

Design Journey Part 3

Group name: A\$AP

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Section: 205

Part 1: Necessary Information

1. Please provide us your login username and password
(if your site has multiple login systems, please specify which username and password corresponded to which login system)

This is the login for the admin user.

Username:Admin

Password:newpassword

There is a signup page, you can signup and login as a regular user.

Our files are not in the FP folder because we have more than one hundred images in the image folder and it is very difficult to move, we asked a TA and he said not move all the files.

2. Please provide us your DB login username and password

Username:
asapsp16

Password:
asapsp16

asapsp16

Part 2. Database Revision and Implementation

Include your physical ER diagram here and describe any changes you made based on feedback from the previous milestone. Also describe the physical ER diagram (tables, fields, keys, and relationship, please see lecture 17 slides 21).

The username for admin is Admin and password in newpassword. We deleted the image field from the roster table. This is the new ER diagram with keys underlined and fields in circles, tables in rectangles and relations in diamonds.

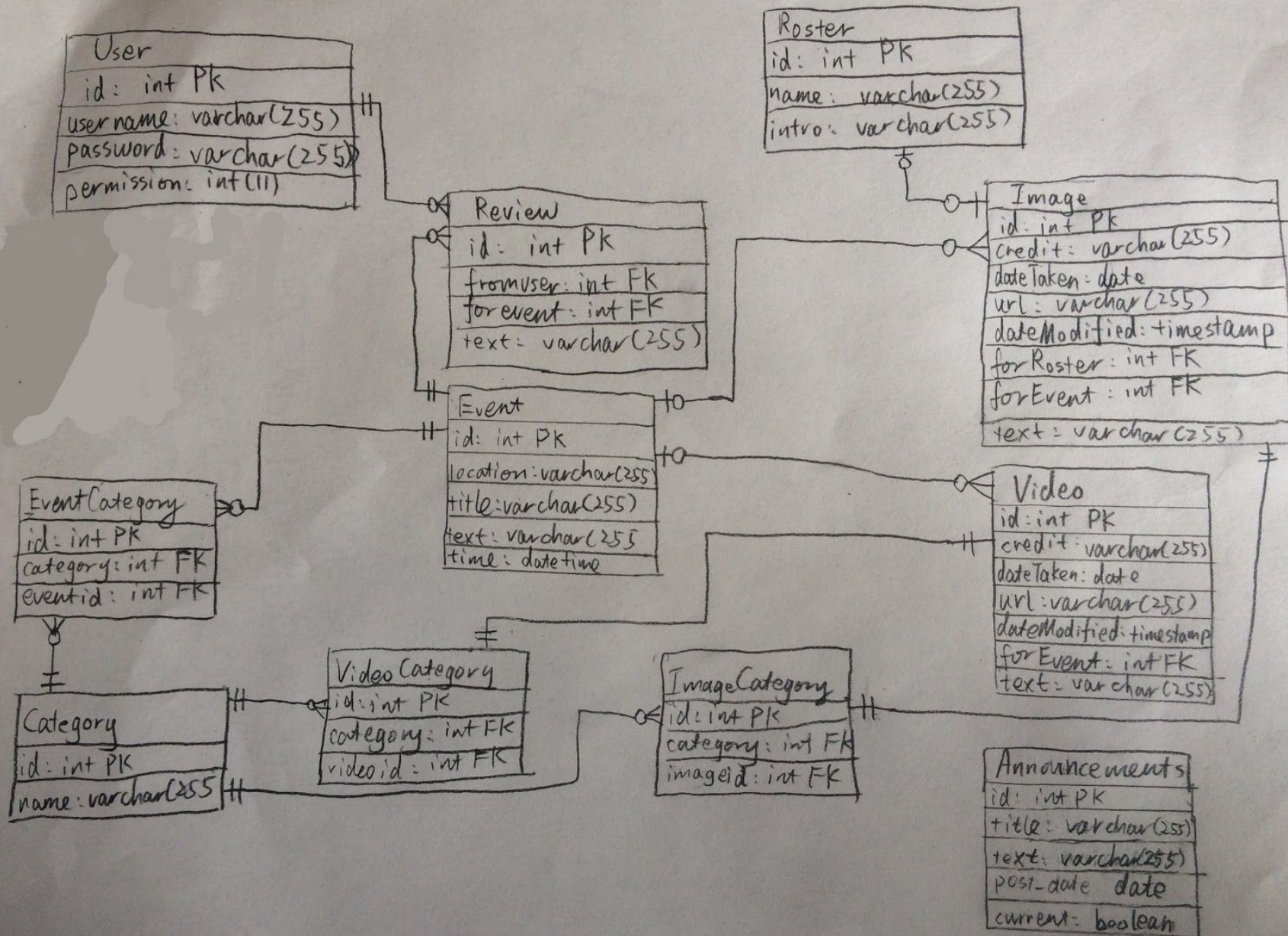
We use EventCategory, VideoCategory, ImageCategory to represent the relations between category and event, video, image, respectively.

