

UNIVERSITY PARTNER



Human-Computer Interaction (5CS020)

Task 2 Interface Design & Usability Testing

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Table of Contents

1. Link to the Interactive Prototype	1
2. Link to the Design Process.....	2
2.1. Brain Storming	2
2.2. User Personas	2
2.3. User Flow / Task Flow.....	2
2.4. Mood Board	2
2.5. Wireframe / Wire Flow.....	2
3. Screenshots	3
3.1. Brain Storming	3
3.2. User Personas	4
3.3. User Flow / Task Flow.....	5
3.4. Mood Board	7
3.5. Wireframe / Wire Flow.....	8
4. Testing	10
4.1. Usability Testing.....	10
4.2. Accessibility Testing.....	10
5. Appendix	11
5.1. Task-2 Checklist	11
5.2. Schneiderman's 8 Golden Rule Checklist:	12
5.3. Screenshot of Interactive Prototype:	13
5.4. Screenshot of Design:.....	14
5.5. Screenshot + Link of Accessibility Features:	15
5.6. Screenshot + Link of Tablet View (Responsive)	16
5.7. Screenshot + Link to Survey:	17

Table of Figures

Figure 1. Brainstorming	3
Figure 2. User Personas.....	4
Figure 3. User Flow	5
Figure 4. Task Flow	6
Figure 5. Mood Board.....	7
Figure 6. Wireframe.....	8
Figure 7. Wire Flow	9
Figure 8. Task-2 Checklist.....	11
Figure 9. Schneiderman's 8 Golden Rule Checklist.....	12
Figure 10. Interactive Prototype.....	13
Figure 11. Design	14
Figure 12. Accessibility Features.....	15
Figure 13. Tablet View (Responsive).....	16

1. Link to the Interactive Prototype

Your Overall Figma Design link. You have to follow the Schneiderman's and Nielsen's rules of Usability.

https://www.figma.com/file/Blsxhd3FYdj1356uBy8TrM/NayanRajKhanal_2227486_IceBreaker?node-id=58%3A80&t=T5ucCZBwyuayMEDA-1

2. Link to the Design Process

2.1. Brain Storming

<https://www.figma.com/file/xtt32FrKmo3oZef1X1nkl/Brainstorming?node-id=0%3A1&t=RF7WbthpE0HoJK78-1>

2.2. User Personas

<https://www.figma.com/file/T8qNku395BMDB2UOXwQBzh/User-Personas?node-id=0%3A1&t=y1b6NyRSP2QHGsgd-1>

2.3. User Flow / Task Flow

User Flow:

<https://www.figma.com/file/Vd3Z4x6SHBTsABzW2RmqDv/User-Flow?node-id=0%3A1&t=A3EpJwmxsOnyk8uM-1>

Task Flow:

<https://www.figma.com/file/87PWfmByAQBqQFsADcGSbQ/Task-Flow?node-id=0%3A1&t=n8VSWPOkgnw6hWsw-1>

2.4. Mood Board

<https://www.figma.com/file/MIGMrcIOPxO5PDr73oVcmo/Mood-Board?node-id=0%3A1&t=btrKURaSWxEi1GKK-1>

2.5. Wireframe / Wire Flow

Wireframes:

https://www.figma.com/file/Blxhd3FYdj1356uBy8TrM/NayanRajKhanal_2227486_IceBreaker?node-id=48%3A2&t=T5ucCZBwyuayMEDA-1

Wire Flows:

https://www.figma.com/file/Blxhd3FYdj1356uBy8TrM/NayanRajKhanal_2227486_IceBreaker?node-id=696%3A34996&t=T5ucCZBwyuayMEDA-1

