Analysis of Group 18

Interaction Problems:

In the program, there are no buttons or features that the user is able to interact with. There is text explaining the functionality of each button. However, there is no feedback or useability on the program. Buttons do not have any interactive abilities, hovering text, pop-ups, CSS formatting, or other features. While text descriptions are provided, images of what the tutorial, audio, effects and filters buttons would look like could be included to provide a better understanding of how they would look.

Logic Problems (Logical use problems):

There is significant inconsistency regarding the buttons. Only the cut and crop buttons have labels, but none of the other buttons such as the plus, music or share icons, have labels included.

The export button (most far right) should be placed in a better place, possibly closer to the center with the other buttons. This will make it easier for the user to look for a section of buttons rather than looking at the otherside of the program for a dangling button. Button menus should be found grouped together, not separated.

Positioning of the layout is very inconsistent. An example of a comprehensive layout may contain the viewport in the middle, settings menus on each side, and a timeline below. This project does not contain any form of layout consistency, and appears to be just grouped together without thought towards ease-of-access, ergonomics or popular functions.

Design Principle Miscues:

Almost half of the page is dedicated to the windows file explorer. This section is far too prominent and takes up too much of the overall screen. It is also not immediately clear to the user whether this section is used to import files or export the edited video. To improve this we would suggest removing this section entirely and instead adding an export video section with settings such as resolution, video quality, file format, etc.

The pink background and blue buttons provide an uneasy contrast for the user. These colors are hard on the user's eyes and make it difficult for the user to

distinguish text. The colours should be more conservative and easier on the eyes. Simple colours or shades should be used instead.

There is no attention paid to detail such as centering, font sizes, bordering or even proper cropping of images. The blue icons are not consistent with the other black icons. Images and fonts should remain consistent in the program.

There is no visible flow to the program, as pieces of the program are not placed in obvious areas. There is no layering in the project whatsoever - everything is compiled on one background without additional borders, lines, boxes, or groupings.

The Main blue buttons are formatted inconsistently (Filter Button height is greater than others). Additionally, the "Blue Button" menu is not centered relative to either the page or view port image. These features should remain consistent in the program. The small black icons under the viewport are haphazardly placed, lacking grouping (use of a div or border), equal placing, and good design principle.

Usability Issues:
The timeline scrubber does not appear to have a visible razor which would make it very difficult to edit the video and impossible to know where in the video the user is viewing during playback.

There appears to be three separate video timelines, which seems a little redundant, it would be understandable if the user were layering different videos to mesh the videos together, however that would be beyond the "Ease of use" model previously mentioned in the manual.

The use of both an add video and an add audio button seems unnecessary. Instead they could be condensed into a single add file button to simplify the user experience, where both audio and video can be imported.

There is a timeline effects tab mentioned, but there are no visible editing tabs or spaces on the program. Will the user have to click through buttons for these menus to be visible? Or does the submenu not exist? Overall there is no direction for the user if they want to edit a clip. If the user must simply click effects, or if they can click on the timeline clips the program does not give the user an explanation

with its layout. The editing menu should be prominently visible immediately upon launch of a video editing software.

What We Liked:

Having a tutorial button available so that new users will be able to follow a simple tutorial of the program. This will allow users to be able to follow some simple directions instead of having to read documentation or look on forums for answers.

Having 4 simple submenus of actions (Tutorial, Audio, Effects, Filters) that the user is able to perform is good to simplify and make the interface more accessible for new inexperienced users.

The usage of proper button icons such as the speaker icon representing volume or the pause and play button give the user a solid understanding of what each button would do.

Rating:
2 / 10

If you were to award a mark to the project on a scale of 1 – 10, how would you rate it and why?

While presenting a basic brainstorm of what a video editing software could begin as, the majority of this project is unorganized, seems to contain a lack of detail, and is not optimized for user interaction. There are no functionalities, hovers, pop up menus, and space is used carelessly. This project lacks organization, bordering, formatting, and overall planning in general. The inclusion of the windows file explorer was a major issue as it takes up half of the screen and provides no substantial enhancement to the user experience.

Comparing the project to your own. Is it better, worse, or about the same in caliber:

After reviewing the project, we have decided that the program is worse in caliber than our own program. This project contains non-functioning buttons and an interface with no feedback, while our own program has feedback for the user as well as a layout keeping the different parts of the editor separated in their own area. For example our timeline, viewport, import and editing sections are broken up and neatly

packaged in their own separate areas. Meanwhile this program meshes each part in no logical order. Additionally, all of our project components were originally created and designed by us. This project sets aside half of the page space for a screenshot of a Windows 10 File Explorer.