## **UX METHODS**

**EXERCISE FOUR** 

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## PURPOSE - INTRODUCTION

#### **DESIGN SPACE**

Designing requires an understanding of UX heuristics, which offer a set of ideas and standards that assist designers in creating interfaces that are both user-friendly and efficient. In the realm of usability and user experience design, UX heuristics are simply a collection of best practices and general guidelines that have been discovered from study and experience. Similarly, a cognitive walkthrough facilitates the early detection of possible usability problems and helps designers develop empathy for stakeholders. As part of a usability assessment technique called a cognitive walkthrough, designers mimic users' mental processes as they engage with a system. They take participants step by step through a range of tasks and ask for feedback that directly relates to their experience.

#### GOAL

Analyze and suggest improvements on a website using two discount methods: cognitive walkthrough and heuristic evaluation

#### **DELIVERABLE**

This documentation will entail a full cognitive walkthrough of a specific 3-4 step task on the website Brightspace. As well as focus on Jakob Nielsen's 5 usability heuristics and a mix of 5 other heuristics from different published designers. It will end with a brief synthesis of information gained from both discount methods and display a few suggestions that would enhance the experience for Brightspace users.

#### PROTOCOL

#### GOAL

Move through one set of steps a user has to take to evaluate the usability and experience for a user. This protocol will be followed when conducting a cognitive walkthrough of specific section on Brightspace.

#### PROTOCOL

- 1. Meet the participant
  - a. Confirm their age
  - b. Ask to record observation
- 2. Define task and goal
  - a. Explain the purpose of the cognitive walkthrough
    - i. "Cognitive walkthrough is a method to help designers understand the user perspective. Participants give insight into pain points and usability issues that can be later iterated on after the session ends."
  - b. Describe their role and the task they expected to perform
    - i. "You will be shown a website on the computer screen. I'll walk you through the steps, be as honest as possible, and share any thoughts you have regarding the screen."
- 3. Introduce Brightspace
  - a. Brief review of the website
    - i. "Brightspace is an online platform used by educational facilities to organize data from professors/teachers/advisors. The section we're going to be looking at is specifically navigating through three main pages. We're going to start at the Home page and end at the Task page."
  - b. Ask them if they have any prior experience with the website
- 4. Stage One: Passing Authentication

a.

- 5. Stage Two: Perform Independent Navigation
  - a. "We will begin the independent navigation portion of the session. We are currently on the Authentication/Login page of the website. Your task this round is to start here and get to the Task Page. As you're going through the site, share your thought process out loud."
- 6. Stage Three: Step-by-Step Analysis
  - a. Step One: Passing Authentication, Step Two: Home Page, Step Three: Calendar Page, Step Four: Task Page i. Share your pain points or any issues you may have found for each step
- 7. Stage Four: Final Observations
  - a. Questions
    - i. Did the platform seem intuitive?
    - ii. Was navigating through the pages seamless or confusing?
    - iii. Do you have any suggestions for making the site more user-friendly?
    - iv. Were there any foreseeable errors that you could see a user hitting into?
    - v. Any more insights or thoughts you would like to share during your experience using Brightspace?"
    - vi. What is your overall impression of the site?
- 8. Conclusion
  - a. Thank the participant for attending the cognitive walkthrough session
  - b. Confirm that their findings are allowed to be used in the project

PERFORMED

#### **BACKGROUND INOFORMATION**

Participant Name: Sana Khambati

Device: 2020 Macbook Air Browser: Chrome

Date: 11/21/2023

#### **EVALUATION**

Task	Actions Performed	Thoughts
Pass authentication section	1.Logged in with Purdue University     Career account     2.Used Duo passcode to clear two-factor authentication	<ul> <li>Autofill feature makes it easy</li> <li>Simple process</li> <li>Not very intuitive for first time users</li> </ul>
Home Page to Calendar Page	1.Looked at the navigation bar 2.Clicked on Calendar Page	Calendar bar is good but it shouldn't be under the resources (Home Page) Super accessible however, the "Month" tab should be the landing page after clicking on Calendar A filter can be helpful to show specific assignments A key to understand the color for each class is needed
Calendar Page to Task Page	1. Clicked on an assignment 2. Clicked "More"	To move from the month tab to the task page, the interface made it confusing to get there "I've used Brightspace for 2 years and I didn't even know this was possible to see" "Having to click on "More" is error prone, I didn't know what that meant"  A shortcut or button to get a user to the course page would be helpful

