



UNIVERSITY OF SYDNEY

INFO2222

Usability and Security

LOGBOOK 2 WK4

of

Project Brief

SID: 490441372

March 25th, 2021

Sitemap of FAQs



GROUP MEETING NOTES

After two more weeks' running-in, our team started to work formally. This time, we mainly carried out Task 3,4,5 in Project Brief. We also discussed Survey Building and Web Ideas. Each team member contributed constructive ideas and analysis about our web page.

For Task 3, three team members discussed the design of web page and drafted the wireframe to select the final version of the wireframe.

For Task 4, two team members including me conducted card sorting for our website and invite some people to do the card sorting in order that we can handle what the users want.

For Task 5, we firstly divided our wireframe into five parts and assign them to each member. And we also learn how to prototype the website by Figma and make our prototype.

Finally, we also discussed the Web page content, and each team member provided effective opinions about their own website content.

Reflection for whole Logbook

For these two weeks, I completed some tasks for our project and finished the tutorial sheet on time. But during the process, I found tons of things needed to be improved. For week 3, I mainly focus on the wireframe design and card sorting for our project. When I do the drafting of wireframe, I suddenly realized that I need to have a better understanding of our project in order that I can do better for our project. And the card sorting actually improved my skills about brainstorming, whatever the open card sorting or closed one, they need a good idea to figure out.

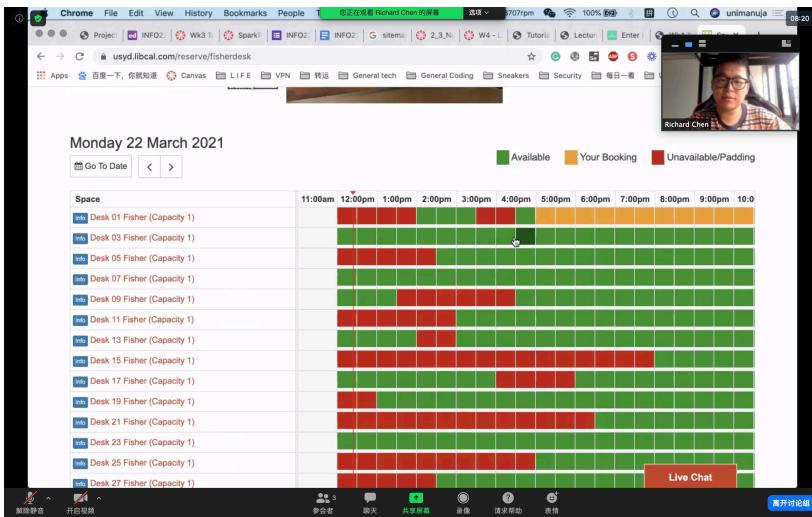
For week 4, I mainly focus on the prototyping web design and searching for contents. Prototyping is a fresh and unfamiliar thing for me actually, I spent a lot of time to know how to do and what should I do, including learn how to use Figma to collaborate with team members to prototype our project. Also, I found that the searching content is not a so-called easy thing to do, it needed me to have a clear direction to do instead of searching randomly, which can improve the efficiency.

Observation for Usability Testing Session

Facilitator: Kaijun Peng

Participant: Rick

1. Book a desk in fisher in any time



2. Identify the opening hours for SciTech Library on Easter Monday.

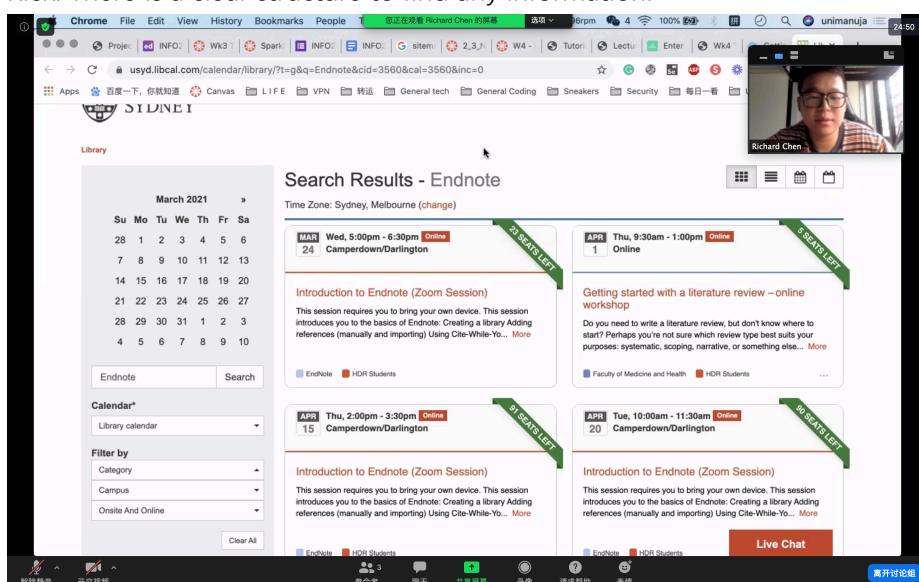
– Search when is easter Monday 5 April, it is closed on that day. takes 20s to complete

3. When is the next Introduction to EndNote training session held?

– Go to study page, “Online Training” .

