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User Interface Design  
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## Final Project Write-Up

**2:** The problem, or domain, I sought to address, was helping combat food insecurity. Obviously, this is an extremely lofty goal, so I eventually simplified this into one realistically achievable goal. I decided to help someone who had never cooked before cook just one dish - a steak. The specific need was for a person to be able to follow along with a cooking tutorial, and have all of the steps one needed to start cooking broken down and organized logically. This serves people who want to start cooking, but never got the chance to try it out. The reason that simply watching a youtube video is insufficient is because often times the video will go too fast, someone will want to rewatch a part or slow it down, or sometimes the video will cover something that the viewer already knows. The way I addressed this was by taking several youtube videos that involved a tutorial on cooking a steak, splicing them into parts, each of which addressed a certain task, and allowing the user to select which videos they wanted to see. Then, the user can pause the video, slow down or speed up the playback, or even jump forward or backwards by 10 second intervals. I simplified the features that youtube offered that may not be relevant to the user. When the user is done learning from the video, they will follow the recipe, and when they complete the recipe, a message will pop up on the screen congratulating the user on completing their first dish.

**3:** Three technical implementation decision I had to make were: adding the functionality of returning to the video selection screen, adding all videos to the sidebar, and adding the options to fast forward/jump forward by 10 seconds. These were all actually features I did not originally have, but decided to add after doing user testing.

First of all, for returning to the video selection, this was driven by a need for the user to be able to correct mistakes. If they had missed a selection or wanted to redo their selection of videos to watch, they would not be able to do so unless there was a way to return to the selection screen. I had considered simply forcing users to refresh every time they did this, but I realized this would lead to frustration and a feeling of a loss of control over the interface, so I ended up implementing the navigation.

For the option to add all the videos to the sidebar at once, this was driven out of the need for users who needed to watch all of the videos to not have to manually add each video to the sidebar. Dragging and dropping is tedious, and had I simply chosen the alternative of forcing users to drag everything in, they would lose patience with the interface.

Finally, for the ability to fast forward and jump forward, I found these features to be useful myself. They were created out of a need for users that were familiar with the skill covered, but still wanted a quick refresher, to be able to do so without sitting through the entire video. I had considered the alternative of adding in a video progress bar, but I decided this was an excess feature that users would not bother with while busy practicing the techniques. Rather, I chose to go for having more simple options to not overburden the user.

4. Three design decisions I made while developing were: graying out and crossing out each step in the recipe after they were checked off, placing labels beneath the icons for video navigation, and placing margins between each item in the sidebar.

For the recipe, the original design was meant to allow users to check off what steps they were done with. This design simply featured a checkbox that did not modify the text when checked off. When I asked users to simulate going through the recipe, the feedback I received was that it was sometimes difficult to see at a glance what steps were completed and what steps weren't. Thus, I chose to make the text gray out and cross out when the checkbox is checked, to make it visually more clear what was happening. What I like about this design is that not only is it clear which step the user is on, it is satisfying to check the checkbox as you can see immediate feedback for your action. However, possible drawbacks are that it is difficult to read what previous steps were without unchecking the box, should the user want to review.

For the labels underneath the video, the original design was simply an array of buttons that each contained an icon. It was meant to allow the user to navigate the video. However, when I asked users to try to navigate the video, they were confused that the button to slow down playback was a hover button, which slowed down the video when the mouse was over it. To make it more clear what the user was meant to do, I labeled each button with the function of the button. I like that this design makes the functionality more clear, but a drawback is it makes my design look less clean and forces the reader to read to know what to do.



Finally, for placing margins between each item in the sidebar, I originally wanted this to be a cleaner design with a constant overlay on top of the background image. The design was meant to make the white text more readable on the colored background. However, when I asked users to drag videos into the sidebar, they noted that it was not clear that each item was a separate element, and that they seemed to blend together in the sidebar. I iterated on my design by separating the filter effect to be separated for each element, to make it more clear that they were separated. This worked successfully, and I am glad that this design achieves my goal without sacrificing my original design intentions. However, it makes the sidebar look less clean and less minimalist, as there are now

