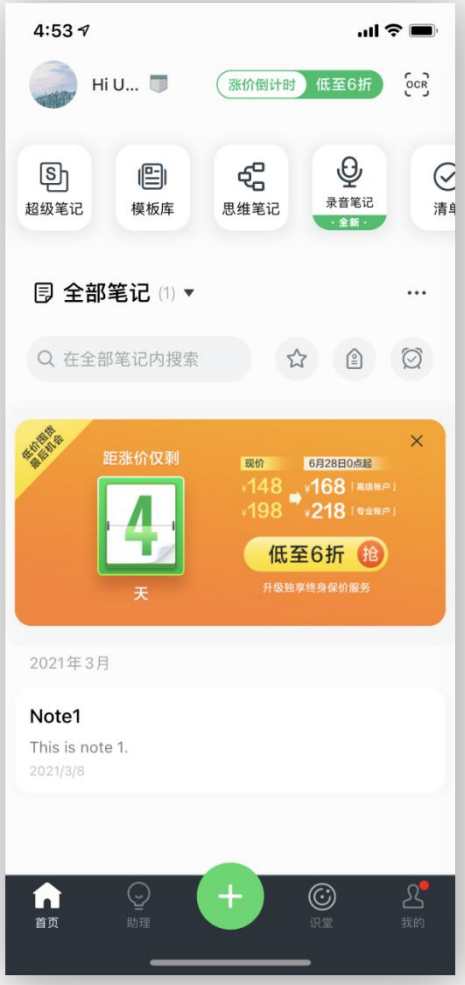
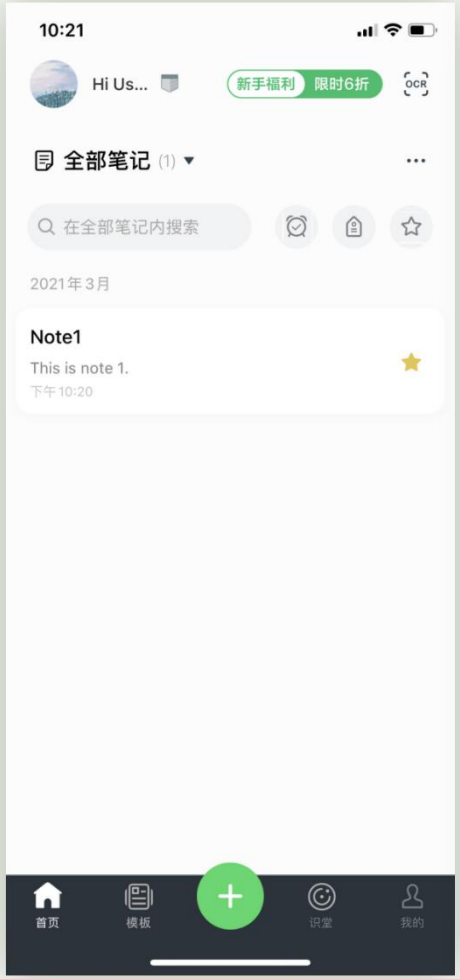
叶雨飞作品集

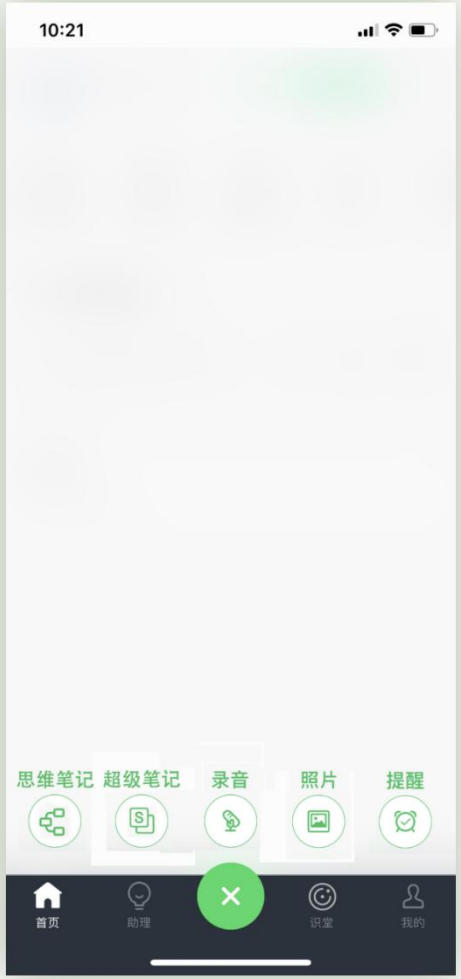
UX prototype for Evernote, Believe Initiative website

