.

## Research Results

From the interviews and the recordings of their use of the website, they seem to find both the pages with games and the contact info. These two pages are the most clicked on. They switched between clicking on the "call to action" button on the home page and the games-page link in the nav. The goal of the company is to sell games, so it seems like the layout and design of the website makes it easy for the users to get there immediately and without needing to think.

This is shown through the recordings, heatmaps on Hotjar and the interviews conducted.

I didn't test the usability for those with disabilities, but I designed the website with those in mind. I wanted to design a website that was easy to use for anyone regardless of their abilities. This shows through the interview with "Diana", that she pointed out that the pictures and texts were perhaps too large for her taste but great for those that had disabilities.

The issues the users had with the website was the layout on mobile devices and that some buttons didn't do what they said they would. These are issues I already had written down for myself but not been able to fix before sending the website out for testing.

This website was the first I ever created and now I have learned so much since then, so when I opened up the files and started on this assignment, I noticed that I had done a lot of complicated systems in the designing and file structures. If this website is going to be used as a project in my portfolio, I see now that I will need to redo the coding to make it much more intuitive and the website will be easier to build.

After this research I will fix the pages and buttons so they do what they are supposed to. The layout for different devices such as mobile, I will not have time to fix as I really need to change so much of the files and coding structure that I don't

have the time in this assignment. But this I will change in the future If this project will go into the portfolio. The I will redo most of the files so they work more properly and are more dynamic on different screen-sizes.

## Improvements to the website

After all the research done, I improved these areas of the website.

I changed each games page description from a text-area where they could write to just text. It was never intended for users to write in this part of the website.

Then I changed so all of the buttons on each game page worked and sent the user from that page to the cart page.

So far, I have not yet learned to add an item from a page to the cart and then remove it, other that with the API. This assignment doesn't have an API list so I were not able to make the button add a game to the cart and then send the user to the cart page. Instead I simulated this with the current method.

What I struggled with was the button on the contact form validation page. I wasn't able to make it send the user to the account page after a successful validation. When I made it possible to send the user to the account page, then the

button did so regardless of the form was validated. Since the form validation on this page is so important that it works, I chose to go with showing that the validation process in Javascript works on submit. It is just the part where the validation sends the user to another page that doesn't work.

## References
(place references to websites, books, forums etc. that helped you in the project)