It is easy to find the page, but hard to find when is next one. – back to the home page and go to study page again, go to referencing, it shows the same page again. Then go to the FAQs to find when is the next one, but there still is no any information about that. Go to the “Online Training page” and “Workshop”

Rick: There is a clear structure to find any information.



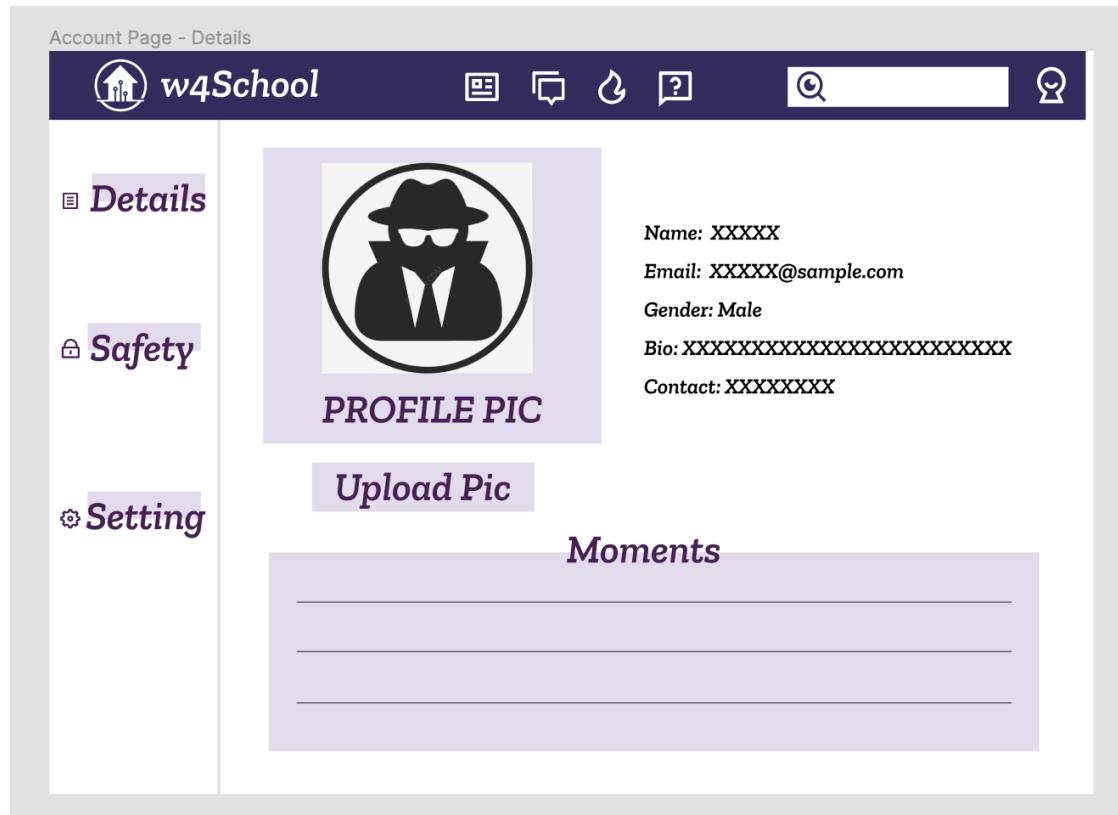
There are two tutorial questions here and they are completed in different time duration. The factor influenced the time could web structure, facilitator’ s guidance and participant’ s habit that use website.