印象笔记

Evernote







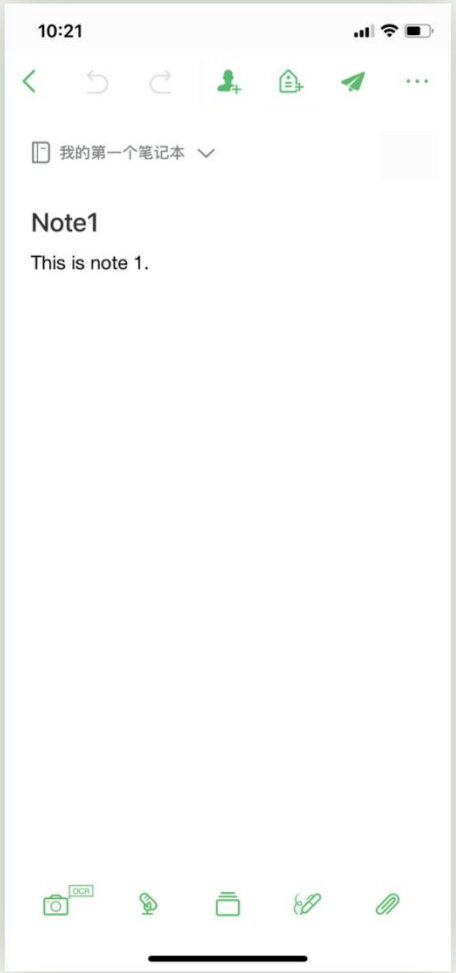
首页布局前（图1）后（图2、3）对比。

对App首页功能进行化简，使程序功能更加直观易懂。

将超级笔记、思维笔记、录音笔记、照片和提醒整合进“+”按钮中，降低用户对其他功能的学习和操作成本。

印象笔记

Evernote



笔记内部布局前（图1）后（图2、3）对比。对录音模式进行更改，使其设计更符合用户使用经验，降低学习成本。整合右上角功能，删除重复性功能，并将常用功能（增加笔记标签）移出“…”位，使其操作更加方便快捷。

