



JobHub

Design Report

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Introduction

In this comprehensive and more practically oriented design report, we lay the groundwork for a more complete plan for the upcoming project. Building on the previous report, we put together this document to outline the more technical and practical aspects of the website building process. This will be crucial for maintaining efficiency when it comes to actual programming of the website.

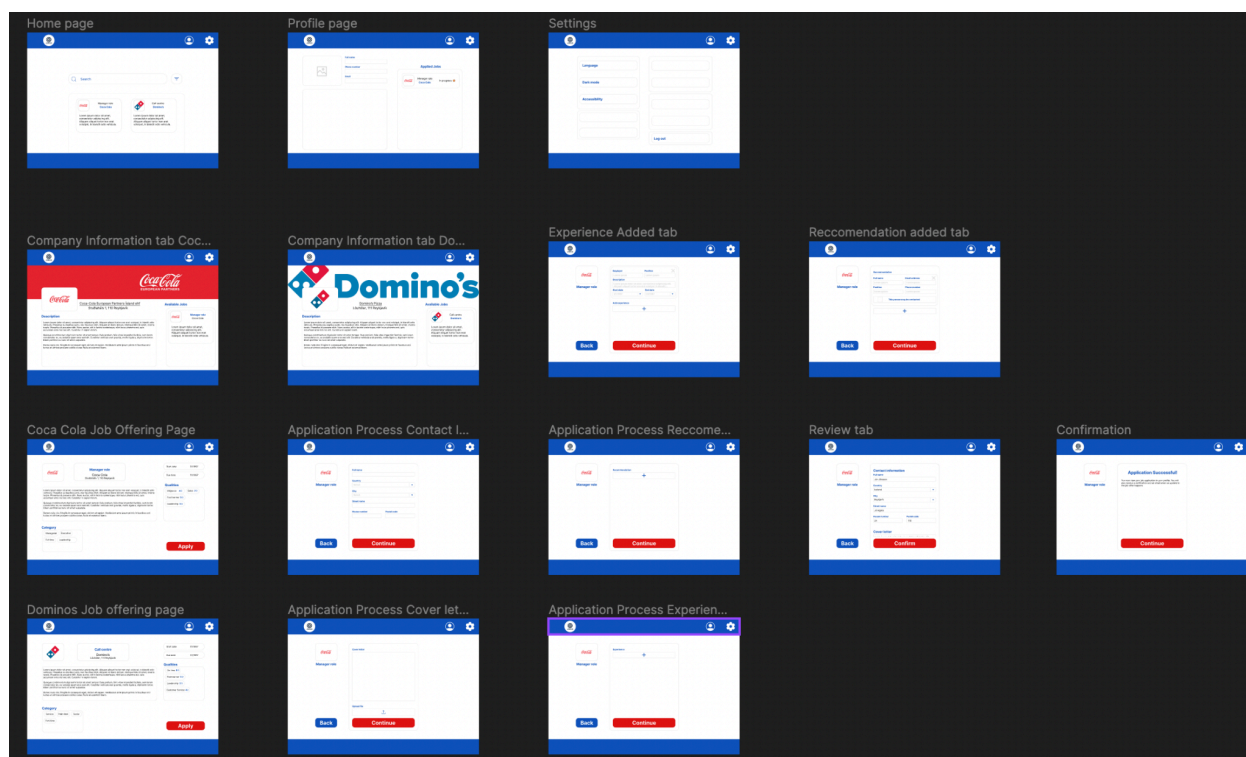
With this report, we aim to make clear and concise blueprints for JobHub, with diagrams for classes and their structure, navigation, application states and our database. Building on the diagrams and our wireframes and requirements from last time, we set up a hi-fi prototype that we could test with users and promptly adjust in accordance with feedback.

Furthermore, we decided on coding rules to make sure that all members of the team follow the same standards, and do their best to keep the codebase clean and organized. We made sure to create different rulesets and guidelines for each language that we will be utilizing, making sure that we keep the different quirks and features of each language in mind. These rules will also provide a more unified codebase where syntax is uniform and easily understandable.

Prototypes

Linkur að Figma verkefninu okkar:

<https://www.figma.com/file/uwt5VyHz0spSg7UAoLhCge/VLN2---Job-hub?type=design&node-id=0%3A1&mode=design&t=FBrValhJayTEQXH7-1>



User Testing

Template

1. A friendly welcome

Thanks for coming in today!

