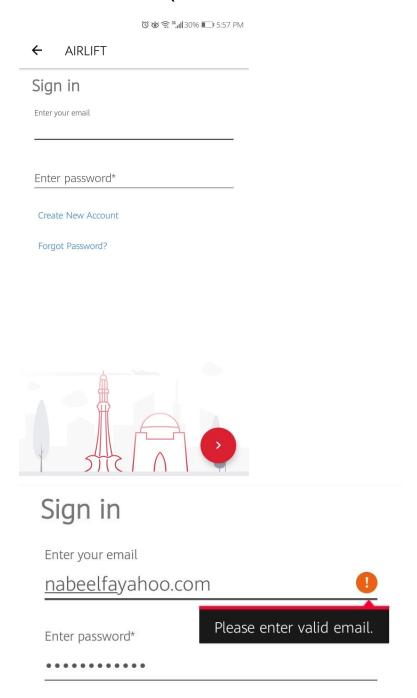
We should add screenshots of the apps and then after every screenshot post whatever is relevant. Maybe if we can see **substitutivity** happening then mention it. Even bugs or some improvement can be mentioned.

# /Airlift → IUI(Inductive User Interface)



The next button could be confused with a skip ac

### Substitutivity:

- Classic Search and Galaxy Search
- User can set location by pin, by entering the location through keyboard and by selecting classic routes.

### Lack of Substitutivity: iui in

- When user creates an account, they send a message only on your mobile about your successful account creation. Not on email.
- Same goes for forget password, the pin code is sent only on mobile number
- Also they don't tell you where will they send the code :Therefore only code label written.
- Can't enter phone number in 923xxx format, only 0322xxx format.
- No additional sign up options like gmail and all.

## Cognitive load:

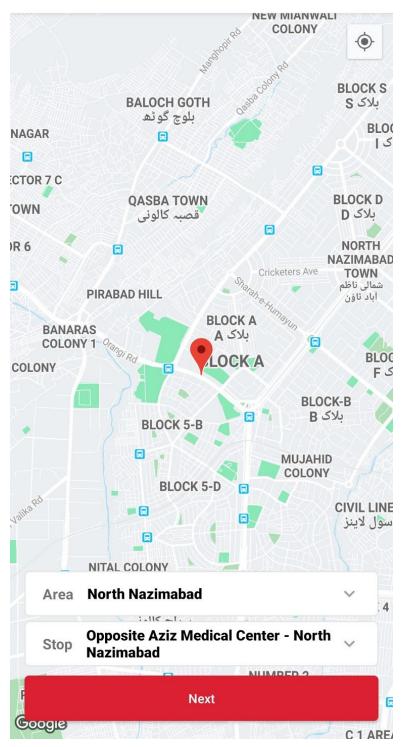
- Rebook option lessens the memory load.
- Keeps record of previous locations. One click makes it easier.

### **Lacks Cognition:**

- Sign in page does not remembers my email.
- No remember password option.

19:09 ### 4G<sub>#</sub> 31

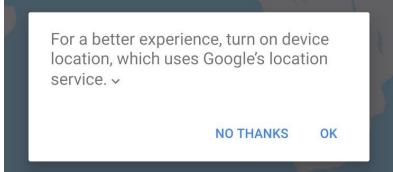
# ← Select pickup



They show the output (stop details) both on map, as well as in the drop-down.

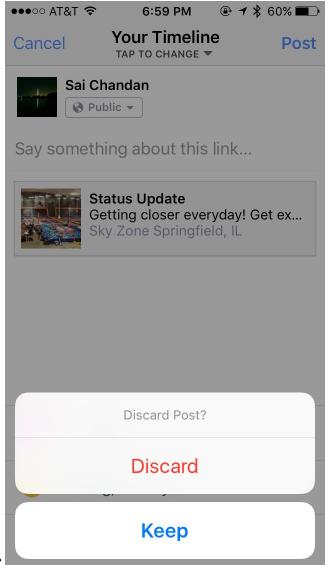
### Dialog(Feedback):

- User is prompted with dialogues when he enters wrong email or leaves a certain input field empty
- Option for **Forgot Password**
- Default page is assuming you already have an account (frequent users will be happy)
- Default location Karachi is already selected when creating a new account
- Option to create new account
- User is also prompted to turn on location services for better search results





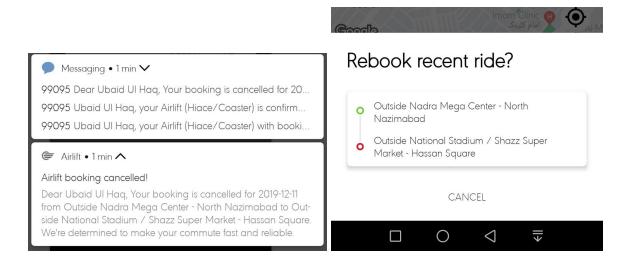
- Error prevention: When u exit the app. It confirms
- **User Freedom:** And below is Facebook checking on me if I tapped "Cancel" by mistake. (this is also a possible point to be considered along with error prevention)



