

## Design Principles for MassMine:



### It's effortless to use

*The process of data collection is simple and hassle-free, even for non-programmers.*

Implications:

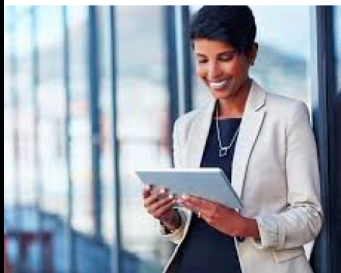
- GUI with clickable buttons to easily collect data from social media sites
- Tutorials/documentation with step-by-step instructions on how to use the tool

### It's interactive

*Lets the user perform tasks by clicking and typing. Engages the user with the tool by providing feedback and comments at every stage.*

Implications:

- Feedback/pop-up messages
- Buttons to perform tasks with just a click
- Provision to type in words/sentences (Search/constraints)



### It's not overwhelming

*The website has a clean and organized layout. The backend workings of the tool are concealed from the user, resulting in a jargon-free user experience.*

Implications:

- Usage of layman language
- uncluttered and well-organized layout
- intuitive steps/process

### It's not time-consuming

*The tool does all the work in the backend, requiring minimal time and effort from the user, saving the time that is usually wasted on understanding jargon and methodology.*

Implications:

- Intuitive, simple, and quick procedure/response
- Unambiguous layout

