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Website Link: I was not able to get Firebase to work so I am using a zip link to submit my assignment.

Source Code Link:

**User interface Bug 1:**

The first bug that I discovered during my heuristic evaluation was in the category Aesthetic and minimalistic design. This bug occurred on the home page where the welcome message was in the center of the page with a red bar at the top that served no purpose. For this draft, I instead put the title of the page in the top bar. The reasons for this include the color bar at the top attract the most attention, so including the welcome there makes users pay attention to it and there is no waisted space that does not serve a purpose.

Graphical user interface, text, application

Description automatically generated

**User interface Bug 2:**

The second bug that I discovered during my heuristic evaluation was in the category user controls and freedoms. From the figma prototype on the courses page, once the user navigates through ‘Learn More’ to the course description, they are able to go back to the course page from a back arrow and a tab. Since there are two ways to navigate back, I felt that users might become confused by these controls and the difference between them. Instead of this I decided to include only the tab to navigate back to the courses page. Users will now only need to remember one control and have an easier time navigating the site.

Graphical user interface, text, application, email

Description automatically generated

**User interface Bug 3:**

The third bug that I discovered during my heuristic evaluation was within the help and documentation category. Once users were given the option to add a class, they might not be aware of how to undo their action. Because of this for the assignment I added an alert that would come up anytime a course was added. This alert provided a detailed explanation of how the course can later be dropped so that if there was a mistake it could be fixed.

Graphical user interface, text, application, email

Description automatically generated

**User interface Bug 4:**

The fourth bug that I discovered during my heuristic evaluation was similar to the third one within the help and documentation category. Once users drop a class, they might want to undo their action. For my revision in this assignment, I added an alert that would come up anytime a course was dropped. This alert provided a detailed explanation of how the course can later be added so that if there was a mistake it could be fixed.

Graphical user interface, text, application, email

Description automatically generated

**Challenges**

During this assignment I faced a couple challenges with replicating the high-fidelity prototype that I had created in figma. The first thing that I struggled with was linking pages to buttons. For example, I wanted the user to be able to go from the home page to the course page and back. This is my first-time using html, so the material is new for me, and I learned a lot but I had trouble remembering all the commands. I overcame this problem by looking at examples of how to link pages. I faced similar issues with many different components, but I believe that with more practice these problems will no longer occur.

**Brand Identity**

When building our first prototypes brand identity is something I heavily considered. In my Interaction Design Studio 2 class we talked about voice and tone, so before starting I considered the voice and tone, I wanted to represent with the scheduler I was creating. Since this product will live on the school’s webpage is felt that the voice and tone needed to be serious and professional but also helpful and caring. Student depend on this service to plan classes and that is why they require a smooth and efficient experience.

In addition to considering the voice and tone, there were other more physical aspects that I need to consider to match the brand identity. For example, the color scheme. Since our school is Carnegie Mellon I used our colors of burgundy and gray. These are also the colors currently used on the SIO sight, so when students are making the switch to this new platform they will be somewhat familiar with its look and be able to easily adjust to the new experience of searching for and selecting classes.

Lastly, when it came to the actual format of the pages, I also referenced platforms that student and faculty would already be familiar with. For example, SIO and STELLIC. I used these platforms as inspiration and to allow users to navigate something that was familiar to them already.