#### FINAL OBSERVATIONS

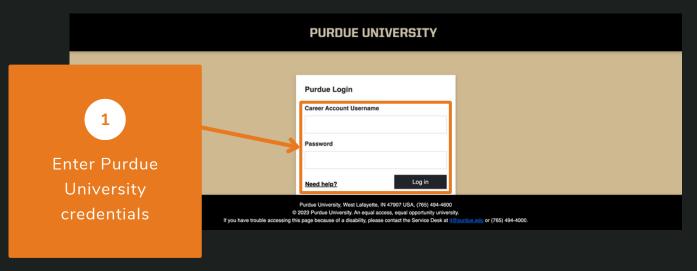
Navigating through Brightspace is generally intuitive and straightforward, but there are a few improvements that could further improve the user experience. Firstly, elevating the content bar higher on the screen would provide users with a more convenient view of their assigned tasks for the day. Secondly, setting the default calendar view to "month" would offer a clearer overview of daily commitments. Lastly, implementing a shortcut from the task page directly to the class page would streamline the user's journey, eliminating the need to navigate back to the home page.

**SCREENSHOTS** 

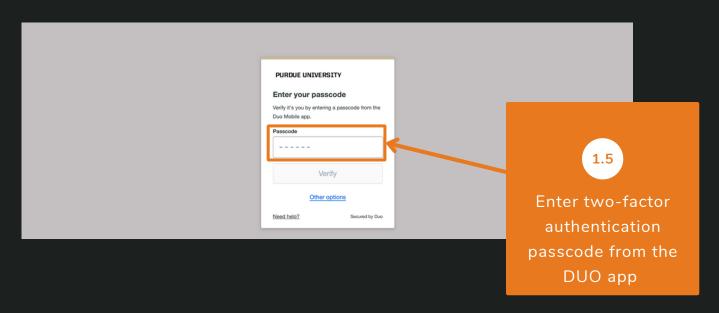
#### GOAL

This section will show a step-by-step flow of starting at the Brightspace home page and ending on a specific task from the calendar page. These are the exact screens the user will see when participating in this project's walkthrough.