印象笔记

Evernote

删除原有“助理”界面，更改为“模板”和素材界面。

印象笔记

Evernote

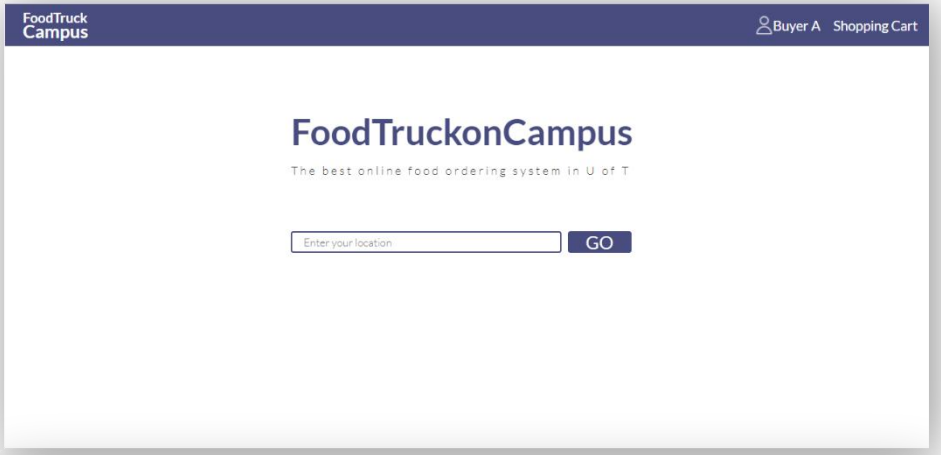
将助理界面（图1）与识堂界面（图2）整合，使app功能划分更加明确。

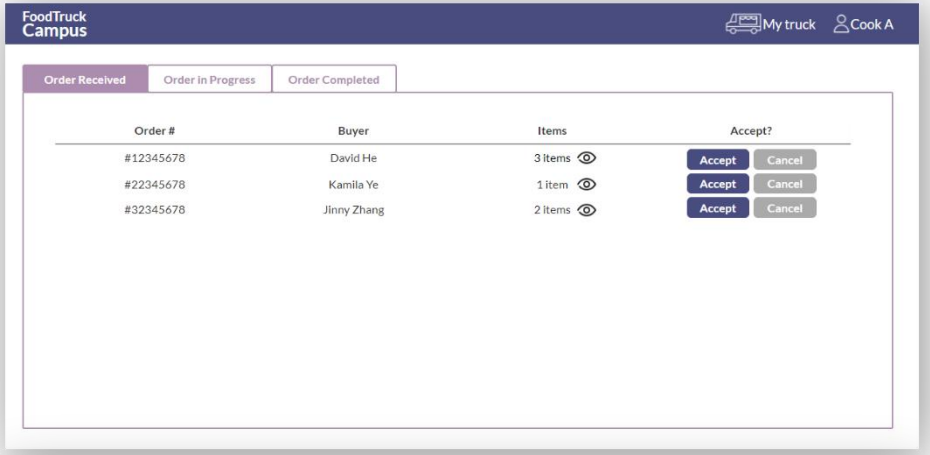
校园餐车

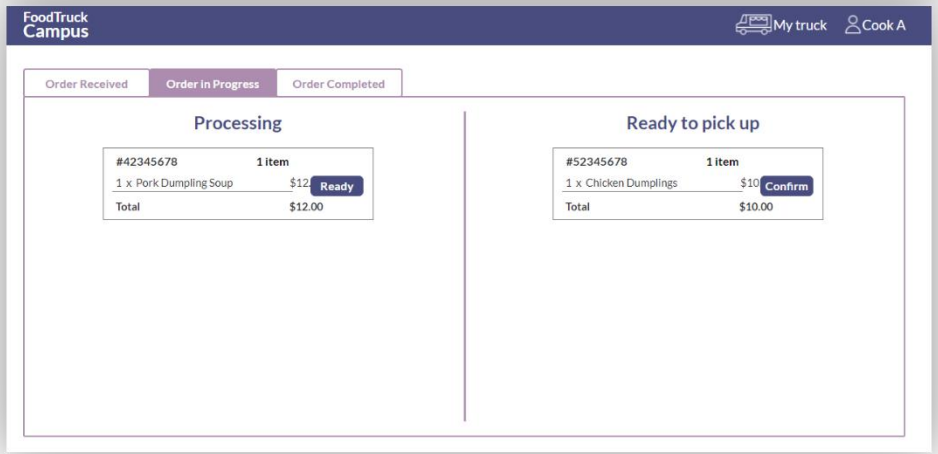
Foodtruck on Campus

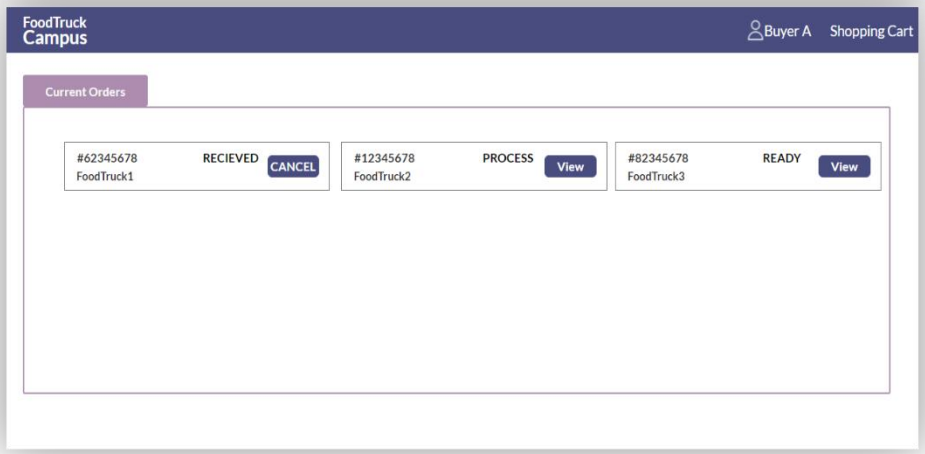
Axure原型网址：https://wfmtzf.axshare.com/#id=b7b0kq&p=home