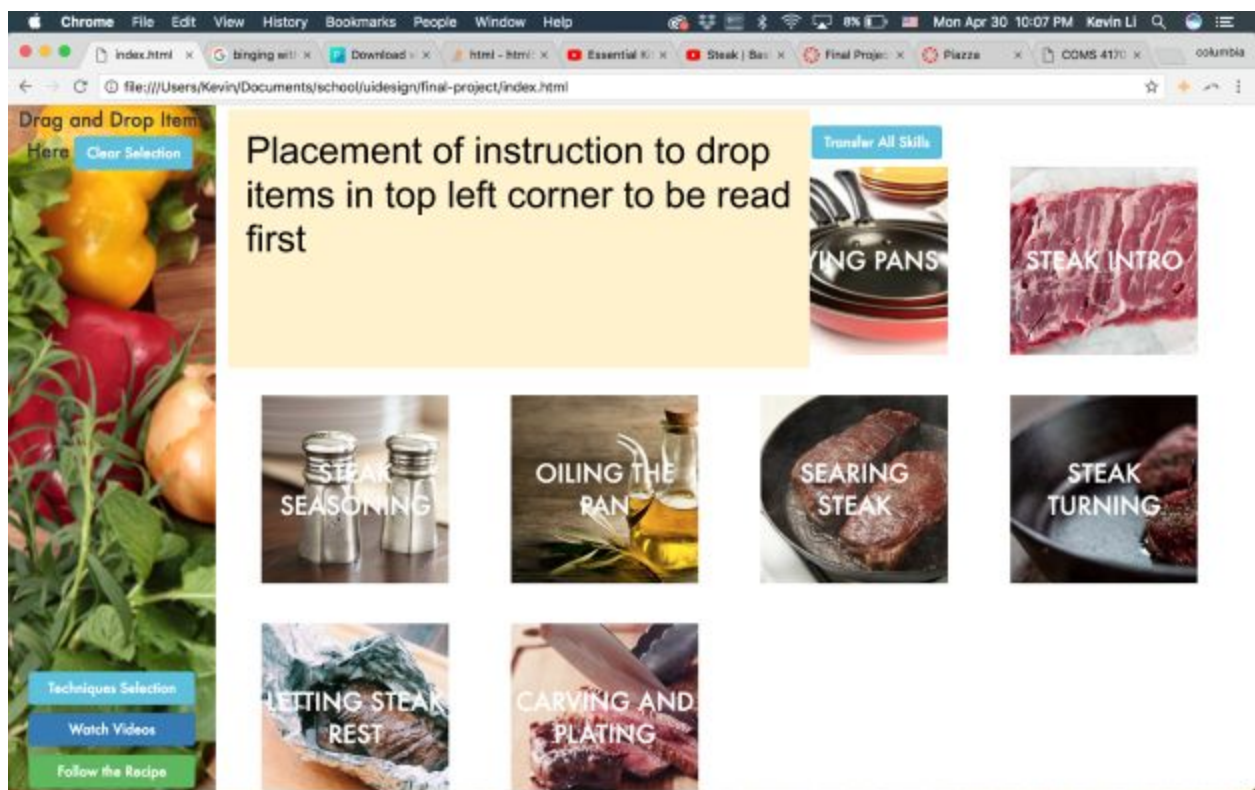
breaks in the overlay.

5.

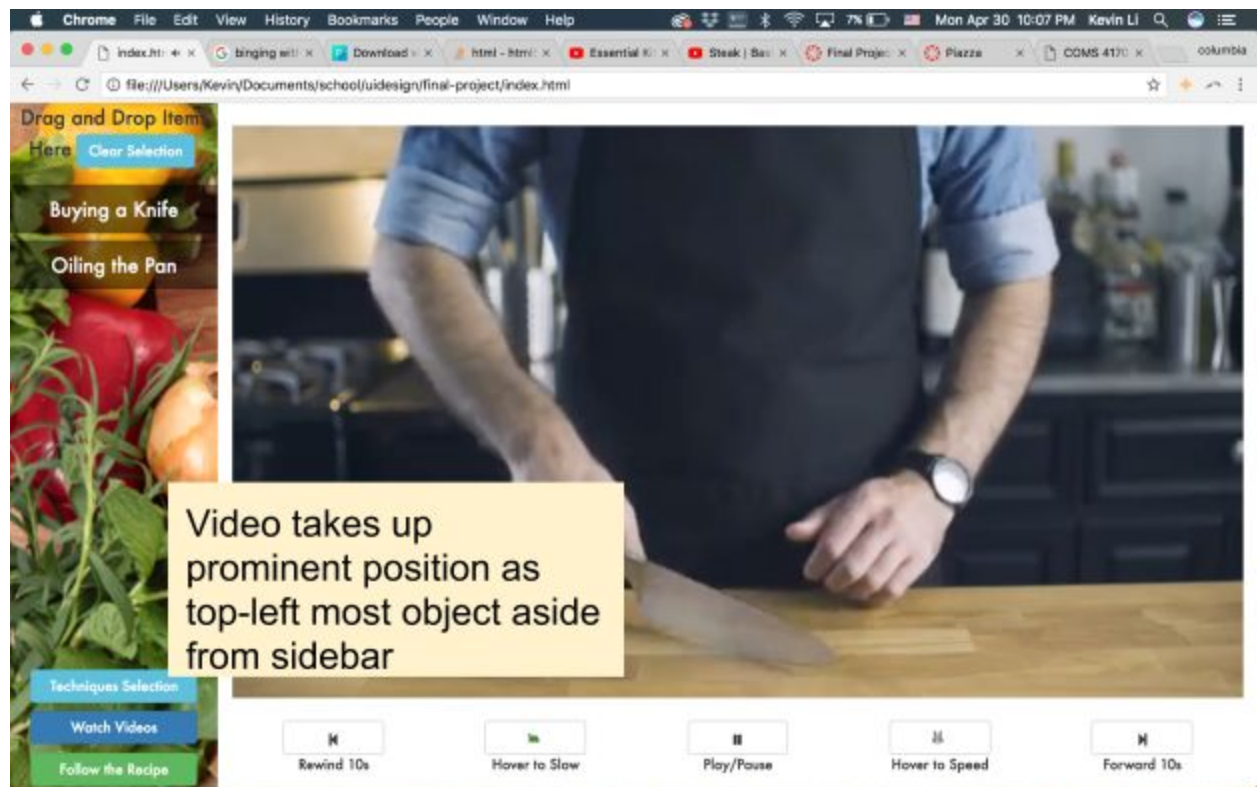
User Intent	User Action	Feedback
User wants to begin learning/navigating the site	User moves cursor over "Begin" button	Button background becomes opaque, indicating it is meant to be clicked