For example:

## Multimodality

- When user books the ride user receive notification
  - Sound -> echoic
  - Vibration -> haptic
  - Notification -> visual
- When user cancel the ride user get notification
- Notification both app and messaging ke through hai



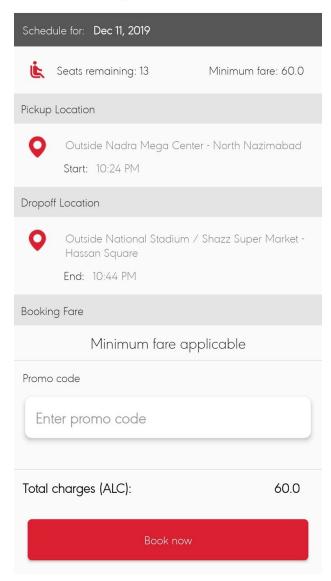
### Task migratability

- User can set home and work location once(no it can be updated from setting).
   User control
- Provide user to rebook the ride without entering the same information again. System will enter the information for him System control

For online payments, the app takes you to MCB Pay which performs the rest of the task (Task Migratability)



← Booking confirmation

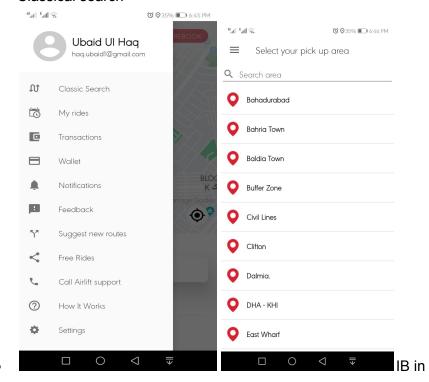


GTakes confirmation of user before booking and shows him details of booking What is ALC? Novice user does not understand.

# Customizability

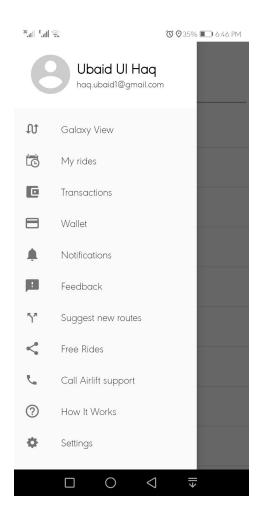
• Different views for the user.

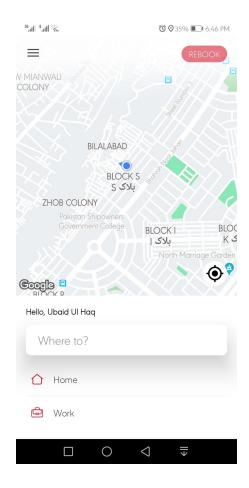
### Classical search



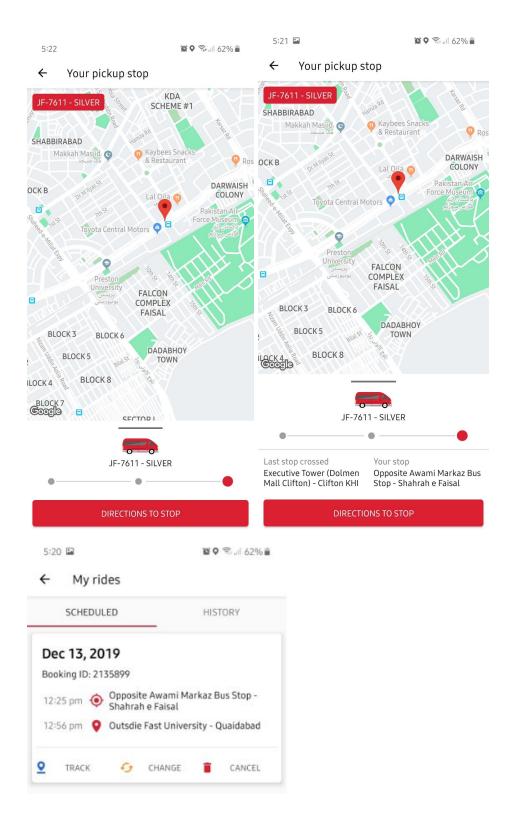
# Galaxy view

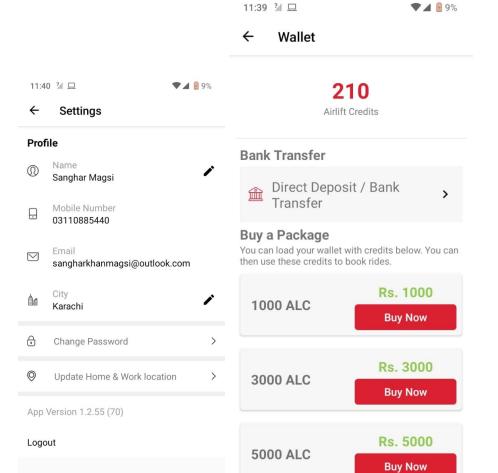
Setting up and changing the Home and Work locations as per user requirements, choosing different ACL packages.

