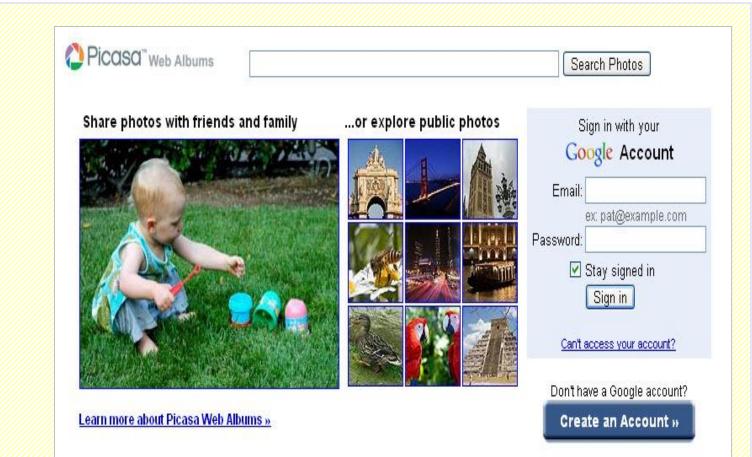


# Redesign of Web Albums Website

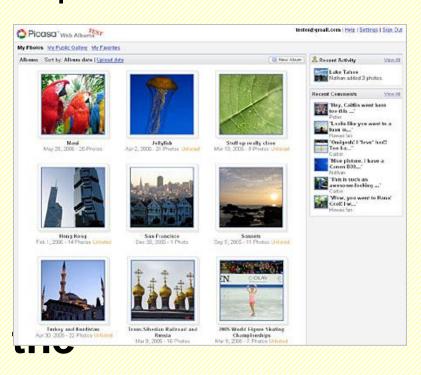


## Introduction

As part of the Human Factors and Ergonomics curriculum at San Jose State University, a comparative evaluation of the Picasa web application was performed. The objective of the



evaluation was to define the principles that the application violates or ignores completely, to show examples of areas where the web applications could be improved by utilizing Human Computer Interaction concepts within the company's design, and suggest possible improvements to the applications where applicable.

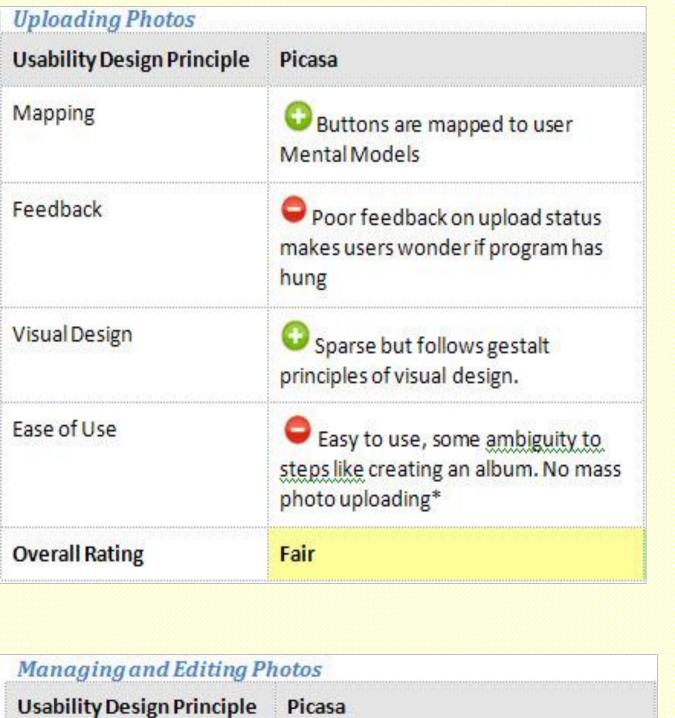


Once the comprehensive evaluation was completed, we were then tasked with redesigning the interface with HCI best practices in mind. The final step of the evaluation and redesign was to conduct user studies of the new design. This poster shows the progression of evaluation, redesign and user study.



