Arthur Liou
CS352
Reflective Journal A

Write your Reflection on what you learned so far:
- Summary of what you learned: What stood out to you as the most important things you learned so far? Why do you think they're important?
- Feel free to reflect on your understanding of the "key questions" for each week: Can you answer them? If not, did you ask the instructor for help? Do you have any other key questions you would like to suggest to be added?
- What topics do you still find confusing? What can you do to get a better grasp on them?
- Feel free to share your real-world examples/experiences regarding usability and design principals.

      I thought the introduction of design fundamentals were very important. Items such as the design process, goals, principles (such as affordability, consistency, learnability, memorability, constraints, pre-dispositions, etc) were all very important. They are important because they are the fundamentals to understanding design.

      For specific examples, I found the term "pre-dispositions" interesting as it a new term for me (not the concept itself). From a student standpoint, the pre-disposition was always the "Hypothesis", but I could see how that term is revised to be more useable from a design perspective.

      Reviewed and answered the key questions. Did not ask the instructor for help. Nope, I think these were a good set to use!

      I haven't found any topics confusing yet; all the concepts are graspable at the moment.

      I interact with designers and usability design principals on a regular basis, there's not much of substance to add. For example, I can see the use of how our designers incorporated learnability and affordance into our software at my workplace. I already understand how incorporating users and understanding constraints. As we continue on into the course and get more knowledge, then I'll be able to recognize and connect more dots from my work to what I learn here.

Part B:

      I don't have much new updates from my Journal entry A actually. Introductions for observations, memory, perception, concepts and prototypes classes were pretty straightforward. And, while this may be outside Journal B's scope, I found Week 5 material fresh and way more interesting, doing evaluation (empirical and heuristic). I also found myself reviewing the slides and the textbook for the concepts learned in these classes (so file this under the confusing / better grasp question). At the moment, I haven't done my W6 Evaluation Plan, but I'm excited to exercise the concepts I've learned this past week on the homework!

Share your experience with the class and group activities:
- What challenges do you have? Any ideas on how to overcome them?

- Any other insights or ideas (e.g. course improvements) that you wish to share.
- Did you use any of the communication platform (e.g, Piazza, slack) for class/group activities? If so comment about their usability

Activity 1 – Informative, quick and interesting.

Quiz 1 – Straightforward, great testing student wit and understanding of the concepts we read about and learned.

Group Work / Project Proposal: After selecting our first project proposal, "Advanced Drag and Drop Website Builder", our group took a closer look and found that the requirements (advanced engineer specific features) would make for a more difficult usability project. From my personal experience evaluating and working with UX Designers, a project of this nature would require a few industry-level UX designers with a few years of experience and more time than a couple of Intro to Usability students. So we moved to the "Rate My Professors" project proposal, which was way more rational and a way better first UX project to undertake.

For [Project Documents 1, 2, & 3 (Group Assignment)](), I found my group to be slow in picking up the pace in regards for completing their pair of 2. We started working on Thursday, maybe Wednesday, but even after I completed my parts, I felt that we were cutting it too close to the deadline with last minute edits and wondering if other group members were actually going to add more / edit / take more responsibility for other / their tasks. As the main "leadership" function of the group, I'm going to get a headstart on the other 3 items that are due next week to overcome these challenges.

No, I don't use Piazza or Slack. Historically, I have only used Slack for work functions and class announcements, so current Slack usage is perfect. Piazza also historically used for class, but personally I found their usability to be suboptimal, so I rarely use for my educational experiences. My preference and suggestion is that email would be the optimal way for class announcements, Slack best for informal student communication (and need to be on the enterprise plan not the free plan), and use the Canva's own Discussions tool (if enabled) for student discussions that instructors would like to be shared openly (ie currently what Piazza does, but in a new website/account/tool/window), but of course this is something for OSU IT/student tools decision makers to realize from how students use their tools :)

Part B:

Project 4 + Design Gallery: I found this to be one of the more useful exercises so far as it allowed my team and I to exercise our creative / UX capabilities and focus on ideation / creating new concepts that would allow our users to have a more streamlined experience. It also helped that the problem that our project (RateMyProfessors redesign) is something we have all experienced or can experience, so an interest in performing a redesign and sketching was awesome.

Project 5: I didn't find any usefulness in this HW since it was rehashing our prototypes and designs into an ACM format. By the way, instead of providing us an ACM template (of which I followed and got docked a point for), provide a former student's example. The docked point for not having enough prototypes for the reader to understand our design decisions should have been made more clean in the HW prompt and grading criteria. In our HW

submission, we incorporated the feedback received from the Design gallery to formulate our decisions for HW 5

      Quiz 2 & Quiz 3: I found these quizzes pretty straight forward and a good check point of what we should know right now. Not much else to add without seeing verbose - keep these coming!