We are designing a new website and we really appreciate your help in making it better. This project is a part of a project at Reykjavik University in the course “Verklegt námskeið 2”.

The overall goal of the website is to make a clean and elegant looking job applying website. We are trying to improve it, and getting your honest feedback is an important part of that.

This session will be pretty informal. I will ask a lot of questions, but I'm not testing you – I'm testing the product. If you get stuck or confused, it is not your fault. In fact, it helps us find problems we need to fix in the design.

I will also ask you to use our current prototype of the website for understanding how it is for you to use it.

I'll start by asking some background questions, then I will ask you to do some tasks and observe how the design fits your needs. Do you have any questions before we begin?

2. Context questions

1. First, can you tell me about your background, age, education, and current situation (job, studies, etc.)?
2. How much are you online? Which tools do you use, our phone, tablet, laptop, etc.?
3. When using tools, for work and for pleasure, what do you regard as important?
4. Do you find it hard to adjust to new apps?

3. Introduction to the prototype(s)

Now I would like you to look at our prototype and try to solve some tasks that I show you.

Some things may not work quite right yet – if you run into something that's not working, I'll let you know and please tell me, if you think the design of the prototype could be better.

There are no right or wrong answers or acts. Don't worry about hurting my feelings, if you say something negative. In fact, frank, candid feedback is the most helpful feedback.

As we go, please tell me out loud what you're trying to do and how you think you can do it. Please, explain to me what you are thinking and what you think you should do. If you get confused or don't understand something, please tell me. If you see things you like, tell me that, too because that is really helpful too.

Now I want to ask you to solve the first task.

4. Detailed tasks

- Can you try to access your profile?
- Can you try to apply for a job?
- Can you try to edit your account?
- Can you try to look at a company detail site?

5. Debriefing questions

- a. How does this product compare to what you have used before?
- b. What did you like about this user interface?
- c. What did you dislike?
- d. How would you describe this user interface to a friend?
- e. If there was one thing you could change about the website what would it be?
- f. On a scale of 1-10, how easy was it to solve the task?

Interview #1

1. A friendly welcome

- Nope, no questions.

2. Context questions

1. First, can you tell me about your background, age, education, and current situation (job, studies, etc.)?
 - I'm working in risk management at Kvikú, I am 46 years old and I am currently studying project management at Bifröst.
2. How much are you online? Which tools do you use, our phone, tablet, laptop, etc.?
 - I try to minimize the time I spend online, and I mainly use my phone and laptop, I'd maybe estimate about 2-3 hours a day outside of work.
3. When using tools, for work and for pleasure, what do you regard as important?
 - I think the most important thing for work at least would be accessing the things I need to access such as important information and that transferring files is easy. For pleasure I suppose the most important thing would be being able to view content in high resolution without it stuttering
4. Do you find it hard to adjust to new apps?
 - Depends on the app but usually it takes some time, though in general I can usually figure it out pretty fast.

3. Introduction to the prototype(s)

- Alright.

4. Detailed tasks

- Can you try to pick a job application you like?

- Yes, I mean I just click on the job listing.
- Can you try to apply for the job?
 - You mean the big red apply button? Yes.
- Can you try to edit your account?
 - Yes, I just click on the account symbol and voilá.
- Can you try to look at a company detail site?
 - Hmm, I would assume you just click on the logo... ah I found it, you have to be viewing a job first then clicking on the logo.

5. Debriefing questions

- a. How does this product compare to what you have used before?
 - Seems fine, navigation is easy, everything seems to be in the right place
- b. What did you like about this user interface?
 - Again it is rather easy to understand how to do things and navigate to what I want to do.
- c. What did you dislike?
 - The actual look of the website could be better but otherwise it's fine.
- d. How would you describe this user interface to a friend?
 - I'm not really good at describing user interfaces but I mean it just makes sense?
- e. If there was one thing you could change about the website what would it be?
 - I think the main thing I would change is the general look of the website, it has all the right things but just needs to look better.
- f. On a scale of 1-10, how easy was it to solve the task?
 - Probably a 7, it's functional but I'd like it to look and feel nicer.

Interview #2

1. A friendly welcome

- Thanks for having me. No questions.