### Task Breakdown of Issues

At the beginning of the process the web application was evaluated based on the some of the design principles shown below. During this process, we assigned the application positive or negative ratings as well as an overall task rating.



Mapping

Navigation

Overall Rating

Ambiguous labels often cause the

user to experiment, clicking on objects

Most navigation is provided at the

third, local page, level through the use

of "bread crumbs" or links, which are

less salient than the less often used

second level navigation.

to determine their functions.

Usability Design Principle	Picasa  Undersized and diverse use of icons make the viewer difficult to cope with the mental model. Fewer description often leads the user to a confused stage.  It is difficult to navigate between the photos of different album and user is forced to close one album in order to switch the albums.				
Mapping					
Navigation					
Consistency and Standards	Picasa is inconsistent photo sharing website because it completely depends on the concept of recall, and there is very less recognition of the main elements.				
Ease of Use	Picasa is difficult to use in certa sections such as in mapping, navigation, consistency and standar Overall ease of use is fair for Picasa.				
Overall Rating	Fair				

Once the issues were determined the next step was to define a user profile then redesign the website and develop an interactive prototype for demonstration.

## Defining the Intended Audience and Users Profile

Because of the ease of access of Picasa Web Albums and the desire to post photos quickly and share them, the age range of the audience who actively use Picasa is quite large. For the purpose of this project the typical user was defined as a person (irrespective of gender) between the ages of 18-50.



### Data collection

After users interacted with the original site, they were then given a chance to use the updated site design. Finally, they were given a survey to assess their ratings of "ease of use" and "satisfaction" with the redesign.

## **Designing the Prototype**

The design of the prototype took place over several weeks using the prototyping software: **Axure**. With Axure, we were able to rapidly prototype the interface and develop interactivity with ease. Screenshots of the interface were taken with Snagit.



