

Bachelorarbeit am Institut für Informatik der Freien Universität Berlin

Human-Centered Computing (HCC)

**How does an editor for dynamic resources  
for users with different levels of expertise  
look like and how can it be  
conceptualized and implemented within  
the constraints of an existing ecosystem?**

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# 1 Abstract

In recent years, the shift from print to digital publishing channels has increased the need for tools that allow publishers to quickly build and configure digital platforms.

This bachelor thesis addresses this problem by conceptualizing, planning and implementing an User Interface (UI) editor for apps and websites used by magazine and news publishers as an case study. The editor was built for a proprietary web framework called "Purple Experience" and was developed within the constraints of an existing software ecosystem, which posed challenges and limitations on the design and implementation of the tool.

To gain insights into the needs and workflows of the groups of users who will be using the editor, a variety of Human Computer Interaction (HCI) methods were applied during the user research phase, including moderated observations and interviews.

The outcome of this research is useful as guidance for future software development projects for internal tools at companies. It can also be useful in environments where constraints exist, but a user base is already in place to provide valuable input and feedback. As a result of the user research phase, an interactive prototype was built using modern web technologies. In the next step it was deployed to a controlled group of test users. This approach combined with methods of agile software development allowed me to iterate fast and collect direct feedback until it was rolled out for production use.

The importance of considering HCI principles for brownfield software development projects is demonstrated and I provide examples on how to integrate these principles into a real-world context.



## 2 Zusammenfassung

TODO: translate english abstract when finalized <Hier sollten Sie eine kurze, aussagekräftige Zusammenfassung (ca. eine Seite) Ihrer Arbeit geben, welche das Thema der Arbeit, die wichtigsten Inhalte, die Arbeitsergebnisse und die Bewertung der Ergebnisse umfasst.>

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## 2. Zusammenfassung

## **3 Introduction**

### **3.1 Topic and context**

In the ever-growing world of software development, many companies are now in the situation to maintain a large software ecosystem with complex dependencies. Still, there is need for continuous improvement and development to stay competitive. This poses the challenge of improving the software from aspects like user experience, scalability and maintainability while being restricted by the ecosystem.

From my point of view, Greenfield development seems to be implicitly assumed in many books and articles about HCI. This assumption is not applicable to the situation many software companies are in today.

In a brownfield project, HCI methods need to be adapted to account for technical constraints while still addressing user needs. This approach was taken during the design and development of the UI editor in this thesis. In addition, user research in general is often neglected due to tight deadlines and limited resources which usually leads to premature releases and unstable software.

### **3.2 Goals of this thesis**

My goal was to demonstrate how HCI principles and methods can be applied in a brownfield project, using a real world case study at the company Sprylab as an example. Sprylab is a company which is engaged in the digital publishing industry, providing SaaS to publishing houses for editing and distributing content. The case study consists of the redevelopment of a UI Editor, which I will describe more in detail in chapter 4, in order to improve user experience and usability for web developers, admins and editors.

### 3.3 Process for research, prototyping and implementation

While writing the software and thesis, I followed the software design process described in [2, p. 104]. There, the process is divided into the three phases "Design Thinking", "Lean UX" and "Agile".

For this case study, the abstract plan for the process looks as following:

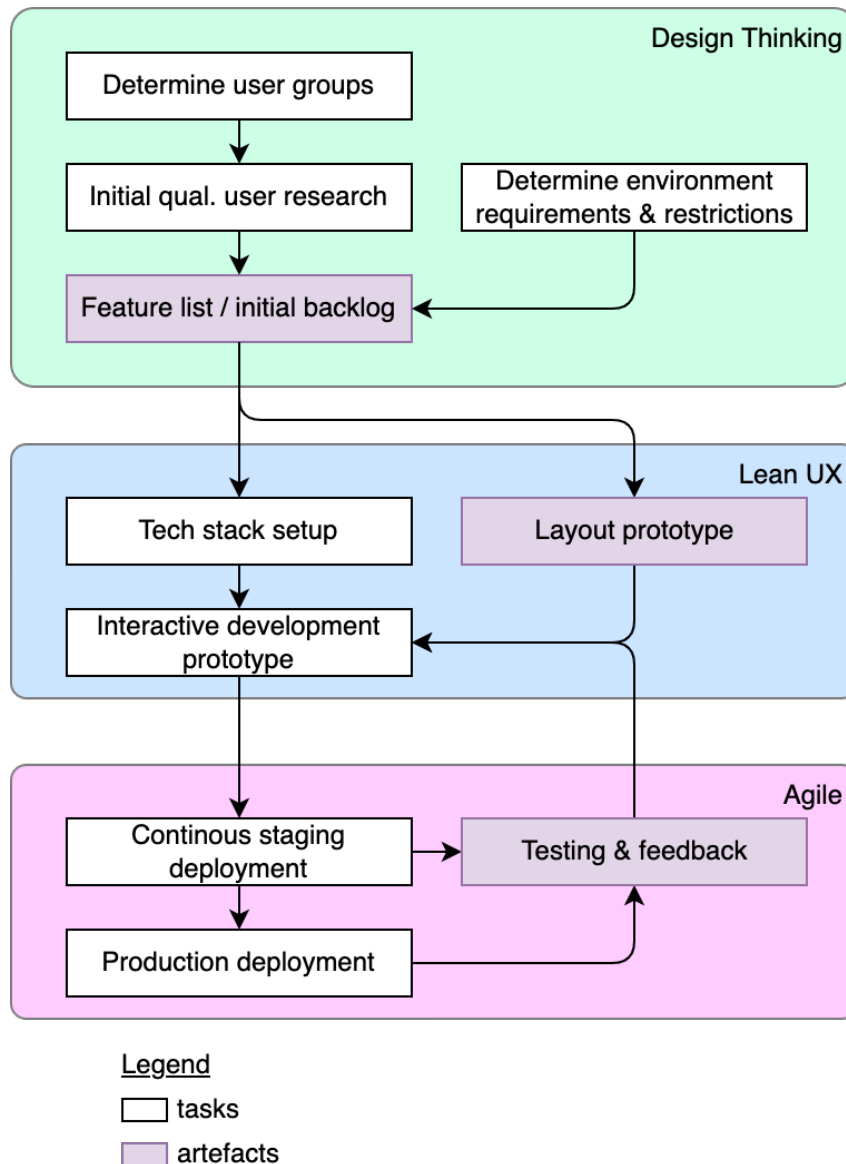


Figure 3.1: Software design process for the UI Editor.

## 4 Theoretical background

Before discussing the design and implementation of the UI editor, it is necessary to provide a brief overview of the applied parts of HCI and the specific context, challenges and Opportunities in which the UI editor was developed.

### 4.1 Applied human-computer interaction methods

Let me start by concretizing the HCI aspects of this work and why this I approached the subject from a not so common point of view. HCI is a complex topic with a long list of available methods and even more ways to adapt them to a concrete project, so it is impossible to cover all aspects. As a brownfield development project, the development of the UI editor faced the challenge of integrating with an existing ecosystem and adhering to pre-existing technical requirements. In my opinion, these technical requirements face only limited coverage in HCI literature, which is why I set some special focus on them during this case study.