3. Screenshots

3.1. Brain Storming

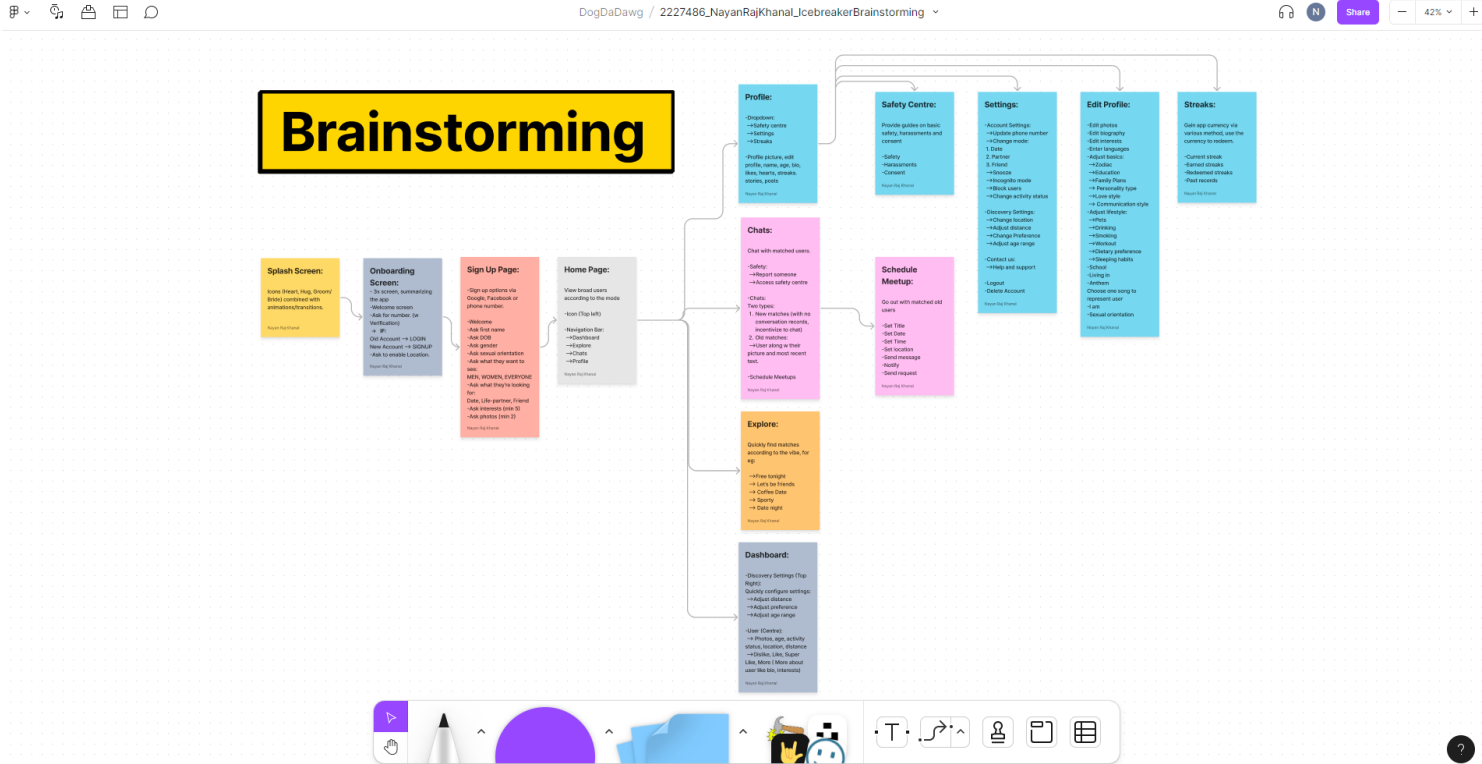


Figure 1. Brainstorming

3.2. User Personas

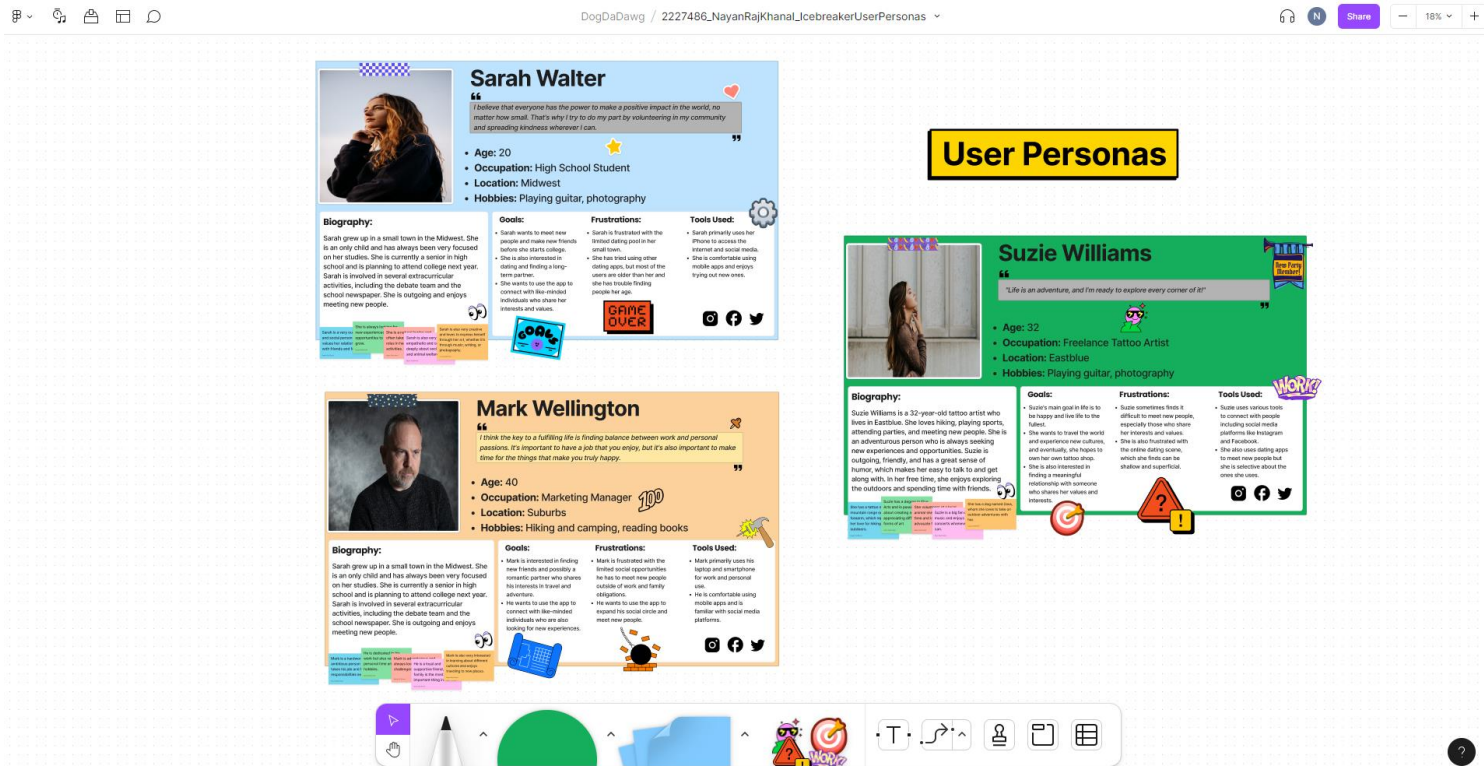


Figure 2. User Personas

3.3. User Flow / Task Flow

User Flow:

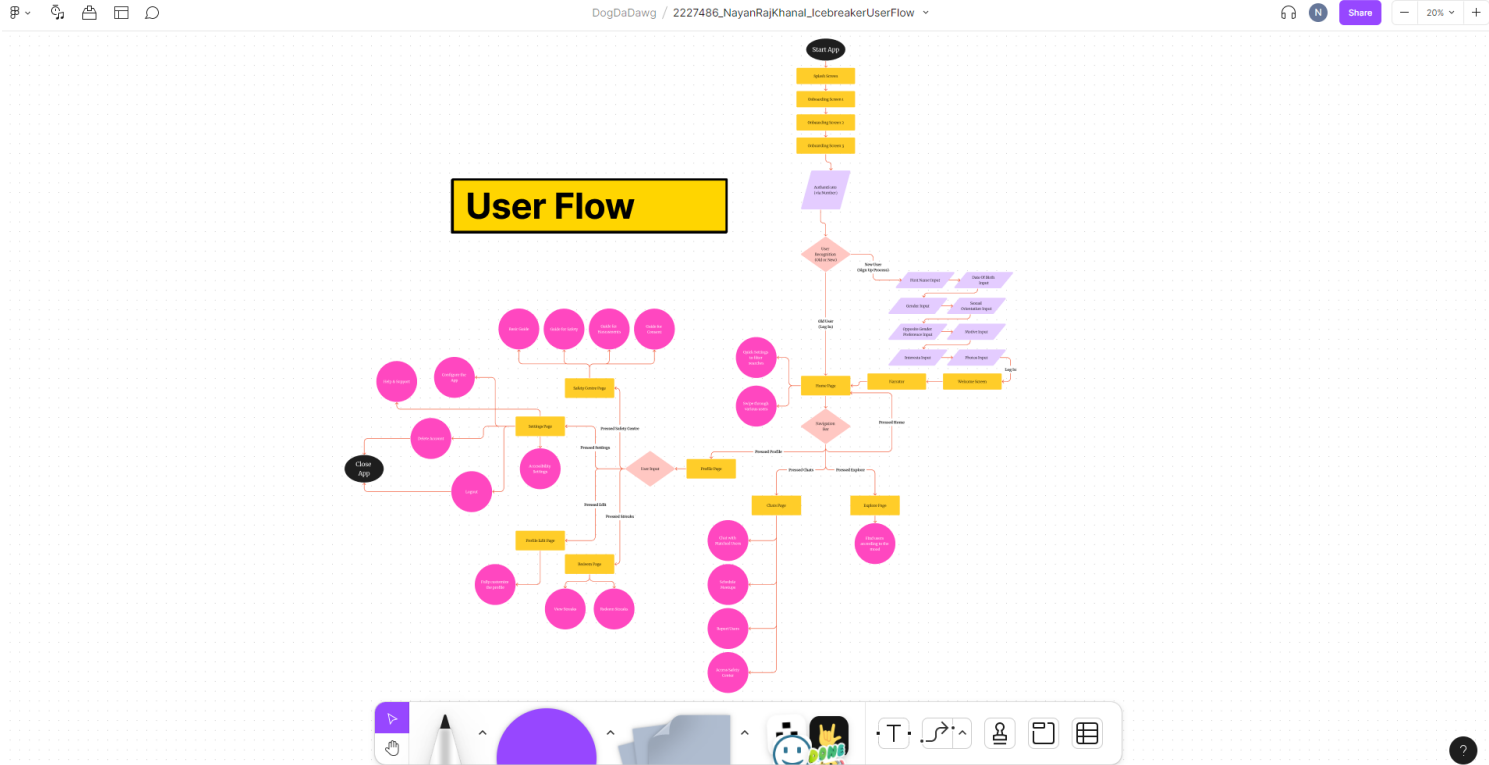


Figure 3. User Flow

Task Flow:

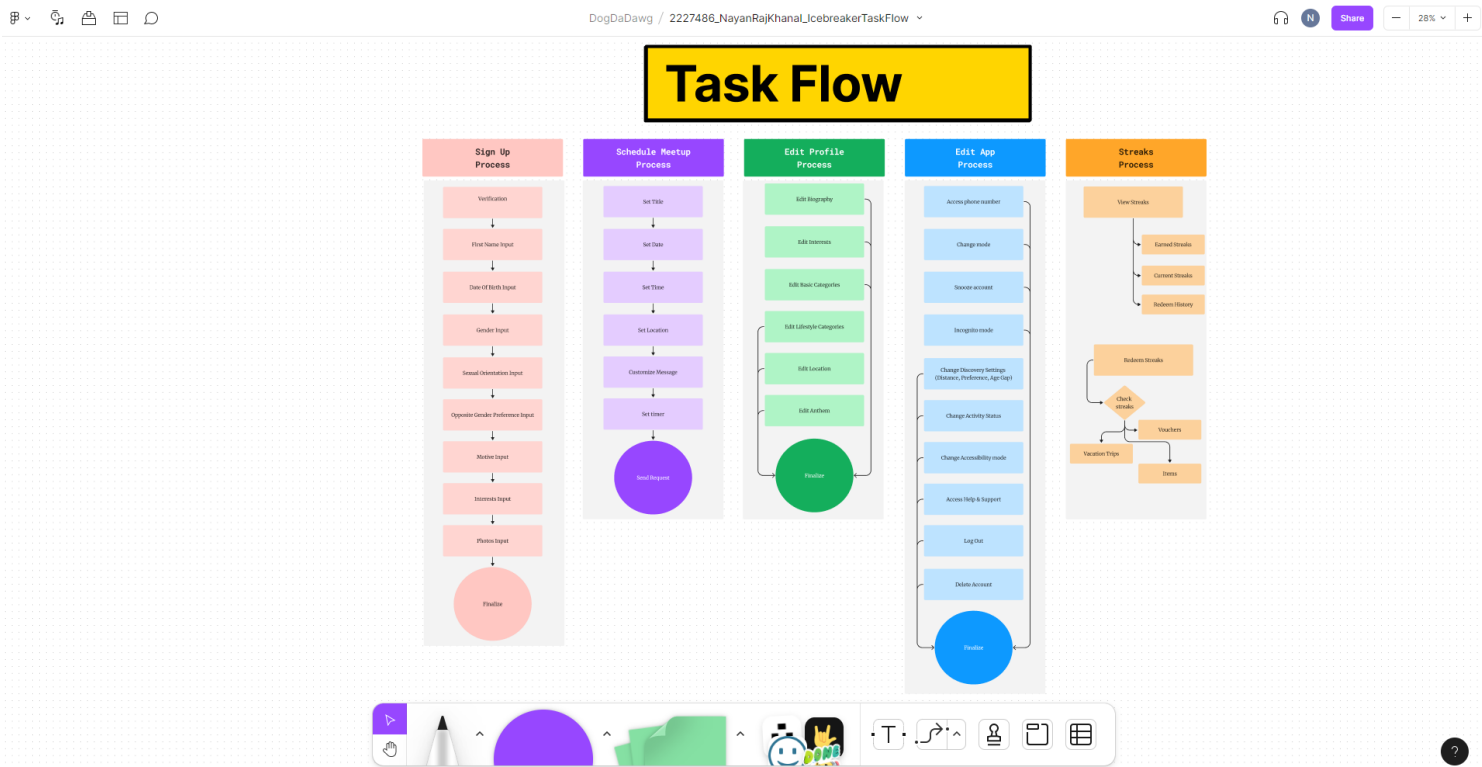


Figure 4. Task Flow

3.4. Mood Board

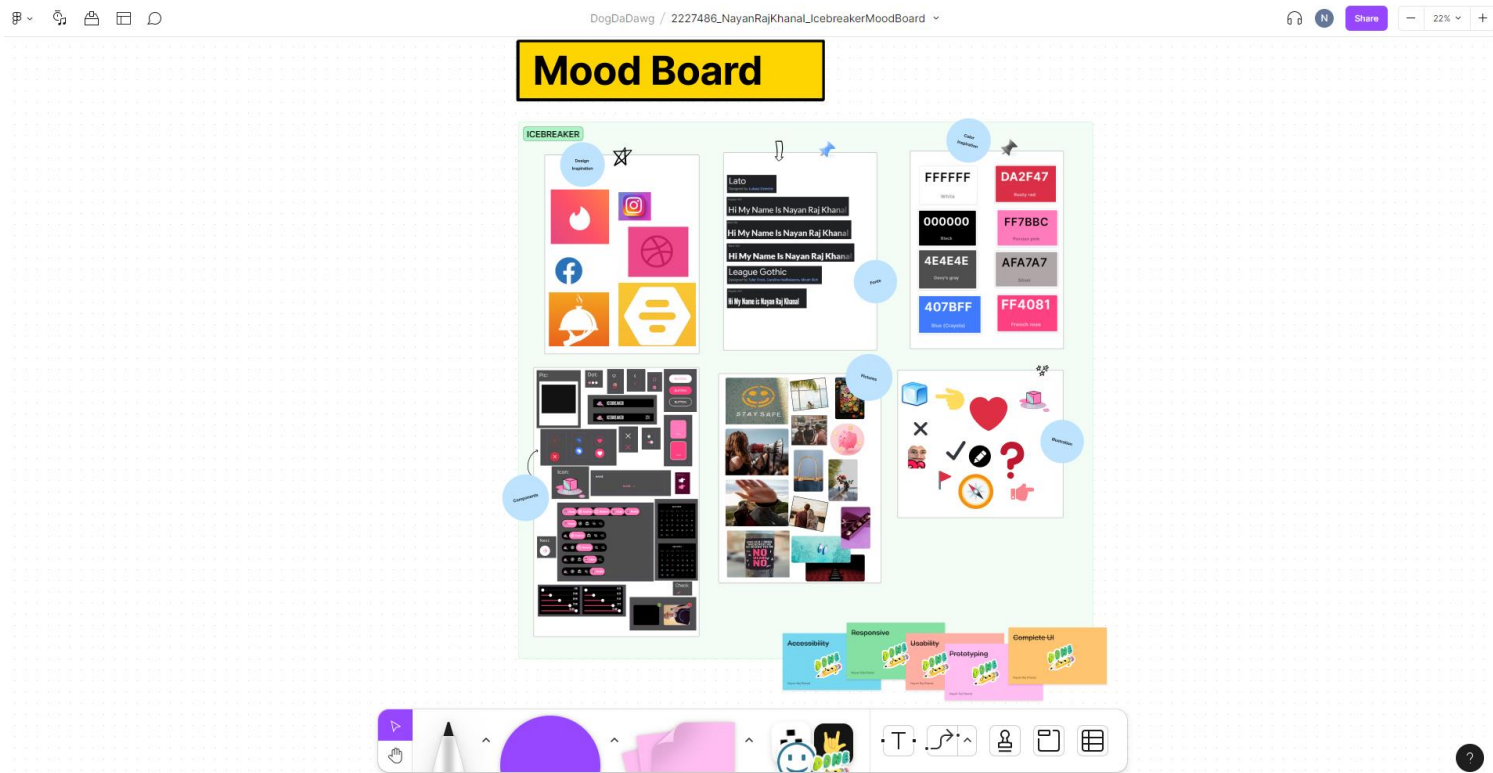


Figure 5. Mood Board

3.5. Wireframe / Wire Flow

Wireframe:

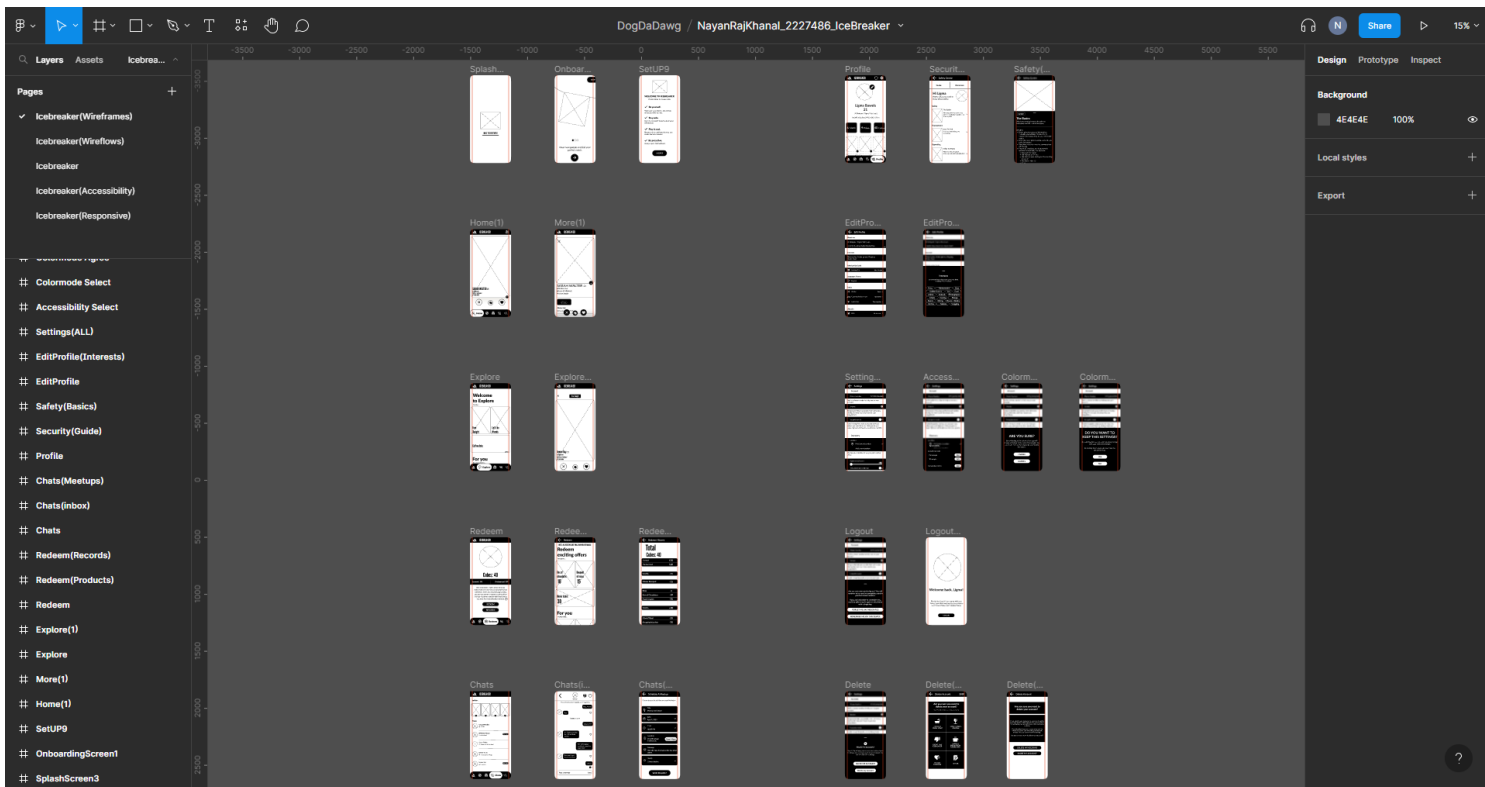


Figure 6. Wireframe

Wire Flow:

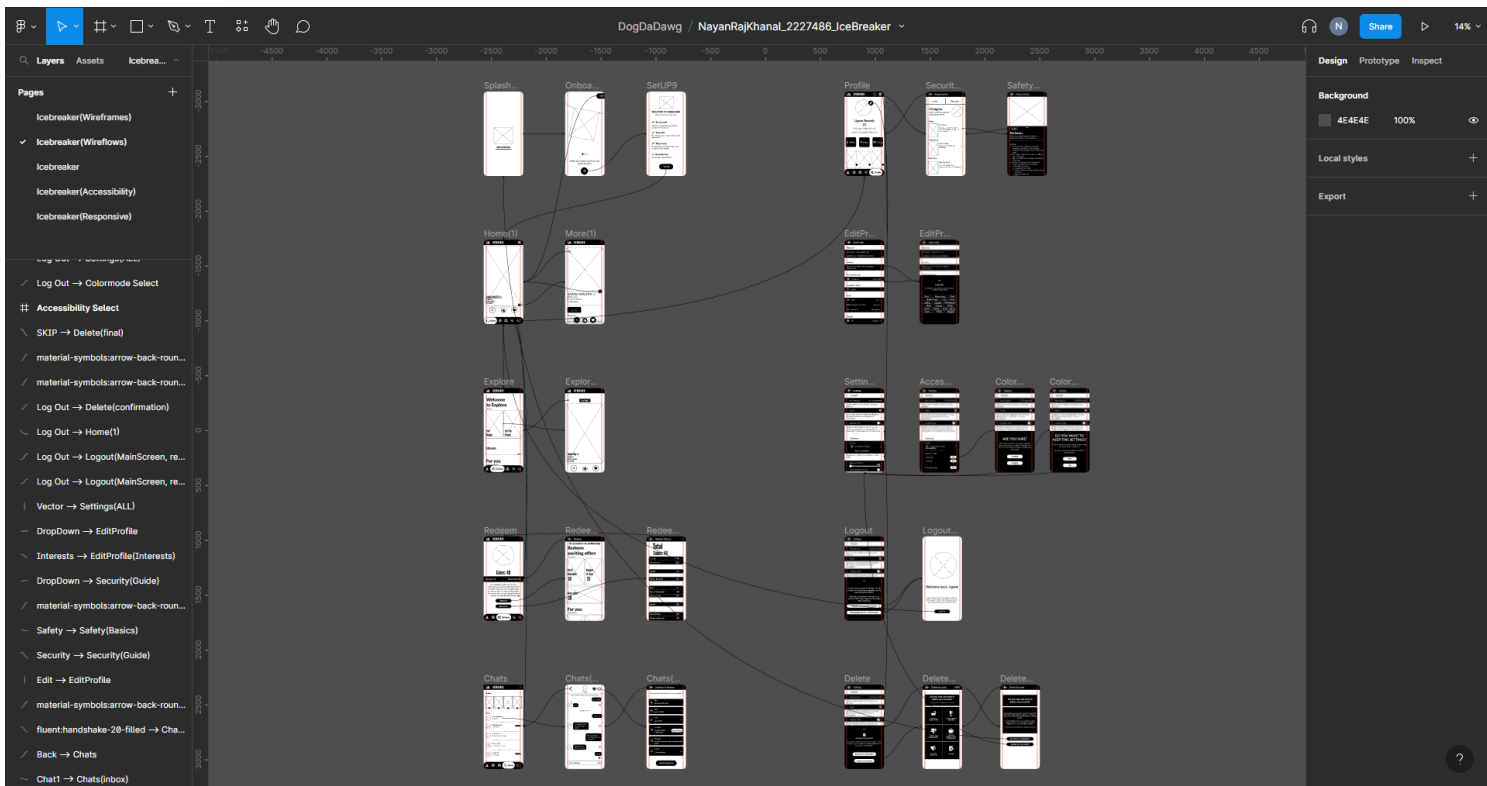


Figure 7. Wire Flow

4. Testing

The prototype that you've designed has to be at least tested for Usability and Accessibility. The testing should be done at least 2 videos each.

4.1. Usability Testing

1. <https://www.youtube.com/watch?v=BGkzP8lZsRA&feature=youtu.be>
2. https://www.youtube.com/watch?v=bvvGH-2kQwk&ab_channel=NirjalKansakar

4.2. Accessibility Testing

1. <https://www.youtube.com/watch?v=HpVUBM8zyUc>
2. https://www.youtube.com/watch?v=dZ_4lgZZ3go&ab_channel=NirjalKansakar

5. Appendix

5.1. Task-2 Checklist

Task-2 Checklist

- ☒ Did you go through the project guide in the figma "HCI 5CS020" team folder?
- ☒ Has your project folder and files been properly named?
- ☒ Did you include the following in your project folder?
 - ☒ Brainstorming
 - ☒ User Personas
 - ☒ Userflow and Taskflow
 - ☒ Wireframe and Wireflow
 - ☒ Moodboard
 - ☒ Design and Prototype
- ☒ Have you checked the heuristics checklist? (<https://tinyurl.com/3a3rpwd2>)
- ☒ Does your prototype follow the usability heuristics?
- ☒ Have you considered the accessibility for your prototype? Some things to consider:
 - ☒ Is their adequate color contrast?
 - ☒ Do your interactions have respective touch areas or are they only gesture dependent?
 - ☒ Is your design screen reader friendly?
 - ☐ Have you planned for alt texts?
 - ☐ Have you planned for keyboard friendliness?
- ☐ Have you designed for a minimum of two screens/ breakpoints?
 - ☒ For Mobile: If you are designing a mobile application, have you also designed for a mobile screen and a tablet screen?
 - ☐ For Website: if you are designing for a desktop (web design), have you also designed for a mobile responsive view?
- ☒ Have you considered the best practices for the UI elements in your design? For example: best practices for Button Design, Best practices for Form Design, Bestpractices for Navigation Design, etc.

Figure 8. Task-2 Checklist

5.2. Schneiderman's 8 Golden Rule Checklist:

✚ Schneiderman's 8 Golden Rules of Interface Design

The principles	Questions to consider	Mark Complete
1. Strive for consistency	Is the style of this element maintained across your site/app? Is this content placed in the correct location according to the site hierarchy? Does this follow the conventions for your chosen platform? How can you make your designs more consistent?	✓
2. Enable frequent users to use shortcuts	Are there shortcuts available for your more experienced users? Who is this product designed for? Will there be a need to consider experienced users? How can you make it easier and quicker for experienced users?	✓
3. Offer informative feedback	Does the user know where they are at in the process? Does the user know what they have done after performing this action? How are you communicating this feedback to your user?	✓
4. Design dialogue to yield closure	Does the user have to do any guessing here? Is it clear and obvious enough for your intended audience? Are there any next steps for the user? How are you communicating the system status with the user?	✓
5. Offer simple error handling	Have you done everything imaginable to prevent this error from happening on your end? Is this error avoidable in the first place? If the user does make an error, how easy is it for them to fix it?	✓
6. Permit easy reversal of actions	How many steps does the user have to take to reverse their actions? Will the user quickly realize they need to reverse the action in the first place? How can you make your users detect the possibility of reversal?	✓
7. Support internal locus of control	Will the user feel in control at this specific touch point in your app? Will they be surprised in an unpleasant manner? Does the site feel easily navigable? Does the user feel safe and in control? How can you make the user feel safer and in control??	✓
8. Reduce short-term memory load	Are there enough visual cues here for the user to find the functionality or item? Do they have to remember things to understand what's going on? How can you help the user recall?	✓