2. Context questions

1. First, can you tell me about your background, education, and current situation (job, studies, etc.)?
 - I'm 33 years old, educated with a degree in business administration, and currently working in a mid-level management role within a tech company. My day-to-day work involves a lot of project management and coordination, utilizing various software tools to keep things running smoothly.
2. How much are you online? Which tools do you use, our phone, tablet, laptop, etc.?
 - I'm online quite a bit for both work and personal reasons. For work, I primarily use a laptop, but for personal browsing and social media, I switch between my phone and tablet.
3. When using tools, for work and for pleasure, what do you regard as important?
 - For me, the big things with tools are ease of use and if they do the job well. They need to make sense right away and help me finish tasks faster.
4. Do you find it hard to adjust to new apps?
 - I'm generally comfortable adapting to new apps, especially if they have a clean interface and straightforward functionality.

3. Introduction to the prototype(s)

- Looks great, let's do some tests.

4. Detailed tasks

- Can you try to access your profile?
 - I'd likely click on the user icon or settings gear located in the top right corner of the screen to access my profile. This common placement is intuitive for most users, making it a natural first step for personal account management.
- Can you try to apply for a job?
 - To apply for a job, I would navigate back to the job offering page, such as the Domino's Call Center page you showed. There, I would review the job requirements and then click the prominent "Apply" button at the bottom of the page. Following this, it appears there would be steps to submit application details, which are clearly outlined in the process tabs (like the one showing how to add a cover letter or recommendations).
- Can you try to edit your account?
 - To edit my account, I would again click on the settings gear in the upper right corner, which would likely take me to a settings page. From there, I would expect to see options like those shown in your 'Settings' screenshot, where I can adjust various account settings such as language, dark mode, and accessibility options.
- Can you try to look at a company detail site?
 - For viewing details about a company, such as Domino's or Coca-Cola, I would click on the company logo or name from either the job listing or a dedicated company section if available. The "Company Information" screenshots you provided suggest that clicking on a company would bring up a detailed view with a description, available jobs, and other relevant information.

5. Debriefing questions

- a. How does this product compare to what you have used before?
 - Comparing this website to others, I find it quite streamlined and focused, which is great for user experience but it depends on how well the features are implemented.
- b. What did you like about this user interface?
 - I appreciate a clean and intuitive user interface that doesn't overcrowd the page with too much information at once.
- c. What did you dislike?
 - One thing that might be frustrating is if the job application process is too lengthy or requires too much back-and-forth navigation.
- d. How would you describe this user interface to a friend?
 - I would describe this interface to a friend as modern and straightforward, focusing on functionality without unnecessary distractions.
- e. If there was one thing you could change about the website what would it be?
 - If I could change one thing, it might be to add more personalized job recommendations based on the user's profile and past applications.
- f. On a scale of 1-10, how easy was it to absolve the task?
 - I would rate the ease of completing tasks around an 8.

Interview #3

1. A friendly welcome

Thanks for letting me participate. No questions.

2. Context questions

1. First, can you tell me about your background, age, education, and current situation (job, studies, etc.)?
 - I'm 28 years old, holding a Master's degree in Marketing from the University of Amsterdam. Currently, I'm working as a Brand Manager at a multinational beverage company, and I also do freelance graphic design on the side.
2. How much are you online? Which tools do you use, our phone, tablet, laptop, etc.?
 - I spend a lot of time online, maybe around 6-8 hours each day. Primarily its for work and some social media. I mostly use my laptop for work-related tasks and my smartphone for personal browsing and social media.
3. When using tools, for work and for pleasure, what do you regard as important?
 - For work, reliability and efficiency are the most important things. I need tools that support multitasking and can handle complex work in graphic design and photo editing without lagging. For personal use, I could say I mostly care about fast performance and low friction when it comes to devices and apps.
4. Do you find it hard to adjust to new apps?
 - Not really. I like trying out new apps. As long as the app has a user-friendly interface and provides a good onboarding process, I can adapt quite quickly.

3. Introduction to the prototype(s)

Looks good.

4. Detailed tasks

- Can you try to access your profile?
I would press the profile looking icon in the top right. Which seems to work.
- Can you try to apply for a job?
It could have been more intuitive the way you go back to the homepage. I would search for graphic design or something if the search function worked, but if I just press one of the jobs on the front page I see that there is an apply button. The process from there seems very intuitive and straightforward.
- Can you try to edit your account?
I would go for the profile picture again, but I'm not sure if I should have pressed the gear icon. They appear quite ambiguous to me.
- Can you try to look at a company detail site?
This was a bit hard, I went back to the front page and clicked a job listing and found the company logo there.