原型初步预览：









Believe Initiative初步原型设计

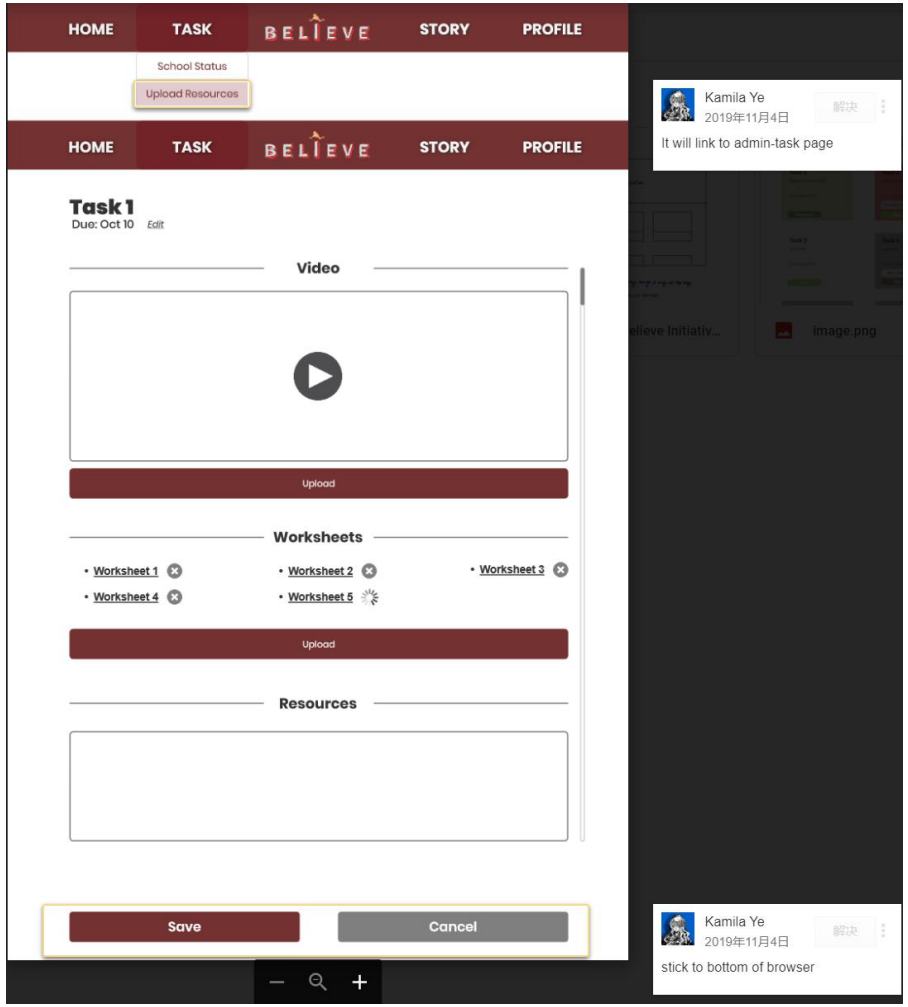
1. 手绘基础原型：https://drive.google.com/file/d/1nqqfTu700jbKl1xmIngrH82xq9wlKska/view?usp=sharing

