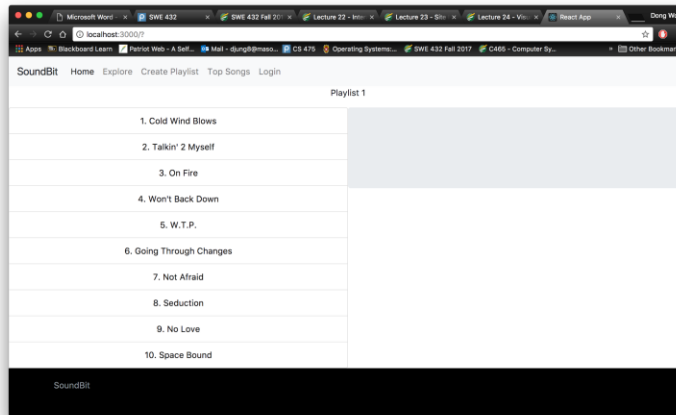


Homework 10: Interaction Design Principles

Gregory Kang, Dong Woo Jung

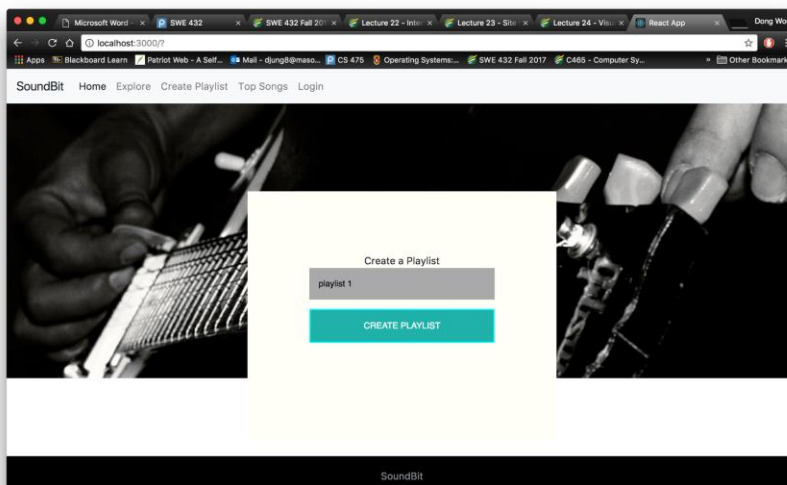
Part 1:

1. Navigation



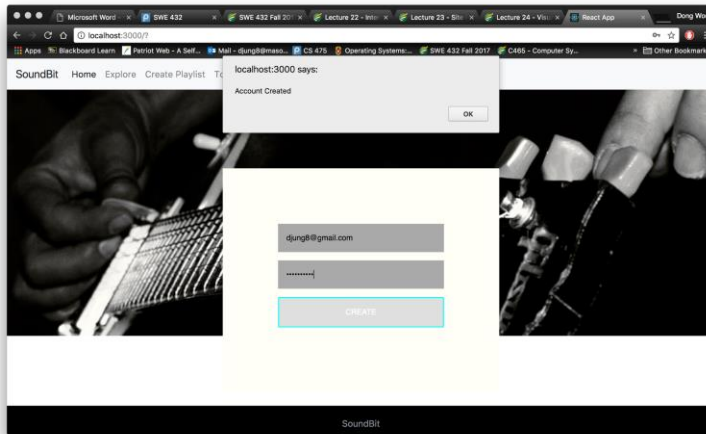
This page leaves the user asking, “What page am I on?”. In the explore page, it’s not clear what page the user is on as there is nothing to indicate the page in the navigation bar or on the page itself. The navigation bar does not behave like tabs and show which tab the user is on.

