ONLINE ACTIVITY 7: Creating User Model

Name: Akiya Murai B.

Section: A125

Objective

- 1. Design a user model in User Centered System Design(UCSD)
- 2. Evaluate interactive systems using Nielsen's Heuristics

Materials

- Personal computer
- MS Word

Background

Atakan(2006), To understand UCSD, you first need to understand the people who will use the systems. One way to do is through the concept of user modeling. A user model is a psychologically valid way of depicting the people who will use the systems, and whose needs and preferences will be considered when designing those systems.

Procedure

easily do so.

- a. Look for two existing websites and do the following:
 - 1. Identify possible expected users of the said websites
 - 2. Evaluate the designs of the two websites according to Nielsen's Heuristics. Justify

Table 1: Evaluation Criteria (Based on the 10 heuristics of design evaluation) for website 1.

WEBSITE NAME:					
Wikipedia					
URL:					
https://www.wikipedia.org					
Area of Evaluation	5	4	3	2	1
A. Visibility of System Status	√				
The system design provides appropriate feedback like message					
prompts in response to user actions.	√				
The message prompts are clear, visible and understandable.	-				
Evaluation		1.	<u> </u>	l.	
			مدانیمی مما	ara display	and almo
Wikipedia provides immediate teedback atter search que	ries or a	ictions. I	ne resuits	are display	veu aiiiios
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B. Match between the system and the real world - Used words, phrases and concepts according to users' language		1	ne results	are displa	yeu annos
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- Used words, phrases and concepts according to users' language rather than system oriented words and computer jargons. Evaluation	dicator.	√			
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B. Match between the system and the real world - Used words, phrases and concepts according to users' language rather than system oriented words and computer jargons. Evaluation Wikipedia uses simple, understandable language. Articles are writt are labeled clearly for easy navigation. C. User control and freedom	dicator.	√			
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D. Consistency and Standards	✓				
- The colors, text, labels, buttons and other elements in the design					
are uniform from start to finish.					
- Text and icons are not too small or too big.					
- Menus and other features of the system are arranged and	J				
positioned in a consistent way. (For ex. If your website has	•				
navigation buttons on the top under the page title on one page,					
the users will automatically look there for the same features on					
other pages.					
Evaluation			<u> </u>		
The layout, navigation bar, font sizes, and color scheme are consis	tent throu	ghout the	website, wh	ich ensures e	easy use.
E. Error Prevention	✓				
- The system design provides an automatic detection of errors					
and preventing them to occur in the first place.					
- Idiot proofing mechanisms are applied					
Evaluation	I		ı		
Wikipedia minimizes errors with clear search suggestions. However	er, there a	re few pre	vention me	chanisms for	user errors
when editing articles.	,	•			
F. Help users recognize, diagnose and recover from errors		√			
- Error messages and the terms used are recognizable, familiar		"			
and understandable for the users.					
Evaluation					
	log invo	lid soorah	or missing	nagas) Tha	suggestions
Wikipedia provides informative error messages when necessary	(e.g., iliva	iiu searcii	or missing	pages). The	suggestions
offered help users recover.					
	1	1	1		
G. Recognition rather than recall	✓				
- Objects, icons, actions and options are visible for the user.					
- Objects are labeled well with text and icons that can					
immediately be spotted by the user and matched with what they					
want to do.					
Evaluation					
Links and topics are clearly labeled. Users can recognize what they'	re looking 1	for without	t needing to	memorize th	ne structure.
H. Flexibility and efficiency of use	✓				
- The system design provides easy to navigate menus.					
- the system does not make wasteful time of system resources.					
Evaluation	<u> </u>		l		
Wikipedia has shortcuts (like the search bar) and other accessible	e features	. making i	t efficient fo	or experienc	ed and new
users.		,		o. o.pooo	
450151					
I. Aesthetic and minimalist design	√				
-Graphics and animations used are not difficult to look at and	V				
·					
does not clutter (mess) up the screen.					
- Information provided is relevant and needed for the system					
design.					
Evaluation					
Wikipedia has a clean design with minimal distractions. The content	nt is straigh	ntforward	and relevan	t.	
J. Help and Documentation		√			
-the system design provides information that can be easily					
searched and provides help in a set of concrete steps that can					
easily be followed.					
casily ac rollowed.					
Evaluation					

nelp section, but it could be more easily accessible for non-technical users.

