

Warptalk #1

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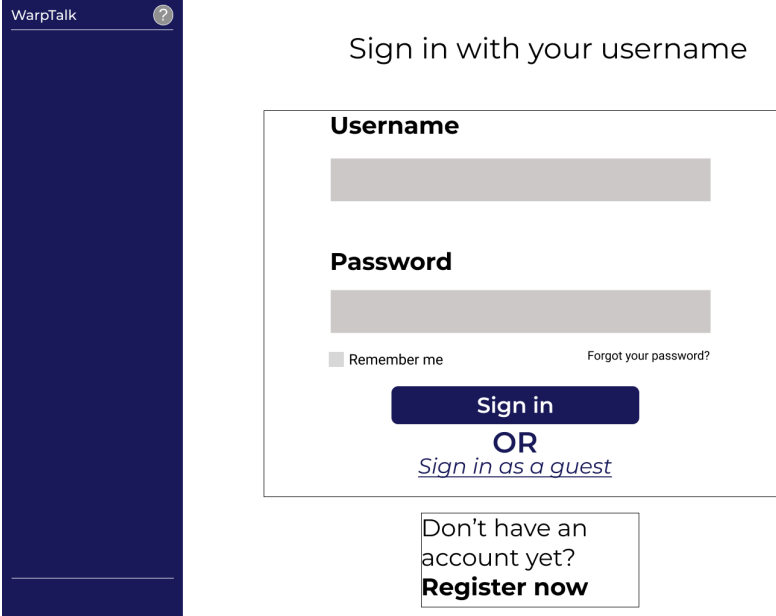
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PART ONE:

The user interface is designed for both registered and unregistered users. It ensures ease of navigation between rooms and message interaction in rooms. The design has four primary sections: **the Login Page**, the **left panel**, the **message area**, and the **right panel**. Below, we will explain each section and how Schneiderman's three principles are applied.

Login Page: This interface allows users to log in using their username/nickname and password. Users can also use the Sign in as a guest option. A Register Now option is also provided. These different options allow new and existing users to log in, making the interface accessible.

The login process is clear, and most users are familiar with the simple form-filling interaction.

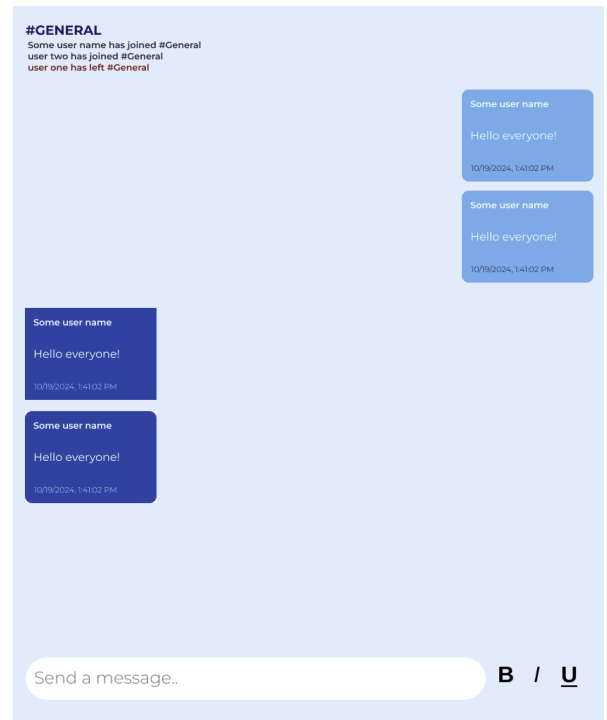


The image shows a mockup of the WarpTalk login page. On the left is a dark blue vertical sidebar. The main content area has a white background. At the top, it says 'Sign in with your username'. Below this are two input fields: 'Username' and 'Password'. Under the password field are links for 'Remember me' and 'Forgot your password?'. A dark blue 'Sign in' button is centered below the fields. Below the button is the text 'OR' followed by a link 'Sign in as a guest'. At the bottom, there is a box containing the text 'Don't have an account yet?' and a bold 'Register now' link.