User wants to learn a technique, e.g. "Buying a knife"	User clicks on "Buying a knife"	"Buying a knife" box follows mouse and sidebar turns lighter
User wants to add technique to queue	User drops "Buying a knife" on sidebar, in the drop area	"Buying a knife" appears in the sidebar and disappears from the selection area
User decides to add all videos to the sidebar	User clicks on "Transfer all skills"	All skills now appear in the sidebar and disappear from the selection area
User wants to watch the videos selected	User clicks on "Watch Videos"	Page changes to video, prompts "Select a video from the sidebar"
User wants to watch "Buying a knife"	User clicks on "Buying a knife"	Video on buying a knife appears in the video screen and begins playing
User wants to watch "Buying a knife" slower, when Babish demonstrates his cutting technique	User hovers over button with turtle icon	Button turns a darker color, video slows down
User wants to watch "Buying a pot"	User clicks on "Buying a pot"	Video on buying a pot appears in the video screen and begins playing
User wants to pause "Buying a pot"	User clicks on "pause" button	Video pauses, pause button turns to play button
User wants to try their hand on the recipe	User clicks on "Follow the recipe"	Recipe appears, video disappears
User finishes step of recipe	User checks off the step they finished off	Text becomes gray and crossed out
User finishes all recipe steps	User checks off all recipe steps	Congratulations message appears on screen