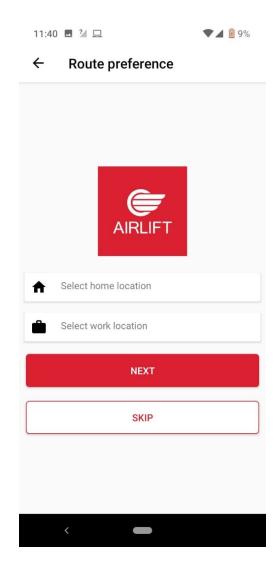




(Show profile picture icon but you cannot update it)







(Cannot change the mobile number like whatsapp do, if you have new mobile number you cannot change it, can any one tell me what should I call this problem)

(And you cannot manually pay the driver, if you have money in the wallet it will be cancelled automatically)->(Dialogue Initiative)

(and third when you try to update work or home location you will see skip button, however it should be cancel button instead, so it's confusing).

(Airlift is globalized as it only has english as language, you cannot change it, but zameen.com provide change in language)->(Customizability)

# Flexibility

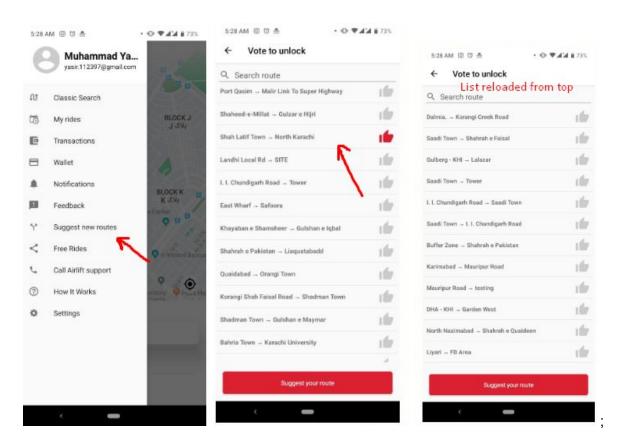
## Robustness

# Bug/Glitch/Bad UX Design

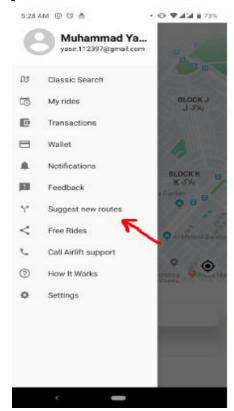
### Suggest Route - UX Design

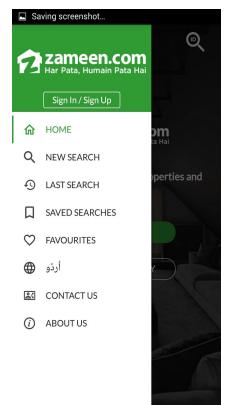
There is a small error in the design, the page in the drawer navigator section named "Suggest new Routes" has a LIST of different routes with a thumb (Like) icon next to us that can be pressed to vote for that route.

The problem is, when the thumb is touched/pressed, the list reloads from the top and user loses track of his current scroll point. I.e where he was on the list. This can be annoying and must be changed such that the list does not reload from the top when adding the vote to the database. (This doesn't happen in iOS tho, just checked)



# [NAVIGATION DRAWER DESIGN ISSUE]





Н

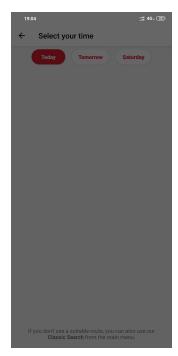
Navigation Drawer of Airlift and Zameen .com application has too many items which can also be placed under single keyword which is also a design flaw Transaction can be placed inside the wallet as we have in careem , in similar way zameen app has separate item for last search new search saved search in navigation drawer while all of those can be placed in a single item refer to slide 37-39 ch1.

[Learnability Missing in both Appsi]: Novice user don't get any tutorial visiting first time like Fifa [Sir rauf class example]

I think learnability is there in both app. In case of Airlift, since it's more or less like Careem/UBER which we have been using so there's a sense of familiarity which leads to learnability. (That's Predictability) THAT'S SYNTHESIZABILITY

Learnability is there in airlift as there is a section of instructions to guide new users. In side nav bar there is an option for instructions. (That's not learnability) exactly! (robustness?)