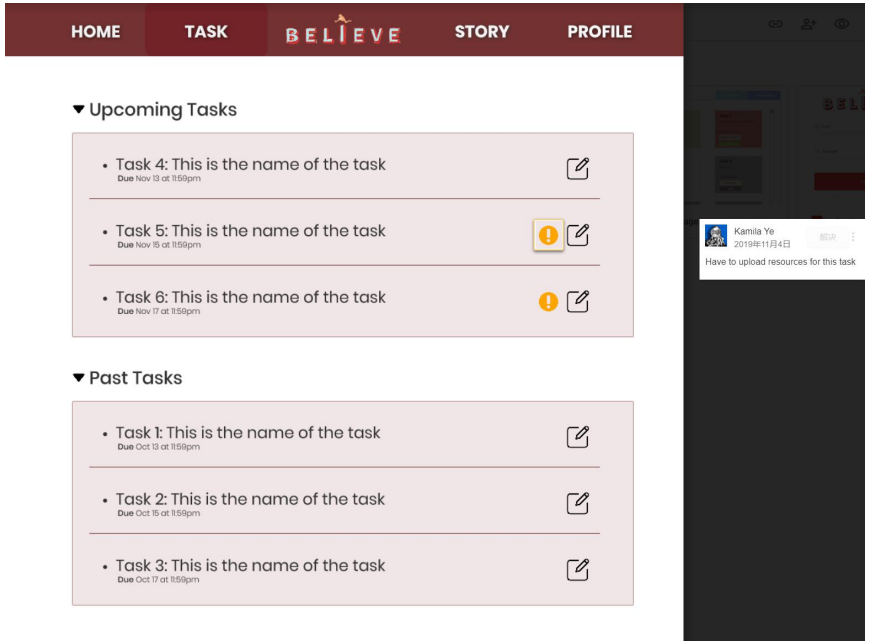
原型预览：

Believe Initiative初步原型设计

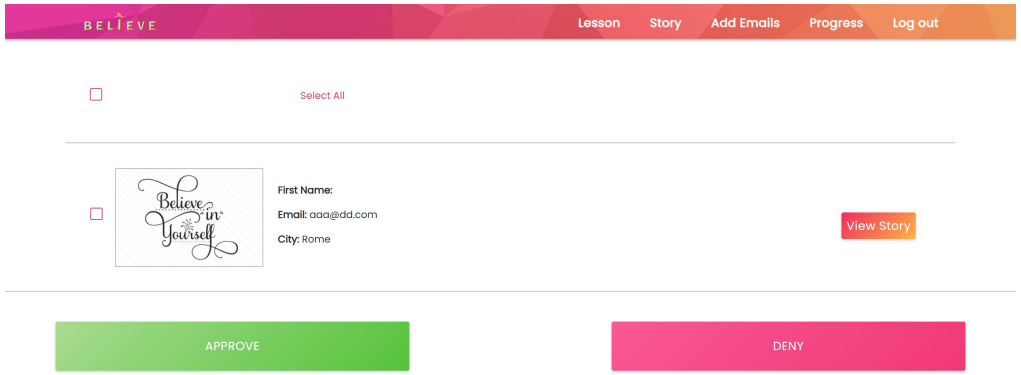
2. PS制作初步原型：https://drive.google.com/drive/folders/11tjgfauz4_XhjYgxrsmHWU8f0JQyYdeV?usp=sharing

