

Presentation

WeeChat

Human Computer Interfaces (ICTE3002)
Curtin University

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Introduction

- WeeChat is command line based messaging platform.
- Designed to be lightweight and heavily customisable.
- Powerful features that make it appealing, such as custom scripts
- User unfriendly
 - We set out to change this, and have 2 designs we would like to present to you



```
10:55:24 @FlashCod+ phlux: you mean the page with screenshots?
10:55:47 phlux FlashCode: Yeah. I'm wondering if you're accept
just keep it the same.
10:56:14 @FlashCod+ yes new screenshots are welcome, but.. only if
10:56:24 @FlashCod+ if it's very similar to other screenshots, I t
10:56:40 @FlashCod+ I try to not have too many similar screenshots
10:56:47 phlux I don't think many people have the buffer bar
10:56:49 Bio m
10:56:52 Bio same here
10:56:57 phlux Let me fullscreen it and link you..

10:57:42 Bio http://screencloud.net/v/cqEI thats my setup
10:57:42 Bio http://:46227/bc8
10:57:44 Bio its kinda nice
10:57:51 @FlashCod+ maybe I should do a screenshot with window spl
10:57:53 phlux Actually, fullscreening takes away from what I
[10:58] [20] [irc/Freenode] 12:#weechat(+nt)(391)+
[phlux] >

1. #ewnix 3. #games 5. #Alaba+ 7. #servi+ 9. #ewnix 11. #arpne+ 1
2. #ewnix 4. #dc 6. #roche 8. #SEC 10. #fbcdc 12. #weech 1
```

Target Demographic

- Moderately skilled with technology
- Recreational and professional use
- Attract new users to application.
- Streamline/improve existing user's experience.
- Survey/feedback influenced our design

