

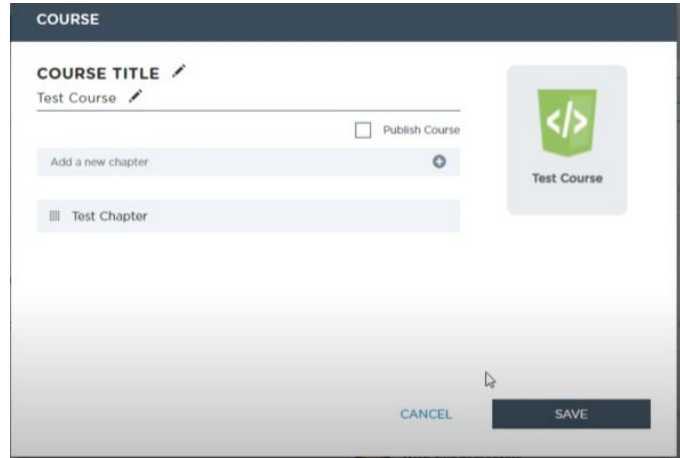


Don't Make me Click

UX DESIGN COURSE



Mistake: It should be able to create/add another course by just using key "Enter".

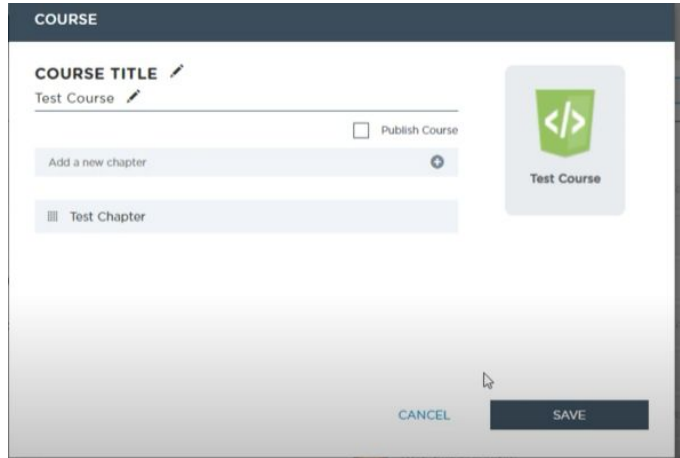


The screenshot shows a web form titled 'COURSE' in a dark header. Below the header, the form has a 'COURSE TITLE' label with a pencil icon, followed by the text 'Test Course' and another pencil icon. To the right of the title is a green shield icon with white code symbols '</>' and the text 'Test Course' below it. Below the title is a checkbox labeled 'Publish Course'. Underneath the checkbox is a light blue button labeled 'Add a new chapter' with a plus icon. Below that is a list item labeled 'Test Chapter' with a hamburger menu icon. At the bottom right, there are two buttons: 'CANCEL' in blue text and 'SAVE' in white text on a dark background. A mouse cursor is hovering over the 'SAVE' button.

Proposed Solution: Able to create/add using Enter key.

Principle: UX should be less clicks/keyboard strokes in navigating.

Mistake: It should be able to save course by just using key "Enter".



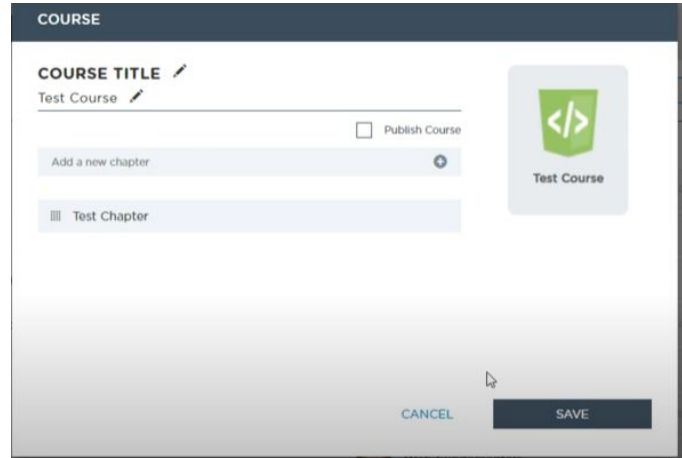
The screenshot shows a web interface for managing a course. At the top is a dark blue header with the word "COURSE" in white. Below the header is a form area with a light gray background. The form contains the following elements:

- COURSE TITLE** with a pencil icon for editing. Below it, the text "Test Course" is displayed with another pencil icon.
- A checkbox labeled "Publish Course" to the right of the title field.
- A button labeled "Add a new chapter" with a plus icon to its right.
- A list of chapters, currently containing one item: "Test Chapter" with a square icon to its left.
- At the bottom right, there are two buttons: a light blue "CANCEL" button and a dark blue "SAVE" button. A mouse cursor is hovering over the "SAVE" button.

Proposed Solution: Able to save when using Enter key

Principle: UX should be less clicks/keyboard strokes in navigating.

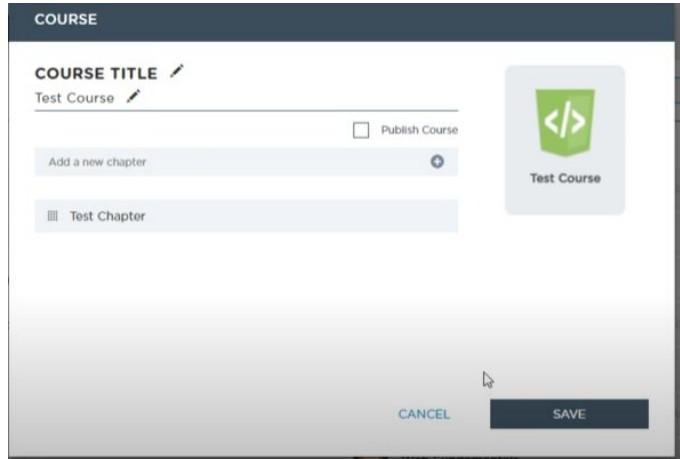
Mistake: The image must upload image/change images details as it is not recognizable if its changeable.



Proposed Solution: Put details that image can be changeable

Principle: UX must be user-focused, detailed-oriented, and useful

Mistake: When putting details it should be able edit directly or focus the title.



The screenshot shows a web interface for editing a course. At the top is a dark blue header with the word "COURSE" in white. Below the header, the main content area has a light gray background. On the left, there's a section titled "COURSE TITLE" with a pencil icon. Below it, the text "Test Course" is displayed with a small edit icon. To the right of the title is a checkbox labeled "Publish Course". Below the title section is a button labeled "Add a new chapter" with a plus icon. Underneath that is a list item labeled "Test Chapter" with a minus icon. On the right side of the interface, there's a green shield icon with a code symbol and the text "Test Course" below it. At the bottom right, there are two buttons: "CANCEL" in blue text and "SAVE" in white text on a dark gray background. A mouse cursor is pointing at the "SAVE" button.

Proposed Solution: Focus the pointer or able enter directly the title without using mouse

Principle: UX should be less clicks/keyboard strokes in navigating.