# IS 303 Lab 3 Assignment

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### **Definitions**

When it comes to creating interactive experiences, following the interaction design rules we learned in class is of utmost importance. These rules, visibility, feedback, constraints, consistency, and mapping, play a crucial role in ensuring that the interfaces we design are user-friendly and intuitive. Visibility focuses on presenting essential elements and information in a clear and obvious manner, enabling users to easily understand their purpose and functionality. Feedback is about providing users with timely information about the outcome of their actions, so they feel acknowledged and informed. Constraints help guide users by setting limits and preventing errors or confusion. Consistency ensures that similar elements and interactions are used throughout the interface, making it easier for users to build mental models and navigate with familiarity. Mapping establishes a logical connection between controls and their effects, allowing users to predict the consequences of their actions. By adhering to these design principles, we can create interfaces that are seamless, efficient, and enjoyable for users, ultimately enhancing their overall experience.

# Visibility

The website has too many colors which distracts the end user from what they actually want to do.
 The main thing we wanted to focus on for visibility is making the page less clustered. We decided to move the following things to the tab labelled quicklinks:

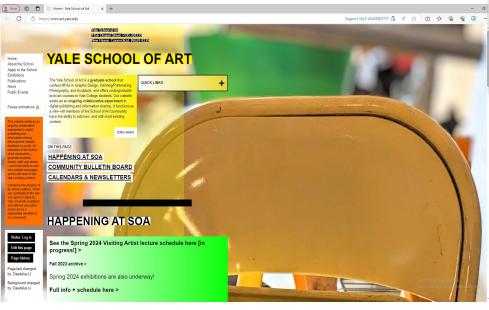
Happening at SOA

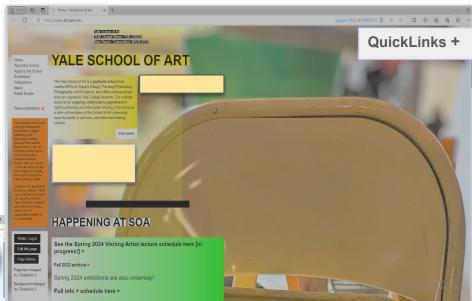
Community bulletin board

Calendars and newsletters

We also decided to move the quick links tab to the upper right corner. It clears up space for the end user to easily read the other things. We changed the color scheme of the quick links to make the whole page easier on the eyes and we also changed the brightness and opacity of the page to create a better contrast for people reading through the page.

#### **BEFORE**

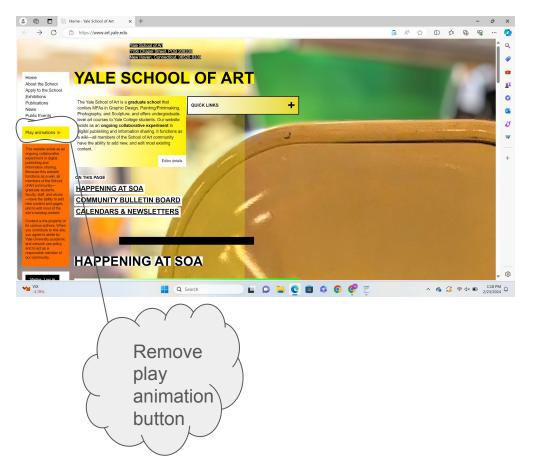




#### **AFTER**

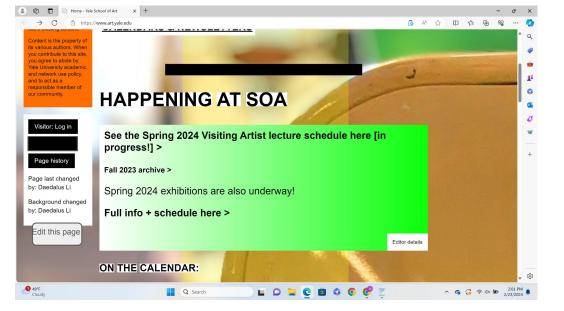
## Feedback

For Feedback we chose to focus on the animation of the website. On the left side of the page, there is a button that says play animations and when you click on it, it says pause animations. The problem with this is that no animation is being played or paused. When the button is clicked nothing happens on the screen no matter how many times you click on it. Because we are unsure of what animation is supposed to be played, we decided to get rid of it as a whole.



## Constraints

• While exploring the webpage we noticed that clicking on the "edit this page" and "visitor:log in" button, they take you to the same login page. That can be confusing for users as both buttons are very close to each other and can easily be mistaken. To avoid the issue of a user logging in to edit the whole website without meaning to do so, we decided to not only change where the "edit this page" button is located but also to change the background for the login site for this particular button. We did this so that it can be differentiated from the "Visitor:log in" page.



# Consistency

For consistency we chose to change the current location of the events archive. It is currently located in the news tab of the website we think that is not very consistent, since there is a public events page on the website. We decided to move the events archive to the public events page because that makes more sense. When browsing through a website an end user would not think to look at news for events.



Events archive >>

maintained archive

initiated in the spring of

hosted by the Yale School

2021 of event series

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■ News Public Events 

Play animations >

This website exists as an ongoing collaborative experiment in digital publishing and information sharing. Because this website

Visitor: Log in

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by: Lindsey Mancini Background changed by: Julio Correa

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PHOTOGRAPHIC STORYTELLING" COLLABORATES WITH YALE DAILY NEWS ON F

