

UX Testing + UI Iteration



	<u>User Interface</u> : How could the styling of elements be changed to make a more visually appealing, clear, and space efficient layout? (ex: sizes, colors, fonts, alignment, etc.)	<u>User Experience</u> : What elements of the user experience could be improved to make the puzzle more fun/satisfying? (ex: sounds, hover effects, etc.)
User 1 Name: Oscar (cs)	 Make the music button better Make the text font a bit bigger maybe 15 	 Add a pause and play button Try to center the video a bit more
User 2 Name: Eric (cs)	 Add more spacing horizontal (core memories) CHANGE FONT Make font bigger 	 Stop music When a core memory is clicked it it should stay down Try to hide controls on the videos
User 3 Name: Bri (cs)	Center wordsCenter video	Add a pause button•
User 4 Name: Mira	 To much negative space Make the video bigger 	 Try to hide controls on the videos •
User 5 Name: eddie	 Maybe organize the ball of emotions Specify which emotion is which 	Add a pause and play button • •

UI Before Feedback (Screenshot / GIF)



What trends did you identify in your feedback?

- The play button need to be centered
- memories/cricles need to be more separated
- Vidoe need to be more centered
- Change play button to pause button

UI After Feedback (Screenshot / GIF)



What <u>changes</u> did you make to improve your UI?

- Made it so it had less negative space
- Centeres the play and video more
- And i got the play and pause button to start working
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