The comments from last milestone:

General comments/questions to think about: do you want to account for members that don't have an image for their bio? (should this be a zero or one instead of one and only one relationship?) Under what circumstances would a video not belong to any event? Do you want there to be a relationship between users and reviews, so that a registered user can comment?

Regarding the comments: We account for members that don't have an image for their bio by using zero or one relation. Video can belong to no events because there can be videos that just serves as an introduction for the dance group, or a video by a member who teaches a specific type of dance. There is a relationship between users and reviews and it is one to zero or many.

The physical ER diagram: (note the type for int is int(11) in the database)



There is also an messages table in the database but we are debating whether or not we should use the messaging function. So it is not included in the diagram.

Part 3: Testing Protocol

How are you going to choose users?

How will they be representative of the target audience? How will you find them? Where will you meet them? Will you compensate them?

Our target audience for this website consists of people in the Cornell community who will use this site for information about the dance team and their events, and people on the dance team who will eventually log in to update pages such as the roster, events, and media and use the messaging app.

Therefore we will pick one student not on the dance team, and one student on the dance team as our users. Since Alison is on the team, we will have her choose someone else on the dance team by random. We will pick another student completely by random, and meet them somewhere on campus. No, we don't plan to compensate them.

What tasks are you going to have them do? How would these tasks connect with the client's needs?

Task name/id	Task description	Task goal/what's being tested/expected outcomes
First impression	Ask the user to look at the site for 5 seconds and describe their emotional and intellectual reactions	Want to see whether the design communicates client's key site goals to the target audience; want to see if people get the metaphor right away.
Find the members of the club	Ask the user to find the names of the members of the club	Testing whether a potential new member can find info about club leaders quickly and easily; ideally, they should click on the "roster" link in the menu bar.
Find the events	Ask the user to find the events	Testing whether a potential new member can find info about upcoming events quickly and easily; ideally, they should click on the "events" link in the menu bar.
Find the about us	Ask the user to find the description of the club	Testing whether a potential new member can find info about what the club is quickly and easily; ideally, they should click on the "about us" link in the menu bar on the home page.
Contact us	Ask the user to contact the group	Testing whether a potential new member can easily contact the group; ideally, they should click on the "contact" link in the menu bar on the home page.
Find photos	Ask the user to find the photos	Testing whether a potential user can find photos in a specific album. They should be able to click on the media page and then click on the relevant album
Find videos	Ask the user to find the videos	Testing whether a potential user can find specific videos. They should be able to click on the media page and then the videos tab
Find information about a specific event	Ask the user to find the specifics about an event	Testing whether a potential user can find a specific event and information about that event. They should be able to click on the events page and then the specific event to find information

Comment about a show	Ask the user to post a comment about a show	Testing whether a logged in user can find post a comment on about an event. They should be able to find a specific event and then use the comments form.
Sign up	Ask the user to find the sign up form for the website	Testing whether a user can find the sign up form and log in in order to access the posting part of the website. They should be able to find it by clicking the sign up tab

What's your script?

How are you going to welcome them? Reassure them that you're testing the site, not them? Get them to think aloud while they use the site?

How are you going to introduce each task? What wording will you give the user? Will you give them any information in advance (probably not -- they won't have it in a real deployment -- but for sketches and early prototypes you might tell them that some things don't work)? How will you remind them to think aloud? How will you decide when to "give up" on the task?

Afterwards, what specific questions or general opinions will you ask for about their experience or the site? How will you thank them?

We will welcome them by saying "Hello, how are you?" and thank them for helping us with our website. We will reassure them that we are testing the site and not them by saying we want to see if our design for the site makes sense and easy for any user to use and that we will be using their input to fix the site. We will get them to think aloud while they are using the site by asking questions such as where would you start looking, where would you expect it to be, etc.

We will introduce each task by saying "Let's say you wanted to find...how would you do that?" Or something equally relaxed so that the user feels comfortable talking out loud and doesn't feel tested. We will not give them any information about the site besides that it is for a dance troupe and that it is still in the works. We will remind them to think aloud by continuously asking them why they are doing a specific thing to finish the task. We will decide when to "give up" on the task if the user seems frustrated and cannot seem so figure out how to complete it.

At the end we will ask:

1. What did you think about the site?
2. Did you personally find it frustrating to navigate?
3. Did you find it intuitive?
4. Is there anything you would change?

Part 4: Testing Note

You should have at least 2 testing users.

User 1

1. Who is your user, e.g., where do they come from, what is their background, etc.?

Our user is Nora Rabah, a sophomore in the College of Agriculture and life sciences. She is from California.