Figure 9. Schneiderman's 8 Golden Rule Checklist

5.3. Screenshot of Interactive Prototype:

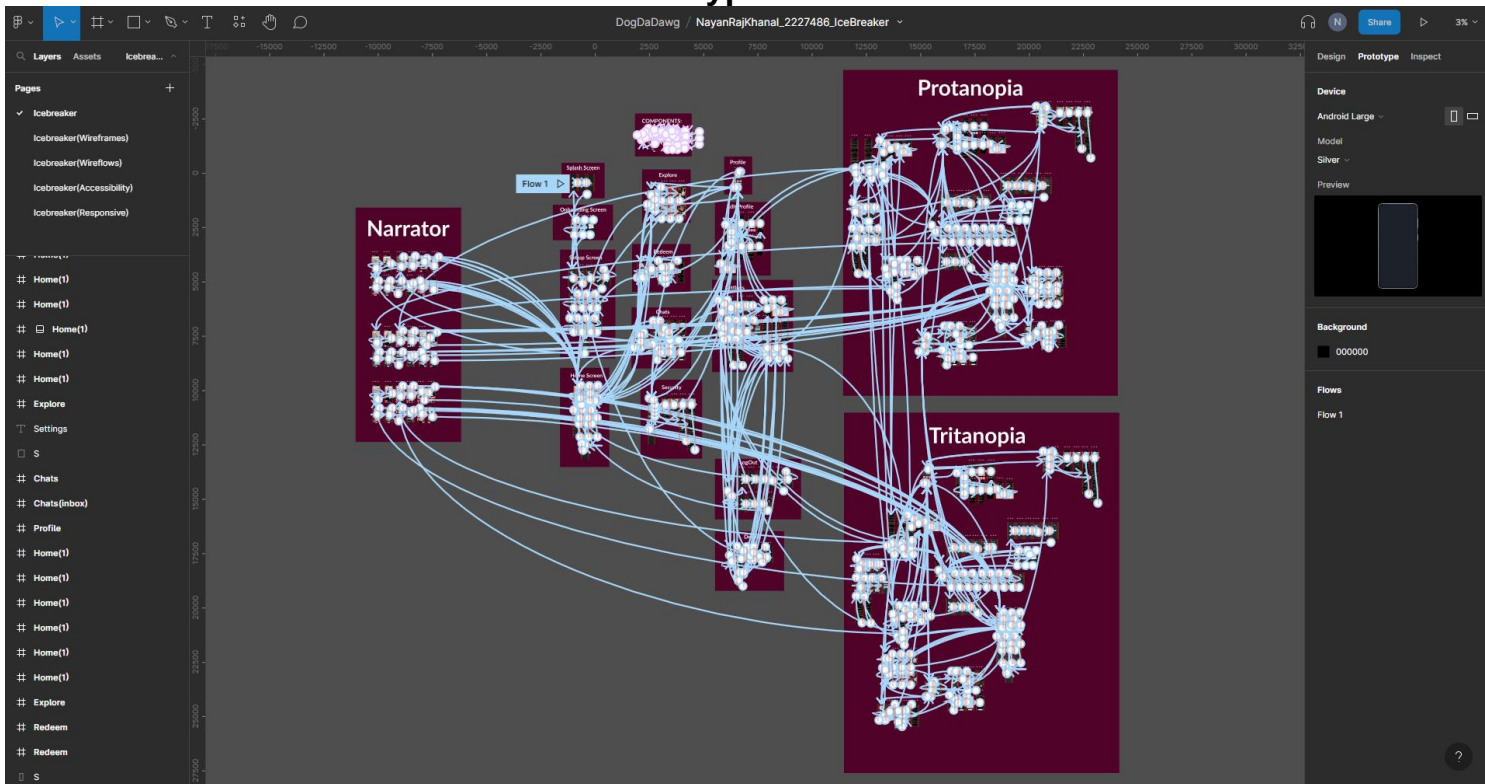


Figure 10. Interactive Prototype

5.4. Screenshot of Design:

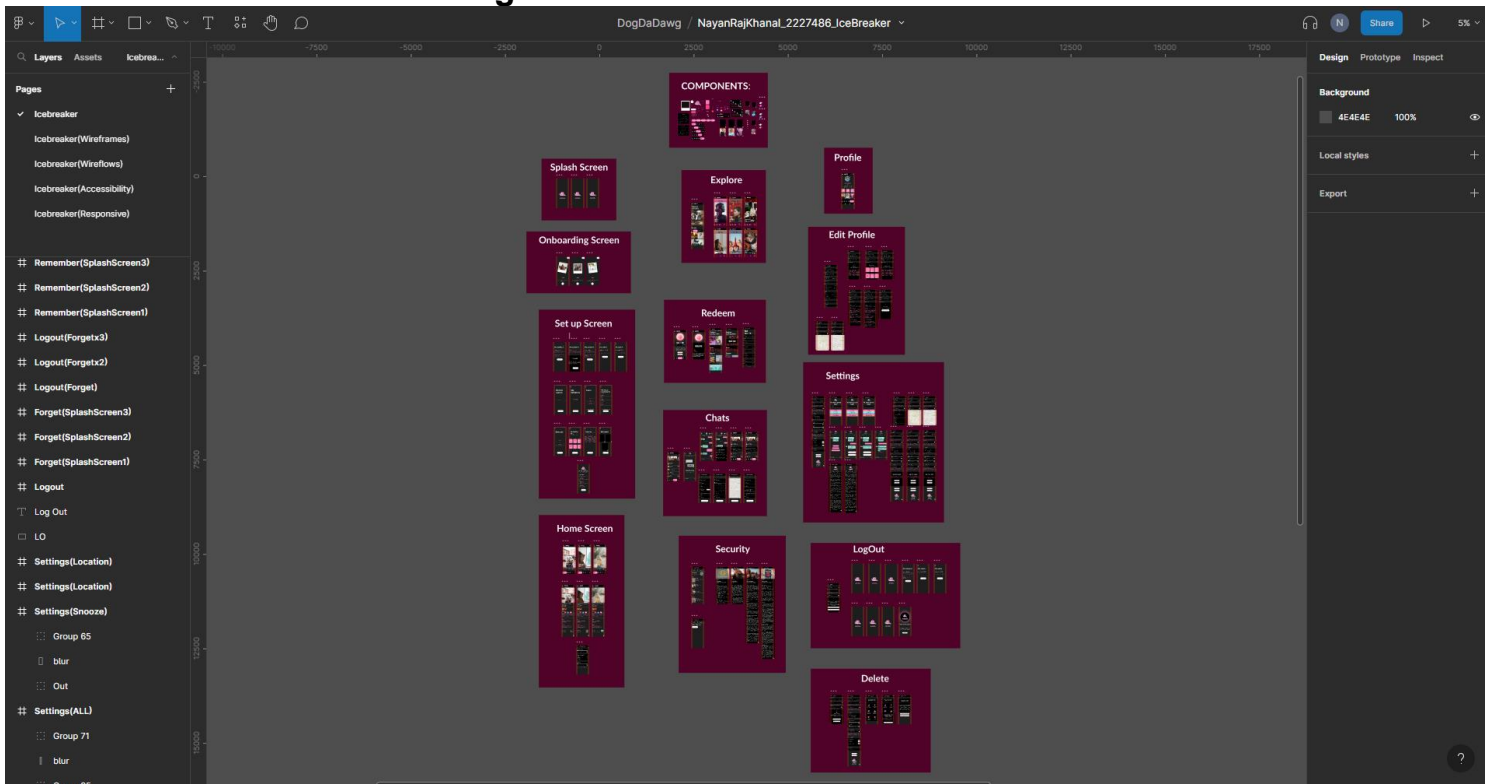


Figure 11. Design