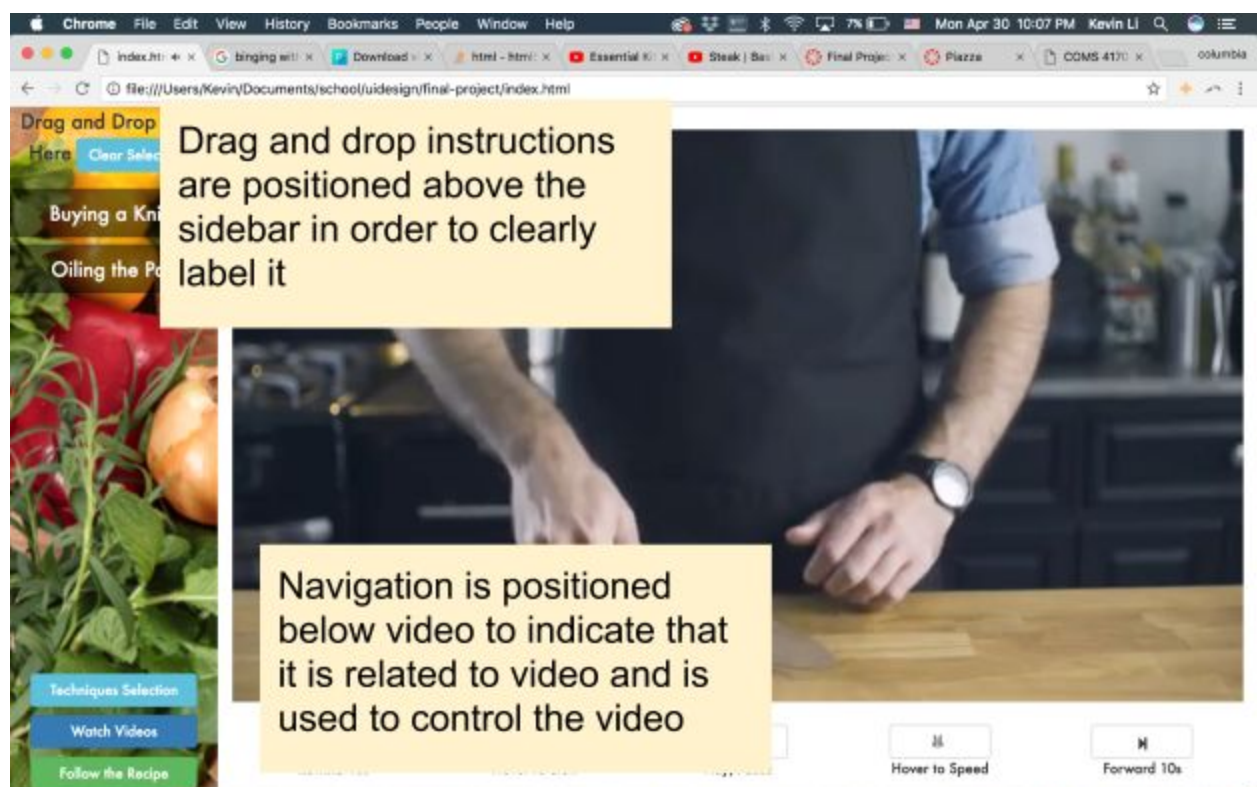
## 6. Information Hierarchy