To determine the initial functional requirements, I chose to apply qualitative user research methods like moderated observations (5.2.1) and interviews (5.2.2). While I also use quantitative research methods to get insights during the testing phase, I decided against using them during the initial functional requirements phase. The available user base was small enough to get meaningful and representative statements only from qualitative research and a questionnaire would either be too long or not provide enough helpful insights.

Furthermore, two concepts "SMART goals" and "three major factors of HCI" were used as foundation and guidelines during the process, which is described in chapter 5 more in detail.

### 4.2 Project specific background

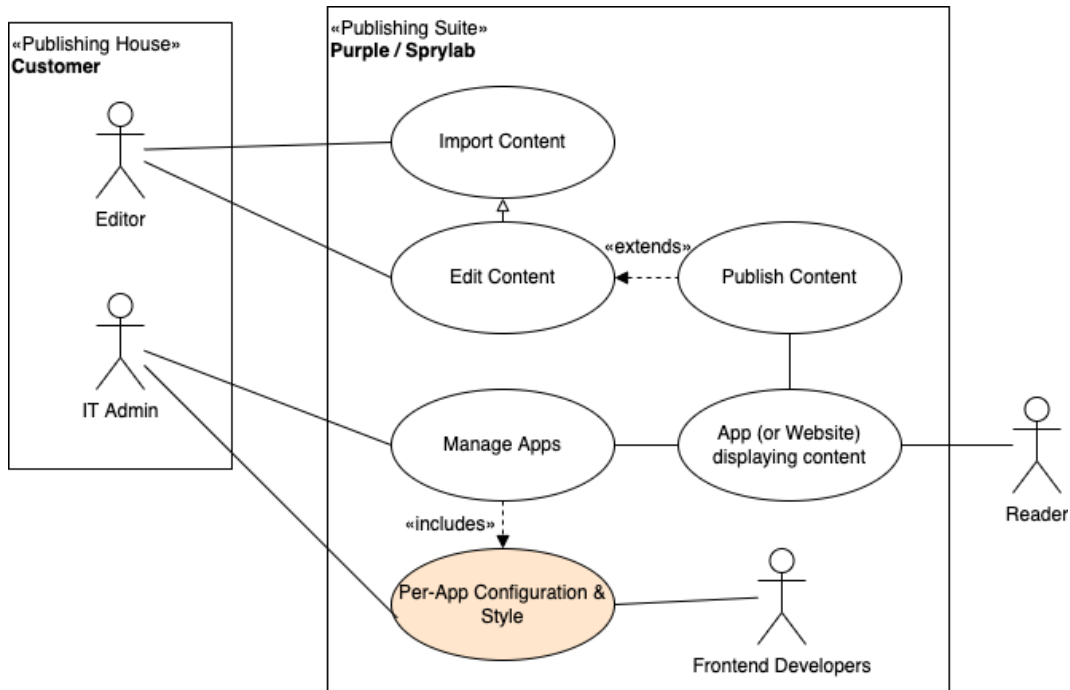
#### 4.2.1 Functional

To understand the usecase and value of the UI Editor, we first have to declare the fundamentals of the environment the editor will be embedded in. The publishing houses resp. their digital departments (in the following *customer*) purchase the license for an app or website (in the following just *app*, as there is not much difference besides the end medium). Then, they can import content via multiple ways into the system, or the editors write the content directly inside the tools provided as an Software-As-A-Service (SaaS).

The UI editor fits into the Use case "Per App configuration & style" (see fig. 4.1), with which mostly Frontend Developers and Project Managers from

## 4.2. Project specific background

Figure 4.1: Use Case diagram showing interactions from publishers, readers and frontend developers with the system



Sprylab as well as some external customer's IT admins will interact. The goal is to lower the editing burden as much as possible, so that more of the configuration can be handed off to external customers while also improving usability for the developers of the company.

### 4.2.2 Technical

Now that we have established a rough understanding of the environment and use case the UI editor will be placed in, I want to explain more about the configuration and styling itself. The UI editor will be implemented within the context of the proprietary web framework, Purple Experience, which is built on top of Angular. This framework allows for complete configurability through JSON files, including routing, rendering of different components, connecting data sources, loading assets, and styling the page with CSS. These configs and assets are stored in a per-app file system called *dynamic resources*.

Dynamic resources are individually managed and loaded for every app. This way, on mobile phones the endusers download an native core app, which in turn just downloads the dynamic resources and executes the angular app with the configs provided from the resources. Similar, when a end user requests a website, the backend server just looks up the dynamic resources matching this app's Domain and renders the website using that config. This way, all

customers can share the same server instance(s) in case of websites, or at least don't require extra native sourcecode changes per app.

In addition, there are preview and live resources for every app, so that changes can be tested before they are released to the end users.

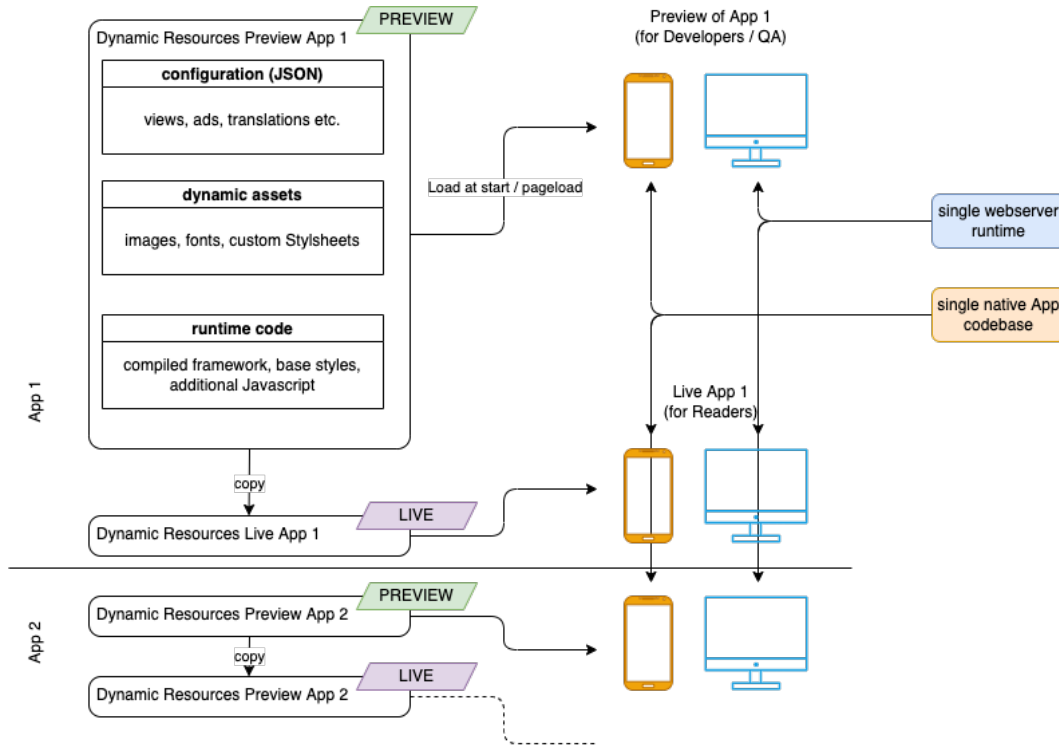


Figure 4.2: Sprylab preview and live dynamic resources for two imaginary apps 1 and 2

If you have worked with larger, deeply nested JSON files before, you may recall that they get convoluted quite fast. Also, manually handling ZIP files, changing assets and config files, packing everything back in a zip file and hoping one didn't introduce a typo anywhere is an inefficient and at times quite dangerous workflow.