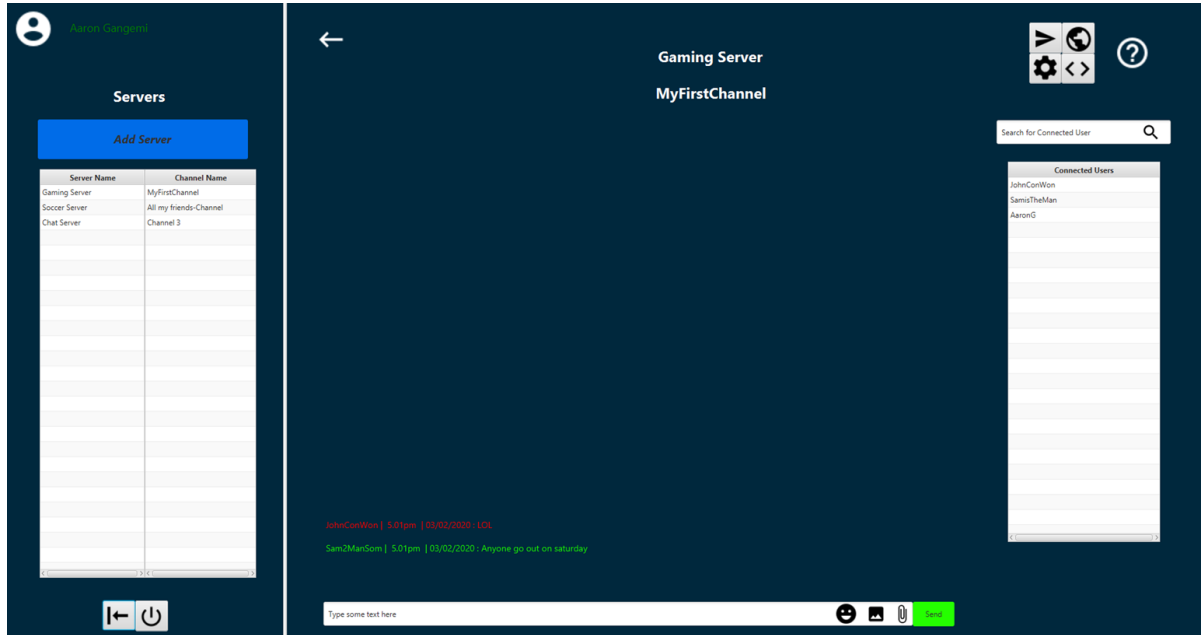


User Study

- User 1 (Name blocked out for confidentiality reasons)
 - Male, 22, Engineering Student
 - Wants to learn new skills with people who have similar interests.
 - Unhappy with the difficulty of the existing interfaces.
- User 2 (Name blocked out for confidentiality reasons)
 - Male, 63, Technology Consultant
 - Stay in touch with friends and family. Learn new technology.
 - Text is too small without any options to change.
 - No tooltips or help guides.

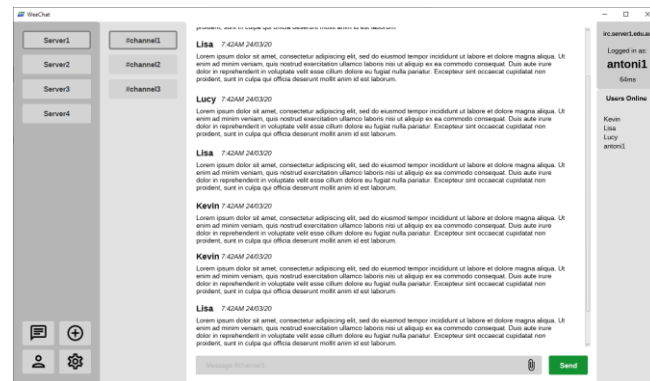
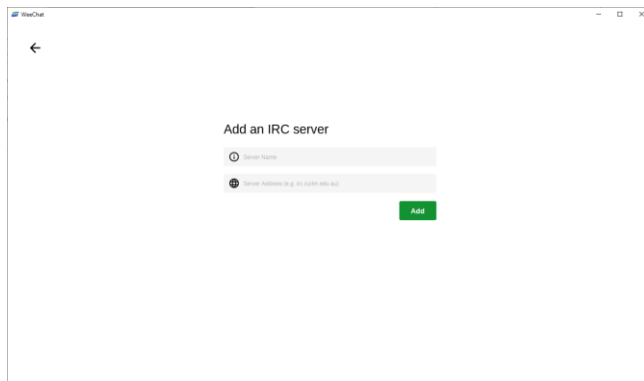
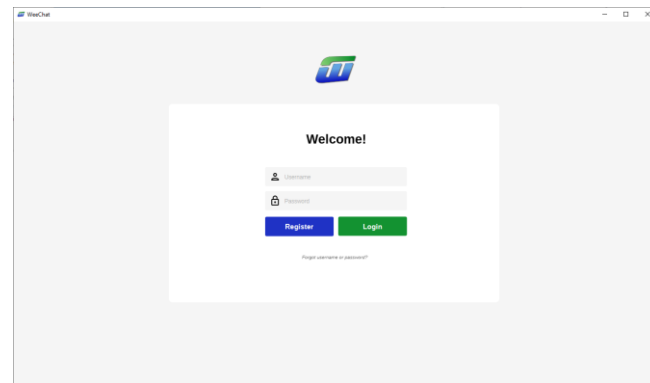
Aaron's Design

- Use of big button to add server
- Large icons out of the way of main user functionality
- Icons are easy to understand and learn
- Tooltips for icons in top corner
- Help icon included (?)
- Large text bar extended across UI interface
- Buttons provide response or feedback to user.



Kevin's Design

- Larger icons and buttons
- Clean, minimalist layout
- Tooltips for all buttons
- Responsive buttons with feedback
- Simple, clean icons
- All functions can be reached in less than 5 steps
- Consistent colouring



Usability Goals

Efficient to Use

- Help the user carry out tasks in minimal number of steps
 - Users can reach any part of the program in less than 5 steps
- Sending a message requires 2 steps
 - Type message
 - Click send
- Changing profile requires 3 steps
 - Click profile
 - Edit profile
 - Click “save”.