#### STEP ONE: PASSING AUTHENTICATION

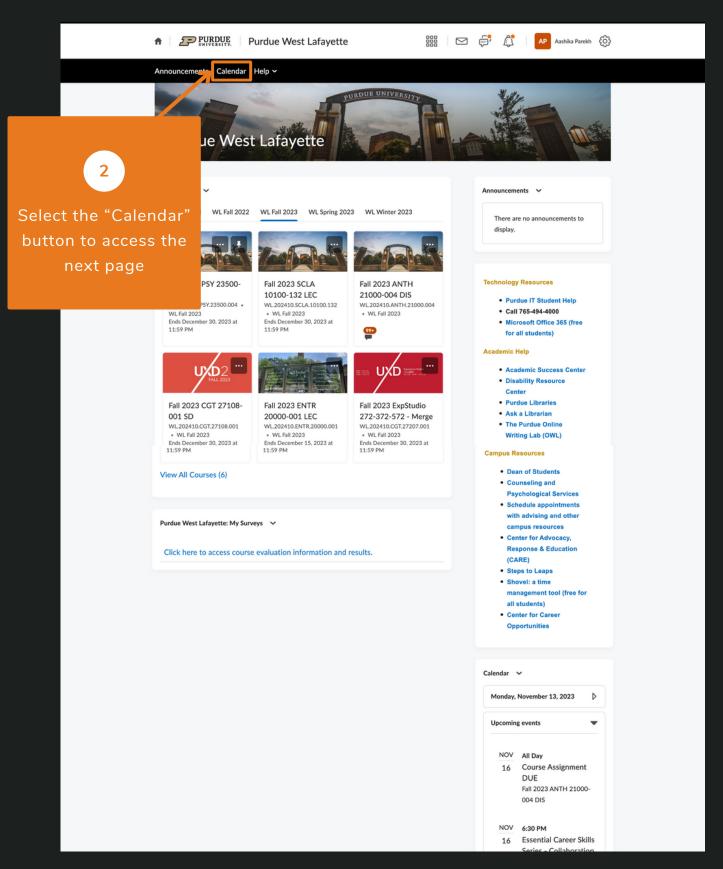


#### STEP ONE.FIVE: PASSING AUTHENTICATION



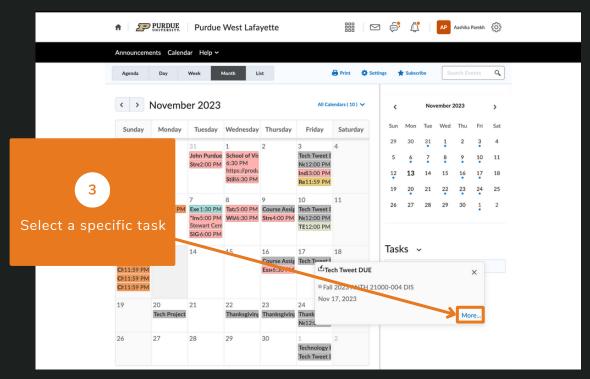
SCREENSHOTS

#### STEP TWO: BRIGHTSPACE HOME PAGE

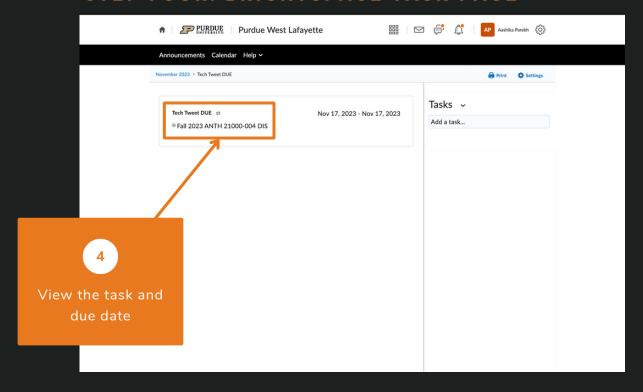


**SCREENSHOTS** 

#### STEP THREE: BRIGHTSPACE CALENDAR PAGE



#### STEP FOUR: BRIGHTSPACE TASK PAGE



## **NIELSEN HEURISTICS**

BRIGHTSPACE

#### **DEFINITIONS**

Heuristics: loosely defined set of rules

Match between the system and the real world: "The design should speak the users' language. Use words, phrases, and concepts familiar to the user, rather than internal jargon. Follow real-world conventions, making information appear in a natural and logical order" (Nielsen, 2).

Recognition rather than recall: "Minimize the user's memory load by making elements, actions, and options visible. The user should not have to remember information from one part of the interface to another. Information required to use the design (e.g. field labels or menu items) should be visible or easily retrievable when needed" (Nielsen, 6).

Aesthetic and minimalist design: "Interfaces should not contain information that is irrelevant or rarely needed. Every extra unit of information in an interface competes with the relevant units of information and diminishes their relative visibility" (Nielsen, 8).

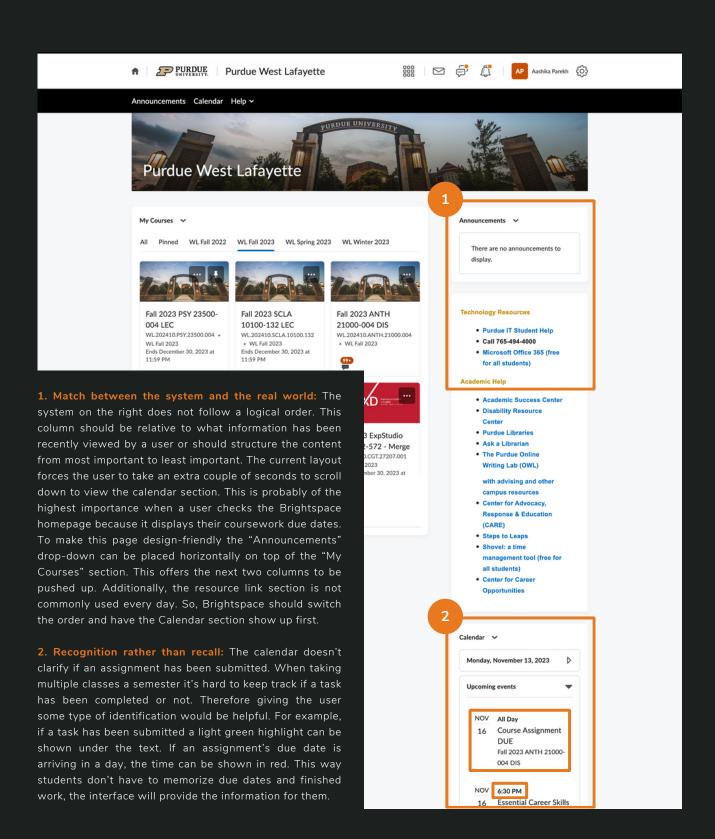
User control and freedom: "Users often perform actions by mistake. They need a clearly marked "emergency exit" to leave the unwanted action without having to go through an extended process" (Nielsen, 3).

