05430 Programming User Interface
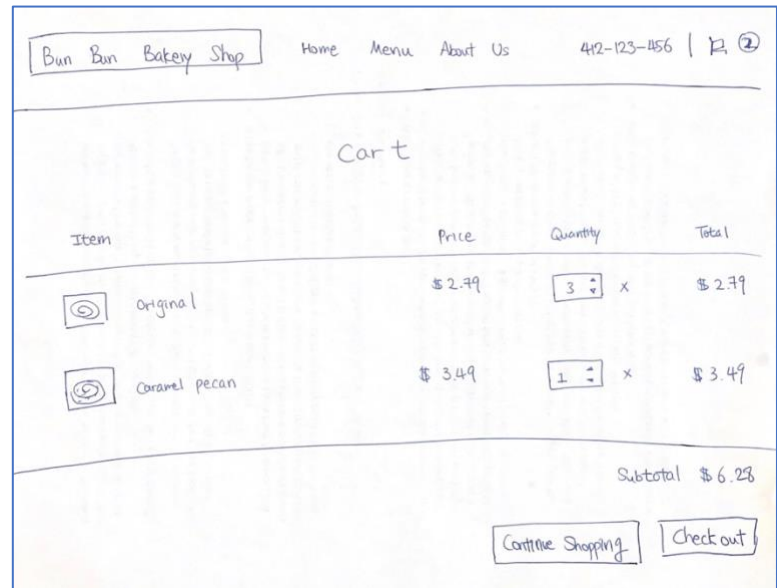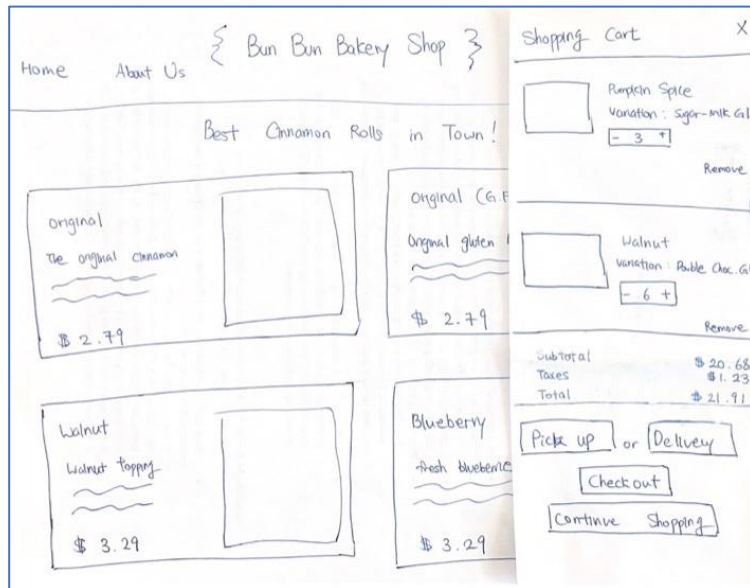Assignment 6A Adding Functionality to a Website with JavaScript

Low-fidelity Paper Prototype



The initial design I had for the shopping cart as shown in my final low fidelity paper prototype from Assignment 2 was a window on the right side instead of navigating the user to a new page. I had made this choice for the user's convenience and to save their time when completing their task. However, I made changes to the design when iterating my web HTML and CSS prototype in order to fix bugs that violate Nielsen's usability heuristics. I realized that displaying the cart only on the side violates the Aesthetic and Minimalist design and the Flexibility and Efficiency of Use heuristics. This is because the user's order summary is crammed on the window; as there is a lot of information contained in a relatively small space on the display, it would increase the cognitive load on the consumers' part, distract the consumers and increase the chance of the user making an error in their order. Also, it appears as if it would limit what the user can do on the shopping cart page. The user would also have to scroll down in order to see all of the added items in the cart which would cause inconvenience that won't arise if the order summary was displayed on a new page. Moreover, the amendments were made to adhere to the Consistency and Standards heuristic more closely. As users are more familiar with the shopping cart displayed on a new separate page rather than a sliding window on the side, the user on my website could wonder if there is a new page in addition to the sliding window. Thus, to reduce any confusion and cognitive load for the user, I modified the shopping cart to be on a new page. I used the design of the shopping cart from my second prototype from Assignment 2, having the counter right next to the shopping cart to indicate how many items have been added.