5.5. Screenshot + Link of Accessibility Features:

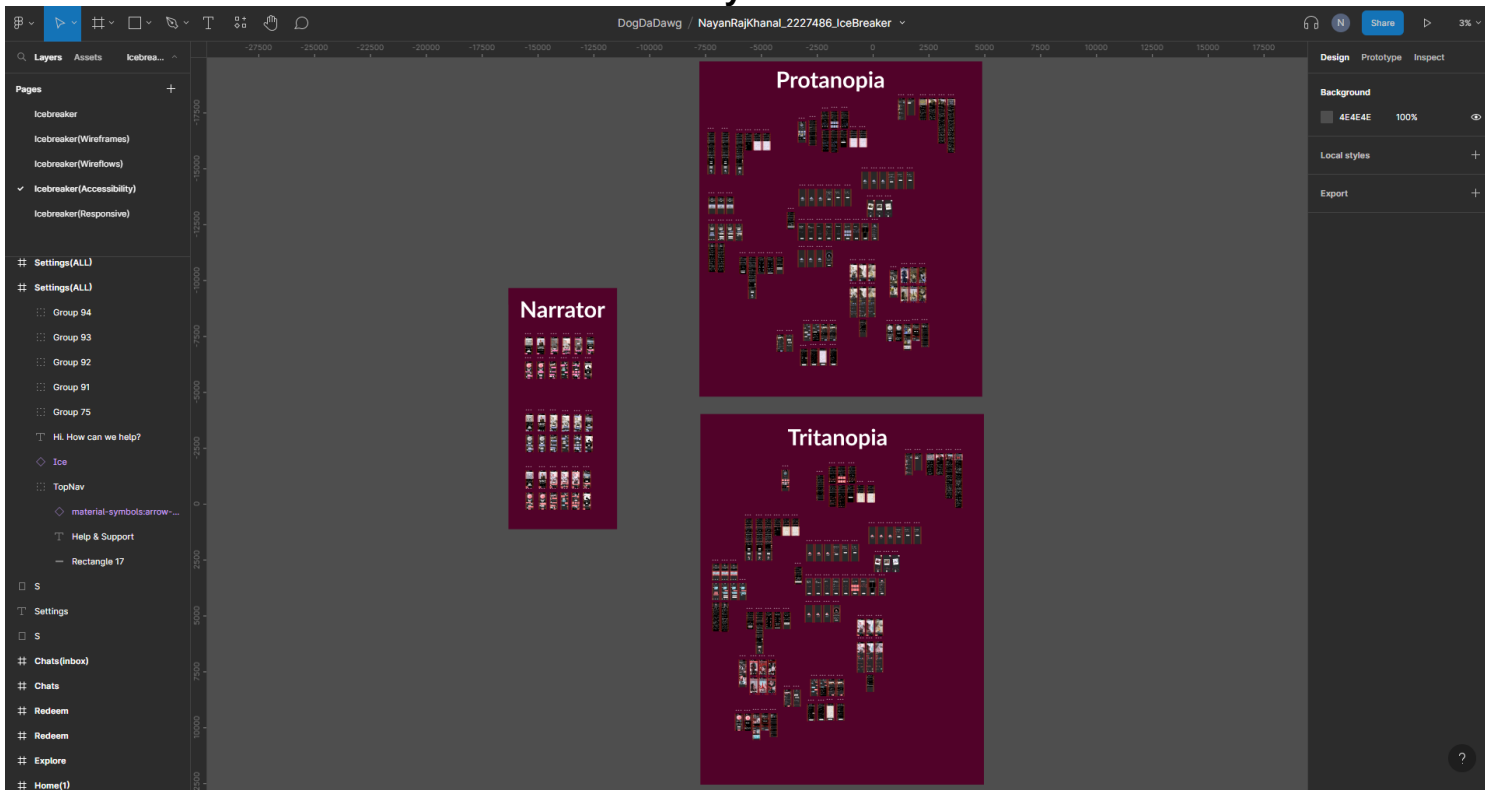


Figure 12. Accessibility Features

https://www.figma.com/file/Blsxhd3FYdj1356uBy8TrM/NayanRajKhanal_2227486_IceBreaker?node-id=558%3A2639&t=T5ucCZBwyuayMEDA-1