Flexibility and efficiency of use: "Shortcuts — hidden from novice users — may speed up the interaction for the expert user so that the design can cater to both inexperienced and experienced users. Allow users to tailor frequent actions" (Nielsen, 7).

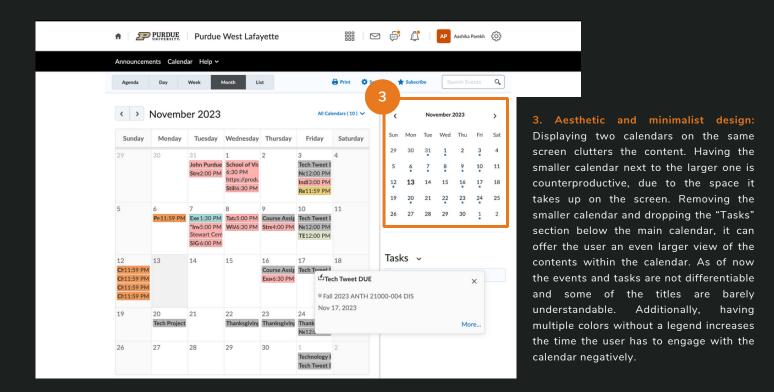
#### GOAL

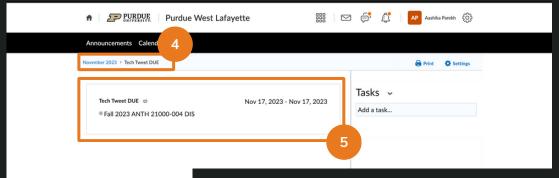
After showing a brief cognitive walkthrough of Brightspace, the documentation will provide five heuristics from Nielsen's list of 10 UX heuristics. The home page has three pain points for not showing a proper "Match between system and the real world" and "Recognition rather than recall". The calendar page doesn't have a robust "Aesthetic and minimalist design". The final page of displaying the desired task fails to show "User control and freedom" and "Flexibility and efficiency of use". This section will highlight the heuristics by annotating each page and clarifying why Brightspace doesn't meet these specific requirements.

## **NIELSEN HEURISTICS**



## **NIELSEN HEURISTICS**





- 4. User control and freedom: Utilizing breadcrumb navigation is not effective if it isn't clearly labeled, this hinders the user's ability to traverse throughout the website. A more intuitive design would be starting by labeling "Home" before "November 2023". This should give the user the right indication of where they navigated. Next, removing the calendar month and switching it to "Calendar", will offer a more accurate representation of the previous page they were at. Lastly, since this page isn't as full with content as some of the others, increasing the font size, will help the breadcrumbs be noticed faster.
- 5. Flexibility and efficiency of use: This section doesn't offer any next steps for the user to take to complete the desired task. Offering opportunities like sending them to the course page or the submission page to view the appropriate details needed to be successful on the assignment would be beneficial. As well as offering them the small calendar above the "Tasks" section would be helpful. This would allow the user to notice their task's deadline and compare it to other events/tasks in the calendar. This feature can be easily added since the new desired layout is displayed in the screenshot above.

## **MIXED HEURISTICS**

BRIGHTSPACE

#### DEFINITIONS

Reduce Users' Minimum Steps: "Reduced-step sequences might also be offered for experienced users, such as a keyboard or toolbar shortcuts to familiar selection sequences, or user-defined macros." (Connell).

Make the UI Aesthetically Appropriate: "The interface will have a tractive, appropriate, simple design free from errors. The interface will provide a satisfying user experience with the highest possible fidelity." (Weinschenk).

Users Should Know Where They Are: "It should be as easy as possible for the user to move (in steps or stages) between system Explanation states and between functional components. There should be no unnecessary retraction of steps already made." (Connell).