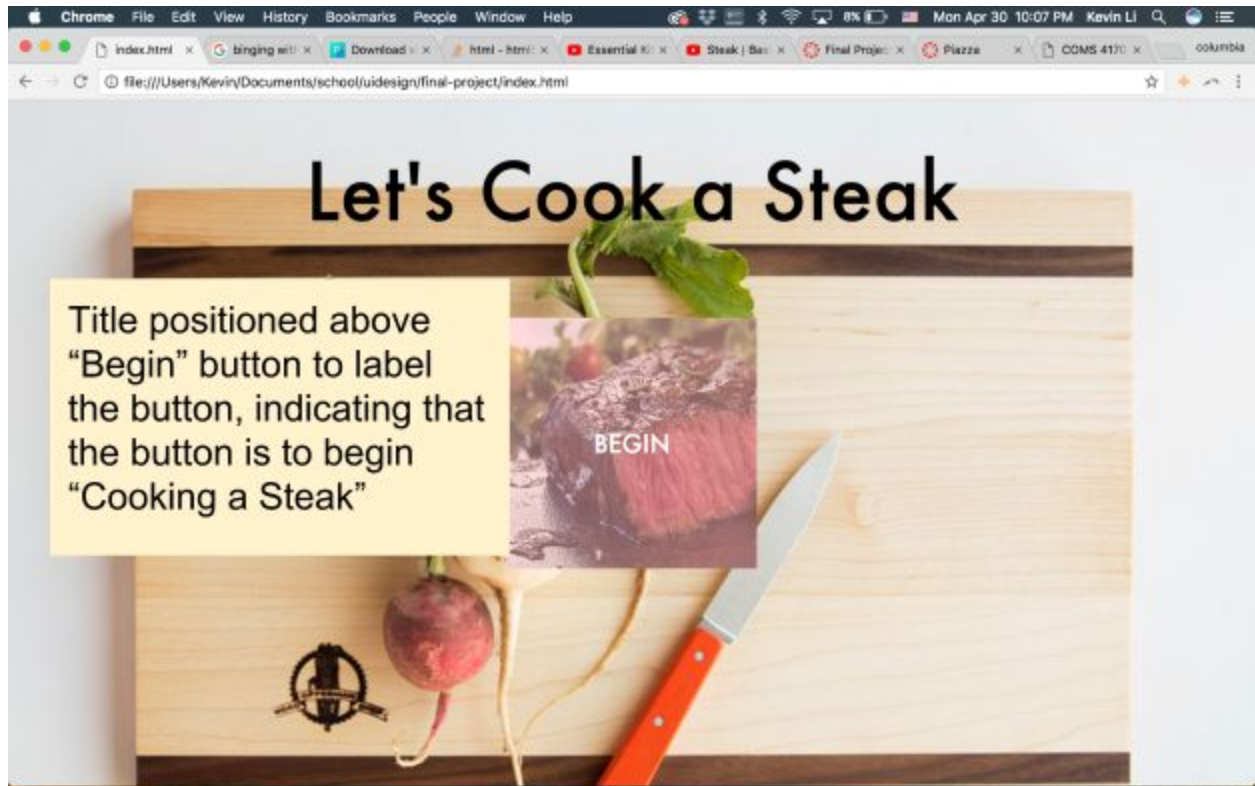




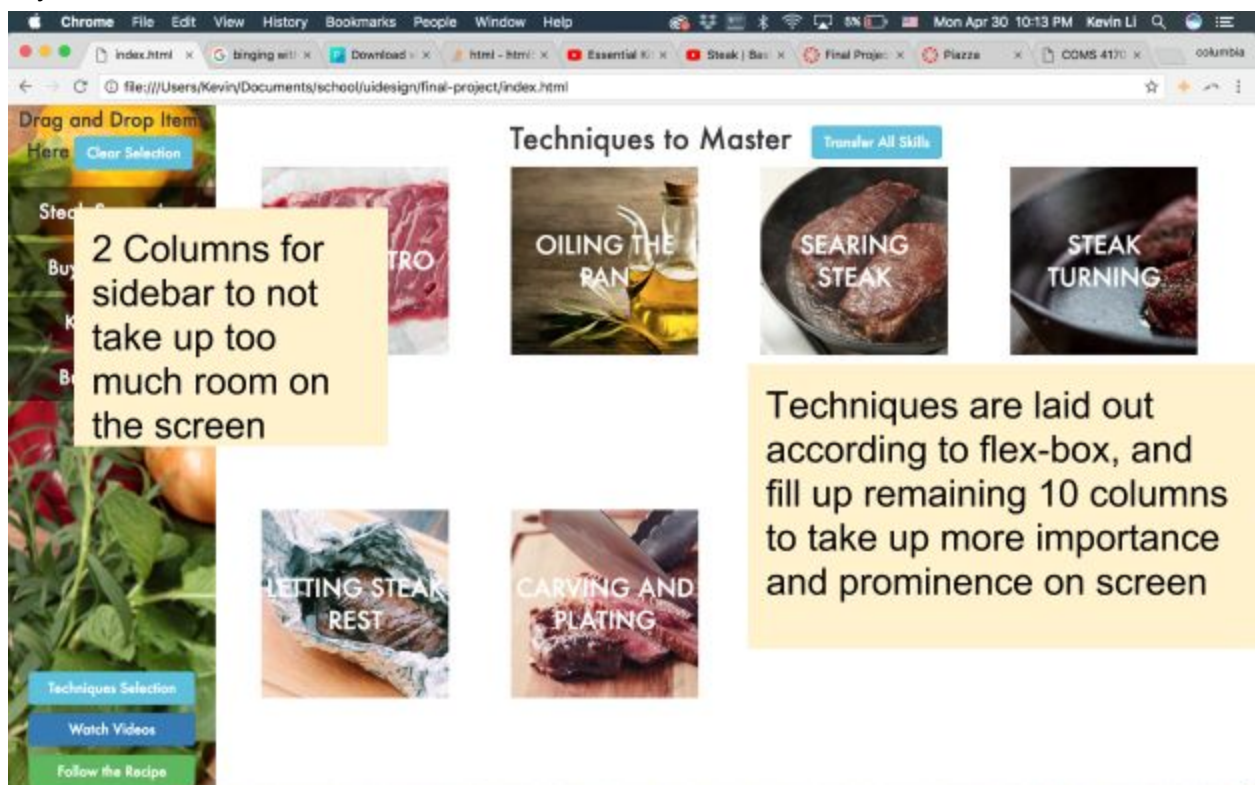


## Position

