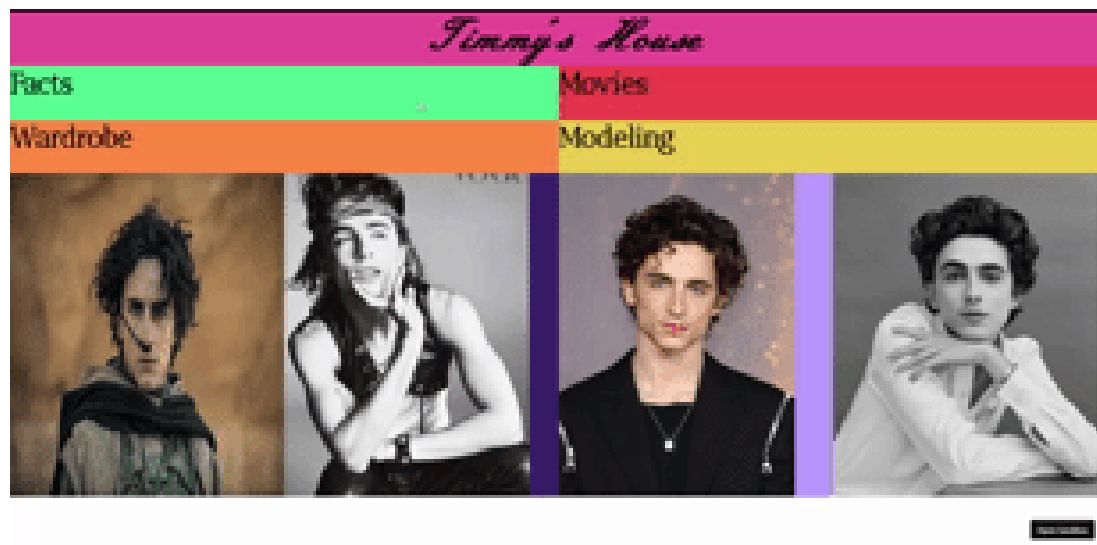# UX Testing + UI Iteration

| | **User Interface:** *How could the styling of elements be changed to make a more visually appealing, clear, and space efficient layout?* <br> *(ex: sizes, colors, fonts, alignment, etc.)* | **User Experience:** *What elements of the user experience could be improved to make the puzzle more fun/satisfying?* <br> *(ex: sounds, hover effects, etc.)* |
|---|---|---|
| **User 1 Name:** <br> *Jocelyn V.* | ● Fix size of images (gaps) <br> ● Fact 1 hard to read | ● Cursor change <br> ● Add hover effects to menu <br> ● Fix images to remove background color |
| **User 2 Name:** <br> *Malachi B.* | ● Menu clickable w/ colors <br> ● Fix div size so no white gap | ● Add voices/sounds (ex Dune voice) |
| **User 3 Name:** <br> *Maximilian T.* | ● Facts too colorful (Text black on color) <br> ● Background color (fix alignment) | ● Hover <br> ● Audio (interview for facts) |
| **User 4 Name:** <br> *Cornelius L.* | ● Dune image compressed <br> ● Color effects for click <br> ● Text align to center | ● Movie soundtrack <br> ● Cursor change |
| **User 5 Name:** <br> *Roberto* | ● Font wider/thicker <br> ● Smaller picture bigger text | ● Animate the 5 buttons <br> ● Facts narrarated |

| **UI Before Feedback** (Screenshot / GIF) | *What <u>trends</u> did you identify in your feedback?* |
|---|---|
|  | ● Cursor change to signify clickable image<br>● Audio to different segments<br>● Hover effect to menu<br>● Fix image sizes to cover background color<br>● Align text and make thicker<br>● Darker text |
| **UI After Feedback** (Screenshot / GIF) | *What <u>changes</u> did you make to improve your UI?* |
|  | ● Black text on facts<br>● Black divs for more pleasence visually<br>● Aligned text and thicker<br>● Audio for every clickable div<br>● Cursor change/hover effect |