Fitts' Law Redesigns



### The Prototype - New Design Elements

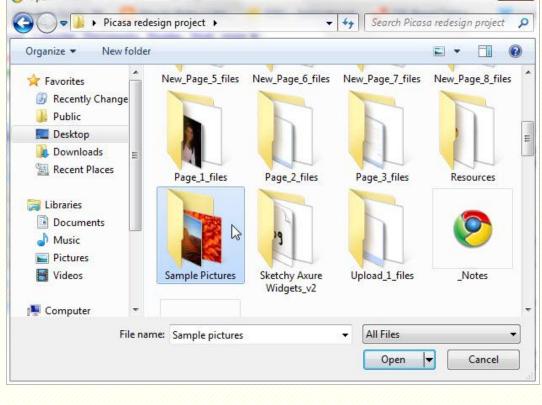
## Simplified Landing Page







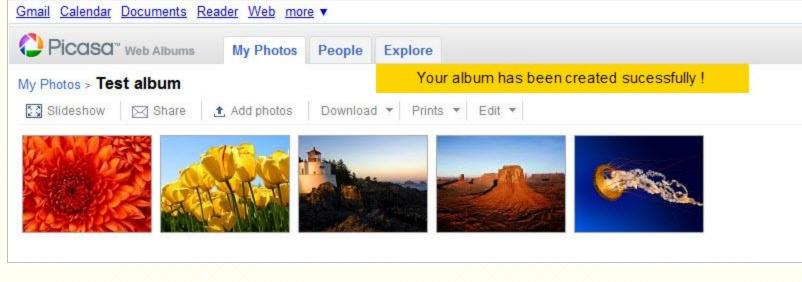
## Mass Uploading



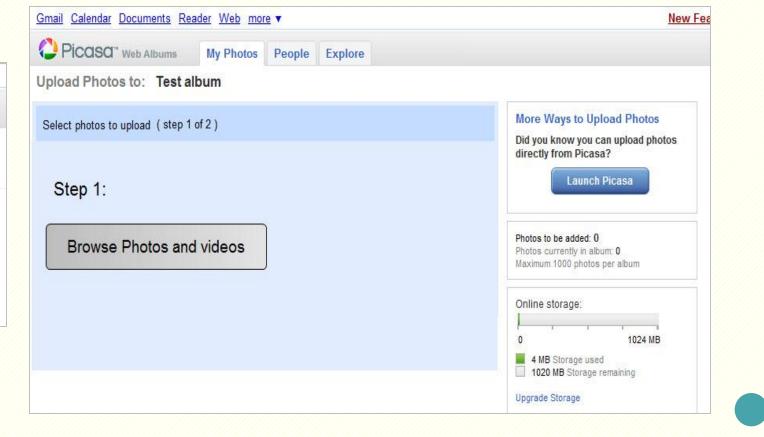
## **Animated Status Displays** Gmail Calendar Documents Reader Web more ▼



## Salient Feedback



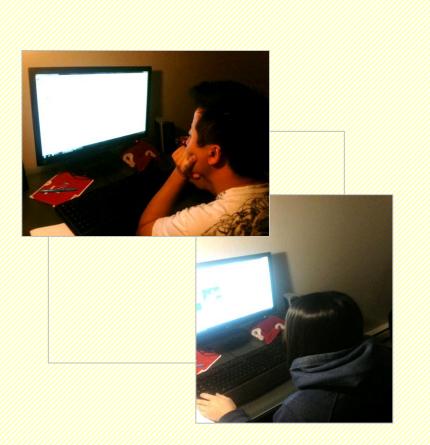
## Hick-Hyman Law Redesigns



## User Evaluations of the Redesigned Site

We evaluated the prototype by testing it with 5 participants.

We also asked our participants to fill out a survey. The survey and results are shown below.



#### The Survey **Survey Results**

noo nantotrano usobilitra suarrorr		А	В	С	D	E	F	
asa prototype - usability survey  easy did you find the task - Uploading photos ? *  difficult ult	1	Participant #	1. How easy did you find the task - Uploading photos ?	2.How easy did you find the task - Editing and managing photos ?	3.How easy did you find the task - exploring photos?	4.How would you describe the overall ease of use?	5. How satisfied with the redest version of picat	
erate	2	P1	Very easy	Very easy	Very easy	Very easy	Very satisfied	
easy	3	P2	Easy	Easy	Very easy	Easy	Satisfied	
and did not find the took. Edition and managing abota 2.	4	P3	Easy	Very easy	Moderate	Moderate	Satisfied	
asy did you find the task - Editing and managing photos ? * difficult	5	P4	Easy	Moderate	Very easy	Easy	Very satisfied	
uit erate	6	P5	Very easy	Easy	Very easy	Easy	Very satisfied	
easy								
asy did you find the task - exploring photos ? *  difficult  ult			U:	ser Co	omm	ents		
erate	<ul> <li>P1 - "I think this is a very nicely designed interface."</li> </ul>							

- •P5 "You mean it didn't have that before?"
- •P2 "That was really easy. Uploading was a breeze."
- •P4 "This change probably made Fitts very happy" •P3 – "I didn't like how I had to read every single button
- to figure out what I wanted to do, the Icons make it easier to navigate."

## Conclusions - Picasa Should:

- Improve the **feedback** during the upload process with more animated status displays and flyover text.
- Improve on some the affordances by presenting users with recognizable icons on buttons instead of text that links to features.
- Improve the visual design of its navigational structure by adding breadcrumbs and making local level navigation features more salient.
- Provide more descriptive labels for many of the on-screen elements. This would allow users to recognize functionality (rather than recall it) and also help assimilate the site's functions into previously existing schemata while users develop a mental model of the site.
- Work on their mapping elements because of their undersized and varied use of symbols this would improve consistency.
- Improve their **navigation** structure by adding an option of switching between different albums instantly, when the user is in viewing images on one album.
- Increase the amount of cross-pollination within the site to allow users to go forward and back through their site without using browser buttons

#### **ISE 217 INTERFACE REDESIGN - PROJECT 3**

By Ashna Kothari, Deepthi Doddavulu, Michelle Ung, Nasson Boroumand