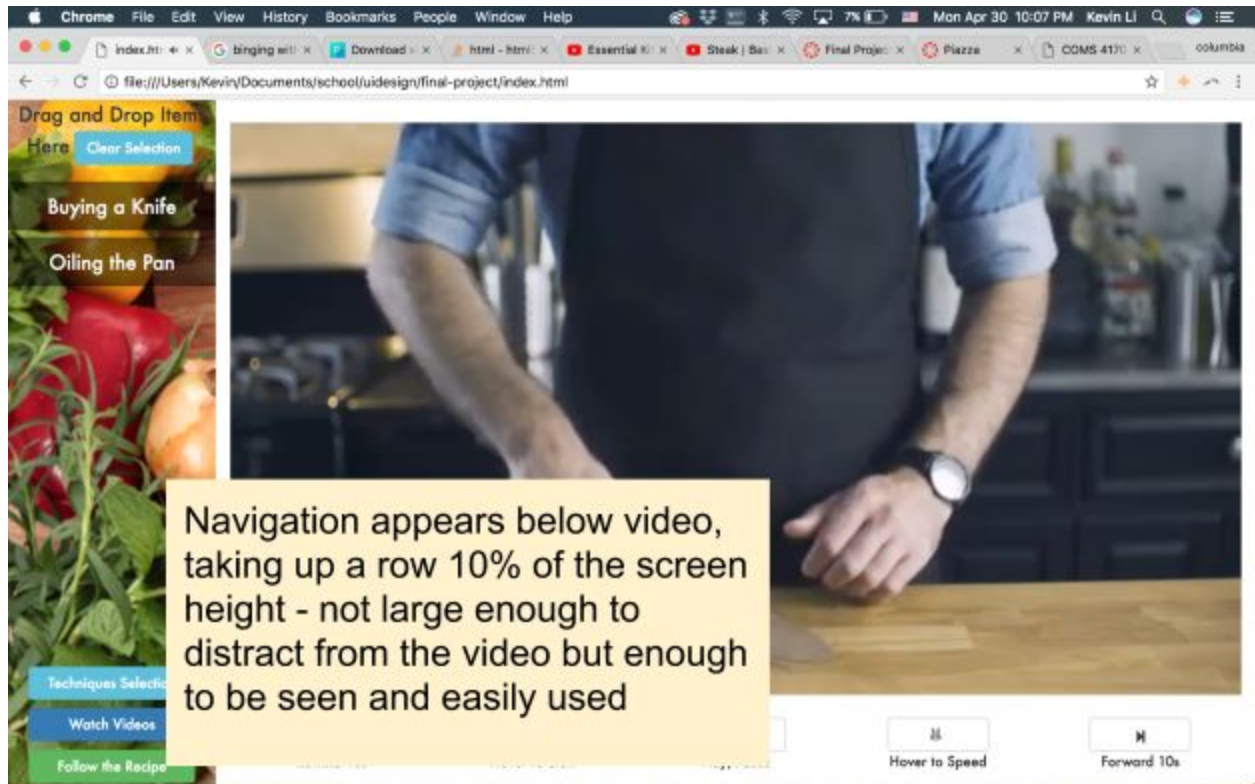




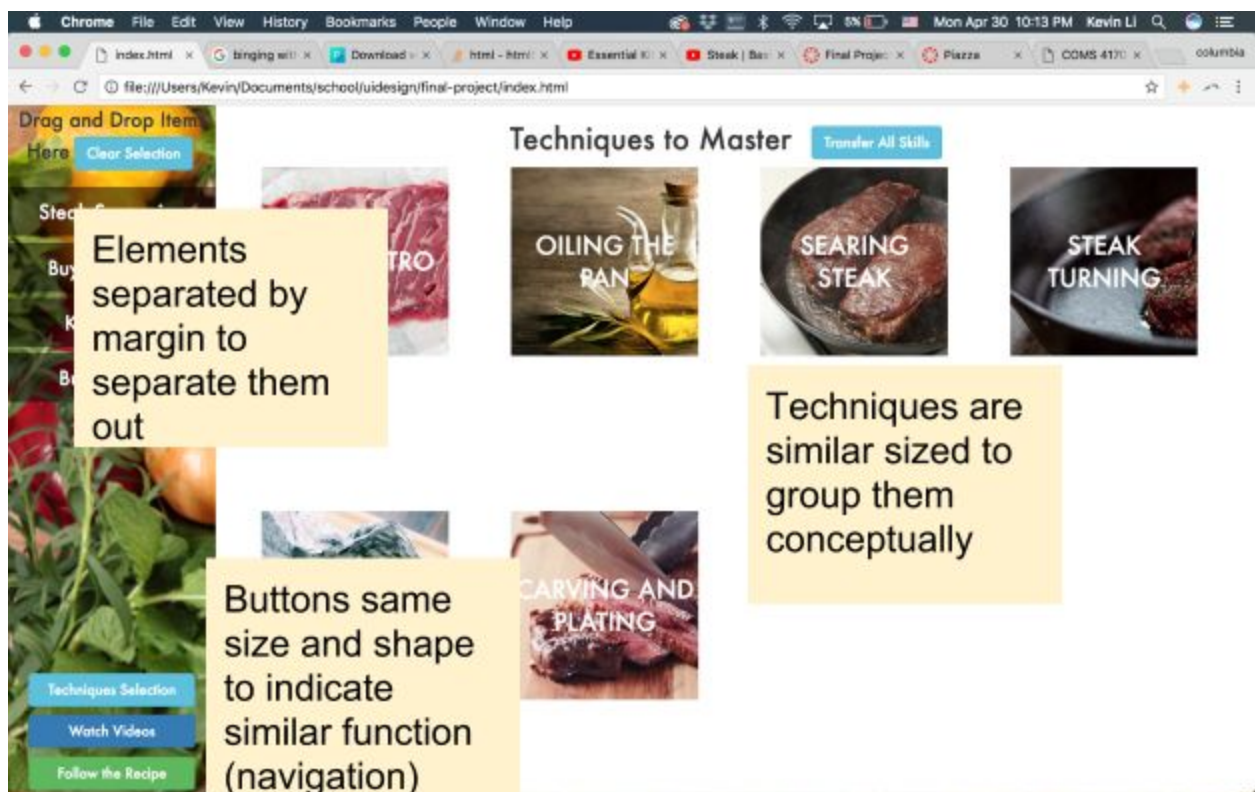
