Contributions

Contribution #1:
Started | Merged : Mar 13, 2020 | Mar 13, 2020

https://github.com/intermine/bluegenes-ux-ideas/issues/1#issuecomment-598472102

- This was my first contribution to the organization where I have analyzed the bluegenes website thoroughly by going through particular functionalities of web pages and doing a bit of research work on the service the site offers.
- I have mentioned here a few ux related issues along with the preferable solution that would improve user experience of the website also I have mentioned a few questions to which Yo Yenhudi responded, further then i continued my research and analysis on interactive design of website.

Contribution #2:
Started | Merged : Mar 14, 2020 | Mar 14, 2020

https://github.com/intermine/intermine-registry/issues/155

- After having conversation with the mentors about the organization through video-conferencing and getting guidance, I started to look over other related sites as well and tried to open some small issues related to design.
- This issue is related to one of ux problems, while scrolling down if a user needs to search through the search bar he has to scroll back to the top. Hence making header stick to the top while scrolling fixes the issue. Since I had some technical issue with my laptop so i assigned it to someone else, hoping that it stills counts as a contribution for me.

Contribution #3:
Started | Merged : Mar 18, 2020 | Mar 18, 2020

https://github.com/intermine/intermine-homepage-2017/issues/27#issuecomment-600774672

- Here i went through the existing design of the website and analyzed it from a designer's perspective keeping few questions in focus like purpose of website, is the current design accomplishing it?, the target audience, how easy is to find information, do all links work? And many more.
- In this issue I have mentioned a few concerns and proposed some solutions, though I'm still thinking of some ideas to include and working on the low-fidelity model (mockups) of the tutorial website.

Contribution #4:
Started | Merged : Mar 19, 2020 | Mar 20, 2020

https://github.com/intermine/bluegenes-ux-ideas/issues/3#issuecomment-601068913

- I thought it would be better if bluegene got some brand of it's own and started to work on the logo design concept. I created an issue to receive some feedback on my designs and ideas from fellow contributors.
- I scribbled some rough sketches on them and designed some on Adobe Illustrator, after feedback from other mates and Yo Yenhudi on the visibility of the logo aspect I tried redesigning them. In the thread one can have a look:

  Logo_design1

  https://github.com/intermine/bluegenes-ux-ideas/issues/3#issuecomment-60106891 3

  Logo_design2
  https://github.com/intermine/bluegenes-ux-ideas/issues/3#issuecomment-6025085 64

Contribution #5:
Started | Merged : Mar 21, 2020 | Mar 21, 2020

https://github.com/intermine/bluegenes-ux-ideas/issues/4

- I think delivering a good user experience requires that first we find out functionalities that will answer the exact customer needs; second we need to guide them to the specific functions they need most. Well I came up with some UX issues after studying the website, and proposed some redesign concepts that tried to make the website more usable and useful.

- This mockup has improved top nav-bar eliminating unnecessary elements (search icon even when bar is provided, help icon even when main screen has the option), as for 'HOME' option function is sufficed by tab displaying 'minetype' and more changes like these.

- Alternatively we can use the dropdown menu for a list of mines if that reduces the use of an extra setting icon (which is basically kind of misleading).

- There are much better options for the main screen (instead of using the same options from nav-bar again), if it seems like a better option. We must manage to focus the user's attention without squandering their patience.

- The footer section must be informatively separated and visually aligned for better aesthetics.

- Also presented some redesign concepts on other pages (upload & templates pages)

- Many more new ideas are also mentioned in the pdf, currently I'm working on a new model that includes logo design and changes in theme in accordance with logo color of intermine.

Contribution #6:
Started | Merged : Mar 25, 2020 | Mar 25, 2020

https://github.com/intermine/intermine-homepage-2017/issues/36

- I went through the intermine homepage and found some ux related issues over there too and as suggested by Yo Yehudi, I opened an issue for this. I tried to design a totally new mockup with the same elements with improved visual hierarchy which side by side enhances accessibility.
- I think users are already overwhelmed with information and we must minimize the user's memory load by making objects, actions, and significant options more visible, hence I used the elements(buttons, images) in the mockups to manage the user's attention to some specific mandatory data.
- Following the 'keep it simple' principle (KIS), I've chosen a single typeface with two weights throughout the site, to make the design consistent, standard and necessary content visible.