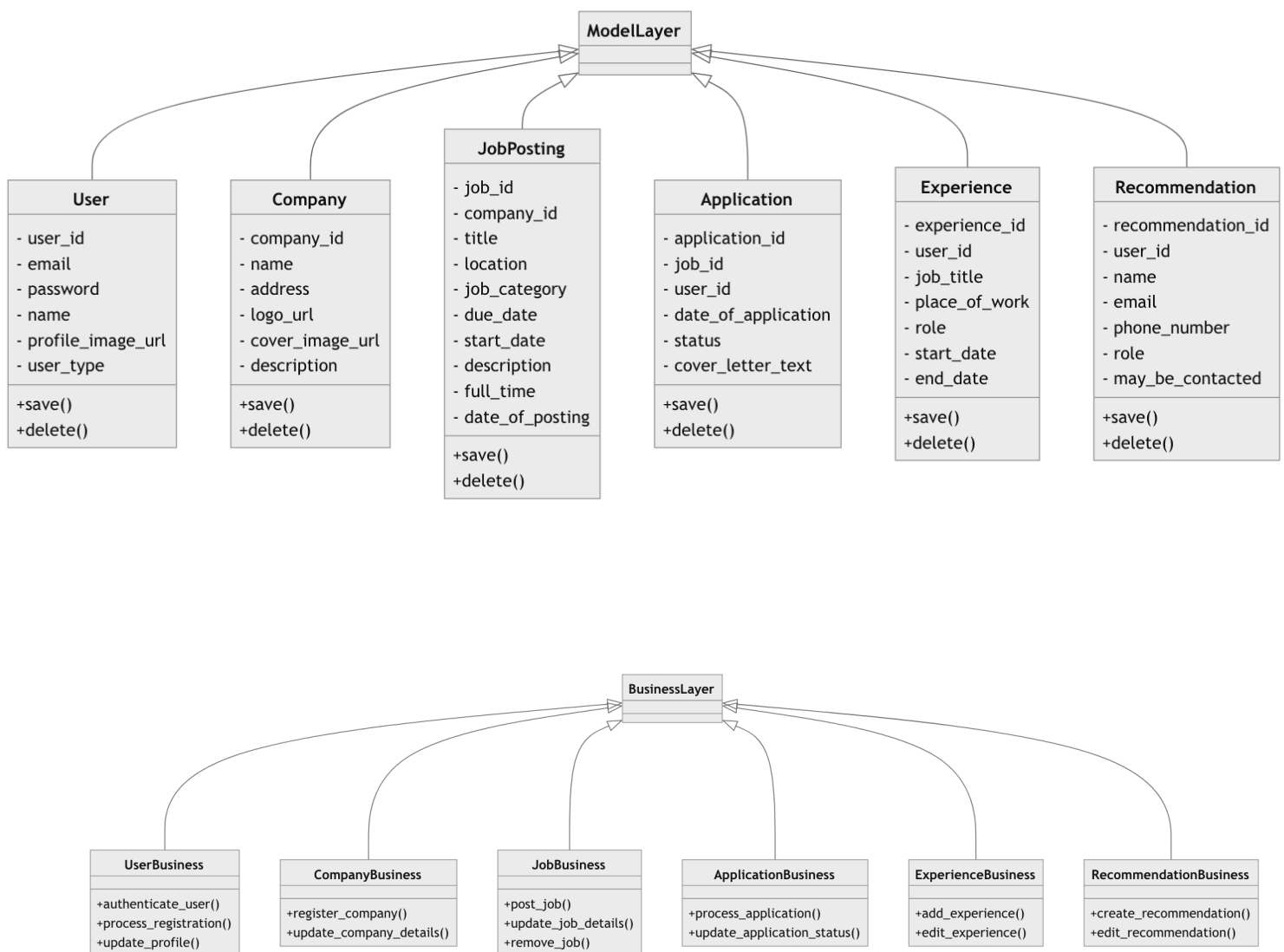
5. Debriefing questions

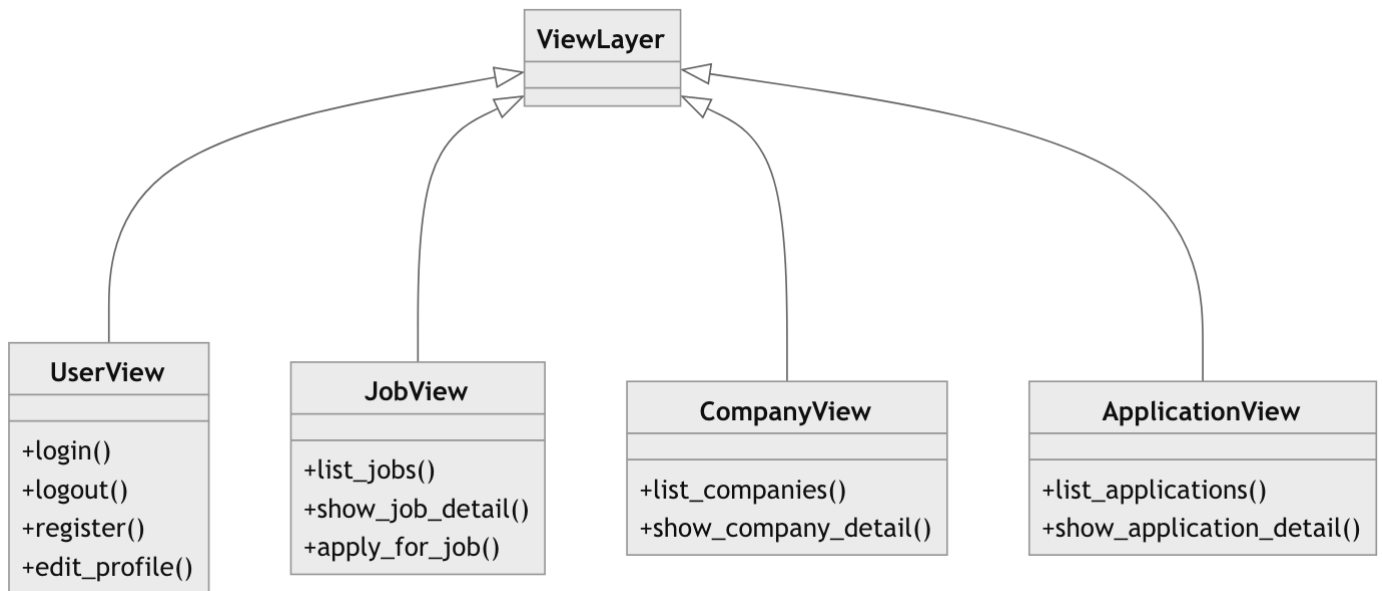
- a. How does this product compare to what you have used before?
It definitely reminds me of other job application sites. Which made it pretty intuitive to use. Thinking as a marketing person I would maybe be slightly concerned about market distinction here.
- b. What did you like about this user interface?
It was pretty straightforward and clean. But the colors and elements make it a bit monotonous as well.
- c. What did you dislike?
The gear icon was a bit ambiguous and confusing to me.
- d. How would you describe this user interface to a friend?
It's practical and efficient, doesn't try to dazzle with unnecessary graphics or animations, which makes it very easy to use and figure out.
- e. If there was one thing you could change about the website what would it be?
Perhaps include more interactive elements or visual cues to enhance user engagement without compromising the simplicity.

f. On a scale of 1-10, how easy was it to solve the tasks?