Left Panel: There is a vertical list of rooms with a clear highlight for rooms joined. Each room is clickable to join and also has a leave button next to it once joined, making it easy to leave rooms. At the bottom, you have the user's nickname and a logout button. The overall design is straightforward, with clear labels making it accessible to any user. The dotted indicator makes it easy for the user to know which room he is in. The direct manipulation of the mouse to the vertical list makes switching between rooms quick and easy.



Message Area: This section clearly shows messages sent by the user on the right and messages received on the left side. The room's name is on top, reminding the user which room he is in. Joined and left messages are shown in two different colors. Input box with a “Send a message” placeholder at the bottom, making it always visible to the user. Next to the input are different formatting options. Sending a message is straightforward: you type in the input and push enter. The user gets instant feedback through the visual appearance of the text in the message area. The task is to enable the user to see and write messages to rooms and also allow them to format text with different options. The interaction style is a direct manipulation through a keyboard.



Right Panel: This section displays the current user in the room. We categorized them into registered and unregistered users. The list is easily understood since it simply lists names, enabling users of all levels to understand. The task is to allow users to see and know who is in the room and whether they are registered. No interaction is needed since the list dynamically updates as users leave and join. This makes for a passive interaction where the user can observe, and no inputs are needed.



PART TWO:

Our implementation demonstrates consistency in its design. The left sidebar has uniform labels such as “General”, “Random”, “Programming”, and others, with consistent font and alignment across different views. This makes the interface predictable and easy to navigate for users. Additionally, the interface includes shortcuts, notably the “Sign in as a guest” option, which allows users to bypass the registration process and access the application quickly.

Regarding feedback, not only does the logout button offer closure by giving users an understandable way to end their session but there is also visible feedback confirming a successful login, such as seeing your username and the available rooms on the left sidebar. There is also a white dot indicating that you have joined each room and a leave button next to the room’s name in order to leave it when you want to.

Error prevention is evident in the simplicity of the login screen, which has only two fields (username and password), minimizing the chance of mistakes. However, the design could be further improved by implementing ways for users to undo actions, such as joining or leaving rooms accidentally. Instead, you can just rejoin the room if you leave accidentally.

The interface allows users to easily navigate between chat rooms, login, and log out. Users have full control over the interaction process, which is key to user satisfaction. Moreover, the design reduces short-term memory load by being minimalistic, with clear labels and visible buttons that make the interface easy to understand and navigate.

Regarding Norman's Principles of Design, visibility is a strong point in the design. The sidebar is always visible, offering easy access to different rooms. The login options, such as “Sign in”, “Sign in as a guest” and “Register”, are also immediately visible, helping users understand what actions are possible. Feedback is also applied since there is a dot as an indication on the left of the room name in order to know that you have joined this room. Also, when you log in, you can see your username on the left sidebar, so you know that you are logged in.

The interface successfully applies constraints, particularly on the login page, where the limited number of input fields guides users on what is required. The design’s mapping is clear since logging in leads users to the available chat rooms, and each room label, such as “General” or “Programming”, gives users an idea of its purpose. Furthermore, the design uses affordances effectively. There are buttons such as “Sign in”, “Sign in as a guest”, and “Logout” that are clearly indicating their intended actions, guiding the user experience.

The design also maintains consistency, with uniform use of colors, fonts, and layouts across the different screens, which helps meet user expectations. The interface is minimalistic, reducing distractions and keeping the user focused on core functionalities of the WarpTalk

interface, like logging in and joining chat rooms. Additionally, the text is left-aligned, enhancing legibility, and the contrast between the text and background colors (dark blue sidebar and white background) ensures good readability.

In summary, our implementation effectively applies several key design principles and golden rules, resulting in a user-friendly interface. Of course, there is room for improvement in providing more feedback for user actions and adding features for action reversals to make the user experience even more satisfying.

Gitlab repo: <https://gitlab.au.dk/hci-group-10/warptalk0>