2. Task Structure



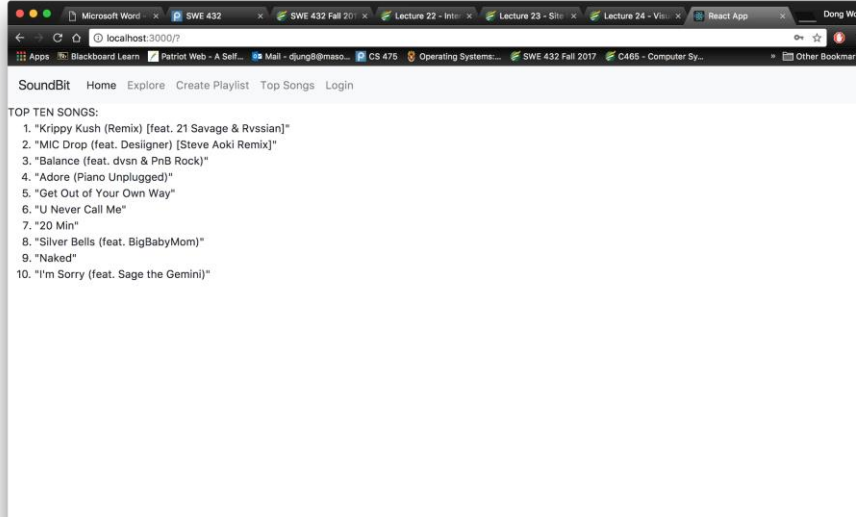
Creating a playlist lacks the task structure required to create a playlist. The first step creates the playlist but does not go into further steps to add songs into the playlist. The user is not taken into a sequence to create the full playlist and is left at step one.

3. System Feedback



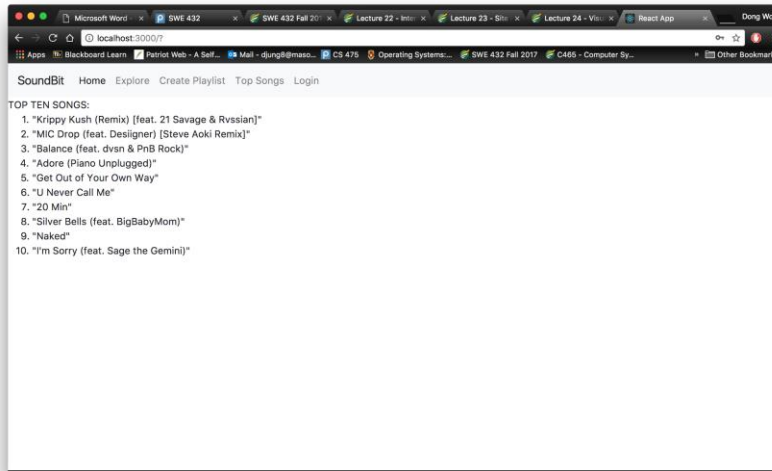
A pop up menu after creating an account notifying that the account has been created. This is not the same, however, for logging in. Users do not know if they are logged in after submitting the form. This could confuse users on their current state and what their next action needs to be.

4. Images & Icons



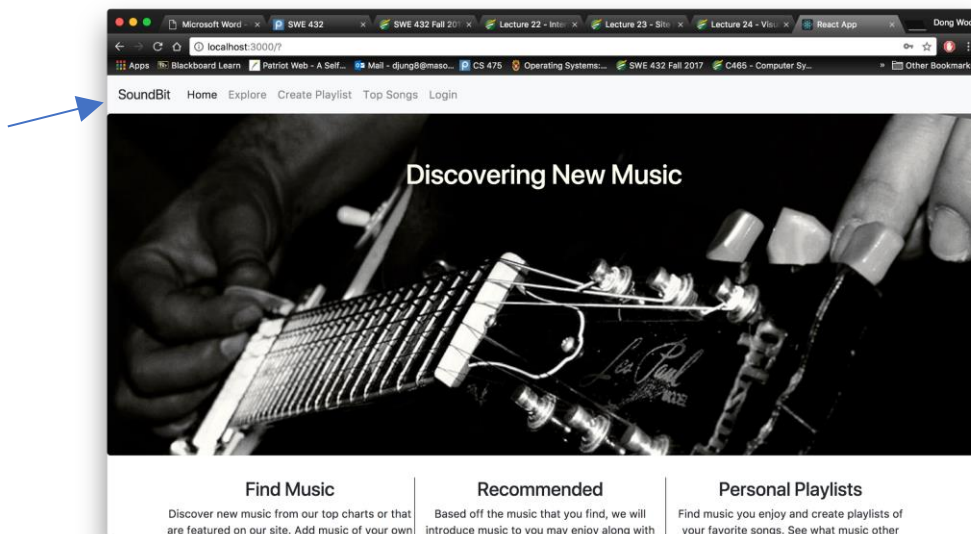
Images can help users identify the music they are looking for. Images can be utilized in our Top Songs page so that it can help users identify the album when they are searching other music in the future. Also gives a more emotional reaction as Images give more appeal to the page.