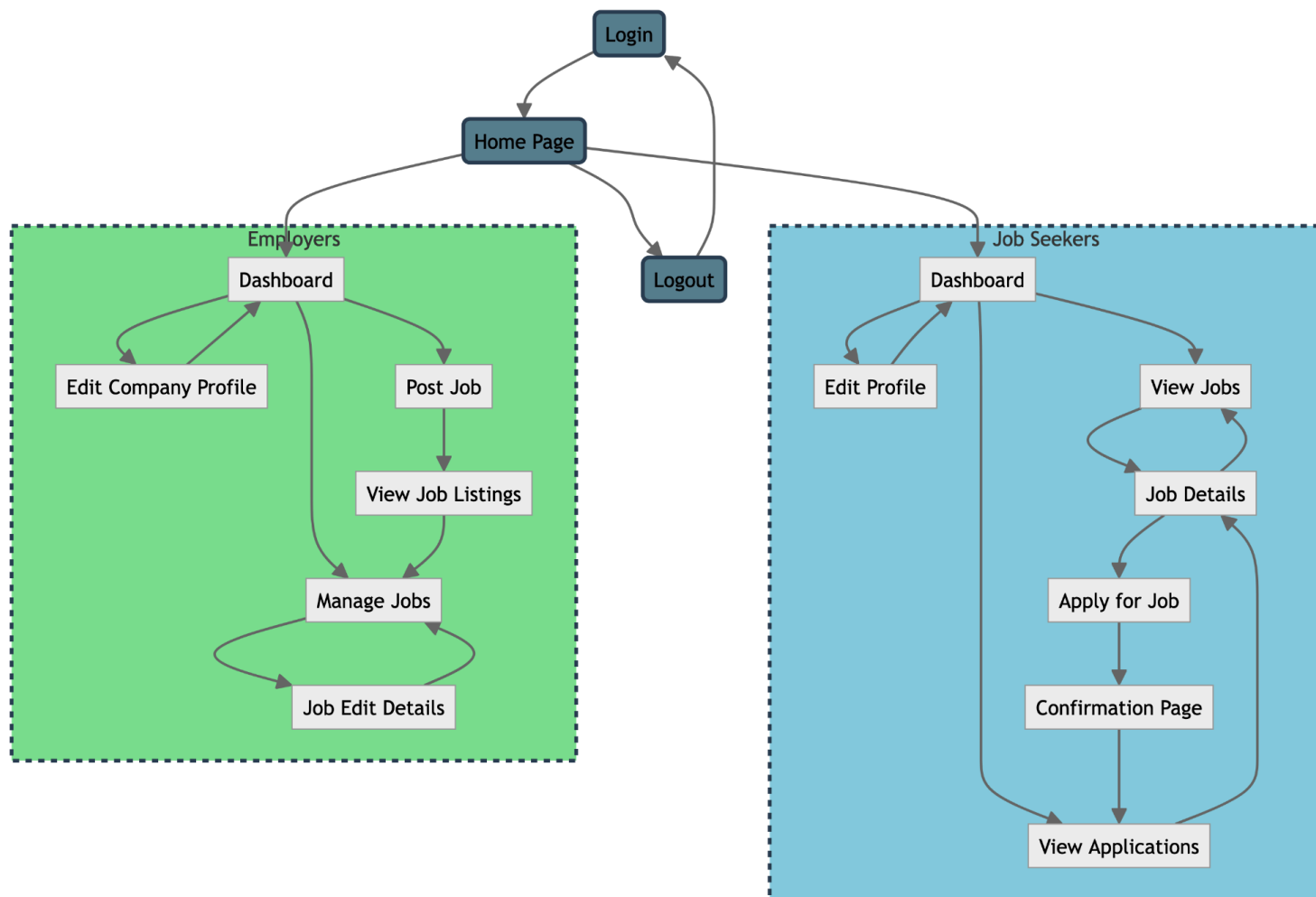
I'd give it a solid 8.5.

Class Diagram






Navigation Diagram



Programming Rules

Python

1. All code should be well documented.
 - a. First and foremost, code should be self-documenting. Sometimes, complicated one-liners are needed, and they should have a comment explaining them. However, we avoid them as much as possible.
 - b. Functions should make use of docstrings when needed. TWith explanation of all arguments, and the return value. If the function raises an error, that should be included in the docstring.
 - c. Classes should all have docstrings. With a list of public methods and a short summary. Best practices for use or initialisation of the class should also be stated in the docstring.
2. Code should be clean and well organized.
 - a. Functions should adhere to the single responsibility principle.
 - b. KISS  (Keep It Simple, Stupid!).
 - c. Code representing different aspects of the application should be put in its appropriate place. Business logic goes with other business logic, data retrieval is done in the data layer etc.
 - d. Function and class names should be short and descriptive. Use underscores and all lowercase.
 - e. Functions with many parameters should be multiline. Same goes for collections that contain many items (lists, sets, tuples etc.).
3. In general, write “Pythonesque” code.
 - a. Follow the official “Python Enhancement Proposal” guidelines.
 - i. PEP 8 for general styling.
 - ii. PEP 257 for docstrings.
 - iii. PEP 484 for type hints.
 - b. Follow The Zen of Python (PEP 20).

JavaScript

1. Use “const” for constants and “let” for variables.
2. Initialize variables to avoid global variables.
3. Be careful of accidental type conversion, don't use mathematical operators for other purposes than calculating numbers unless necessary.
4. Use strict comparison: `===`.
5. Give function parameters default values.

