

Goals

- To scrape information from YouTube conveniently
- To cater to people from all backgrounds (especially non-programmers)

Design principles pursued

The main principles I have focused on in the wireframes and task flow are:

1) 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

2) 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

3) 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



It's effortless to use

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Implications:

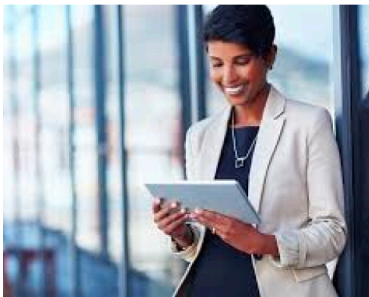
- GUI with clickable buttons to easily collect data from social media sites
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It's interactive

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)



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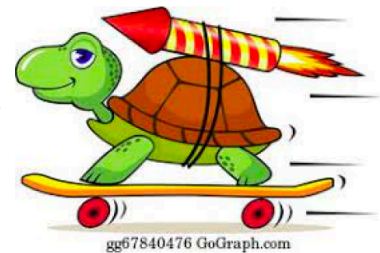
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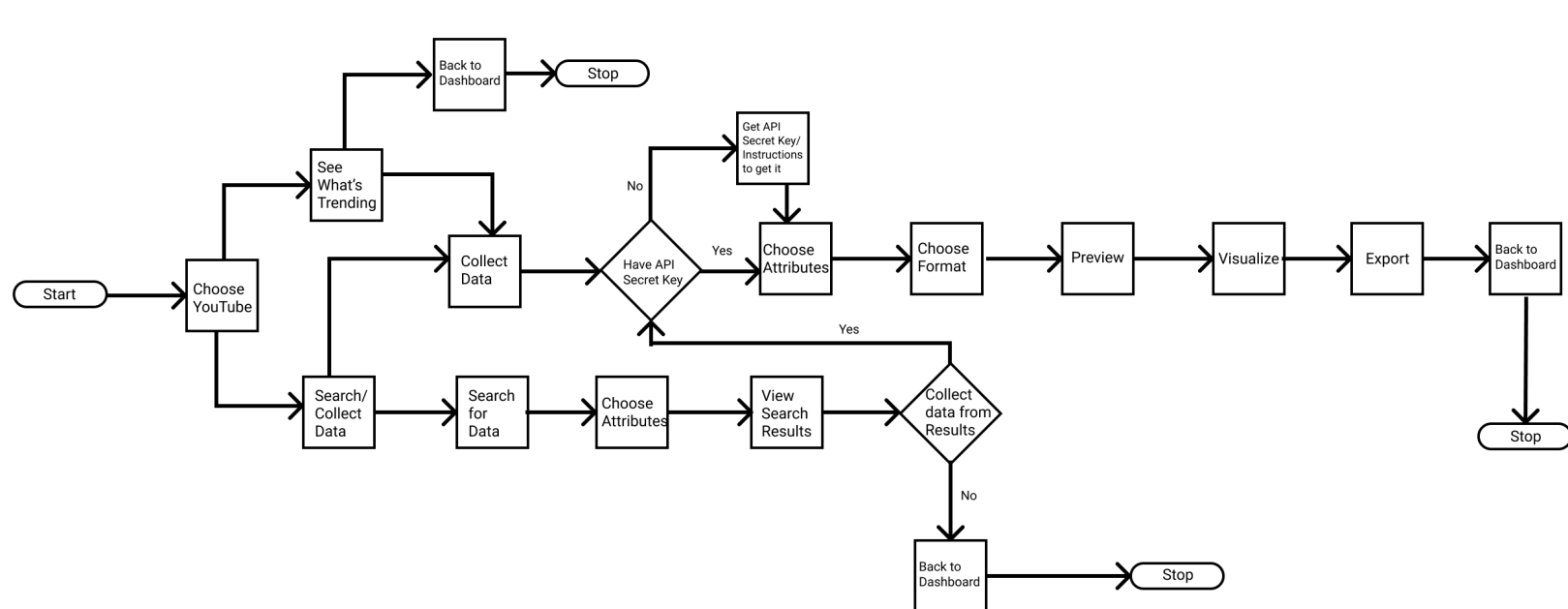
Audience

The main target audiences considered are students, professors, and researchers from non-programming backgrounds, who need to collect large amounts of data from social media sites (YouTube in particular).

**Note: The user flow and wireframes are made for the YouTube platform*

Task Flow

This is the preliminary user flow diagram.



Wireframes