5. Scale, Contrast, & Proportion



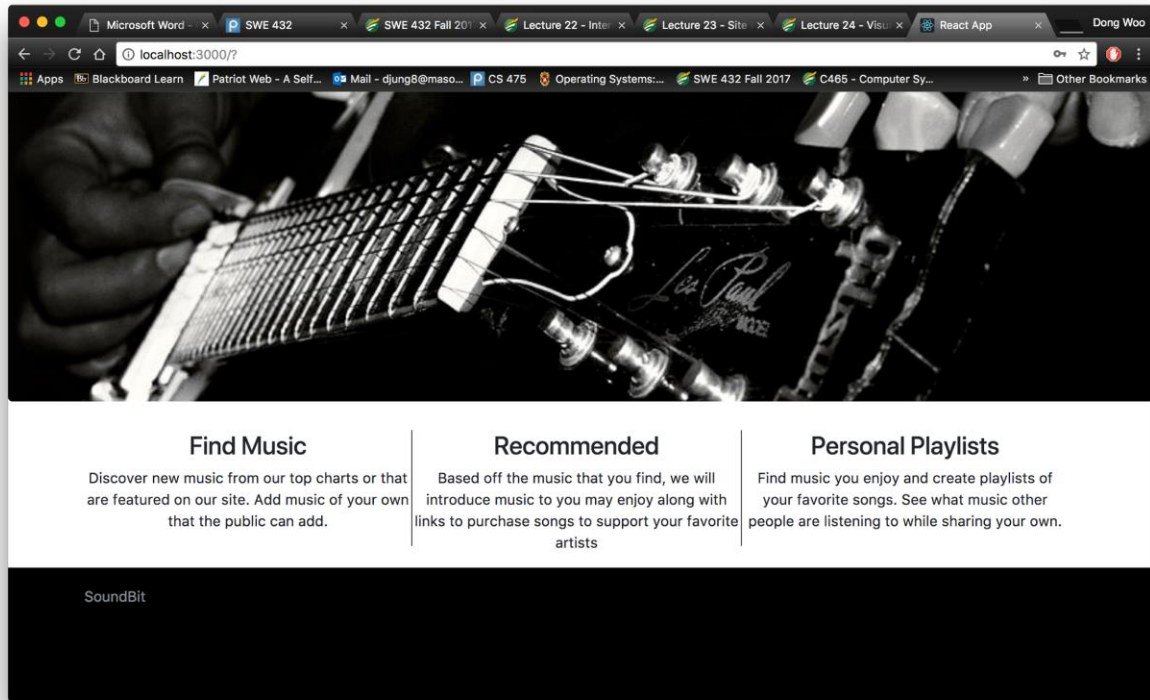
The top songs on this page is not balanced as all the songs displayed are pushed to the left. The page does not utilize the space effectively and stuff its content in the top left corner. The off balance on this page is not appealing to users and can discourage them from using the app.