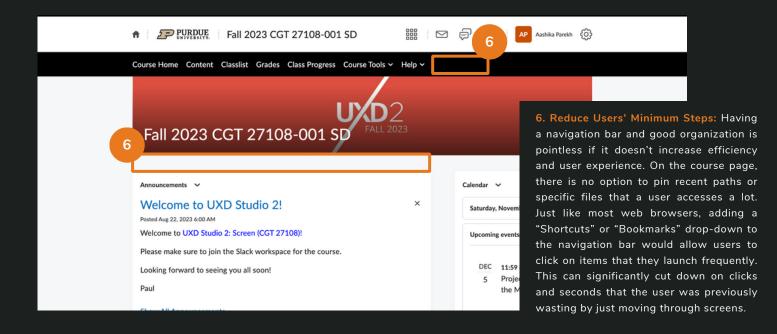
Strive for Consistency: "Standardizing the way information is conveyed ensures users are able to apply knowledge from one click to another; without the need to learn new representations for the same actions. Consistency plays an important role by helping users become familiar with the digital landscape of your product so they can achieve their goals more easily." (Wong).

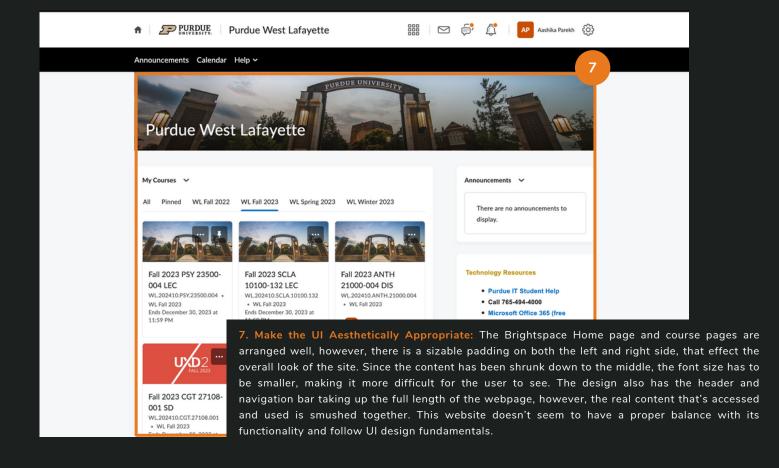
Present New Information with Meaningful Aids to Interpretation: "This means employing metaphor where possible (although avoid being too esoteric) and familiar frameworks. Metaphors can be used to make the unfamiliar, familiar. Take desktop folders that hold your files – they are not really folders, but they have visually represented this way for users to understand concepts, systems, and frameworks more easily." (Mortensen).

#### GOAL

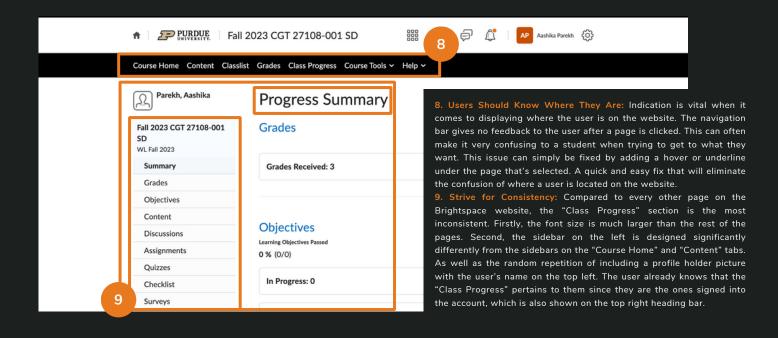
These next five heuristics have been collected from various sources. The first discusses the need to "Reduce Users' Minimum Steps" which can be shown on any course home page. The second heuristic shows the importance of "Making the UI Aesthetically Appropriate" mainly on the Home page due to the irregular spacing. The next source displays the requirement of having "Users know where they are" on the website, specifically targeting the navigation bar. The fourth rule is to always "Strive for consistency", which seems to be lacking throughout the site. Lastly, changing the icons will help "Present New Information with Meaningful Aids to Interpretation" and reduce speculation.

