

Design Decisions

User Testing Feedback

- 1. User Creates a Freet.** I saw that the user struggled to find the create freet button. After a few moments, she finally found the button. It was surprising the difficulty in the action.
- 2. User Likes a Freet.** The user instantaneously liked a freet.
- 3. User Refreets a Freet.** The user scrolls down looking for a refreet button and finds the button. It was surprising the confusion around refreeting.
- 4. User Deletes a Freet.** The user finds the delete freet button.
- 5. User Edits a Freet.** The user finds the edit button. On the edit page they attempt to edit the text of the freet, but eventually use the button. As expected, yet interesting the misinterpretation.
- 6. User Searches by Author.** The user does not struggle to search by author.
- 7. User Follows a User.** The user does not struggle to follow a user.
- 8. User Filter by Follows.** Interestingly, the user does not struggle to filter by following users.

Sketches and Finished Frontend

1. Separate Page for Create Freet

I chose to have a separate page for the Create Freet operation. Splitting the feed with a create freet button may have wasted valuable screen space. So, I opted to put the create freet button on its own page. During user testing, I discovered the user had difficulty finding the create freet button. Additionally, I could have created a pop-up box. With limited library access, a separate page was easier to implement. I chose to route the user directly back to the home page after creating a freet to minimize extra clicks.

2. View all Frets and Following Frets Toggle

I choose to include the view all frets and view following frets toggle within the navigation bar. Although, I could have chosen to have a button or a toggle within the page. The navigation bar was the natural place for a user to go to switch pages, this was a more interpretable version of the application.

3. Edit and Delete Dropbox

Instead of an edit and delete button, I place both in a dropdown within the feed itself. Users don't often need to edit or delete feeds, so the settings can often be hidden and the space preserved. In other social media platforms, the editing capabilities are similarly hidden, so the user will naturally look to the corner for editing capabilities.

4. Author Search Bar

Instead of a filter by author button, I incorporated an Author search bar. Users naturally associate a search bar with filtering a page by a key. So, by placing the search bar at the top of the screen, the design decision implies filtering without needing to explicitly state the purpose. This assumption was validated in my user testing when the user instantaneously jumped to the search bar to filter by author.

5. Settings Page

I chose to include a settings page, instead of including the settings at the bottom of the feed as in other assignments. Settings are normally in the top right corner of a web application, as they are in my application. Users can navigate to the settings page to sign out and change their username or password. This choice prevents users from being forced to scroll to the bottom of the feed to find important settings.

6. Create User and Sign-in

I chose to include sign-in in the top right corner of the navigation bar, following general web app practices. This choice allows the user to easily find sign-in. To prevent the creation of many accounts for one user, I linked create account beneath and much smaller than sign in. So, a user is more likely to sign in than create an account. This design decision decreases the likelihood of duplicate accounts and streamlines the most common use case.