6. Misleading Syntax (Icons)



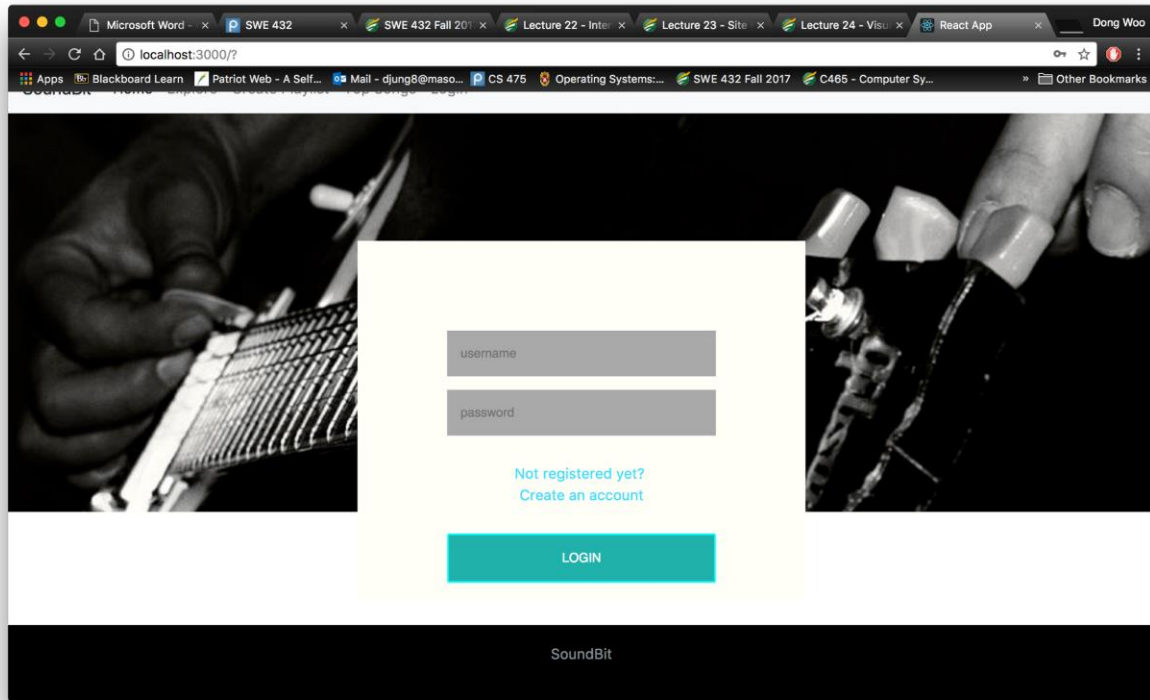
Normally on websites, when the user clicks on the site's Icon it would bring them to the homepage. Such is the case for Facebook and YouTube. User's are typically more used to this behavior and our website should follow this behavior. Our current app does not support such action.

7. Gestalt Principle – Proximity



The three descriptions on the bottom of the homepage are too close to each other on the sides. For users to more easily identify the descriptions as columns instead of rows, more space should be used to make them further apart on the sides.

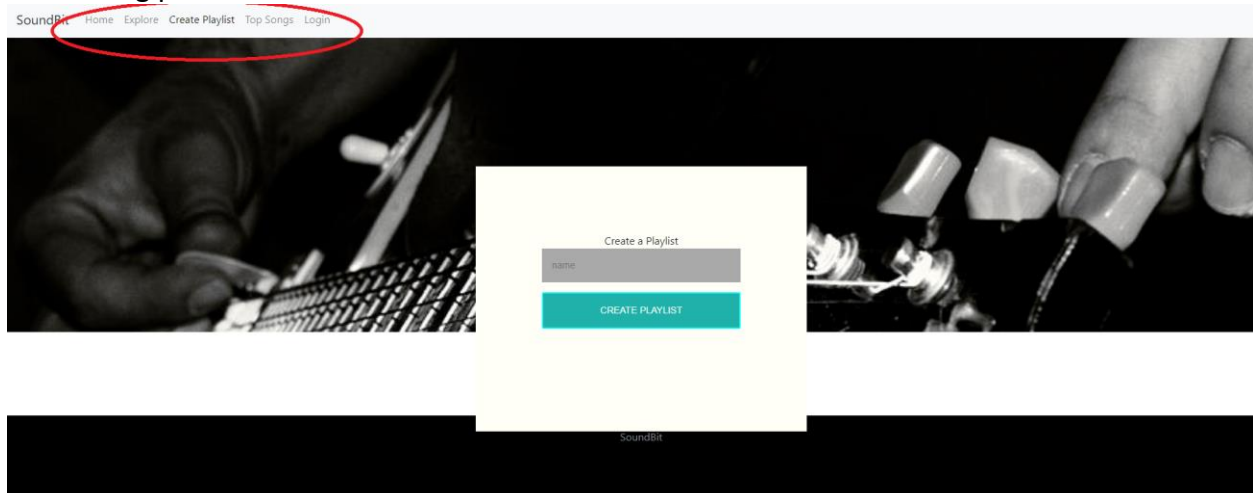
8. Layering



On the create playlist and login page, there is an inappropriate use of layering. There seems to be three layers with the background image, the white background, and the login box. To have the layering work more effectively to bring out the login box, there should be a more consistent layer behind the layer box either the image or a different color background.