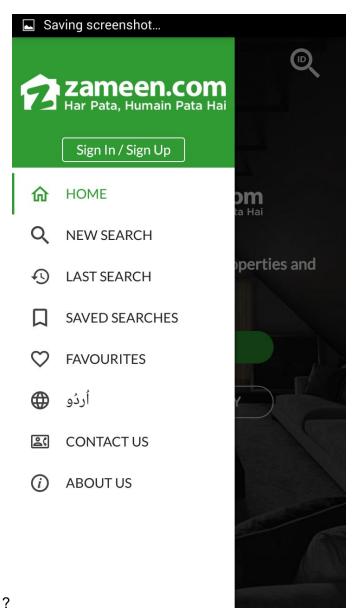
#### **OBSERVABILITY ISSUE**



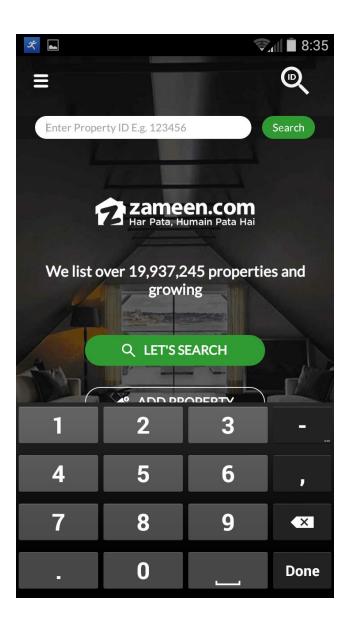
# No visibility of system status

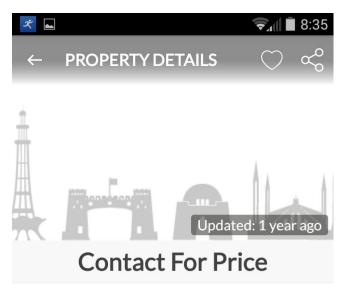
When something is in process they disable the UI and overlay this semi black screen. For observability, they could show a loading icon or even better, an animated loader.

# Zameen.com



They are using Urdu tagline, Har pata humain pata hai to reduce cognitive load on user. **Um, that's no help tho!** 





# Kanal Brand New Full House

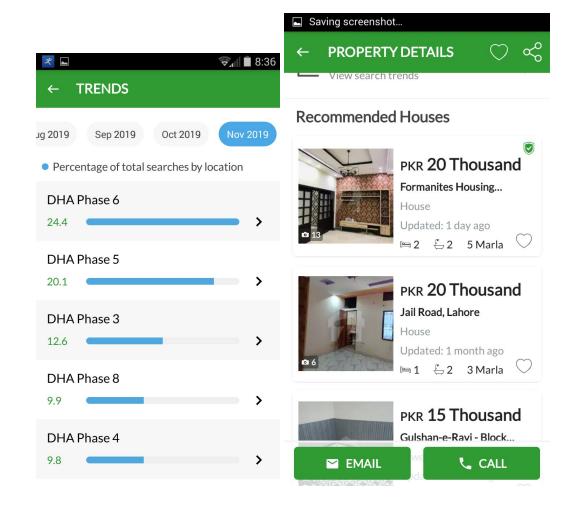
DHA Defence, Lahore

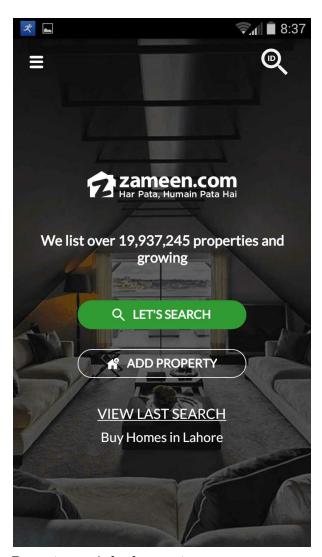


# **Details**

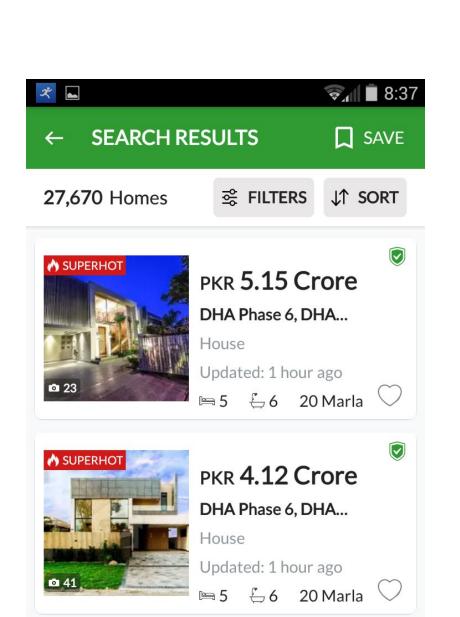


- Useful information like size and number of room is right there on the front
- Buttons to call and email. Two alternates.4