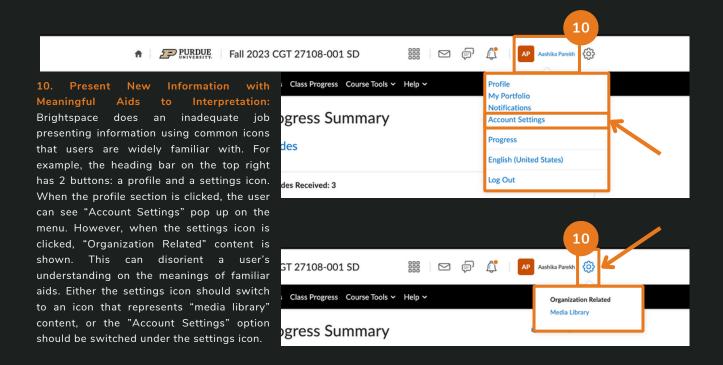
## **MIXED HEURISTICS**





## **MIXED HEURISTICS**





## **ANALYSIS**

#### **SYNTHESIS**

#### RESUTS

After performing a cognitive walkthrough and UX heuristic review of Brightspace a number of important results surfaced, illuminating both the positive and the negative. The website showed a considerable commitment to following usability guidelines, especially with regard to system visibility and error avoidance. Broadly speaking the uniformity of the visual design and layout was maintained throughout the different pages, which enhanced the user experience.

The cognitive walkthrough did, however, highlight several possible pain points with user flow and navigation. During the tasks, these suggestions were made. Users would have a more convenient view of their daily duties if the content bar was raised higher on the screen. Second, using "month" as the default calendar view would provide a more lucid summary of daily obligations. Last but not least, creating a shortcut that goes straight from the task page to the class page would simplify the user's experience by removing the need to return to the main page.

Evaluating the website through 10 UX principles, resulting in a new range of feedback circulating the lines of consistency, efficiency, flexibility, and minimalism. The user interface across many of the pages seemed disconnected and disrupted the flow of the site. There's a need to create more methodical features that will lessen the clicks and time needed for users to get from point A to point B on the Brightspace. The rigid structure of content formulated on the screen caused the aesthetic of the design to be displeasing. Additionally, there were times when the terminology used in instructions and prompts did not match users' mental models, which could lead to misunderstanding. Specific aids were used incorrectly which furthered confusion on basic functions.

Overall, the cognitive tour and UX heuristic assessment revealed a combination of strong points and room for development. Although the website showed a great commitment to accessibility and usability principles, improving user feedback systems and resolving navigational issues could further improve the overall user experience.

## **ANALYSIS**

#### SUGGESTIONS

#### NAVIGATION

The non-course page navigation bar will fuse into the top header. Instead of only having 3 tabs, it will display the "Home", "Calendar", "Course", "Mail", "Comments", "Alerts", "Profile", and "Extra".



#### **EFFICIENCY**

Including a bookmarks tab on the course page navigation bar and including indication to help the user know where they are.



#### CONSISTENCY

All sidebars will follow the same layout and aesthetic. The font size will be uniformed throughout the website, and aids like icons and images will be used according to its common global interpretation.

#### MINAMILISM

Once the calendar tab is pressed the page will display the "Month" view calendar. There will be no smaller calendar on this page, and the Task section can be accessed using a sliding side panel on the right side. This will ensure that the content on this page is easily digestible.

#### CONTROL

Redesigning the breadcrumbs on the "Task" page to be more accurate in demonstrating the path that the user has taken will offer flexibility and ease to the user.

#### RECOGNITION

Revealing the submitted assignments on the vertical calendar bar can facilitate stronger work ethic and reduce the need for the user to recall prior information.

## **RESOURCES**

#### **EXERCISE 4**

- Connell, Dr. Iain. Full Principles Set. http://www0.cs.ucl.ac.uk/staff/i.connell/DocsPDF/PrinciplesSet.pdf.
- Douglas, Steven. "7 Usability Heuristics That All UI Designers Should Know." Usability Geek, https://usabilitygeek.com/usability-heuristics-ui-designers-know/. Accessed 22 November 2023.
- Mortensen, Ditte Hvas. "What Science Can Teach You about Designing Great Graphical User Interface Animations." The Interaction Design Foundation, 23 July 2020, https://www.interaction-design.org/literature/article/what-science-can-teach-you-about-designing-great-graphical-user-interface-animations. Accessed 22 November 2023.
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- Wong, Euphemia. "Shneiderman's Eight Golden Rules Will Help You Design Better Interfaces." The Interaction Design Foundation, 31 July 2020, https://www.interaction-design.org/literature/article/shneiderman-s-eight-golden-rules-will-help-you-design-better-interfaces. Accessed 22 November 2023.