2. How does this user represent your target audience/client's needs?

She has friends who are members of the organization and would be interested in learning more about the organization, buying tickets, looking up videos, etc.

Tasks for user 1	User's reaction/feedback/problems?	Re-design ideas and other notes - <i>what are the different solutions you can think of to address the feedback/problem?</i>
First impression	She thought it was sleek/edgy and simple which she liked. She didn't like the font of the word 'Menu' in the nav bar - she thought in contrast to the heading it looked unprofessional	
Finding members of the club	She found the team roster within seconds and thought that was easy to navigate. She liked that the menu bar made everything purple.	
Finding events	She found the events easily and thought it was easy to find.	
Finding contact form	To get to the contact form she had to first go to the home page to see the link - that was confusing. Once she got on the homepage and	We have to make the nav bar uniform, which would lead to a lot less confusion - because right

	clicked 'contact' in the nav bar it also didn't scroll down as it was supposed to.	now the home page has a different nav bar than the rest of the pages.
Finding About us	From the contact form (which was the home page) it was easy for her to find the about us section.	
Finding photos and videos	She found the photos simply - by accessing it through the nav bar and then clicking the 'photos' header. Videos from there was also easy to find.	
Find information about a specific event	She found them simply by going to the events page and clicking on the only event	
Comment on an event	She found the commenting section easily but thought the form should be more aesthetically pleasing.	
Finding the sign up form	Easily found the sign up form by clicking the proper tab	

3. Other notes from this user that will be useful to think about when redesigning.

User 2

1. Who is your user, e.g., where do they come from, what is their background, etc.?

Vanessa Chu. She is a member of Pandora.

2. How does this user represent your target audience/client's needs?

Represents target audience because members of the troupe should also be able to use the site well.

Tasks for user 1	User's reaction/feedback/problems?	Re-design ideas and other notes - <i>what are the different solutions you can think of to address the feedback/problem?</i>
First impression of the Home Page	Didn't like the font at all - not in the menu or in the headers (although later she said it was fine for the text in the body). She wants the menu button to be moved to the left side, or have a horizontal nav bar with tabs. She liked that the background of the page became purple when we clicked on menu. She liked the picture slideshow on the home page, and the black picture we used for the background.	We should definitely change the font and potentially add a logo for the main header. Change the menu on the first page to be cleaner and less obstructive.
Find members	She looked at the "about us" section first, and asked us if that was right. When we said no, she looked at the menu again, and then clicked team roster. She also wanted the text centered under the picture.	Maybe we need something on the home page/about us section to indicate that there are other pages to look into for media, events, roster etc.
Find Events	She found the events page easily.	

Find Contact Form	She found the contact form easily, because she remembered seeing it while looking at the home page.	Should have a link from all the pages to the contact us page
Finding about us	She found it easily by going to the home page and scrolling	
Finding photos and videos	She found both easily by clicking the media page and clicking the proper tab.	
Find information about a specific event	She found them simply by going to the events page and clicking on the only event	
Comment on an event	She found the commenting section easily but thought the form should be more aesthetically pleasing.	
Finding the sign up form	Easily found the sign up form by clicking the proper tab	

3. Other notes from this user that will be useful to think about when redesigning

Testing Summary and Iteration

What did you learn? About your users? About your site? About yourselves?

We learned that our users want every page to be reached to every other page. Meaning that they should not go through an intermediary page to get to another page--the nav bar should include every page. We learned that our site is clean in design but we should focus on making it look more professional in font and style choices.

What are three key changes you made based on the testing, what alternatives did you consider, and why are they appropriate changes?

Adding a connection between all the pages and the contact us page is something we will add. Change font and colors so that they are clean and sleek. Change the first page and the nav bar on the first page since it seems to be a little abrasive.

If you make any changes to the testing protocol for round 2, tell us what they are here.

We're going to ask the admin to login and use the functionality that comes with being the admin (adding events, pictures etc.). We're also going to ask a random user to signup on the website. A signed in user (who is not an admin) has the option to post reviews for events, so we will have our user test that functionality too.

Part 5: Additional Comments/Questions

If you have additional info/comments/questions about testing or the state of the project, you can put them here. However, you might get better responses in office hours at this point in the semester.

The css file for plugin (square-menu) doesn't validate, we asked a TA, he says it doesn't have to validate. Also the bootstrap css file downloaded from piazza doesn't validate but we didn't change that css file.

The messages page is not used right now because we are debating whether or not we should use this messaging functionality and it is not linked to any page.

The css styling for admin-only pages is not finished right now, so the colors and designs does not look very good. I don't think we have to finish all the styling in this milestone

There are three levels of login, member, general user and admin. The signup page only allows for general user signup.

The search functionality from the last milestone is not implemented yet, we are going to talk about whether we need a search and where to put it.