Introduction to Web Engineering SENG2050/6050

Lecture 2b Web Site Design

Producers' Perspective

- Anybody who creates a Web site does so with some goals in mind.
- Web sites should have well-defined goals.
 - Example: www.newcastle.edu.au
 - Goals:
 - attract new students by promoting our courses and research
 - provide our teaching materials to current students
 - provide our research results to the research community
 - provide administrative information to university staff
 - These goals reflect the overall job of the department/organization. All of these goals have specific consumers in mind.

Consumers' Perspective

- ➤ Where users come from (marketing view)
 - ✓ Non-professional
 - ✓ Changing from a pioneering group of enthusiasts to a more mainstream mass of early adopters
- ➤ User cares about
 - ✓ What does this site do
 - √ Where is the thing I am looking for
 - √ Where have I been
 - √ Where can I go
- ➤ Poor success rate, poor usability

Matching the Two Perspectives

- The key to good web system is to match the two perspectives:
 - give the user enough information navigation & search schemes - to help them in known-item searching
 - provide ample cross-linking to help them in browsing

Understand the User

- ➤ Users get frustrated when they lose context:
 - ✓ getting lost in a complex hyperlinked structure (perhaps literally going round in circles)
 - ✓ being unable to judge how relevant, up-to-date, or accurate information is
- ➤ User's behavior- summarized
 - ✓ Scan
 - ✓ Short term memory
 - ✓ Impatient
 - ✓ Always "assume"



Subjects A to Z | PAQs | Privacy Policy | Help

2006
County Population Estimates

Naw on the Site

Data Tools

American FactFinder

Jobs # Consus

Catalog

Publications

Are You in a Survey?

About the Bureau

Regional Offices

Doing Business with Us

Related Sites

Under Creding Federal Statistics Workshop June 25 - 28, 2007 STARCHE @ FAGS @ Commission

Con Categorie Consult 2000 - 2010 Carrier - Can us 2000

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People & Filmales - American Community Birthyr + Projections +
Households Heart Interview - International - Generally - More

Business & Industry

Economic Cansus - Economic Indicators Dat Holp with Your Form - NAICS - Survey of Business Owners
- Ownerment - E-Stats - Foreign Trade | Export Codes -

Local Employment Dynamics - More

Geography Mads - TIGER + Oppother + Mate

Newsroom

Seleanes . Each For Features . Minorth Lines .
Browte at 6 Prioto Services . Emiliano Reguest . More

Special

High Carlo Data and Emergency F. . . Comps + Carlo Calendar + Training + Footbook hers + Status, of Abritish + Footbook + ISA - .

NEW - Annual Capital Expenditures Survey 2005

Data Finders

Population Clocks

U.S. 301,465,625

World 6,50 1,760,029 10:45 GMT (757+5) Mar 26, 2007

boulation Finder.



First An Area Profile with Durck Facts



Celect a state in Large.

Latest Economic Indicators

- * B-VHoreShip
- · No. When Budged Persons

Economic Indicators



Select an indicator Select an indicator

×

Mental Models

- ➤ People have mental models of how things work:
 - √how does an ATM machine work?
 - √how does your computer boot?
- This allows people to make predictions about how things will work

Mental Models

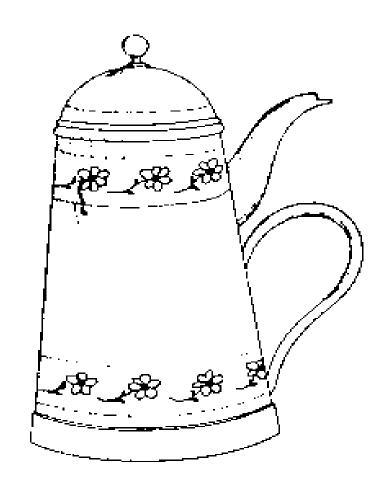
- ➤ Mental models are built from
 - ✓ affordances
 - ✓ constraints
 - √ mappings
 - ✓ positive transfer
 - √ cultural associations/standards
 - ✓ instructions
 - ✓ interactions

Affordances

- Are the *perceived properties* of an object that determine how it can be used.
 - ✓ Knobs are for turning and buttons are for pushing etc.
- ➤ Some affordances are obvious, some are learned.
 - ✓ Glass can be seen through.
 - √Glass breaks easily.