Part 2:

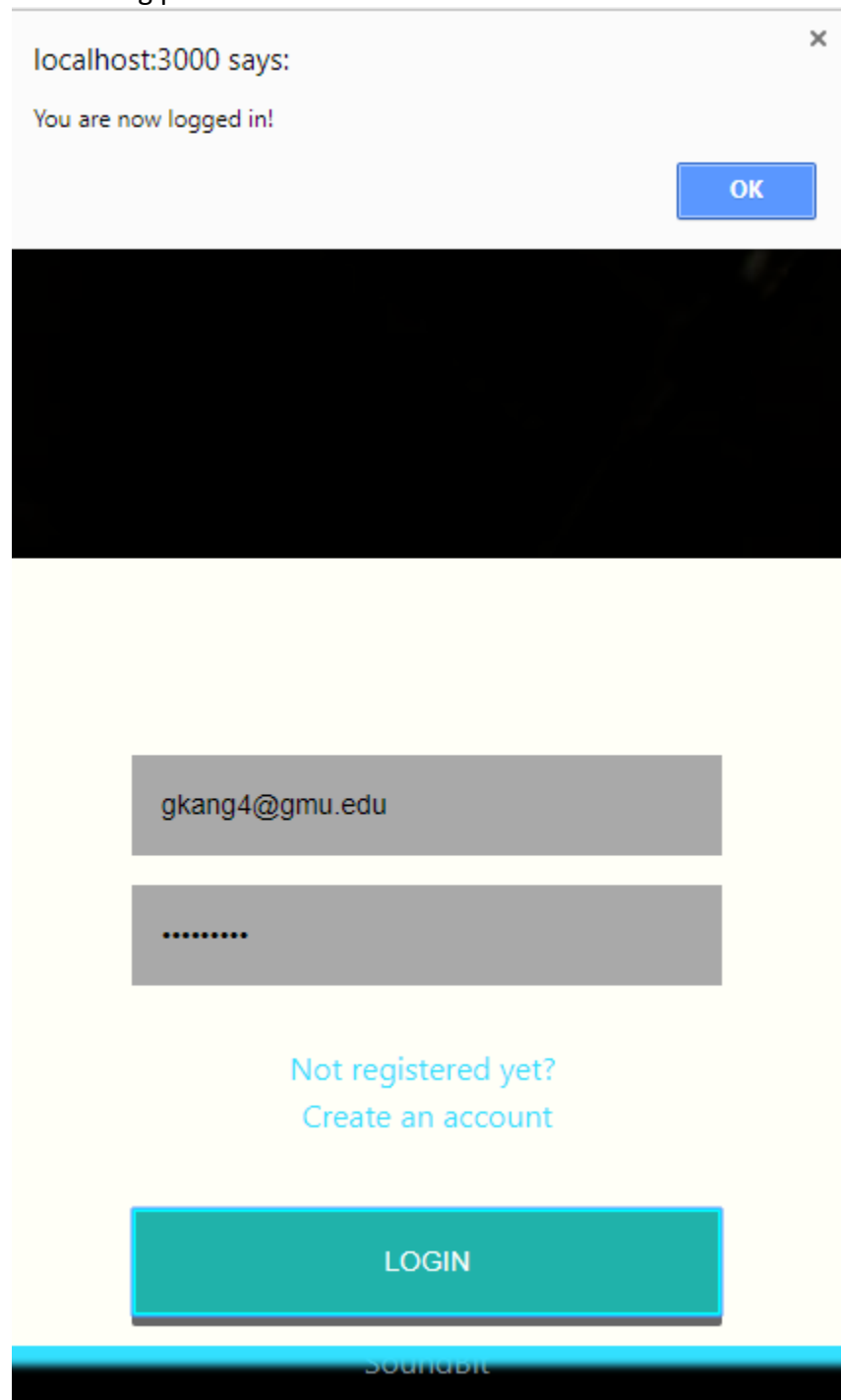
Addressing problem 1:



Before, our application did not let users know what page he or she was on. It appeared as if the user was on the Home screen the entire time, regardless of web page, through the navigation

bar. To fix this functionality, a simple addition to the class name of list elements was made. Now the user knows what tab is currently active.