Usability Goals

Easy to Learn

- Buttons are self-explanatory and what icons represent are obvious
 - Similar iconography as most other modern applications the user is already familiar with
- Tooltips provided on all buttons to help users if they are unsure
 - Simply hovering over a button gives additional guidance
- No further skills beyond basic knowledge on how to use a modern computer
 - Can be used like any other GUI based application

Usability Goals

Have Good Utility

- Carries out intended functionality of being a highly customizable messaging app
 - All functionality of the command-line based program is kept in the GUI based program.
- Help people communicate with one another
 - It's extremely easy to use design compared to the previous command-line based design broadens who can use it, reaching more people.
- People able to express themselves
 - Customizability let's users express their personality through fun colours



User Experience Goals

Enhancing Sociability

- Most important User Experience Goal
- Socializing via Text
- Connecting Different People Together



User Experience Goals

Enjoyable

- Tailored Experience
 - Users Expectations are Meet
- Obstacle reduction
 - Reduce Screen Clutter
- I/O Feedback
 - Involved with the Program
 - Easy to Register Actions



User Experience Goals

Helpful

- Allowing Customization
 - Change Font and Family
 - Main Colour Scheme
 - Plugins & Scripts
- User Support
 - Help Button
 - Tool Tips



Design Principles


Visibility


- Message textbox has green button, indicates what is to be done next
- Message text box extends across entire screen
- Buttons that stand out for the user


hello  


Type some text here    

Register

 Username

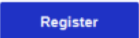
 Email

 Password

 Password Confirm

Username Colour: ☐ White

☐ I accept the Terms & Conditions



Servers

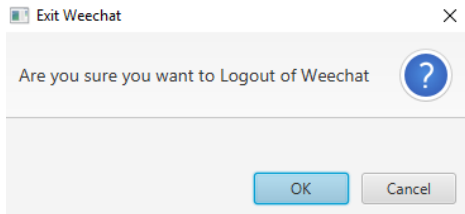


Server Name	Channel Name
Gaming Server	MyFirstChannel
Soccer Server	All my friends-Channel
Chat Server	Channel 3

Design Principles

Feedback

- The program was built ensuring the user knows when actions were performed or will be performed.
- Buttons are responsive and react on hover and on click.
- When hovering over server and channel buttons, the currently one that is selected is reflected with a border.
- When the user selects logout or exit, a confirmation alert is displayed.



Aaron's Design



Kevin's Design



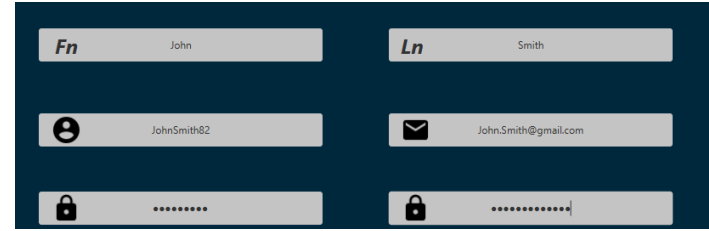
Design Principles

Constraints

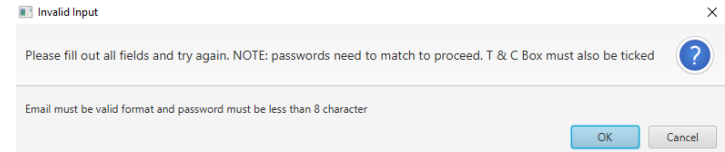
- Restricting actions the user cannot perform
- If the user enters invalid data such as not matching passwords or leaves an empty field, the program restricts the user from logging in successfully.