As a base for making editing of these configuration JSON files easier, the Purple Experience generates JSON schema files directly from the Interfaces in the source code for every released version. JSON Schema is a specification and a declarative language "that allows you to annotate and validate JSON documents." (Retrieved 11th January 2023, from <https://json-schema.org/>). With these schemas, it's possible to validate the users input directly and even generate UI Elements so that is impossible for the user to enter invalid JSON or JSON that doesn't match the types declared in the source code.

At Sprylab, there exists a tool called "Storefront Editor", which is used as the foundation for this new editor. It uses an open source software called *Json Editor* (<https://github.com/json-editor/json-editor>), which takes a JSON schema and a matching JSON config as input and generates such a



### 4.3. Related Work

```
1 {  
2   "type": "view",  
3   "path": "/newsstand",  
4   "content": [  
5     {  
6       "type": "list",  
7       "content": {  
8         "type": "issue"  
9       },  
10      "dataSource": {  
11        "type": "issue",  
12        "filter": {  
13          "purchasable": {  
14            "value": true  
15          }  
16        }  
17      }  
18    }  
19  ]  
20 }
```

Figure 4.3: Simplified example of a view configuration showing purchasable issues

mentioned UI to manipulate the JSON in a safe way. As part of the chapter 5 about User Research and Analysis, I evaluate the state of the JSON editor for that usecase and in general outline the positive aspects and approaches which I reused for the new editor, as well show the missing features and features the interview candidates noted as confusing, not working or which slowed down their work.

### 4.3 Related Work

TODO

## 5 User research and analysis

TODO maybe use this reference?:

- [7] why companies dont conduct user research

Over ten years after the publication of Tomer Sharon's book "It's our Research", the listing of quotes in the introduction about user research in software companies still feel as relevant as ever.

"Yeah, but this study will delay our launch date.", "Yeah, but we can't learn much from only five participants.", "Yeah, but research sounds so academic." [8, p. 4] are only some of the statements that according to Sharon are often heard in software companies when discussing if UX research should be conducted.

The common pressure from different stakeholders often leads to quick implementation of features and workflows without first investing time to figure the user's needs out, which may be faster in the beginning, but can badly impact the user's acceptance of the product due to cumbersome and slow workflows, in the worst case leading to the user not using the product anymore.

To counteract this, it is crucial to conduct and evaluate user research methods, which is what I did for the development of the UI builder.

A starting point for qualitative user research is to define the goals through the help of the SMART criteria, which provide guidelines and formulated goals during research.

For the project, I defined the SMART criteria as following:

- **specific** - improve the workflow of users modifying dynamic resources for the Purple Experience.
- **measurable** - interviews after testing period concerning working speed, confidence and joy when editing resources, automated user tracking
- **assignable** - research and implementation will mostly be conducted by me, with input from CTO & product owner, connections to external users through customer service team
- **realistic** - new software platform which reacts quicker, provides more safety regarding errors and is scalable and extensible in the future. Limiting factors are time (as I only have three months for the first phase, including writing this thesis)
- **time-related** - the new software should have at least the same feature set and be usable by company-internal users until the end of 2022

## 5.1. Identifying and categorizing users and user groups

Remembering these points over and over again has helped me a lot when the focus on the actual goals was a bit unclear. In addition, Becker ([2, pp. 37-41]) states that there are "three major factors that an HCI designer should consider". Even though I couldn't find other publications mentioning them, they work well as additional guidelines to get broader research and product.

**Usability Factor** describes the spectrum from "usable" to "unusable" software. This is determined through the software design features implemented and how they help the user achieve their tasks in the environment provided.

**Accessibility Factor** is high when as many users from different backgrounds can use the software in different environments. It includes, but is not limited to access for people with physical and other disabilities, as well as the entry hurdle a new user must overcome. While it might look like this factor is not as important as the other two for specialized software mostly used internally, it should not be left out when designing and implementing. For example, even if currently no user with visual impairment is working with the software, it can always happen that an existing or new colleague suddenly has to rely on screen readers to continue his work.

**Time-On-Task Factor** refers to "[...] solutions that use up the appropriate of time to solve a problem." [2, p. 40]. Obviously, to save users as much time as possible, a fast system is required. But it is inevitable that the system, network delay and complexity of computation all have some minimal required time, and users understand that some operations might take time. More important is to reduce the perceived lag of interactions and give users feedback if a task takes longer to complete.

## 5.1 Identifying and categorizing users and user groups

In order to effectively design and implement the UI editor, it is crucial to understand the needs and preferences of the various users and user groups who will be using the tool. Therefore, the first step in the user research process was to identify and categorize the different users and user groups who will be using the editor.

In a later section (5.5), I'll build concrete Personas for the different user groups utilizing the information gained from the interviews.

Because we already have existing users that work with the previous editors and other tools from the ecosystem, it was relatively easy to collect a list of internal and external users, which either I personally knew or I could write a short message asking about if and how they use existing tools and modify dynamic resources. I see that this won't be as easy when dealing with a larger user base or primary external customers, when this first step probably requires more effort to collect a user overview upfront.

With a list of many of the users, I started grouping them to understand the

characteristics and needs of each user group, through which can ensure that the UI editor is tailored to their specific requirements and can be used effectively by all users<sup>1</sup>.

I derived the following common factors from the users, which made the communication and categorization a lot easier.

- **quantitative usage** There were users who relied on the tools for most of their work, while others like the external customers accessed the tool a few times a year.

- **common tasks** I roughly categorized the common tasks into three groups:

**Heavy configuration** Mostly internal devs used the tools to build new apps and websites from scratch (or derived from existing apps), making many modifications, from structural changes to the separate views, menus, data sources and more, over styling and translating messages to different languages.

**Moderate configuration** Project devs and customer support people copy resources from existing apps and adapt them for new brands, which often includes changing colors and logos, adapting texts or switching authentication flows.

**Small changes** External customers often only use the tools to exchange some ads, translations or logos, which affects a small set of files.

- **expertise**

**Technical** Depending on the area of education and working time in the web development industry, the expertise about web technologies, languages like CSS and JSON and often also intuition differs between users.

**Domain- and Platform Specific** There is a lot of vocabulary, functionality of the Purple Experience and other systems as well as permutations of configurations that users learn with time.

## 5.2 Qualitative user research

The existing user base enabled me easy access to subjects for qualitative user research methods. Using one or multiple ways of Triangulation [5, p. 264] can strengthen the significance of the research outcome. Limitations of a method or source can be removed by variation of those, resulting in a less distorted picture. Therefore I used methodological triangulation (using multiple data gathering techniques) as well as triangulation of data (collecting data from different

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<sup>1</sup>When I refer to "all users", I mean the group of users that are expected to work with the tool. There is an expected technical and domain specific base knowledge that the Editor won't cover in its initial form

## 5.2. Qualitative user research

people and different sources). Moderated observations combined with interviews proved to be a good fit for this case study, as they are interaction driven and the observer can react directly on behaviours / emerging topics and steer the process. This stands in contrast to more passive methods I found like passive observations or user recording and tracking analysis, where the outcome only depends on the prepared question / task and the users behaviour and which can't adapt to changed circumstances etc. during the application.