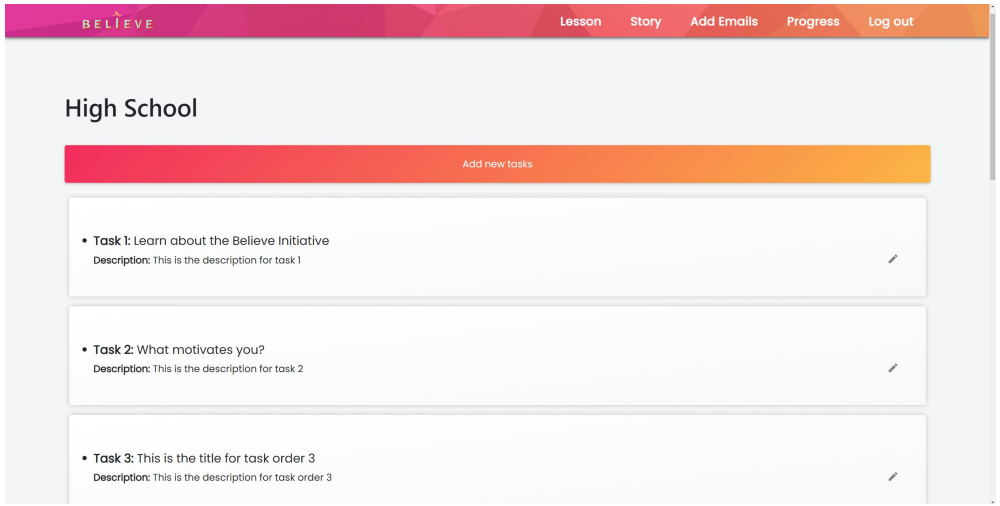
原型预览：

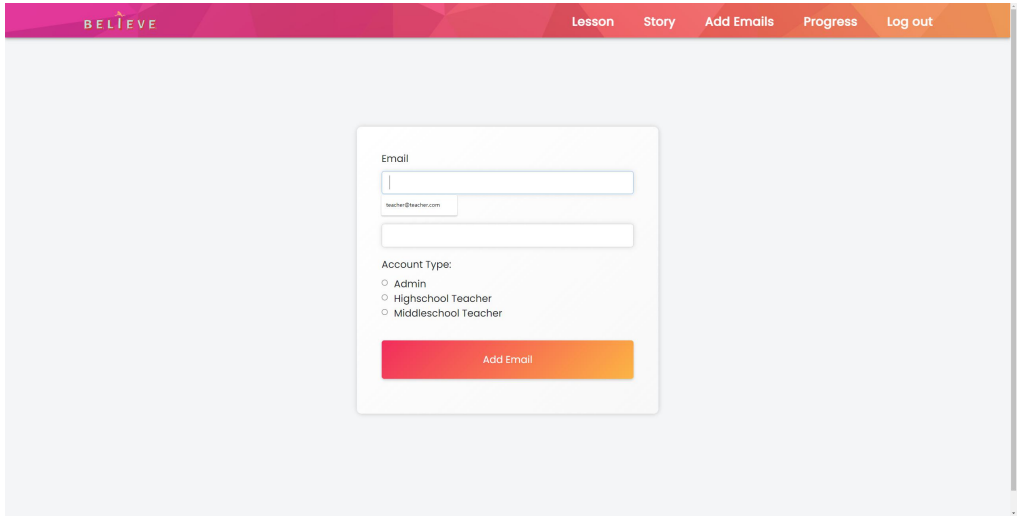




Believe Initiative网页成品







网站网址：https://believe-initiative.herokuapp.com/

可登录账号：admin@mail.com，密码：admin查看管理员后台界面。

其他用户研究作品

Onther UX Reserches

网站网址：https://github.com/YufeiYe/HCI.git

研究报告预览：

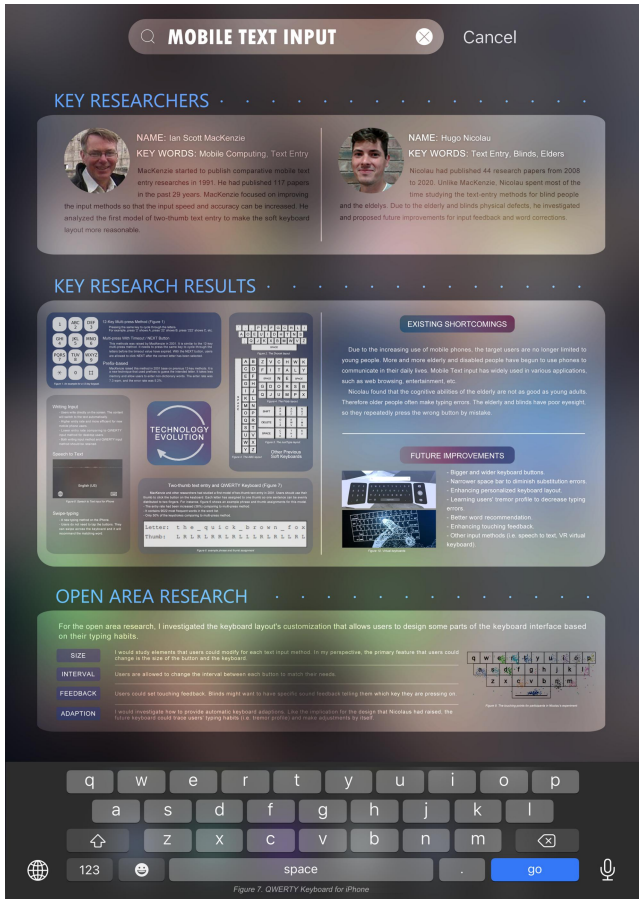


Figure 7. QWERTY Keyboard for iPhone

The Pointing and the Selecting System

Yufei Ye

INTRODUCTION

This article discusses the process of designing and constructing a controlled experiment to analyze the pointing and the selecting system on a computer. This experiment intended to improve users' accuracy and efficiency using computer mouses to select the target on their computer. Three techniques that might affect the selection were included in this experiment to determine whether the selection system was related to these factors. These techniques were selection method, real-time selection feedback (selection notification), and the number of targets on the screen. Each technique had three independent variables, respectively. This study involved three participants. After they completed the experiment, the result were analyzed and tested for further learning.

METHODOLOGY

First, I designed three techniques that I want to study in this experiment. They were selection method, real-time selection feedback (target color changes), and the number of targets on the screen.