## Layout



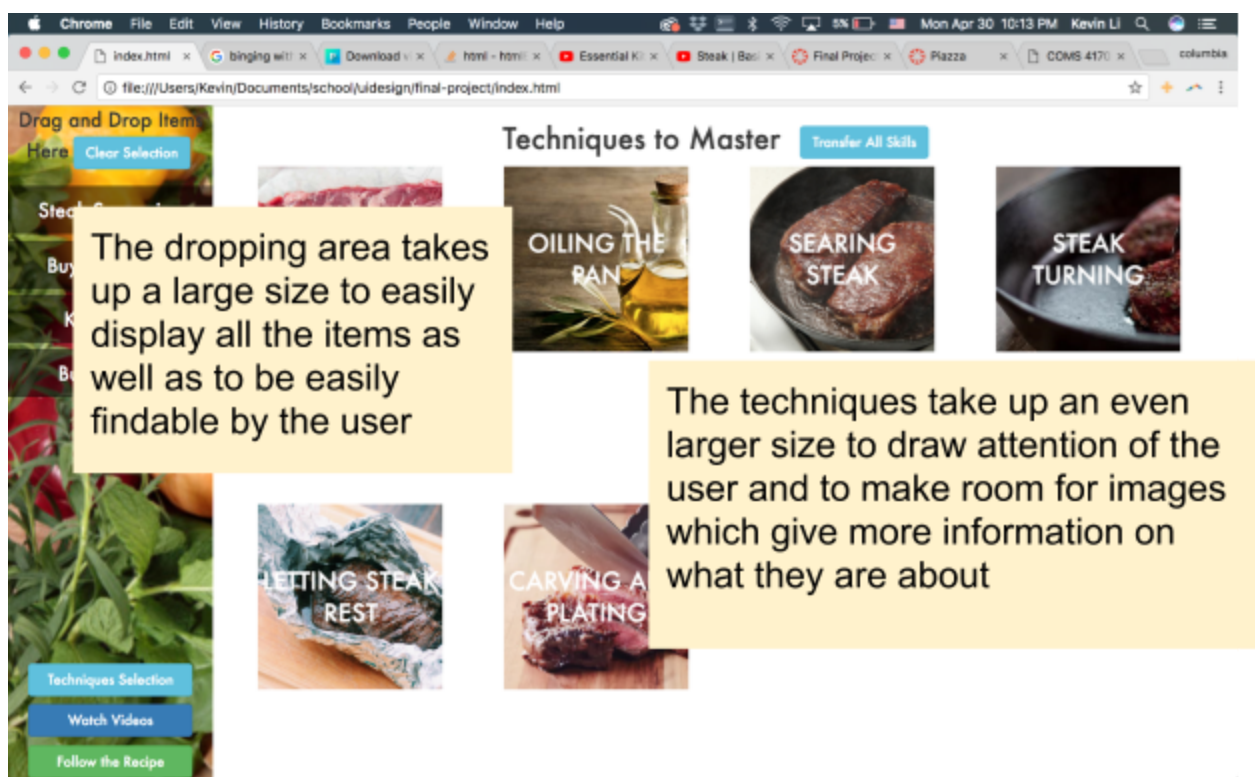
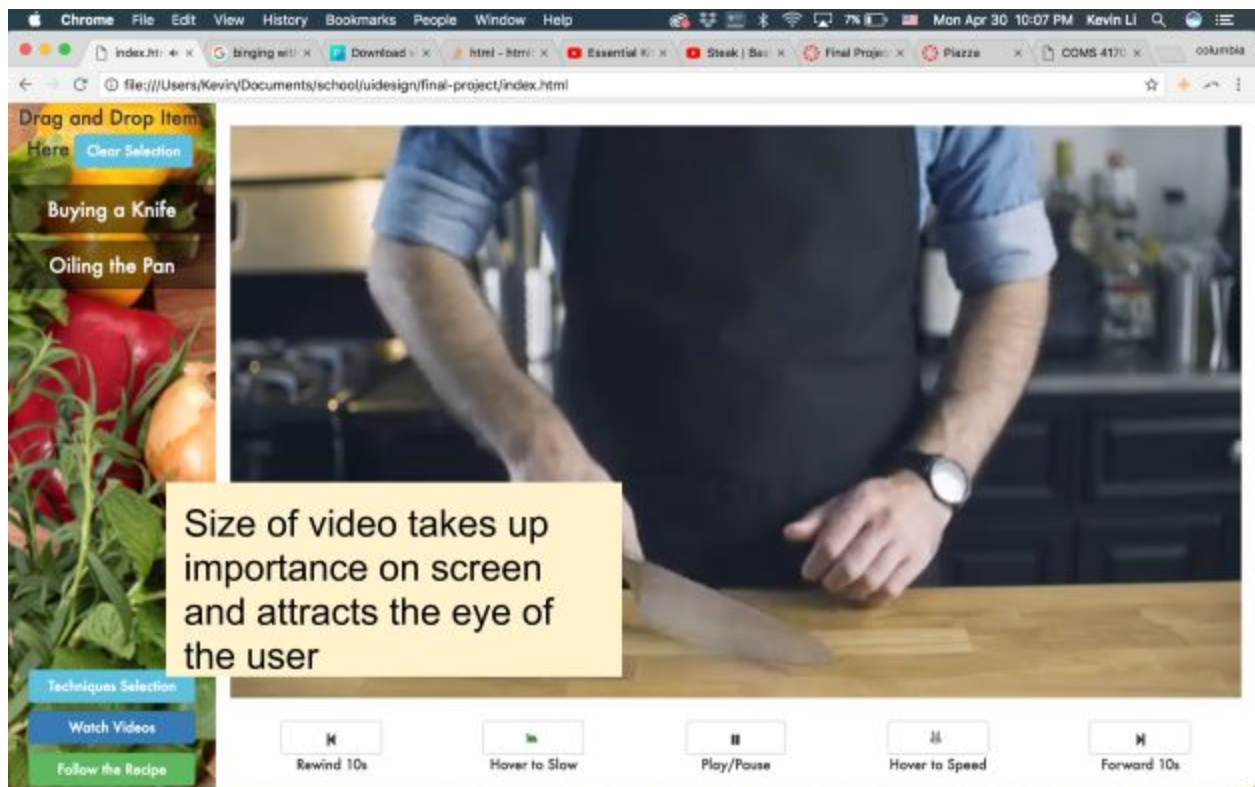