The chosen structure for the observations and interviews looks as following:

**Introduction (ca. 5min)** used to explain the circumstances and the goal of the session, how we proceed, which data I will collect and how I will evaluate the data afterwards.

**Moderated Observation (10-15min)** have the observed perform specific tasks in a prepared environment

**Semistructured Interview (ca. 15min)** ask prepared questions as well as open ones and discuss observation situation

Interviews followed observations to discuss issues encountered during the moderated observation and to gain deeper insight into the workflow and potential problems.

As I had no prior experience conducting these methods with a scientific approach, it was important to me to test the whole process before scheduling all the other meetings. One of our working students agreed to be a test candidate and we went through the tasks and questions I planned, after which he gave me feedback. Testing the methods and specific questions before conducting them on a broader audience helped finding questiones that were ambiguous or lead to a lot of repetition of already known facts. For the moderated observation tasks it gave me feedback on the difficulty and time they would take for others on average, which tasks needed clearer formulations and which were already good.

In total, I performed the user research on six persons, from which one was an core Purple Experience developer, two were working students from our project department, one was an developer from an different department who had worked with the software some time prior, one Customer Support Manager from our company and one external user from an publisher.

TODO: SME (subject matter expert) (ref. ABOUT FACE - The essentials of interaction design) "authorities on the domain on which the product will operate. This is of critical importance in domains that are highly complex or very technical." p.41

### 5.2.1 Moderated observation

I prepared a list of six tasks, with the last two beeing optional depending on the time left and the confidence of the user with the platform I perceived

during the beginning. That way I could present the same first tasks to every interviewee regardless of their level of knowledge, and present the last two tasks if we had enough time left. Also, it was important that the tasks did not build on each other to prevent the observed person getting stuck because of an earlier mistake. To me, it was more important to see a variety of tasks getting performed than one task being executed without errors.

In practice, I prepared an example app on our staging system, noted the link down and downloaded the initial state so that I could easily reset the environment after each observation. The six tasks were

- Change english app menu entry "Newsstand" to "Home" on all platforms (Web, Android and iOS)
- Change the Advertisement banner target on top of the home page to <https://google.com>
- Change the english text "Latest Issues" on the home page to "Read new Issues"
- Change color of "Read new Issues" and "Latest Articles" headers on the home page to the app's primary color.
- *(Optional)* Add an dropdown on the home between "Read new Issues" and "Latest Articles"

It should show all publications connected to the app

It should set an URL parameter "publication" to the id when selected

Define the reset message as "All publications"

- *(Optional)* Configure the filter of the "Latest Articles" list to only show articles from that publication

These were constructed in a way that I anticipated some errors so I could see how users tried to figure out what went wrong and fix them. These cases then also occurred, for example the first task was often only done for one of the three platforms, the "Latest Issues" text was not found in the translation files or the wrong CSS selector was used to recolor the header elements on the home page, leading to more elements being recolored.

The optional tasks were presented to four people, of which three solved them at least one of them successfully, only the core developer solved all six tasks completely. With the consent of the interviewees I recorded their screens during the observation to rewatch specific actions or flows if required.

TODO: noticed workflow patterns that can be improved? like file opening, switching files (quick links & file tabs)

## 5.2. Qualitative user research

### 5.2.2 Interview

For the interview, I chose a semistructured interview as the appropriate tool. The interviewer has a list of open and closed questions, through which he can ensure that important topics are covered while also allowing for flexibility to delve deeper into specific issues and ideas that may arise during the interview. My prepared questions consisted of some closed questions, like how often they interact with the tools, how confident they feel implementing changes or fixing errors, as well as some open questions like to describe step by step what the most recent task was they performed with dynamic resources, how they were onboarded etc. Then, if I had noticed points during the observation, I addressed these points directly, else I directly introduced the open question "If you dream of the UI builder, <>, how would it look like, which features would you expect and what workflows are most important to you?".

The semistructured interviews proved to be valuable in providing insight into the experiences and needs of the users. Through the interviews, I was able to gather a lot of new ideas and saw how different features were massively valued differently by the users. Two of the interviewees even provided written lists of their ideas and suggestions which they sent me afterwards. After every interview (which I also recorded), I filled out a Word document noting basic questions about the person and its usage of the dynamic resources, important situations from the observation, input from the interview and linked to the recordings in case I needed to rewatch parts of it.

Some of the outcomes were:

- The way users validate their changes differs widely, some use a preview window in the old editor, some merge changes into the resources and view it on the website or inspect the app's javascript context, some prefer separate windows, some embedded frames to see code and preview at the same time.
- Rearranging or adapting the layout of the tools / editor to match the current screen and browser window size is important, e.g. hide unnecessary panes if not used, make the window the user currently works in larger to see more content at once.
- Editing multiple files at once (in the old editor one could only edit one file at a time, had to close the current and open the next one).
- Collaborative working: Seeing the current state of the resources, e.g. if a live or preview resource is processing, if other users are working in the same app parallel, and having git-like line-by-line diffs of the changes made.

Some of these points and their implementations will be covered in chapter 6 7.

### 5.3 Quantitative user research

In the initial stages of research, the use of questionnaires was considered as a method of gathering information from existing and potential users. However, as the outcome of the qualitative research was already productive, it proved difficult to design a questionnaire that would provide additional information while adhering to common design rules for questionnaires in terms of length, number of questions, and type of questions. While prototype questionnaires were created using Microsoft Forms, I found them to be too long, difficult to understand, or not relevant to the development of prototypes. Therefore, it was decided to rely solely on qualitative research results for prototyping and feedback, along with some automatic tracking implementation (See TODO squeaky ref).

### 5.4 Process and visualize the outcomes of the initial user research phase

To gain as much value from the raw research data it is crucial to find some methods to process and visualize the outcomes. A common approach at companies is to write "tickets" in their ticket system of choice, in case of Spry-lab Jira (<https://www.atlassian.com/de/software/jira>). From my experience, Jira and co. prove valuable once the development process itself started and the state of the tasks must be tracked. But for discovery and prioritization of features, scrolling through lists of tickets with different priority levels, where then the tickets in the lists are sorted differently again, does not allow a good overview of effort and benefit of each feature. Thus, based on the condensed notes from the observations and interviews I tried out two alternative ways to figure out different features and how they can be prioritized.

#### 5.4.1 2x2 Opportunity Matrix

This two-dimensional visualization of a set of proposed features proved helpful when prioritizing tasks with other stakeholders, as it shows the (approximated) cost of implementation as well as the value the feature can have for users.

The matrix I used is a slightly modified adaption from [2, p. 181], replaced the term "idea originality" on the x-axis with "Value".

### 5.5 Building Personas

TODO: move to appendix?