Content and Prototype of own wireframe design

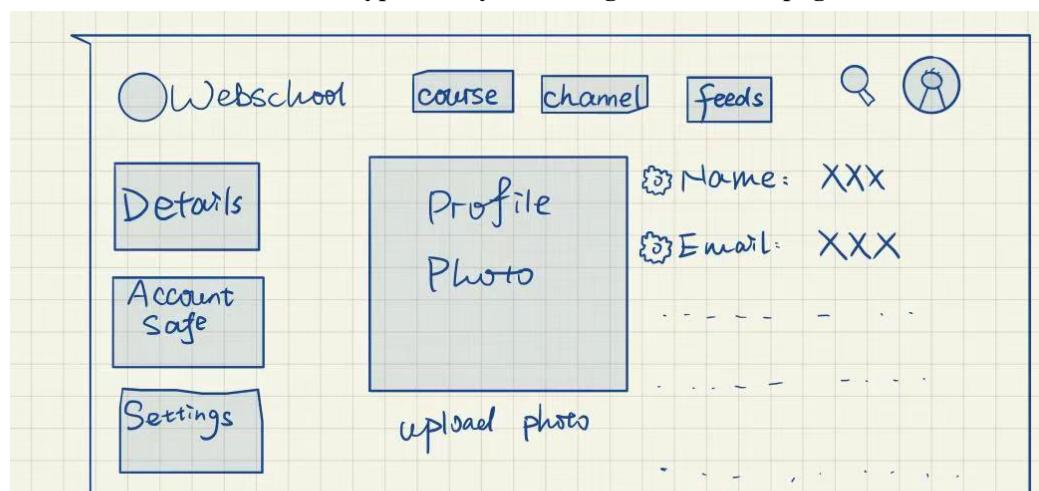
https://img.88icon.com/download/jpg/20200817/33a654a28cf7125a6f0d2b6fbf537087_512_512.jpg!88con for profile pic sample

<https://remixicon.com/> for all icon in the prototype

https://www.figma.com/file/kGGsAbVb0wZedLg0xFdysC/info2222_RE3_Group4-colors?node-id=149%3A46 for prototype web tools



Prototype for my own design for account page



Sketch of my own design for account page

Notes on evaluation done on own designs: At the beginning, I just do the sketch for my own design with raw outline. When I do the prototyping I found that there are something should be improved, such as the layout of page and more elements should be added into page.

Source codes: basic login page

```
from bottle import get, run, route, request

@route('/login')
def login():
    return '''<form action="/login" method="post">
        Username: <input name="username" type="text" />
        Password: <input name="password" type="password" />
        <input value="Login" type="submit" />
    </form>'''

def check_login(username,password):
    if username == 'admin' and password == '123':
        return True
    else:
        return False

@route('/login',method='POST')
def do_login():
    username = request.forms.get('username')
    password = request.forms.get('password')

    if check_login(username,password):
        return '<p>Your login information was correct</p>'
    else:
        return "<p>Login failed.</p>"

run(host='localhost',port=8080)
```

Source codes: to-do list

The source code references from: https://bottlepy.org/docs/dev/tutorial_app.html

The origin code has been uploaded GitHub already.

After reading this tutorial, I learned to use Bottle to create a project, such as routing, using the Bottle template capability to format output and handle GET/POST parameters.

Source codes: add new web page

```
def contact():
    ...
    login_form
    Returns the view for the login_form
    ...
    return page_view("contact")
```

add new function contact to form page in controller.py

```
@get('/contact')
def get_contact():
    ...
    get_contact

    Serves the contact page
    ...
    return model.contact()
```

add new function contact to form page in model.py

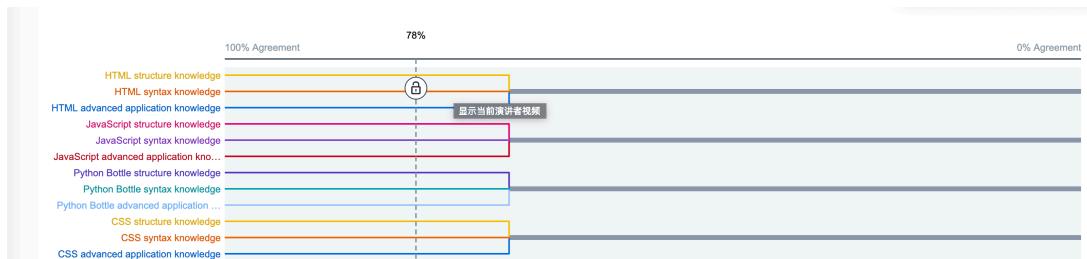
```
<table border="1">
<tr>
    <td>0412345678</td>
    <td>example@gmail.com</td>
</tr>
</table>
```

add new html for contact to form page in template

Ideas for card sorting session (TEAMWORK)

Our team divided our sort into two parts, one of them is our website-function-oriented card sorting, the another one is the card sorting about the programming knowledge.

The programming knowledge part achieved 100% agreement about the card sorting. The specified knowledge about HTML, Python Bottle, CSS and JavaScript will be assigned to HTML module, Python Bottle module, CSS module and JavaScript module respectively. According to the result from website-function-oriented card sorting, this provide a clear idea about our website's design architecture on different page. Most of user agree the idea we are thinking for.



Result from Card sorting in Optimal Workshop(<https://www.optimalworkshop.com/>)