The selection method stood for three different types of the mouse cursor: the point cursor, the area cursor, and the bubble cursor. The other selection method, the point cursor, was the traditional and the most common selection method in real life. Users needed to move the cursor to exactly where the targets were to make selection correctly. The area cursor provided a selection area for users. The target could be selected if it is covered in the area. Nevertheless, it worked as a point cursor if multiple targets were in the area. The bubble cursor gave users a dynamic selection area. The selection area would enlarge and shrink base on its distance to the target.

The second technique was the real-time selection feedback. It allowed targets to change its color while users were moving the cursor. I chose this technique because I wanted to study if the visibility of system status would affect selection accuracy and efficiency. Three independents variables were the same selection color, target click Change, and cursor select change. For the same color variable, the target's color would not change when the cursor can make the correct selection. The second variable, target click change, meat that only the accurate target color would be changed when users pointed the cursor to the target. The cursor selection change allowed users to have real-time feedback on which target they were pointing to. For circles that were not correct targets, the color would change to green. If users were pointing to the correct target, the color changed to dark red.

I decided to change the number of the target on the screen. This technique was used to test whether the amount of information on a page could affect users' ability to choose the correct target. I categorized this technique into three independent variables: a few targets, a moderate number of targets, and a massive number of targets. Each of them had 10, 60, and 100 targets, respectively.

After designing three techniques that might affect target selection, I completed the JavaScript code to make a web page for the experiment and decided on the conditions' arrangement. Each condition would have five trials; five trials form a block. The experiment had 54 blocks in total. Rest breaks were allowed after one block had finished. I categorized these 27 conditions into three groups base on the selection method. Users were asked to fill in the current selection method in the experiment. Each selection method had nine conditions; these conditions would appear in the experiment randomly. After participants had finished 27 blocks, they were asked to complete this experiment again. This meat each selection method would be selected twice after they had finished 54 blocks. I designed the second round because participants' proficiency in the selection method might be changed. This might affect their reaction speed. Performing a second experiment could make the final result more accurate.

After participants had complete all the blocks, the data would be recorded automatically. The data recorded the participant number, the techniques and the trials for the current block, and their reaction time. The screen would also be recorded.

Three participants would participate in this experiment. It would take 15-20 minutes in total, and the experiment was done on a web page. They would be asked to sign a consent form in advance. The basic process of the experiment would be notified to the participants. These participants were randomly chosen, and they are all university students. They all had experience with the computer. I selected them randomly from one of my group chat. I thought they could participate in this study because young people are more receptive to new things. They were familiar with traditional selection methods, therefore changing the factors could determine whether the changes were efficient.

Three experiments were conducted online. I sent the participants a zip file, including the experiment website, the

Bestbuy Evaluation

Yufei Ye

INTRODUCTION/MOTIVATION

Best Buy in an electronic retailer, and it owns a web-based system that allows customers to purchase products online. The website- www.bestbuy.ca offers various services like shopping, and finding nearby stores to its users. This study's primary goal is to test if this online-purchasing system is good enough for real users to use. This usability study for the Best Buy website tests several features the system offers and tries to find the inconvenient parts to improve future improvements. This study is aimed to test how easy this website is for real users. We prepared five tasks base on this web-based system. Two participants are involved in this study. They will be tested by two different usability methods: the silent observer method and the think-aloud method, respectively. Their decisions and actions will be recorded for future analysis during the task.

HEUISTIC EVALUATION

Violation	Rank	Explain	Solution
Consistency and standards	2	There exists an inconsistency of the way going back to the previous page. There is a "back" button on some of the web pages, but others do not. Users might be confused about how to go to the previous page.	Add the "back to the previous page" button to all web pages.
Match between system and the real world	3	Before users sign in, there is an "Account" button on the top right corner. This button usually appears after users have logged in in real life. After the registration, the button turns to "Hi, xxx." Users might not know if they have signed in or not.	Change the "Account" button to "Sign in" if users have not logged in yet.
Error prevention; Aesthetic and minimalist design	8	There is a duplicate feature for "order status," and unexpected actions would occur without error prevention. There is an "order status" button on the top right corner and an "order history" feature inside the user account. When users go to the order status page and click "order status" by mistake, the web page will return to the home page without any error messages demonstrated.	Merge these two order status buttons.
Error prevention	10	When users were editing their personal information and pressed the "back" button by mistake, the website has no warnings and quit without saving user information.	Add error messages if users have not saved their information. Making sure users save their changes before leaving.
Error prevention; User control and	10	The website does not have any alerts nor undoes options if a user removes	Add confirmation for removing items from the