Personas are descriptions of fictional users of the product, incorporating assumptions and optionally data for a user group. They aim to give developers and designers more context and depict real potential users, which makes it



5.5. Building Personas

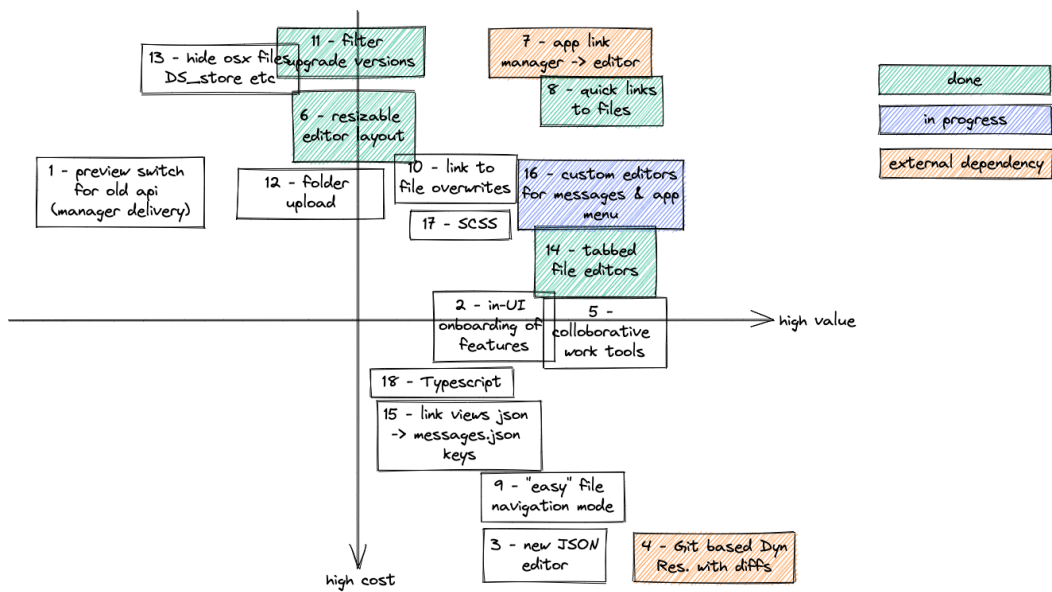


Figure 5.1: 2x2 Opportunity Matrix during the early phases of development

easier for a developer to empathize with the user. The following three Role-based Personas are derived from 5.1 and the outcomes of the interviews, based on the description of Personas in [5, pp. 403-405]

## 6 Prototyping

After collecting the initial user feedback, I started drawing minimal digital "paper" prototypes using Figma to gather visualizations of the proposed UI layouts. Two ideas emerged from the interviews: a (file-)editor-centric layout and a preview-centric layout.

### 6.1 Editor centric vs preview centric layout

The editor-centric layout is inspired by modern text editors / IDEs like VS Code (<https://code.visualstudio.com/>), which was mentioned as reference during the interviews multiple times. There, the central pane is the editor for the currently open file, while on the sides additional panes for file management, preview and more can be shown. The familiarity, especially to developers who are used to IDE layouts, could help new users adopt patterns to work with the UI they use in other tools as well.

The idea for a preview-centric layout was inspired by popular generic website builders like <https://wix.com> or <https://wordpress.com>, where the user can see the page in an interactive mode, move, configure or place elements, and then has on the side additional panels like one with information & options about the currently selected element. There are also framework-agnostic tools like <https://vwo.com/why-us/technology/visual-editor/>, but they either focused more on only editing the style and not the structure of the page or were not compatible with the Experience's framework and data format. UI-

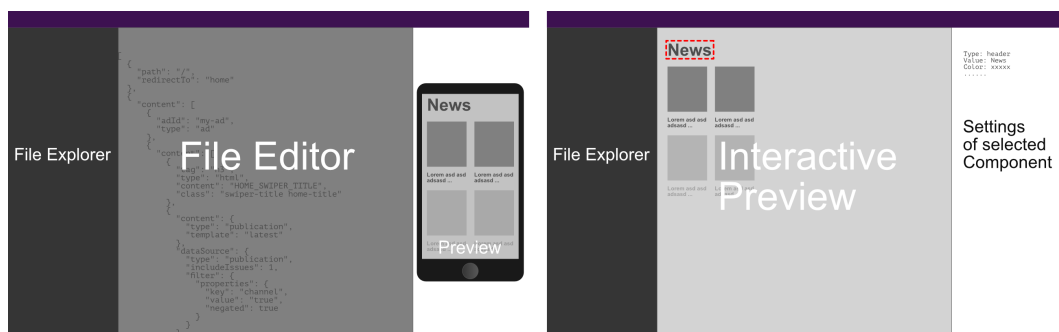


Figure 6.1: Mockups: Editor centric vs preview centric editor layout

timately our choice fell to the editor centric layout, the following are some of the reasons for it over the preview-centric one:

## 6.1. Editor centric vs preview centric layout

- The configuration structure of the Experience framework was not built with preview-based editing in mind, causing many functionalities to be hidden and invisible to the user, making it difficult to reproduce specific conditions in the editor environment. Thus, editing in a preview-centric mode could lead to more confusion for the editors than speeding up the process. As the configuration schemata are mostly fixed, it was deemed that preview-based editing would not be suitable in this case.
- After evaluating available libraries and examples, we concluded that building a reliable and usable preview-centric editor is more complicated and uncertain to result in a viable product within the limited time frame of this bachelor thesis. For editor-centric UIs, many third-party libraries exist that can be integrated into the UI, such as Microsoft's Monaco Editor (<https://microsoft.github.io/monaco-editor/>) for editing generic web-related files with automatic syntax highlighting and error detection, and JSON Editor for working with JSON configurations with provided schema.
- The user base consists mostly of tech-affine people who are used to layouts of IDEs, and the old tool also had a similar editor-centric layout. As Jakob's Law of the Internet User Experience states, the user's understanding of a website is directly tied to their mental model of that system [6] and [9, p. 2]. Introducing an unconventional workflow comes with the danger of confusing the user, causing mistakes, and potentially leading to dissatisfaction with the tool.

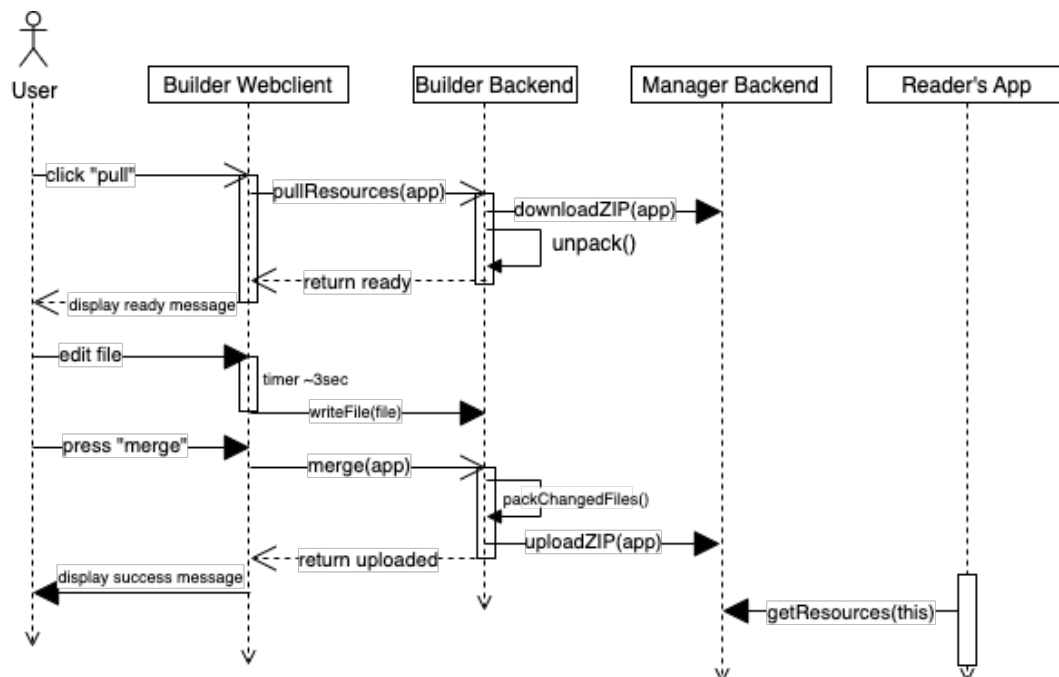
## 7 Implementation and deployment

The phase of implementation and deployment followed an agile development process, where I could deploy changes easily to get fast feedback from users.