Recent search for frequent users

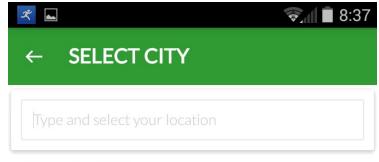




PKR **4.65 Crore**DHA Phase 6, DHA...
House

Updated: 2 hours ago

m € € / 20 Maula



# **Popular Cities**

Islamabad

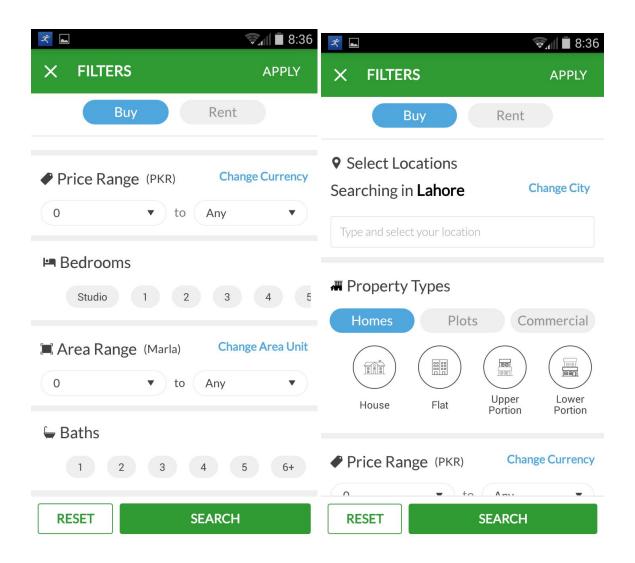
Karachi

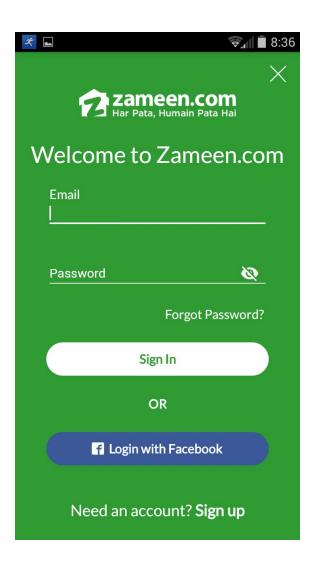
Lahore

Rawalpindi

# **Other Cities**

Shortcuts for frequently used cities







## Kanal Brand New Full House

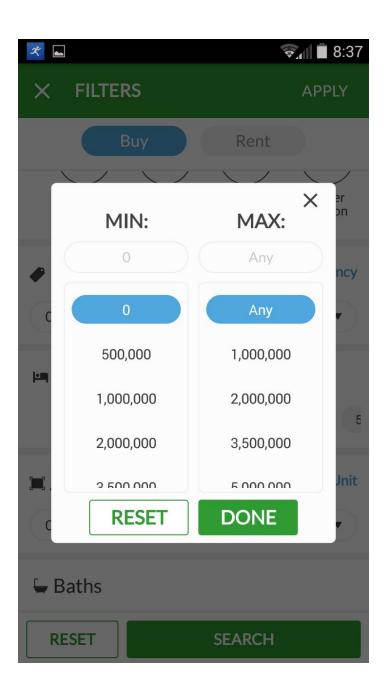
DHA Defence, Lahore

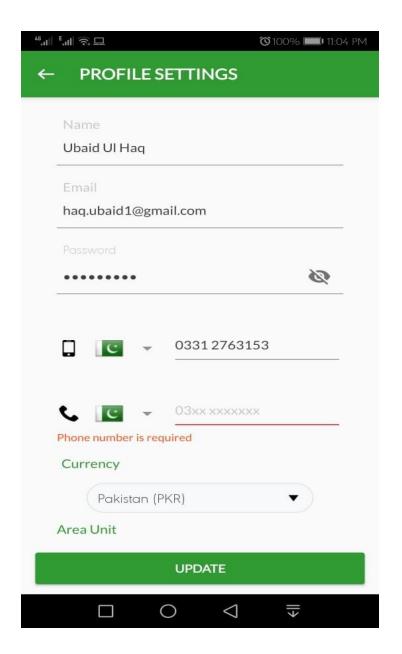


# **Details**

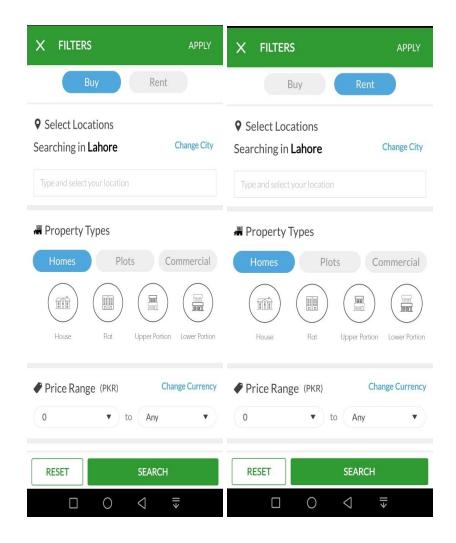




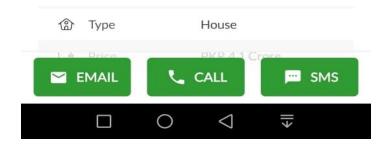




Consistency for buy and rent Consistency and Standards (Nielsen's Heuristics)



### Consistency for buy and rent



email, call and sms button (metaphors)

(jese sir ne recycle bin ki example di thi icon pe dustbin hai jis se user ko pata chalta hai trash ka aisay envelope, phone and sms ka icon dya hua hai) I guess it's Familiarity.

(You cannot select multiple property types in filter, like I want to check houses and flats but can't check both at the same time I have to do it separately)



Taking feedback from the user

# Zameen.com Website

Reset Search: clicking on 'reset search' clears everything without confirmation.