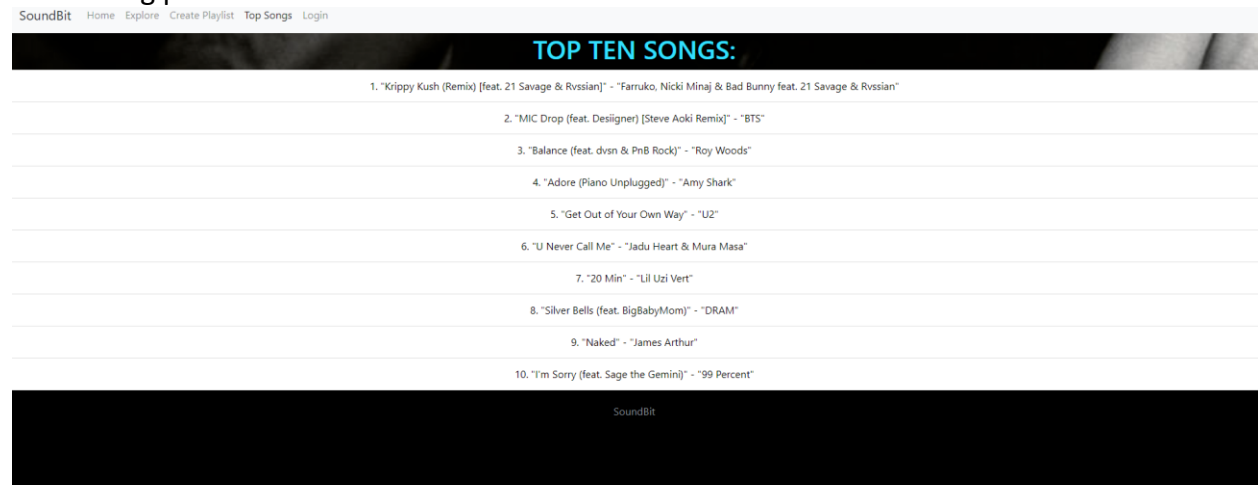
Addressing problem 3:



After creating an account, the user would just be prompted with a pop up window. There was no indication on if the user was logged in. The lack of feedback would confuse users on what their next course of action should be. Now, users are notified that they are logged in after

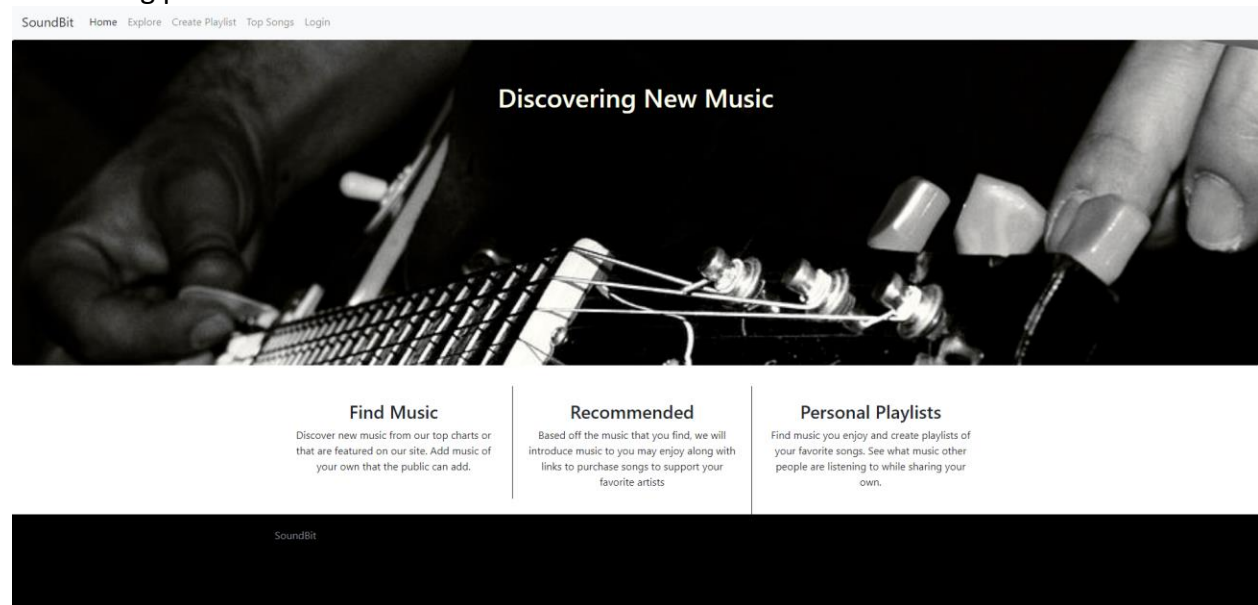
creating an account. Users are also notified after a successful login as well. This was fixed by adding and editing alerts to login.