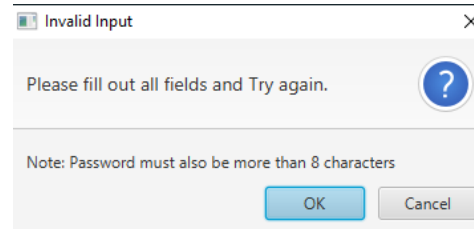
The login form for GLM features the company logo at the top. Below it are two input fields: one for the username (with a person icon) and one for the password (with a lock icon). A 'Remember Me' checkbox is located below the password field, with a link 'Forgot Username/Password' next to it. At the bottom, there are two buttons: 'Create an Account' and 'Login'.



The registration form is divided into two columns. The left column contains fields for 'Fn' (First Name) with the value 'John', a username field with the value 'JohnSmith82', and a password field with masked characters. The right column contains fields for 'Ln' (Last Name) with the value 'Smith', an email field with the value 'John.Smith@gmail.com', and another password field with masked characters.



This dialog box, titled 'Invalid Input', contains the following text: 'Please fill out all fields and try again. NOTE: passwords need to match to proceed. T & C Box must also be ticked'. Below this, a smaller line of text states: 'Email must be valid format and password must be less than 8 character'. The dialog has 'OK' and 'Cancel' buttons at the bottom right.



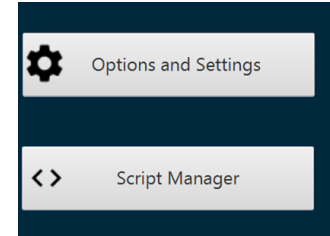
This dialog box, titled 'Invalid Input', contains the text: 'Please fill out all fields and Try again.' Below this, a note states: 'Note: Password must also be more than 8 characters'. The dialog has 'OK' and 'Cancel' buttons at the bottom.



Design Principles

Consistency

- Interface is consistently coloured
- Both the icon bar and menu tabs contain the same icons
 - User can associate icons to lead to same page
 - Menu bar icons consistent across all pages
- Direct Messages text box and Main server text box are exactly same
 - Same font, text style and icons provide a sense of familiarity
 - Promote learnability



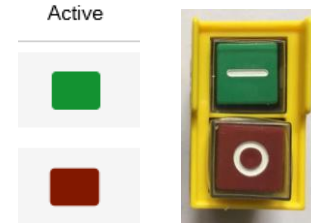
Aaron's Design



Design Principles

Consistency


- Interface is consistently coloured
- Same fonts interface wide for internal consistency
 - Use of fonts supported on Unix and Windows environments
 - Font size based on different headings
- Buttons follow set of rules for internal consistency
 - Buttons to perform actions are green
 - Secondary action buttons are blue
 - Buttons to perform destructive actions are red
- Switches according to external consistencies
 - Green = On
 - Red = Off
 - Like switches on machinery



Plugins/ Scripts

Search online

Upload your own

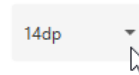
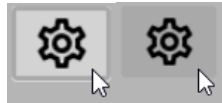
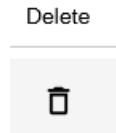
Kevin's Design



Design Principles

Affordances

- Icons used allude to real world uses affording pushing - With indicator what it does
 - Paper Clip used to symbolize attach function
 - Bin icon used to symbolize delete
 - Dropdown menu has an arrow pointing down to indicate there is more - affords clicking.
- Buttons appear to “indent” on click and react on hover - affords pushing
- Scroll bar affords moving up and down



Kevin's Design



Design Principles

Affordances

- Icons invite user to click for corresponding function:
 - Common emoji icon symbolises adding emoji
 - Image icon used to allow user to add image file
 - Attachment icon corresponds to sending attachment
- Use of text in add server invites user to enter server fields
- Use of contrasting drop down list implies user can select different options



Aaron's Design

Conclusion

- Based on the demographic research, our user study identified users from unique backgrounds.
- We based our usability and user experience goals on these users.
- Worked on our design following the design principles outlined in Sharp, Rogers, and Preece (2011)
- The final result is 2 programs with all goals met, meeting the needs of the target demographic.

Thank you.