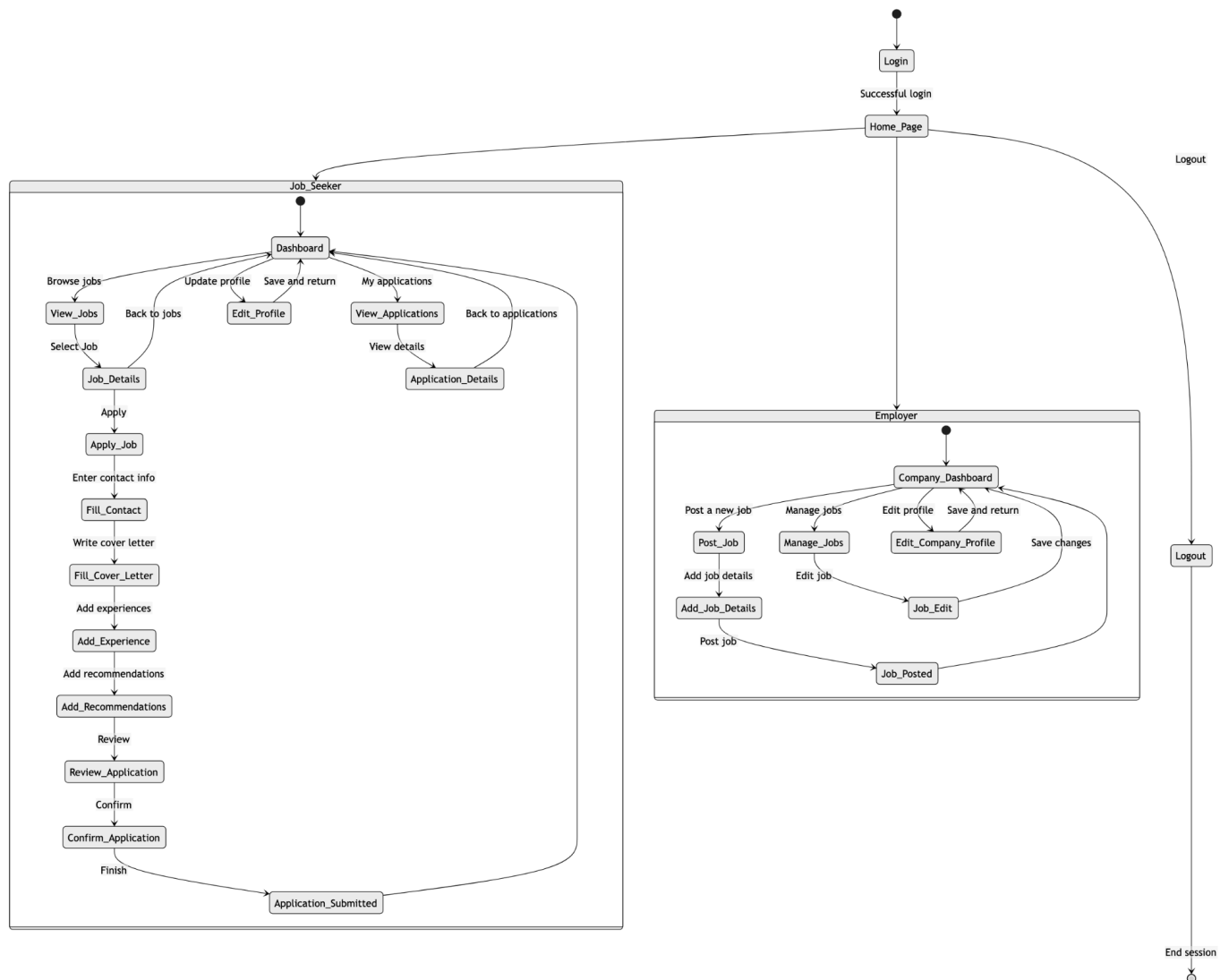
HTML

1. HTML files should be kept in the correct directory.
2. Declare a doctype.
3. Keep accessibility in mind. Use `<label>` and the “alt” attribute. Use the most relevant tag to what you're doing at all times, instead of just using `div`s everywhere for everything.
4. Separate content from presentation. Don't use inline CSS or JavaScript.
5. Use template inheritance. Create a base and let other templates extend on that.
6. Close all tags. For example: ``
7. Use meaningful classnames that make sense.
8. Comment your code, but don't overdo it.
9. Use consistent nesting.

