

# Third stage

## Description

During this stage, the usability test of the prototype takes place to validate the design and gather crucial insights. This test provides valuable information to refine the design and ensure a seamless user experience. After analyzing the test results and reflecting on the feedback, the team proceeds to code the website, incorporating the improvements and adjustments identified through the usability test. This stage combines user-centered evaluation with practical implementation, leading to a well-designed and user-friendly website.

# Testing

Research method: [Usability testing](#)

**Why:** Detect problems users have with your design and correct these before the product goes live.

**How:** It is impossible to get the design right in one go, no matter how much experience you have. Ask a small group of users to perform tasks with a (paper) prototype of your solution. Typically users are asked to think aloud so you can grasp what the user is thinking.

**Results:**

## User 1 Feedback:

- It would be better to change the pointing direction of the arrow from right to down and when you hold on to it goes down, and I think it's better to just put an arrow down, rather than adding an animation element to the button.
- From the user perspective, I would be expecting to go right and when I hover on it, it just goes down. And if you see it from how do I say from programmer perspective, yeah, it's just extra to learn. It's not much but where it's still extra two lines of code, I guess.

## User 2 Feedback:

- It would be better to change the direction of the arrow and add a sliding animation, so it blinks and slides down.
- Check the text size because on a big screen it is too big but on smaller devices is on point and everything is readable.
- The logo in the navbar should be bigger than the navbar items, not they are exactly the same.
- That think of another solution for your tiles. Like where the once you have the images in place, can people still notice what the image is with the text on top of it? If yes, then that's fine. If not then you need to think how can I place the text and to to fit the image? Alright. But otherwise, I think it's pretty cool. I like it. What happens when you process you may not that probably usually takes it'll take you to PDF or open an external mind opens you up on Google that's also fine. Before we fill up.

## User 3 Feedback:

- I think you can also do more by adding some hover effects. Like if you hover over the image, the gradient increases, or the size of the image.
- It would be nice to have a button that takes you from the bottom of the page to the top.
- You will also have images for the projects, right? So maybe think of your design in a way where even images can be shown because people probably want to read stuff, but images will attract. Click on it.
- I am pretty sure what the most things that will be seen as the image on the title. That's really your biggest focus should be because image shows okay, what is going on and the title gives a bit more reference if they don't understand and if they want, then they'll read the text or maybe you can make it with the image, title text, right? With it to the right.

## Development

During the development of the website, I was using vanilla JavaScript for the functionality, HTML for the structure and CSS3 for adding styling properties into the structure. Due to the lack of time, it wasn't possible to make the entire website responsive, so I did it only for the landing page. I used GitHub version control in order to commit my code there in case anyone of my fellow students or lecturers would like to check it out. The website is hosted as well. [Link to the website](#)

## Conclusion and recommendation

In conclusion, the usability test conducted at the university has provided valuable insights and recommendations for improving the design of the website. The test allowed me to identify usability issues, understand user preferences, and gather feedback. I have gained a deeper understanding of the user experience and have identified areas for improvement.

Based on the findings, a key recommendation for future is to make the entire website responsive and more interactive for the user. Responsive design ensures that the website adapts seamlessly to different devices and screen sizes, providing a consistent and optimal experience across desktops, laptops, tablets, and mobile devices. This will enhance accessibility and usability, allowing users to access the website from any device and ensuring a smooth user journey.