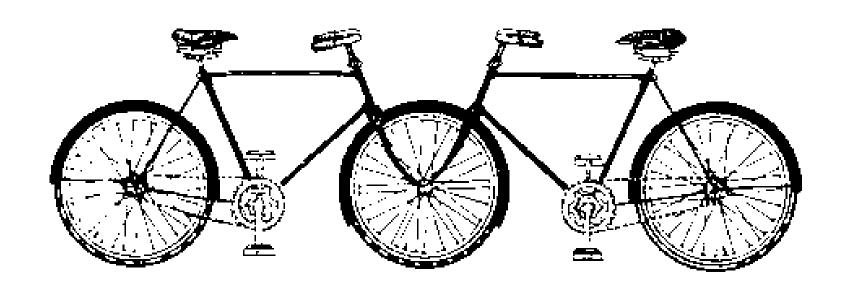
Affordances in Screen-Based Interfaces

- ➤ In graphical, screen-based interfaces, all that the designer has available is control over perceived affordances
 - ✓ Display screen, pointing device, selection buttons, keyboard
 - √ These afford touching, pointing, looking, clicking on every pixel of the display.
- There might be a gap between the real affordance and the user perceived affordances
 - ✓ does the user perceive this affordance? does the user recognize that clicking on the icon is a meaningful, useful action?



Something wrong here?

Mental models are often wrong!



We have mental models of *how* bicycles work We can "simulate" this to know it *won't* work

Visual Organization

- **≻**Proximity
 - ✓ Locate Related items close together
- **≻**Alignment
 - ✓ Place related items along an imaginary line
- ➤ Consistency
 - ✓ Make related items look the same
- **≻**Contrast
 - ✓ Make different items look different
- > Have some common sense

Other Issues

- Browser Issues
 - Each browser has differences in:
 - the range of HTML/CSS features handled
 - the precise interpretation of ambiguous or unspecified HTML/CSS features
 - deviations to standard HTML/CSS (and bugs!)
 - A "hard line" view is to follow the W3C standards and encourage users to upgrade to compliant browsers.

	Chrome	Opera	Firefox	Edge	Safari
Upcoming	68 > 528		60 > 497	18 > 496	11.2 477
Current	66 > 528	45 518	59 491	17 492	11.1 471
Older	65 > 528	37 > 489	58 > 486	16 > 476	11 452
	64 > 528	30 > 479	57 > 486	15 > 473	10.1 406
	63 > 528	12.10 > 309	56 > 478	14 > 460	10.0 383
	62 > 528		55 > 478	13 > 433	9.1 370
	61 > 526		54 > 474	12 377	9.0 360
	60 > 523		53 > 474	Internet Explorer	8.0 354
				11 312	
4					

Response Times

- >0.1 second
 - √ The limit for having the user feel that the system is reacting instantaneously
- ≥1 second
 - ✓ User notice the delay, but user's flow of thought remain uninterrupted
- ≥10 seconds
 - √ Limit for keeping user's attention focused on the dialogue

Art versus Engineering

- Two basic approaches to design
 - √ The artistic idea of expressing yourself.
 - ✓ The engineering ideal of solving a problem for a customer.
- Fundamental errors are common on all levels of web design

Useful Resource

- ➤ Highly recommend the book "Don't Make Me Think: A Common Sense Approach to Web Usability" by Steve Krug
- ➤ Also, the book by Jakob Nielsen "Designing Web Usability: The Practice of Simplicity" and "Prioritizing Web Usability"

THEEND

QUESTIONS??

THANKS!!