### 7.1 Architecture

Let's start with an overview about the architecture and high level user flows. We have three software components relevant for a basic interaction with the system: the editor frontend, the editor backend and the "Manager" backend, which is responsible for authentication, app management and providing the dynamic resources in an ZIP format. At the beginning of a user journey, the user visits the root domain (e.g. <https://builder.purplemanager.com> for production apps) and logs himself in. I will not explain the authentication details, as these would go beyond the scope of a bachelor thesis and are not relevant for the UX. The API the manager exposed and the way dynamic resources get downloaded and merged is one of the basic technical requirements introduced by the surrounding ecosystem.

The following UML sequence diagram displays a typical interaction of a user with the editor frontend after he selected an app; pulling the latest dynamic resources, editing a file and merging the changes.



## 7.2 Software stack

From a company's perspective, it is advantageous to keep the technology stack as narrow as possible. For this case study, the most important point was the availability of additional personnel with knowledge about the frameworks and languages used. To conform with the company's DevOps practices the application only requirement is to be able to run inside a Docker container in a Kubernetes environment.

For this project I decided to use Typescript language (<https://www.typescriptlang.org>) on both back- and frontend. The advantage is the availability of many skilled personnel in the company as well as an established ecosystem and easy sharing of code and type definitions between front-end and back-end. The rest of the software stack is fairly common in today's web development industry too:

### Frontend

**Rendering framework** *React JS v18* (<https://reactjs.org/>)

**UI Component Library** *Blueprint JS* (<https://blueprintjs.com/>) provides components so we can rely on a consistent design system with common functionality like buttons, dropdowns, filters etc. already implemented.

**Other libraries** *ReactQuery* / *TanQuery* to manage, cache and invalidate HTTP API requests to the backend, *Zustand JS* for shared reactive state management and *Zod* for type validation at runtime.

### Backend

**HTTP Server** Express on Node JS, which is the most common combination to run an Javascript based HTTP server (see [3]).

**Routing abstraction** TSOA (<https://github.com/lukeautry/tsoa>) on top of Express, which is a Typescript library to provide Java-Spring like syntax with controllers, dependency injection and parameter validation at runtime.

**Testing** using Vitest (<https://vitest.dev/>) for Unit tests and Playwright (<https://playwright.dev/>) as E2E test runtime.

**DevOps** Gitlab Pipelines to build, test and package on every merge request or commit to develop and master branch.

**Project Setup** Monorepository with PNPM as package manager and Turborepo to manage package dependencies and automatic optimal build scheduling and caching.

## 7.3 CI/CD

CI/CD, a core practice of agile software development, enables fast release and deployment cycles which is crucial for agile prototyping and development. A Gitlab CICD Pipeline was set up for the UI builder, consisting of Build, Package, and Deploy stages. The Build stage also executed unit and end-to-end tests due to technical reasons for efficiency.

Having a fast and reliable CI/CD process during development and prototyping was valuable, as it allowed for quick reactions to user input and deployment to a staging domain for feedback in under 10 minutes. Separating staging and production systems also allowed for more confident deployment of quick fixes for validation in a production-like environment without interrupting users.

## 7.4 Feature examples

In the following section, I'll present a selection of the features that were implemented during the UI editor case study. These features are chosen as examples to how the HCI methods and outcomes from the user research phase influenced their design and how they can improve the user's experience with the tool.

### 7.4.1 File management - open multiple files as tabs

A common workflow consists of editing multiple files at the same time, for example having the view configuration open while adding translations for newly added components. The old editor tool only allowed to open one file at a time and get closed when the user opened another one. This showed up as a big slowdown during the moderated observation. All subjects mentioned they have to work on multiple files and that they are annoyed by the workflow, especially when opening large view configs can take more than 30 seconds.

The solution was inspired by the file management that most IDEs provide, a bar on top where all the opened files are listed and the user can quickly switch between them or close the ones he doesn't need anymore.

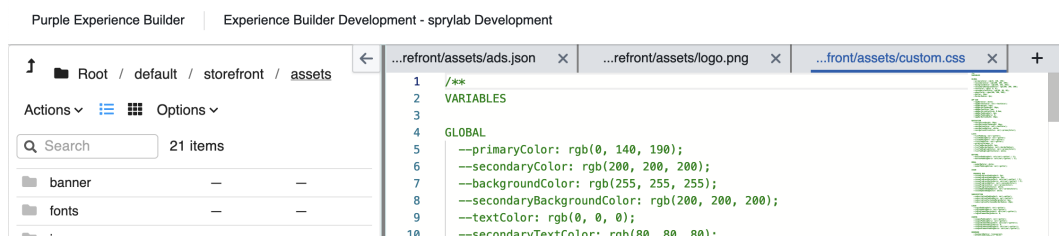


Figure 7.1: Screenshot of the latest iteration of file tabs

## 7.4. Feature examples

### 7.4.2 File management - quick links

A second feature regarding the file management are so called "quick links". While all target groups benefit from this, especially for the personas *Steffi*, 8.1.1 and *Karsten*, 8.1.3 this can speed up common tasks considerably.

The basic idea is to bookmark commonly used files, e.g. the translation or ad config, and have them prominently available when opening a new app. For the implementation, three factors needed to be considered:

**Where to save?** The quick links are stored in the LocalStorage of the user's browser, so the list is available across apps.

**How to manage?** Currently, the user has a list on the settings view, where he can add or delete new entries, but has to enter the file path manually. A proposal already exists to either add a file picker in the settings or add a bookmark button to the file manager on the primary editing view.

**How to present the links?** The links must be easily accessible to provide the intended benefit. The solution was to show them when entering the *edit* view and no file was opened yet. In addition, the UI shows if the link points to a file, which gets opened as a new file tab, to a folder which will navigate the file explorer to there, or if the path doesn't exist in the current app.

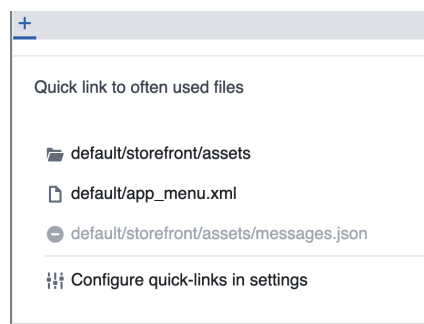


Figure 7.2: The three types of quick links: Folder, file and not available

### 7.4.3 Editor - Abstraction to provide per-file custom editors

The Purple Experience relies on a variety of configuration files, all with different schemata and functional intents. To provide an efficient and error reduced workflow to users, it is important to have specialized file editors.

For view configurations for example, we utilize the JSON Editor Library (<https://github.com/json-editor/json-editor>) combined with the generated JSON schema files, for the translations we have a custom editor that has a fuzzy search function and makes it easy to manage translation entries.