Addressing problem 5:



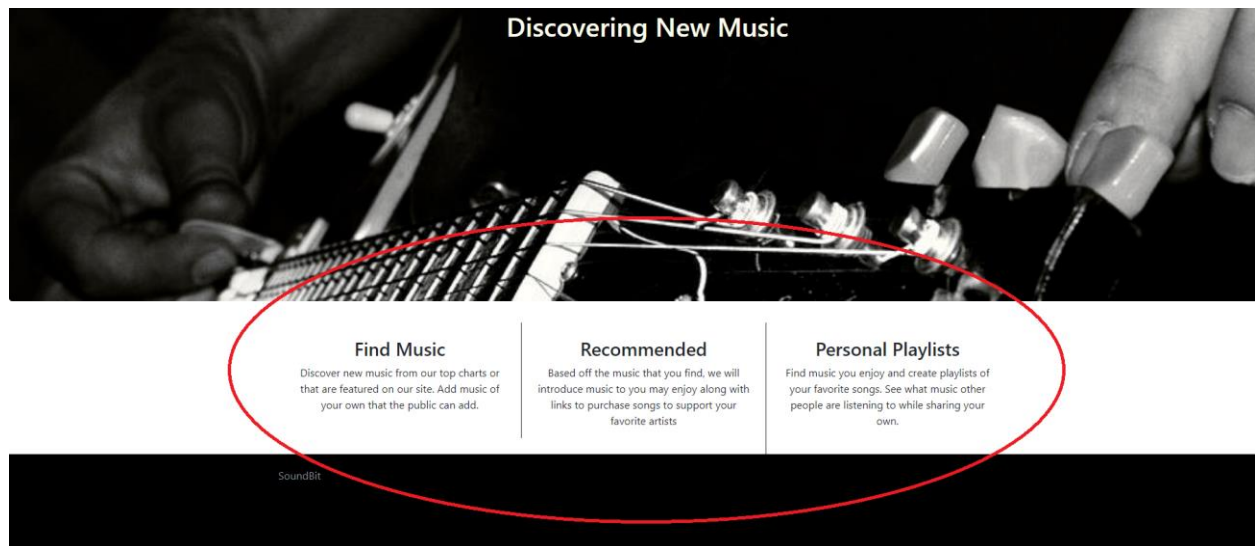
The original application did not use appropriate use of spacing and contrast. Before, everything was pushed to the left side of the page and there was no color. Now, there is a menu and clear borders between songs. There is color contrast, and items are organized in the center of the page. This was fixed by editing the CSS and classes of elements.