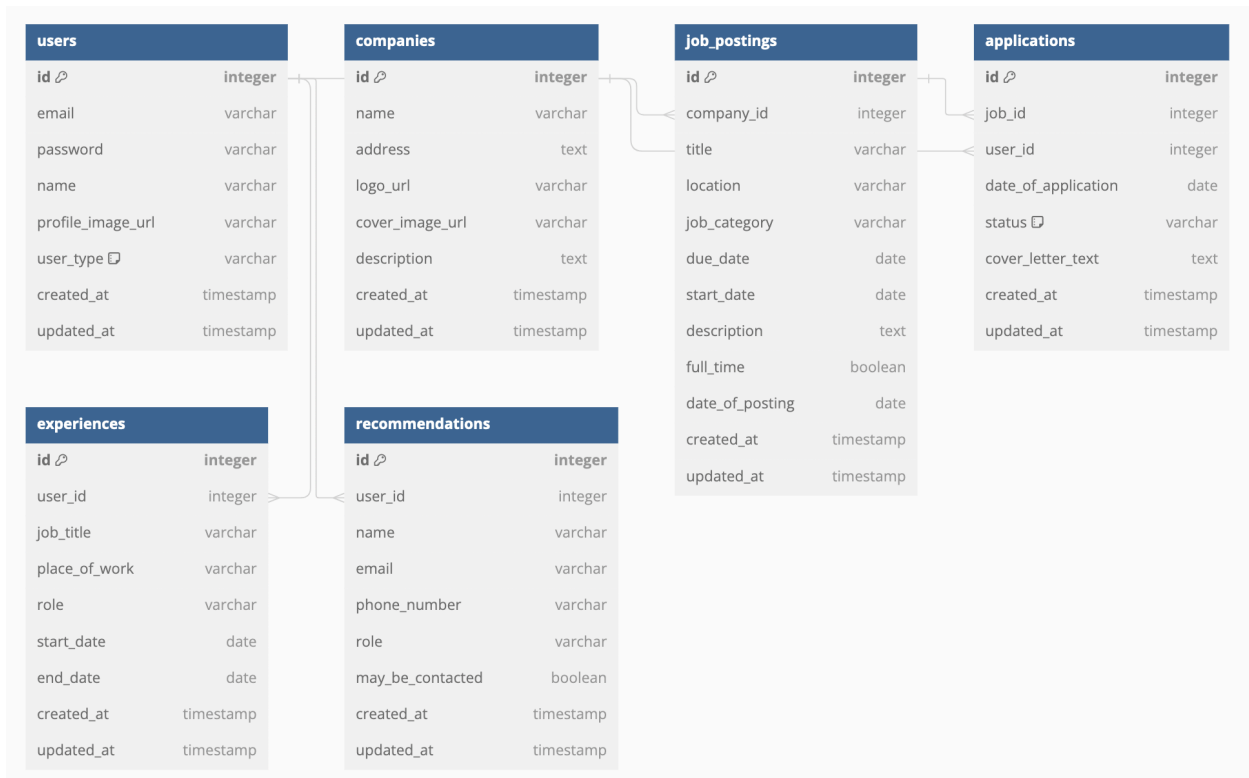
CSS

1. Keep it minimal and simple.
2. CSS should be kept in its own separate file, in the correct directory.
3. Organize the stylesheet in a meaningful way. Keep similar things grouped together.
4. Avoid the `!important` property.
5. Create responsive design. The style should respond correctly to different screen sizes and/or a window being scaled.
6. Document the code with short comments.

State Diagram



Database Diagram



Closing Words and Next Steps

Moving forward, the key drivers of our success will be robust communication and unwavering consistency. Our immediate objective is to enhance and execute the strategies we have developed, while continuously refining our approach. Initially, we will establish a remote repository and ensure all team members have access. Subsequently, we will initiate and configure the necessary project files, employing Django as our foundational framework.

In terms of progress assessment, we will regularly review our achievements and strategically allocate tasks to leverage individual strengths. This will be supported by routine standup meetings and the use of progress trackers to maintain our momentum and ensure meticulous attention to detail.

Furthermore, we have pinpointed areas requiring enhancement in our prototype, implementing modifications based on user feedback and established best practices in web design and usability. The ongoing process of designing and testing our website prototype demands a careful approach and a commitment to iterative improvement based on user insights.

As we advance, our focus will shift towards additional user testing, refining both the design and functionality of our site, and integrating the essential programming and database capabilities to realize our vision. With sustained dedication and a focus on precision, we are confident that our website will effectively meet user needs and fulfill its intended objectives.