Adding the location expands the 'more options' field (Dont know what its called tho. Please edit) **Generalizability**? (lack of error prevention, since could be a mistake)



Reset search **efficiency** mein ajayega cuz u reducing the number of steps user has to take to execute the task

^ But the problem can be user galti se us pe click karde?

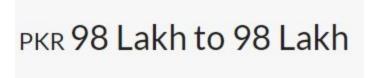
More options might be minimalistic or simple design, something like not confusing user with too many options

Customizability



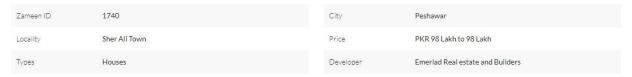
showing stats to user.

I think the cities should be sorted according to number of ads available or alphabetically. That way it would be easy for the user to find what he/she is looking for instead of going through the entire list and looking for that particular item



big font to help visibility

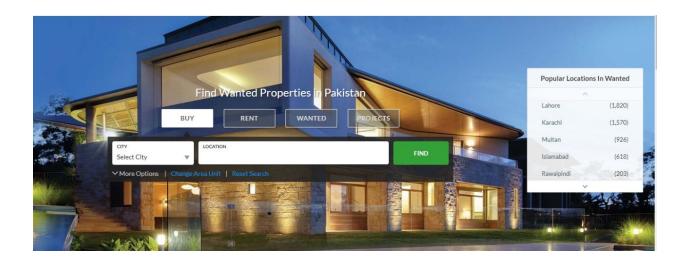
### Details & Description



striped tabled to help distinguish rows



Nav bar shows current location and updates as user scrolls

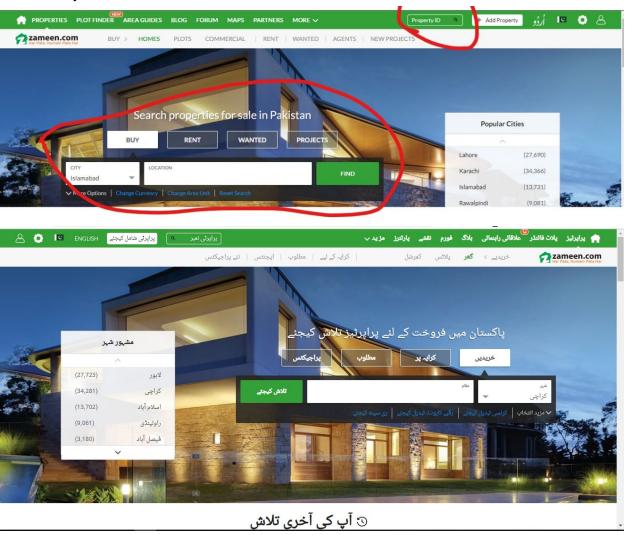


Background image gives idea to user what this website is about



Separate background for real estate

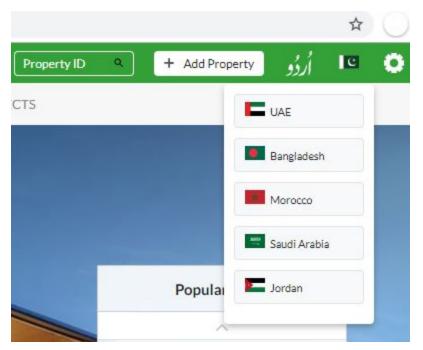
# Substitutivity



Different language modes(Localization)

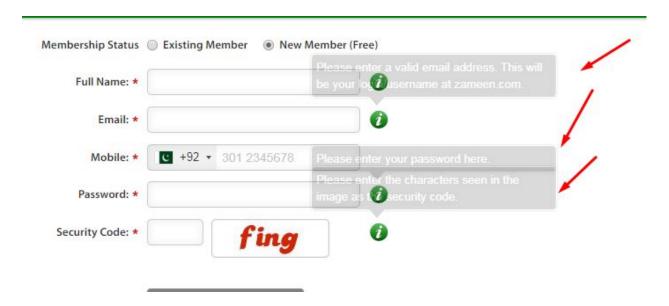
Localization: Option to choose region eg. Pakistan, Bangladesh etc

| dd a Property = Required Fields. |                          |       |            |    |                  |   |
|----------------------------------|--------------------------|-------|------------|----|------------------|---|
| PROPERTY TYPE AND LOCATION       |                          |       |            |    |                  |   |
| Purpose: *                       | ✓ For Sale               | Rent  | ☐ Wanted   |    |                  |   |
| Property Type: *                 | Homes                    | Plots | Commercial |    |                  |   |
| City: *                          | Karachi ▼                |       |            |    |                  |   |
| Location: *                      | Then enter location here |       |            | or | Select from list | • |

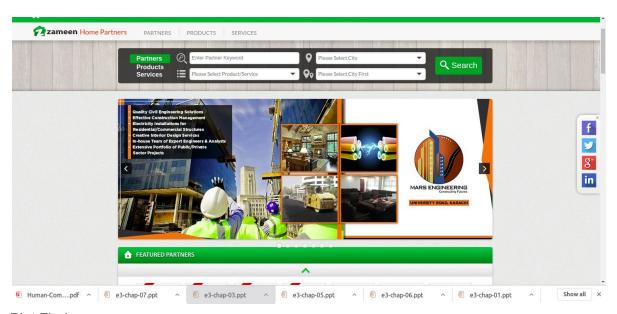


Internationalisation because allows design and content for audience that varies in culture, region, or language.