## Gestalt

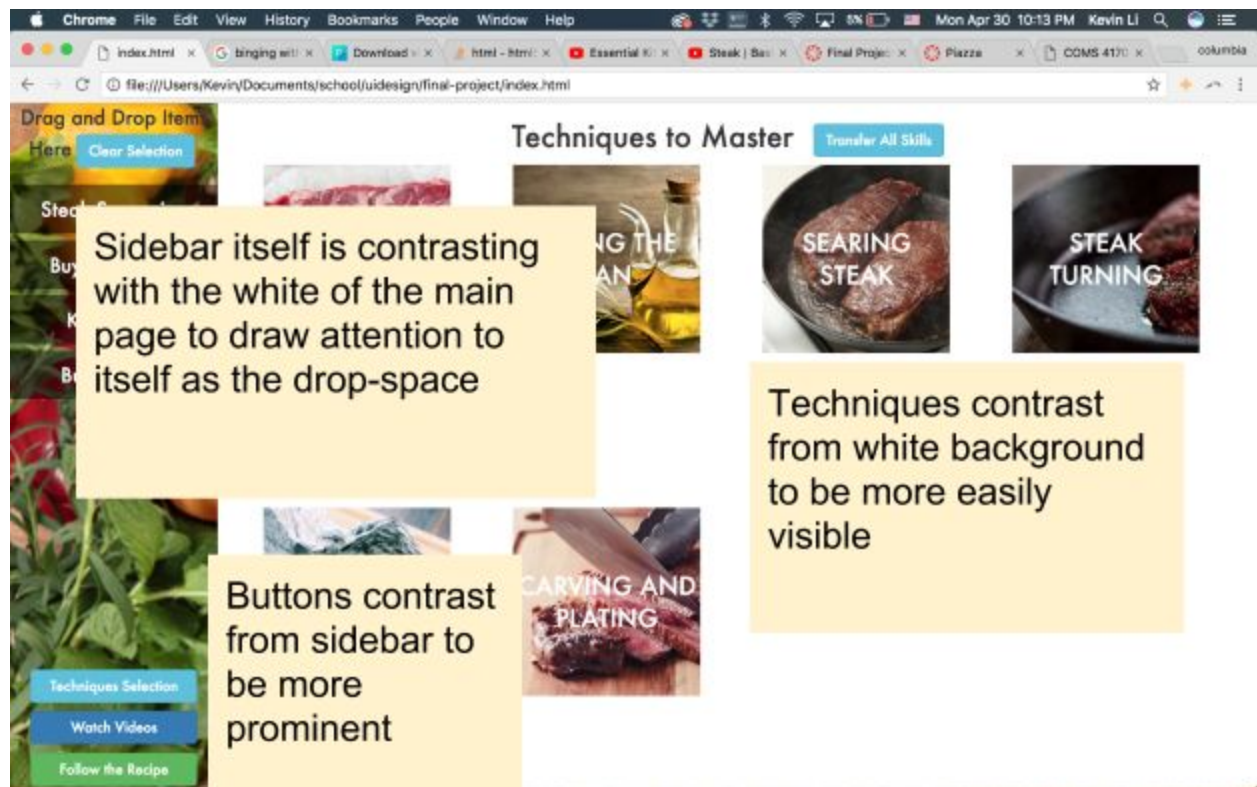


## Size



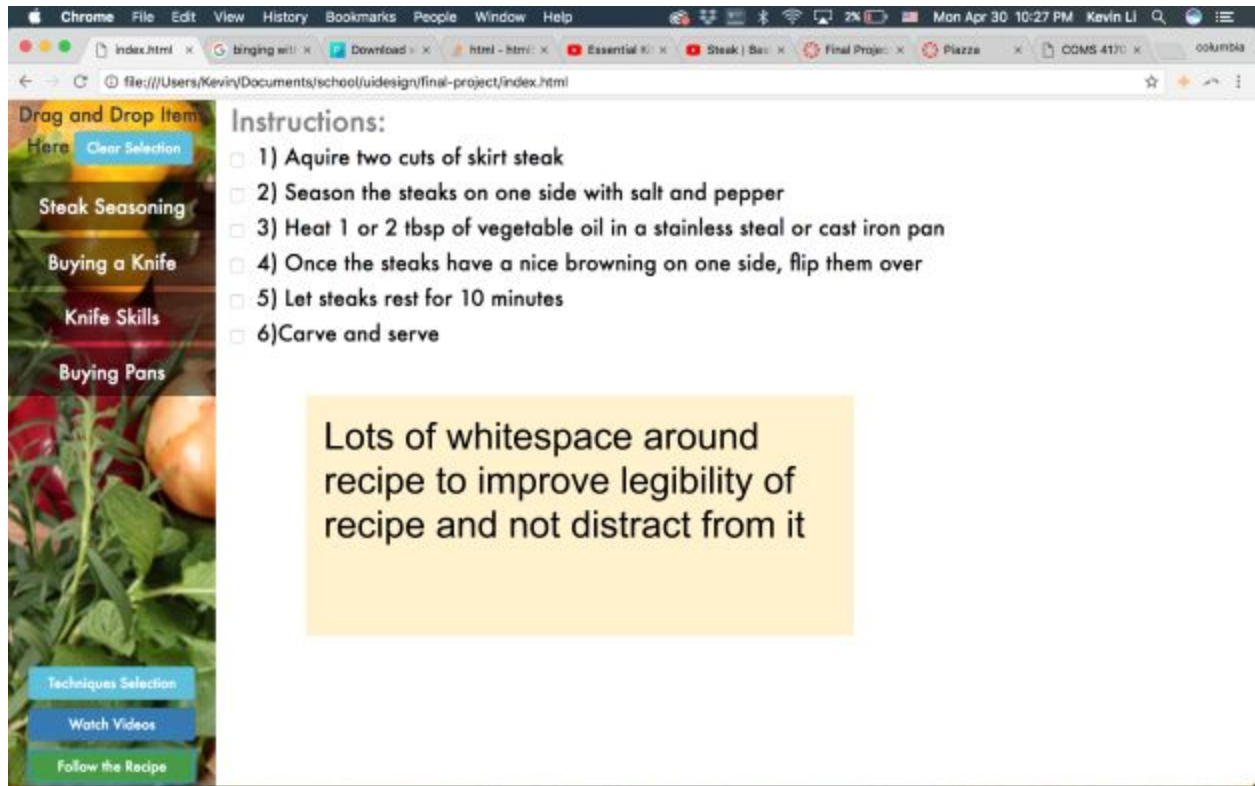
## Contrast





## Whitespace





## Color