Contribution #7:
Started | Merged : Mar 26, 2020 | Mar 30, 2020

https://github.com/intermine/intermine-homepage-2017/issues/37

- While going through the intermine homepage my eyes encountered an extra blank space in the 'Intermine feature' section, I created an issue to solve and fix this small bug. Later then Yo (mentor) told me the real issue behind that bug and now I'm working on the other issue
- Being a designer I do research and analyze and try to recreate things but i never mind banging lines of code to create stuff.

Contribution #8:
Started | Merged : Mar 27, 2020 | Mar -, 2020

https://github.com/intermine/intermine-homepage-2017/issues/43

- I tried to implement one of the UX issues I found on the website. I noticed that the links followed by the linkout icon do open in the same page; reloading the whole site, but the mental model of user behaviour demands it to be opened in a new tab.

- This issue basically deals on solving this mixed up mental model.

Contribution #9:
Started | Merged : April 2, 2020 | April 2, 2020

https://github.com/intermine/bluegenes-ux-ideas/issues/5

- Here is the proposed low-fidelity designs for mobile friendly of the bluegenes website.

- I studied the website and came up with a new design model, with all the important features and main screen at first, currently working on other pages as well. I replaced some elements (social media links), Introduced some new elements(icons, ellipsis, dropdown) and deleted some (homepage icons for core features). Instead of using icons from random sources, we can use google icons for standard and consistency or icons designed specifically for intermine organization.

- These new designs may seem to be out of the basic Intermine theme and hard to implement but I've searched thoroughly and picked those design elements to fit in, whose code snippets are easily available from google material design ;half problem resolved!

Application

Their past experience with this free software community and project:

I entered the group chat and got a really warm welcome by the mentors, quite unexpected. The Intermine community is optimistic and helpful in every way. The mentor and coordinators are very open and comfortable to talk to. Unlike other organizations,

members of this organization make sure that communication among the members remains active and try to maintain a friendly environment that is super cool and due to this environment we have a friendly conversation with the other contributors too. Mentors look over individual people as per their skills so it's quite easy to work with them as they don't have to be reminded of my work frequently.

While working on the projects during the contribution period I've learned a lot of technical stuff and more importantly what it actually feels like to work in a community with other members and i want to learn that more.

Their past experience with other free software communities:

I've contributed to open source through the projects launched by our college seniors and also worked in product development hackathons before, so i have an idea of how open source works. But working in a realtime working organization has its own different value, and it has been a pleasant experience working here.

Their relevant personal or class projects that relate to this project:

The project to which I am contributing and wish to work forward includes redesigning of the bluegenes website i.e, applying the design principles and rules to make it give a better experience to the customers.

Being a designer enthusiast I've worked on many redesign projects lately which includes graphics, web and interaction design.Here is the link to some of my works: https://www.behance.net/roshni_p18. Also I have participated in several hackathons and worked with developers. Though I'm a designer but never mind banging lines of code and so i do know how to implement design on the web, some of the mini projects that I've created in HTML, CSS and Javascript could be found on my github account (https://github.com/tinycosmos).

Answers to community specific questions:

Q.   Some "bonus" feature ideas in case you complete everything early:
A.   Well a design process takes quite a longer time analysing and redesigning a existing designs in a cycle over and over again, but still extras that i could do are:
-   I would like to do brand designing for the bluegenes website, since branding creates a distinctive identity in comparison to the other brands and also provides impetus to the product differentiation.
-   I would also try to redesign the other websites like (intermine registry, intermine homepage, intermine tutorial) and implement those designs.
-   Try to think of idea to make the learning in tutorial section more of social learning

- Try to implement features to connect websites to other social media platforms for feedback and marketing purposes.