The abstraction is done solely in the frontend and follows React’s ”Composition over Inheritance” pattern. To add a new specialized editor the only two steps are creating a new functional component that implements the *EditorImpl* interface and add that editor in the *EditorRegistry* to get returned for the file paths in question.

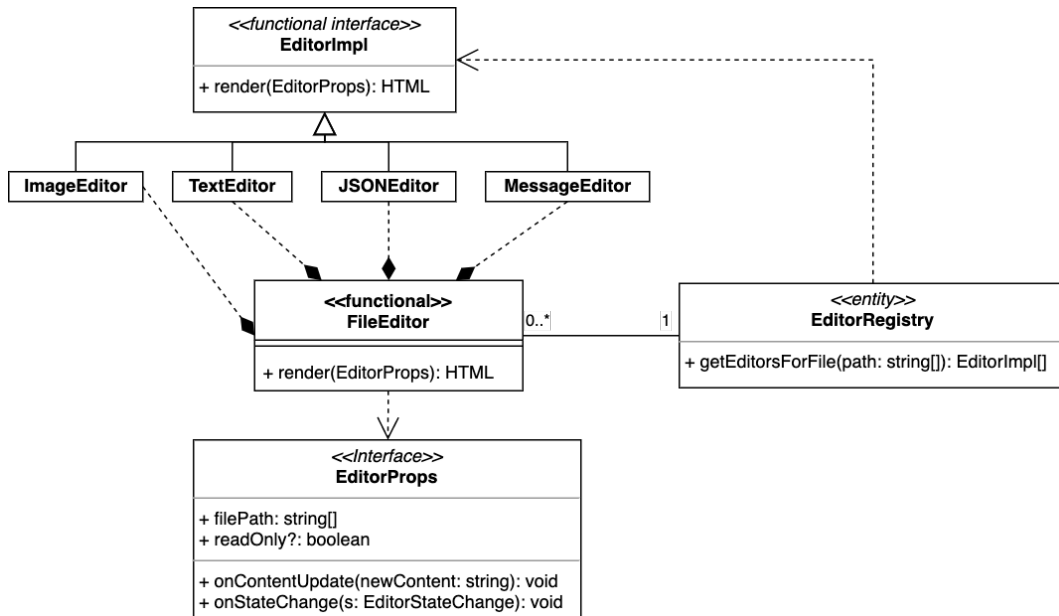


Figure 7.3: Class diagram showing the editor abstraction in React JS

## 7.5 Automated Testing

As already elaborated, as fast CI/CD pipeline plays a crucial role for agile prototyping and development. Automated tests in turn contribute to the confidence of developers to deploy more frequently and can reduce load from the QA team to test standard workflows every time a new release is planned. For the Experience Builder I stuck to two of the most common testing levels: unit tests and End-to-End tests (also known as E2E or System tests).

Unit tests are mostly used to test one ”component” in an sandboxed environment. For the server, this meant testing Services and classes or even finer grained; single functions. On the client, we distinguished between UI testing of single react components, and business logic code that is encapsulated in classes or Javascript modules.

They also are helpful during development to test software patterns before doing large refactorings and to do test-driven development (TDD), where the specifications and constraints can be laid out as code with invariants, pre- and postconditions, and then the implementation is done while continuously running



## 7.5. Automated Testing

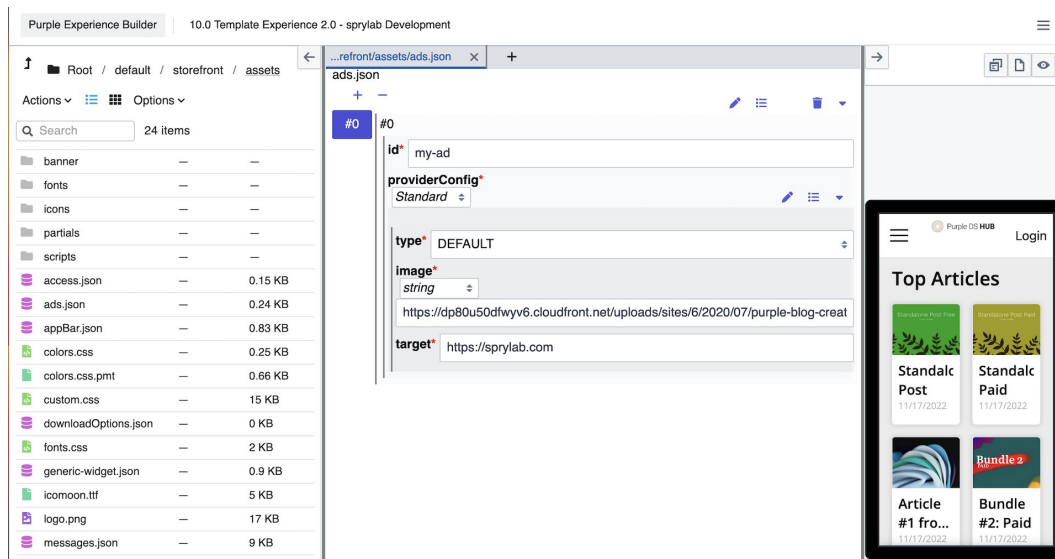


Figure 7.4: Screenshot: JSON Editor when configuring ads

the tests again until they don't fail anymore.

Especially for TDD, but also for the CI/CD Pipelines, the speed of the tests is important. If a single test run takes multiple minutes, the developer is blocked during that time and can't progress on the task, but the duration is also not long enough to start working on another task in the meantime. That's why I tried to integrate a fast test runtime compatible with UI- / browser testing as well as node runtimes for the server code. After evaluating different commonly used frameworks, I settled for Vitest (<https://vitest.dev/>), which fulfills all the requirements, runs tests in parallel, thus reducing the time between saving the change and seeing the test result to often less than a second, and has easy integration mechanisms into our build tools.

While unit tests are a good way to verify encapsulated behaviours, when many components interact with each other, new errors can emerge often as it is quite unrealistic to have all internal and external APIs behaving exactly as expected for every input, and Web based UI applications have an unmanageable number of factors that influence the behaviour of UI, network and timings.

E2E tests are supposed to cover a typical user interaction with the service to validate the interaction between business logic components, UI and the user itself. I started with using a custom setup of a headless browser<sup>1</sup> (<https://pptr.dev/>) in combination with vitest, but writing and especially debugging the tests proved slow and error prone.

At an internal training day some colleagues introduced a new E2E test framework called Playwright (<https://playwright.dev/>), which allows recording

<sup>1</sup>Headless browsers are browser instances that don't render the actual content to a user's screen, but run as a CLI application and still execute all Javascript, CSS and HTML.

a test case in a "normal" browser window, it then generates the base code for the test automatically and only needs to be adapted in a few places. After looking through some examples and seeing how it can get integrated into our pipelines, I started porting the existing tests to playwright, and after a few hours the tests run on the new framework, now with much better debugging tools and the ability to add new tests much faster.

This can be an example for others, that investing time to investigate new tools and port code to them if they bring value, can improve developer experience and thus also speed and confidence.

## 7.6 Privacy friendly analytics & monitoring

Sooner or later, you find yourself in a pickle when it comes to tracking. On the one hand, the data can provide valuable insights into the behavior of many users, which would not be possible through qualitative research. On the other hand, the most common tools like Google Analytics track users with cookies, which creates new challenges regarding GDPR compliance.