Addressing problem 6:



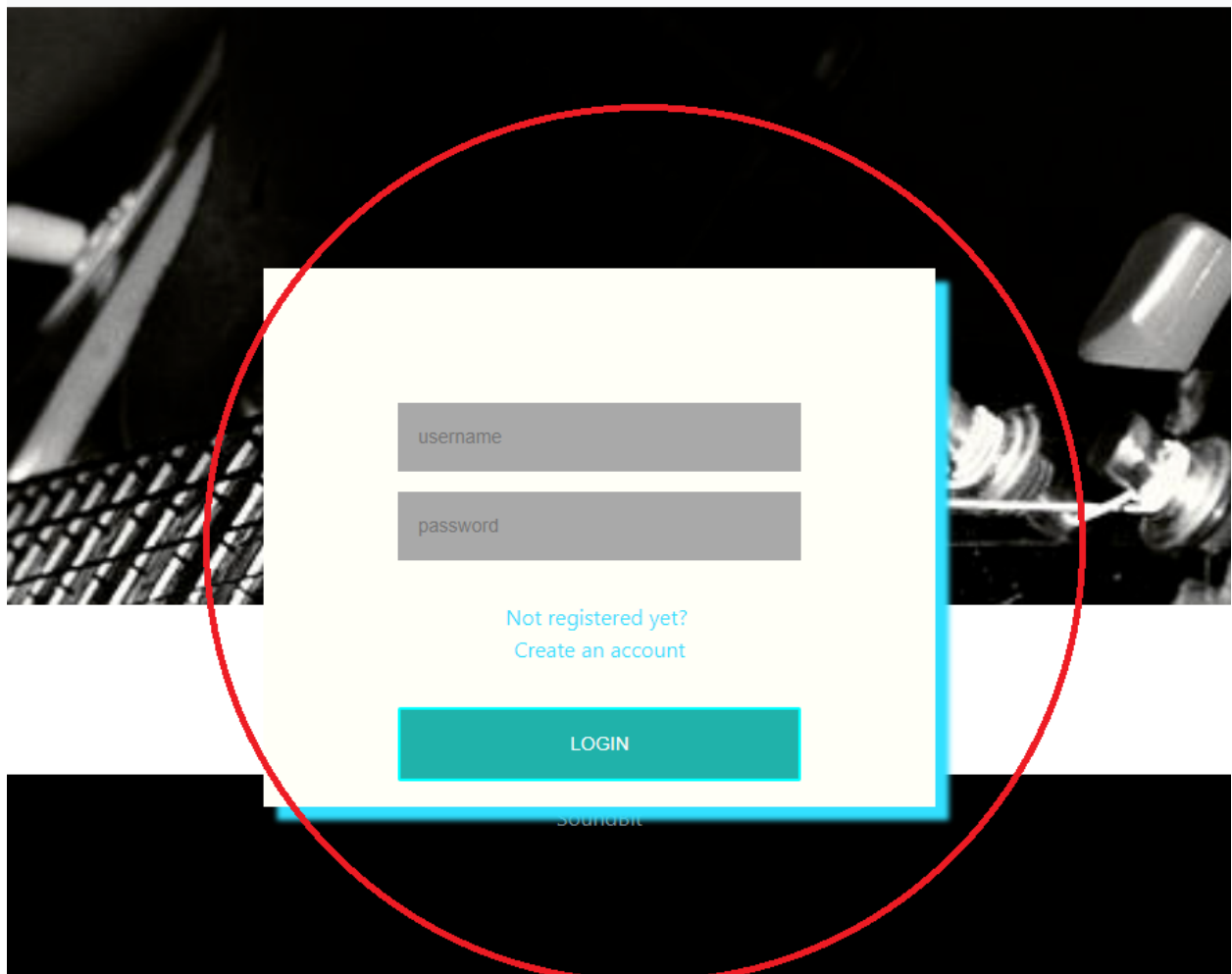
The SoundBit logo at the top left corner did not redirect users to the homepage. This provided misleading syntax and it is quite common for most applications to do this. Now, the application will redirect users to the homepage if the SoundBit logo is clicked. This was fixed by triggering the onToolBarClick listener.

Addressing problem 7:



Before, the descriptions on the bottom of the homepage were too close together and lacked padding. This made it hard for users to read and violated the Gestalt principle for proximity. Now, there is more padding to made the descriptions more appealing and visible to users. This change was done by adding padding to the CSS.

Addressing problem 8:



Originally, our application violated basic layering properties. It was hard to differentiate where the forms started on the webpage. They seemed as if they were just apart of the original page itself. Now, shadows were added to the form so that they can pop out more and be more distinguishable to users. This was done by adding a shadow property to the CSS.