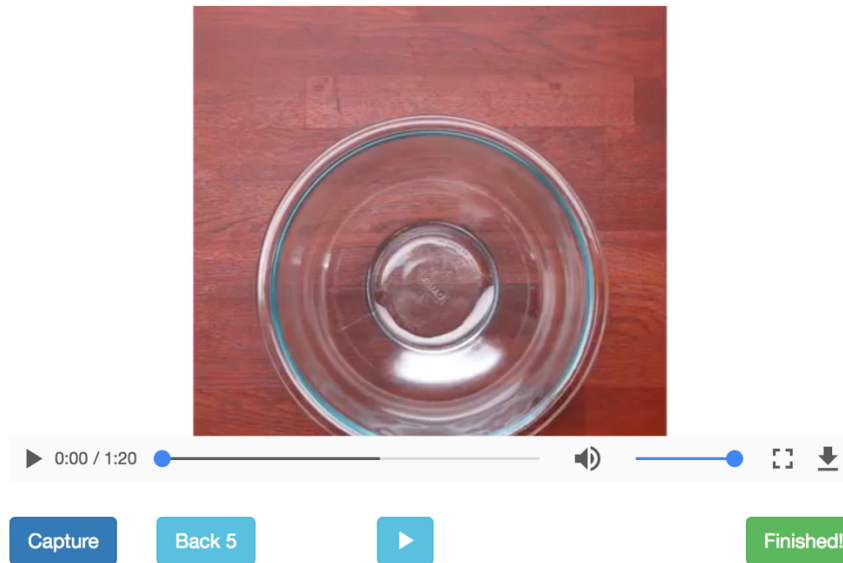


Jacqueline Kong

jek2179

Design Decisions



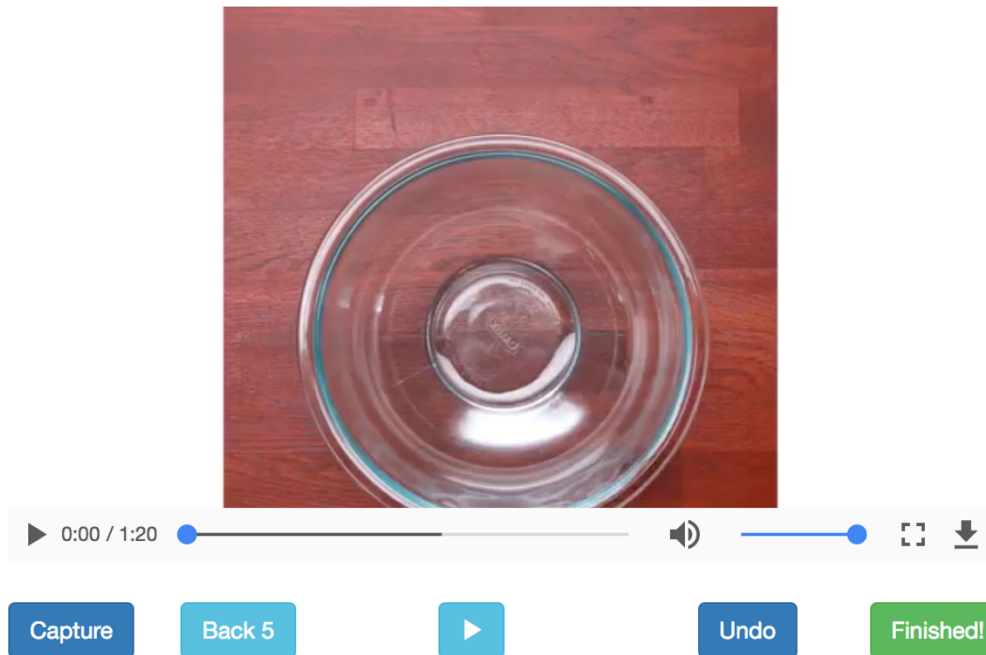
Play/Pause Button Below Video: The user need this design was intending to serve was the need to quickly and easily play and pause a fast-moving video. The original design was to just have the default HTML5 video player controls. I received feedback from Professor Chilton after meeting with her and watching her test the interface that the play button in the default controls was unintuitive and hard to reach. I iterated on my design to accommodate this feedback by adding another play/pause button that was the same color as the “back 5” button and placing it below the video, horizontally centered. I like that this new design does not replace the default controls, but gives the user a new, highly visible way to play and pause the video. Drawbacks might include making the row of buttons below the video too cramped, but since they are not all the same color, I think the interface is still easily distinguishable and usable.

Your notes:

Chop up onions...

Add a note

Add Note Interface: This design was serving the user need to write notes while watching the video and adding them to the static recipe as steps in a recipe, interspersed with screenshots. The original design was a long text box with a blue “Add Note” button below the box. After user testing in class, out of class, and with Professor Chilton, I found that users often confused the “Capture” button and “Add Note” button, and that some users didn’t realize that notes could be added as steps. The new interface (shown above) features a shorter text box with example text showing a cooking step, and a purple button reading “Add a Note” next to it. It also submits the note if the user hits “enter” while the text box is in focus. Moving the button and changing the color made it more distinguishable from the “Capture” button, and the shorter text box is more suitable for the user need of adding steps to the recipe (versus long paragraphs of text).



Undo Button: The user need for this design was the need to be able to edit and delete items from the static recipe. The original design did not have this feature at all, but after user testing in class, I found that users often made incorrect screenshots because the video was moving too fast. Many users also offered this up as a critique. I iterated on the design to include an “undo” button that removes the last item from the static recipe. I considered other deletion methods, such as drag-and-drop, but I found that the undo button required the least thinking and was the most suitable for the critical incidents I noticed during user testing, during which users would immediately wish for a way to undo an incorrect note or screenshot.