While Wikipedia provides a generally smooth user experience, a editors could further enhance the platform, especially for those waccessible walkthrough for new users would simplify the editing properties to navigate the system effectively. 2: Evaluation Criteria (Based on the 10 heuristics of design evaluation)	who are un	familiar wi reduce the	th editing a	articles. Imple	ementing an
WEBSITE NAME:					
Temu					
URL:					
https://www.temu.com					
Area of Evaluation	5	4	3	2	1
A. Visibility of System Status		✓			
- The system design provides appropriate feedback like message					
prompts in response to user actions.	✓				
- The message prompts are clear, visible and understandable.					
Evaluation Temu provides clear updates on the order status, shipping progress	ss, and cart	: informatio	on.		
B. Match between the system and the real world		✓			
- Used words, phrases and concepts according to users' language					
rather than system oriented words and computer jargons.					
Evaluation					
Temu mostly uses standard e-commerce terms, but some users overwhelming.	might fin	d the wide	e range of	product cate	egories a bit
C. User control and freedom	√				
- The system design provides ways of allowing users to easily					
"get in" and "get out" if they find themselves in unfamiliar parts					
of the system.					
Evaluation					
Users can easily add or remove items from their cart and navigate	through di	ifferent pro	oduct categ	ories.	
D. Consistency and Standards	✓				
- The colors, text, labels, buttons and other elements in the design					
are uniform from start to finish.					
- Text and icons are not too small or too big.		✓			

SUGGESTION FOR IMPROVEMENTS

Table

- Menus and other features of the system are arranged and		✓			
positioned in a consistent way. (For ex. If your website has					
navigation buttons on the top under the page title on one page,					
the users will automatically look there for the same features on					
other pages.					
Evaluation					
The design is consistent throughout, with navigation menus, prod	duct detail	ls. and che	ckout butto	ns following	a standard
structure.		,			,
E. Error Prevention	√				
- The system design provides an automatic detection of errors					
and preventing them to occur in the first place.					
- Idiot proofing mechanisms are applied	√				
Evaluation					
Temu offers validation on input fields, ensuring no errors are made	when en	tering addr	ess or paym	ent informa	tion.
, , , , , , , , , , , , , , , , , , ,			,		
F. Help users recognize, diagnose and recover from errors	√				
- Error messages and the terms used are recognizable, familiar	•				
and understandable for the users.					
Evaluation					
Clear error messages appear when a product is out of stock or wh	en there's	an issue v	vith navmen	ıt However	some error
messages could be more informative.	cii tiicic s	, an 15546 •	nen paymen	ici riomever,	301116 61101
messages could be more imornative.					
G. Recognition rather than recall	√				
- Objects, icons, actions and options are visible for the user.	•				
- Objects are labeled well with text and icons that can					
immediately be spotted by the user and matched with what they					
want to do.					
Evaluation					
Categories, products, and options are easily identifiable through la	hels and v	isual cues			
categories, products, and options are easily radii and a sine agreement					
H. Flexibility and efficiency of use		√			
- The system design provides easy to navigate menus.					
- the system does not make wasteful time of system resources.					
Evaluation					
Temu allows users to filter products by multiple criteria, enhancing	the shop	ping experi	ence.		
, , , , ,					
I. Aesthetic and minimalist design	√				
-Graphics and animations used are not difficult to look at and					
does not clutter (mess) up the screen.					
- Information provided is relevant and needed for the system					
design.					
Evaluation					
While the website is visually appealing, it could use more white spa	ace to redu	uce visual c	lutter.		
appearing, it could use in the spirit					
J. Help and Documentation		√			
-the system design provides information that can be easily					
searched and provides help in a set of concrete steps that can					
easily be followed.					
Evaluation		<u> </u>			
Temu offers a help section, but it could be easier to find FAQs or co	ustomer si	apport on t	he website		
		A. P. S. C. S. C.			

SUGGESTION FOR IMPROVEMENTS

Temu can improve its user experience by making the help section more accessible, allowing users to easily find FAQs or customer support. Additionally, reducing visual clutter on product pages would improve the aesthetic and usability of the site, making it easier for shoppers to focus on the products. Furthermore, providing more detailed and informative error

messages when users encounter issues, such as out-of-stock items or payment errors, would help users resolve problems
quickly and smoothly.