5.6. Screenshot + Link of Tablet View (Responsive)

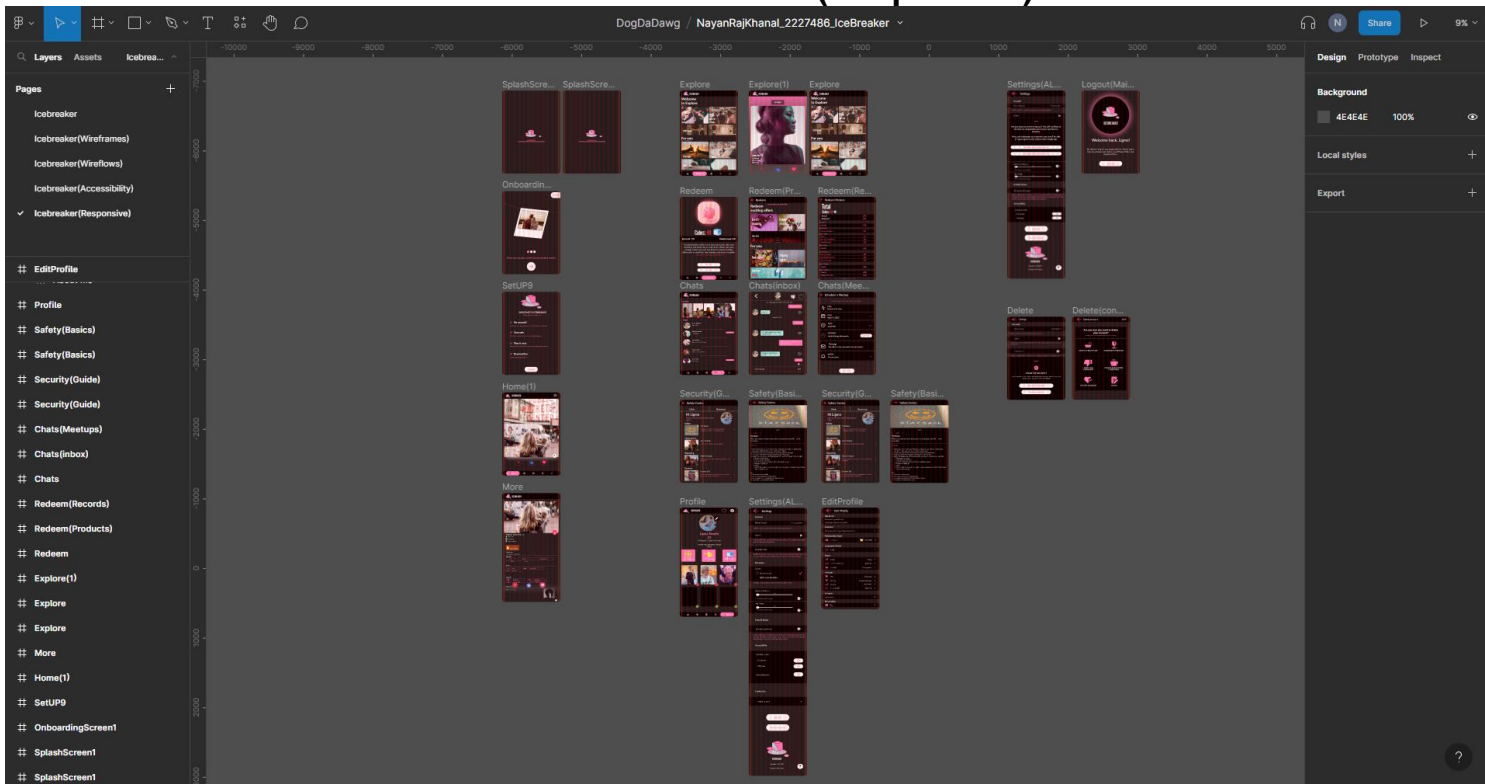
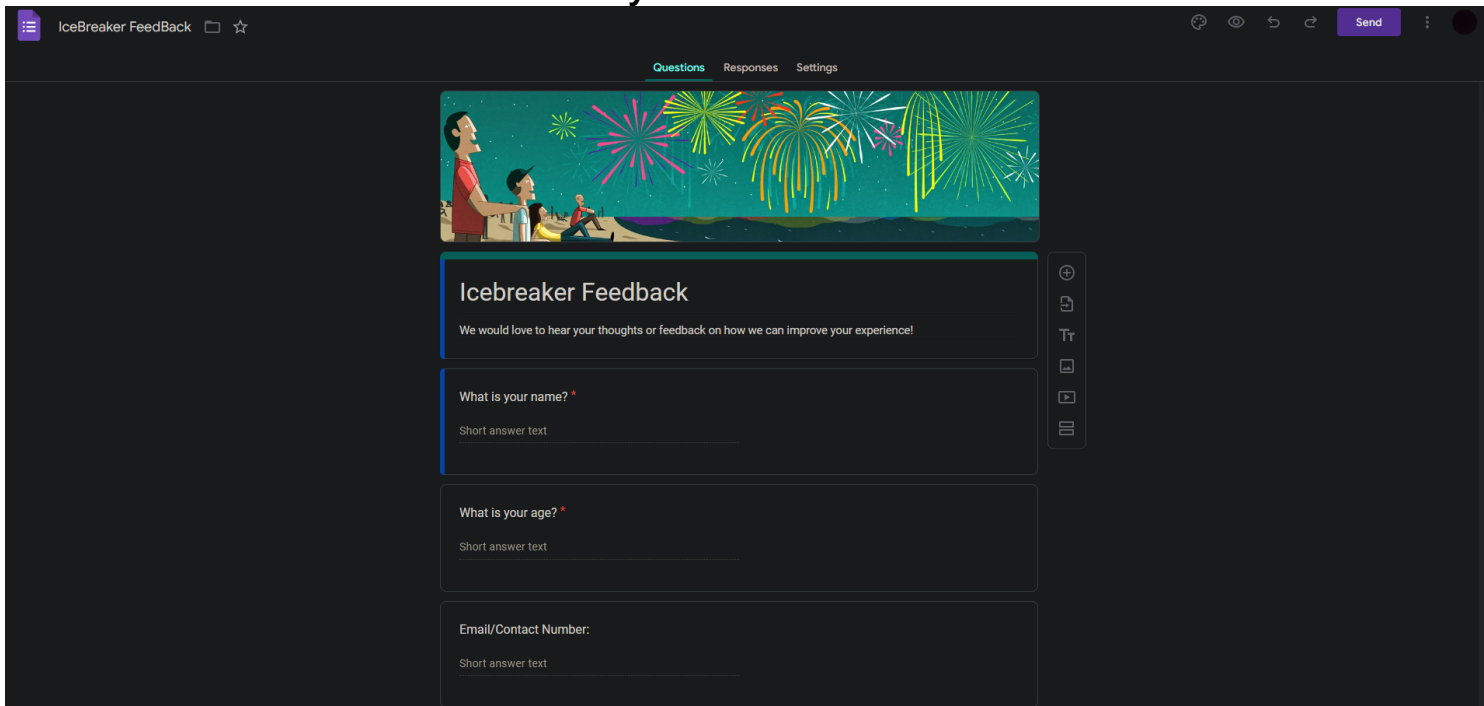


Figure 13. Tablet View (Responsive)

https://www.figma.com/file/Blsxhd3FYdj1356uBy8TrM/NayanRajKhanal_2227486_IceBreaker?node-id=586%3A11274&t=T5ucCZBwyuayMEDA-1

5.7. Screenshot + Link to Survey:



The screenshot shows a Google Form titled "Icebreaker Feedback" with a header image of people watching fireworks. The form includes a title, a description, and three required short-answer text questions. The top navigation bar shows "Questions", "Responses", and "Settings" tabs, with a "Send" button on the right. A sidebar on the right contains icons for adding, deleting, duplicating, and other form actions.

Icebreaker Feedback

We would love to hear your thoughts or feedback on how we can improve your experience!

What is your name? *

Short answer text

What is your age? *

Short answer text

Email/Contact Number:

Short answer text

Figure 14. Google Form

https://docs.google.com/forms/d/e/1FAIpQLSeI4VcdhND4T3zIjrPm4843C_w0h8L0yitJd-NaAdBqGAtgtw/viewform