The Purple product owner showed me a SaaS called <https://squeaky.ai/>, which is a cookieless solution to track users on this page. While it can't provide the same level of demographic information a cookie based solution can, it still provides the most important data like usage statistics, user interactions, occurred Javascript errors and can even show heatmaps per page to visualize which UI elements the user interacts with the most.

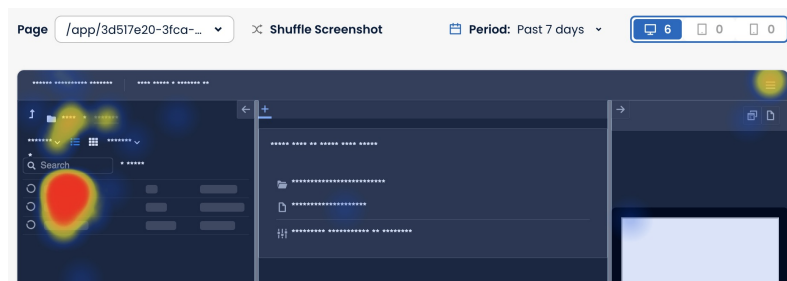


Figure 7.5: Squeaky heatmap of an app's edit view

These heatmaps for example can show if a new UI feature is used by users and how they interact with the page in general. In case of fig. 7.5, it can be seen that the users mostly interacted with the file explorer and only did a few clicks in the editor panel.

## 7.7 User Testing, Feedback, Beta and Monitoring

After a first stable release was done and I verified that all basic functional requirements are met and the editor doesn't destroy the dynamic resources, I

## 7.8. Communication and Documentation

spoke with four people from our company, three of which were also interview subjects, to try to use the editor and give verbal feedback.

The reported bugs were written into Jira tickets so the status can be properly tracked and Release notes can be easier generated. Mostly the bugs were edge cases where a file wouldn't open or the changes were not saved properly.

- deployments to staging - small test group at start - internal beta - problem: people didn't want to adapt new platform?? - beta flags

## 7.8 Communication and Documentation

Communicating with the test users and documenting the technical aspects of the software, the progress and how to use certain features is another building block towards a good user- and developer experience.

For the communication, we utilized a Microsoft Teams Channel, a group chat where all invited persons (in case of the internal bet company wide) can write with each other and create posts. This was used for notifications about new deployments and if in the aftermath someone found a bug that could affect multiple people.

Even though this adds a bit overhead, it proved easier than having everyone write bug tickets directly, as user often don't know the actual reason for the problem which leads to unclear descriptions, wrong tags and more. Rather, a developer with knowledge about the system looked at the reports and created a new ticket if the problem was new, else referenced an existing ticket or forwarded the problem to the responsible team. Jira tickets were all assigned to the UI builder component as well as specific releases so everyone can see with one click which changes and fixes are contained in which release.

For the feature documentation, Sprylab uses Confluence for internal documentation and Archbee for external documentation that customers can access too. As we have the common problem of documentation getting postponed indefinitely, I tried to integrate writing documentation directly into the development flow and only close a ticket if the documentation was written and reviewed by one additional person. Due to time and personnel shortages, this was unfortunately not always possible and will require more future attention.

## 8 Conclusion and outlook

In conclusion, this thesis has demonstrated the challenges and opportunities of applying HCI principles and methods in a brownfield software development project through the redevelopment of a UI editor for a digital publishing company, Sprylab. During the process, I have shown how common user research methods can be adapted them for this specific case study. Agile development and Lean UX enabled to iterate quickly with new ideas and archive fast deployments to a staging system. With a growing group of users already using the software in production and the majority of feedback positive, I'm confident that this new software is a stable and extensible tool, especially regarding the two factors Usability and Time-on-Task.

However, there is still room for improvements in terms of accessibility and entry hurdle for new users. The entry hurdle is still high and a lot of background knowledge is assumed, which is partly due to the complexity of other systems in the ecosystem that were set as technical requirements from the beginning on. Moving forward, replacing the JSON editor with a custom implementation that combines JSON schemata and generated UI is one of the next steps, which will speed up the user's workflow even more and allow for further improvements that are impossible with a third-party library.

Overall, this thesis has demonstrated the importance of considering HCI principles and methods in brownfield software development projects, and the potential benefits that can be achieved when these approaches are applied in a real-world context.

## 8. Conclusion and outlook

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## Glossary

**brownfield development** is the opposite of greenfield development, brownfield refers to adding "new capabilities on an existing product or product platform, using existing technology" [1]. 5

**Composition over Inheritance** is a principle originating from object oriented programming to instances of classes instead of extending them so they are more loosely coupled. React, while being functional, has a similar pattern: <https://reactjs.org/docs/composition-vs-inheritance.html>. 23

**DevOps** is a set of practices, tools and development culture to reduce time and friction between writing software and deploying it to production, often utilizing automated workflows. 20

**greenfield development** Greenfield- and brownfield development refer to software development concepts, where Greenfield projects start in a new environment and don't have legacy code, while brownfield projects are about upgrading or redeveloping software in an existing environment [4]. 3

**LocalStorage** is an API to a persistent key-value storage in the browser. It is scoped per domain, so no external pages can access the contents, but is persistent between browser sessions. 22

**SaaS** (Software as a Service) is a software distribution model where a provider hosts the software on own servers (or in the cloud) and provides the users access via the internet. 3





# Appendix

## 8.1 Personas

### 8.1.1 John - Purple Experience Product Developer

#### Background and Skills

John (34) is a senior Angular Web Developer at Sprylab, working there for two years. He was born in Berlin and lives in Lichterfelde with his wife and mostly works from home. He is passionate about Angular, Typescript and Developer Experience in general, studied Computer Science at the Beuth Hochschule and hosts Angular conferences.

#### Goals and work with the Editor

- Test newly developed features and the related configurations
  - Configure test apps for development and QA purposes
  - Support in case Project Developers like <TODO> encounter problems
  - John works with the editor multiple times a week
- 

### 8.1.2 Steffi - Project Developer

#### Background and Skills

Steffi (23) studies media informatics and works as a working student at Sprylab since a year. This is her first job in the industry and she is learning new things every day. Her skills include writing CSS and understanding modern web technologies, but she still struggles using native and custom debugging tools if something goes wrong.

#### Goals and work with the Editor

- Configure new apps based on existing templates and adapt them to customer's requirements
- Add new components or change data sources for existing apps

## 8.2. Zweiter Teil Appendix

- Add custom HTML pages or Javascript snippets to intergrate external services
  - Change styles, color schemas or icons when a customer has a rebranding
  - Steffi uses the editor as a primary tool for her work
- 

### 8.1.3 Karsten - IT department at a publishing house

#### Background and Skills

Karsten (46) worked in the publishing industry for 20 years, but only during the last years his company, aga magazine publisher, tries to catch up with the digital development and trends. He is still struggling with his role and is thankful for every trick or tool that makes his life managing the digital products easier.

#### Goals and work with the Editor

- Exchange logos and colors when the magazines he supervies get a re-design
- Add new ads to different views when a new campaign starts
- Manage URLs to external sites when they change
- Karsten uses the Editor once a month on average

## 8.2 Zweiter Teil Appendix