Q.   What happens if there is an unexpected delay of some sort?
A.   I would schedule my work in such a way that at the end of the intern period I have a free week, due to the COVID-19 outbreak, our college which usually ends exams at 5th May might drastically change the plans, and might even cancel the exams. Whatever be the situation, I will make sure to cover it later.

Applicant is not applying to Google Summer of Code.

My commitments:

For the coming intern months Intermine will be my only commitment. According to my calculations I've planned to give 40-45 hrs weekly in the summer. My college will restart in the first week of august but initially few classes are conducted for semester so i could manage 35-40 hrs per week during that period. Due to the COVID-19 outbreak, exact plans can't be laid out, but in any case I will compensate for the timings of college.

Timeline of tasks for the internship period:

Week 1-2: May 19 - June 1
Research and Analyse I shall discuss the scope of the project with the project mentors. Then research includes identifying user base keenly and dividing them into user personas for further analysis on catering the targeted users in a desirable way. I shall carry out a detailed heuristic evaluation of the current web interface to discover the problems and scope of improvement.

Week 3-4: June 2 - June 15
Prototyping and Testing In order to tackle the issues discovered during the research hase, I will work on a low-fi prototype along with discussion and advice, try implementing them. I also wish to test the prototype within my friend circle (or needful users), try to catch the major pain points and receive feedback.
Will run a usability test of the prototype on 7 or more users from Intermine Community and list out the key findings accordingly.
Either of given ways could be adopted to carry out usability test:

- *In- person opinion*: Users are given specific tasks to complete while an analyzer observes proceedings, asks questions and takes notes simultaneously.
- *Telephonic remote Interviews*: economical way to test in a wide geometrical area, here a moderator instructs participants to complete tasks & collects feedback while user's behaviour is recorded remotely. More data can be collected in a short period.
- *Short remote testing:* We could take short user tests on specific web pages, short tests idea that i thought could work are listed here-

  #quicktest: We present screenshots of the web page with single questions demanding sureshot answers.

  #firstclick: the participant here is asked a question like "where would you click for function X?" and mouse direction is detected, helps to determine user's expectation and prime location of ui elements.

  I have a list of questions to ask, some of them goes like-

  - What do you think this button is going to do?
  - Any improvement suggestions?
  - What may be missing that you would like to see?
  - What do you like/dislike about the way it works?
  - Would you use this product today?

Week 5: June 16 - June 22
Code Implementation Having a bit of knowledge about the basic development, I will try to layout the general document and implement the required designs by using the HTML, CSS and Bootstrap. I do know Js that could help me create animations.

Week 6: June 23 - June 29
Prototyping again Based on the findings from the testing, the next phase would be to work on the prototypes. The second version of prototype then shall be tested again.

Week 7: June 30 - July 6
Testing and Implementing Will try to test this version on a larger sample size of users, around 30 should be the number. Still there would be some issues which I may encounter while talking to the users (taking review through chatbot or personally) that should be listed again.

Week 8: July 7 - July 13
Final Prototyping Based on all the feedback, I shall put together another prototype (design process includes at least 2 rounds of prototype and testing) and till now we must be having most usable interface for user
NOTE: I will be working on prototyping of the site as mobile friendly view as well as desktop view.

Week 9: July 14 - July 20
Visual design and High fidelity Prototype In the subsequent days, I would like to work on the visual design of the website. I think it is important to lay down the pillars of the design and these pillars lie in the hidden corners. For the Color Palette and Typography, I will follow the Intermine theme vividly.
Finally giving the face to the interface that is user satisfiable is also called a high fidelity prototype.

Week 10-11: July 21 - August 3
Coding Over the next few weeks, I shall work on the coding part of the website. Being in hackathons and working with fellow developers I have an idea of how code should go with the designs and vice-versa, hence I'll try implementing the code myself or help with that.

Week 12: August 4- August 10
Wrapup Saving up the extra time for completing the leftovers of the planned work. In case asked by mentors to add extra or any mandatory features/ functionalities, this will be the perfect time frame saved for this kind of work.