

Quiz 1

CSE519: Human-Computer Interaction



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Design Principle

- **Name of the rule/principle:** Offer Informative Feedback
- **Example website link/software/mobile application:** Duolingo mobile app
- **Photo of above website/software/mobile app to illustrate the design rule**



- **Description of the design principle in 100 words:**

- **Part A (General Description of the principle):**

The user should at least know where they are at and what is going on currently. This can be done by the appropriate and human-readable feedback for every action that the user performs within a reasonable amount of time. In short, **“For every user action, there should be an interface feedback”**. For frequent and minor actions, the response can be modest. While for infrequent and major actions, the response should be more substantial. The visual presentation of the objects of interest also provides a convenient environment for showing the changes going within the interface explicitly.

- **Part B (Description of the given Example):**

After you sign up, the Duolingo app takes you through a simple and easy journey where you choose a language to learn and commit to a time you'd like to practice each day. They use a very clear language and this allows the user to know that they can always change their previous selections later if required. The app uses the interface that users are familiar with for example quizzes and gaming. The law “Offer Informative Feedback” can be seen at the following instances in the app:

- When the app is initially opened, the amount of course completed and remaining is shown in graphical form.
- The learning is in a form of quiz where the user has to see, answer and in the process the user automatically gets acquainted to the new words and alphabets of the language. The answers to all the questions of a quiz are frequent and minor actions that are rewarded with a smaller feedback of wrong or right. If the answer is correct, the meaning of that word in the language the user is familiar with is explained.
- For the bigger actions like completing a quiz, completing one course part (syllabary, group of words, etc) are rewarded big with attractive bages and streaks to motivate the users to continue.
- While the quiz is continued, the progress bar shows the amount of learning completed and remaining in that quiz. If the answer is wrong, the progress bar won't move forward; rather it will stay constant and will move forward when the user gives correct answers. This way, the learning is also ensured.
- If the user is not learning since the past few days, the notifications from the app are automatically sent in the mobile mentioning the reminder to open the app and start learning the language.
- All the earned positive feedback (badges and streaks) are shown at one place.