NO clear dialogue boxes on the basis of visibility.



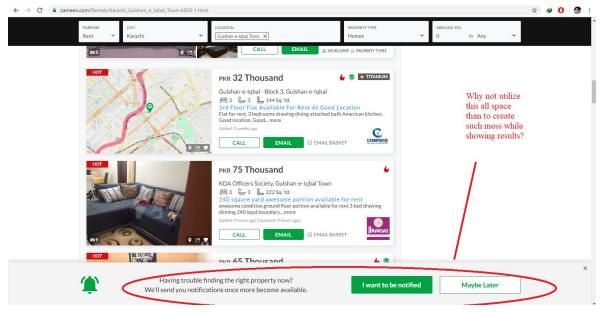
Zameen.com partners portal where they have completely different search functionality customized a/c to partners and their locations.



### Plot Finder



No option to go back to the previous screen/page after you use plot finder functionality (try to click on name icon but you are right about not having "go back" button)



Such mess while showing results, space could have been utilized better Oper already achi jagah search bar le gaya (also, search bar expands when you hover over it, making only one ad visible at a time)...

Neeche phir yeh

Also the ads which are lying in the middle of house ads. Affecting the focus of user.

Website remembers my search history by storing cookies but without my permission (what could this be?) may be violating task adequacy

# **Topics**

**Gestalt theory**  $\rightarrow$  user always by to solve the problem by breaking it down to smaller parts that he is familiar with

**Analogy** is that user uses his/her knowledge of the domain in solving the problem, but wat if user has no knowledge, so he will have to learn

**Fitts's** law is a predictive model of human movement primarily used in human–computer interaction and ergonomics. This scientific law predicts that the time required to rapidly move to a target area is a function of the ratio between the distance to the target and the width of the target.

### Norman 7 principles:

- 1. Use both knowledge in the world and knowledge in the head.
- 2. Simplify the structure of tasks.
- 3. Make things visible: bridge the gulfs of Execution and Evaluation.
- 4. Get the mappings right.
- 5. Exploit the power of constraints, both natural and artificial.
- 6. Design for error.
- 7. When all else fails, standardize

### Norman model:

- **1.** User establish the goal
- **2.** Formulate intention
- 3. Specific action at interface
- 4. Execute action
- 5. Perceive system state

- 6. Interpret system state
- 7. Evaluate system w.r.t goal

Concentrate only on user's view of interaction

**Ergonomics:** Study of the physical characteristics of interaction

### **Common interaction style**

- Menus
- CLI
- WIMP
- Point and click
- Form fills
- Dialogue boxes
- Popup menus

**Error & repair strategy** → Incase of error, how to repair error is prompted or not?

**Design tradeoffs** → Limitations

### **Design Principles to support usability:**

- 1. Learnability
  - a. Predictability
  - b. Synthesizability
  - c. Familiarity
  - d. Consistency
  - e. Generalizability
- 2. Flexibility
  - a. Substitutivity
  - b. Task migratability
  - c. Dialog initiative: Air lift maybe user preemptive
- 3. Robustness
  - a. Observability
  - b. Recoverability
  - c. Responsiveness
  - d. Task conformance
  - e. Task completeness
  - f. Task adequacy

#### Schneiderman

- 1. Strive for consistency
- 2. Enable frequent users to use shortcuts
- 3. Offer informative feedback for every user action
- Design dialogs to yield closure Tell them what their action has led them to i.e: Ride Booked/ Property Sold/ Ad Placed
- 5. **Offer error prevention and simple error handling**: Clear error message is displayed and error is prevented.

- 6. **Permit easy reversal of actions**: User can cancel the action if he wants and will return to the main screen
- 7. **Support internal locus of control**: User is in control of the system
- 8. **Reduce short-term memory:** Less functional elements on every page, so that user does not have to recall for a specific task.

#### Norman

- 1. Use both knowledge in the world and knowledge in the head:
- 2. Simplify the structure of tasks
- 3. Make things visible
- 4. Get the mappings right
- 5. Exploit the power of constraints, both natural and artificial
- 6. Design for error
- 7. When all else fails, standardize

### Four Golden Rules:

- 1. •knowing where you are
- 2. •knowing what you can do
- 3. •knowing where you are going
  - -or what will happen
- 4. •knowing where you've been
  - -or what you've done

## Cognitive walkthrough

The **cognitive walkthrough** method is a <u>usability inspection method</u> used to identify <u>usability</u> issues in interactive systems, focusing on how easy it is for new users to accomplish tasks with the system. **Cognitive walkthrough** is task-specific, whereas <u>heuristic evaluation</u> takes a holistic view to catch problems not caught by this and other <u>usability inspection methods</u>. The method is rooted in the notion that users typically prefer to learn a system by using it to accomplish tasks, rather than, for example, studying a manual. The method is prized for its ability to generate results quickly with low cost, especially when compared to <u>usability testing</u>, as well as the ability to apply the method early in the design phases before coding even begins

The trademark of the cognitive walkthrough method are the four yes/no learning theory based questions asked of the system being inspected. There are several formulations of those questions, but each formulation eventually asks the same thing.

From Martin and Hannington:

- 1)The effect of the action is what user wants?
- 2) Will the user able to see that the action is available

- 3) Would he know that this is the particular action he needs to perform
- 4)Feedback after action is provided?

### Nielsen's heuristic

- 1. Visibility of system status
- 2. Match between system and the real world
- 3. User control and freedom
- 4. Consistency and standards
- 5. Error prevention
- 6. Recognition rather than recall
- 7. Flexibility and efficiency
- 8. Aesthetic and minimalist resignOr Or han
- 10. Help users recognize, diagnose and recover from errors
- 11. Help and documentation

kjiuii

### QOC and IBIS design rationale

### Types of Design Rationales:

- \_.Process-oriented: decision making or brainstorming done while developing the design
- Structure-oriented: documenting design decisions after designing (post-hoc activity)

### Issue-based information system (IBIS):

- Process oriented
- Issues: problem
- Positions: solution

Arguments: why this solution

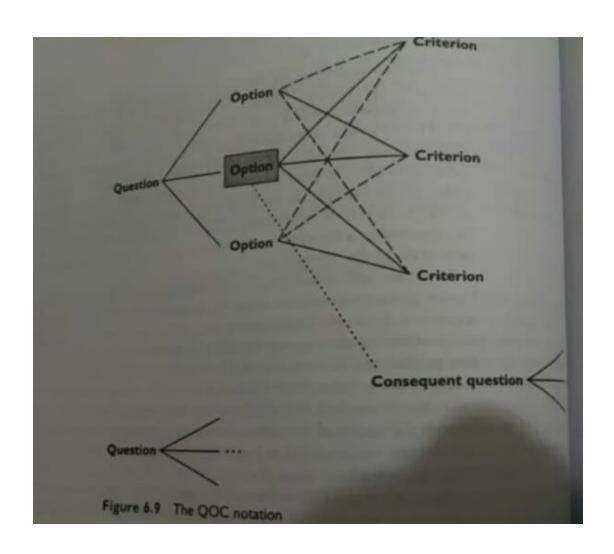
Sub-issues: problems arising from other issues

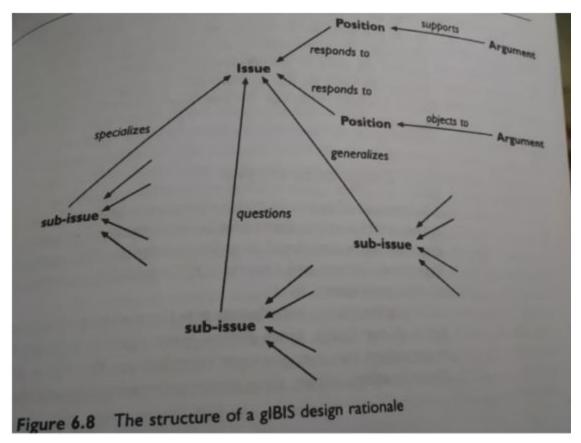
# Design space analysis (DSA):

• Structure oriented

- QOC (question, options, criteria): issue, alternative solution, assessment option
- In QOC, the option that was selected is highlighted

• DRL (decision representation language) : similar to QOC





### Psychological design rationale

Empirical methods:experimental design Select participants, variables and hypothesis and conduct the experiment

### **Observational techniques**

1)Think aloud

User describes his interaction with the system while using it to the evaluator

2) cooperative evaluation in this user thinks of himself as a collaborator and. Ot as a test subject.

Query techniques by interview or questionnaires

Evaluation by monitoring physiological responses 1)Facades And Fixations

### Factors distinguishing evaluation techniques

1)which stage of cycle2)lab or field eval

3)subjective/objective Subjective means something which does not show a clear picture or it is just a person's outlook or expression of opinion. An objective statement is based on facts and observations. On the other hand, a subjective statement relies on assumptions, beliefs, opinions and influenced by emotions and personal feelings

4)qualitative or quantitative data 5)information gathered low or high 6)immediacy of response 7)intrusiveness 8)resources you have

### **GREEN COLOUR (ZAMEEN.COM):**

- Green has many of the calming attributes. It's one of the most restful and relaxing colors for the human eye.
- A symbol of growth. Green can represent new beginnings and growth.
- The green color is often used to indicate safety or success.

### **RED COLOUR (AIRLIFT):**

- Captures attention but imo not a good design choice as red shows danger as well and does not give that trustworthy feeling.
- red light is able to travel the longest distance through fog, rain.
- The colour red is widely used to signal a warning. It is a strong, noticeable colour which is also associated with passion. Those in a red car will love attention, be ambitious and want others to see them as having a sense of fun and an energetic personality