

HOSTYLE THE DESIGN Guide

Interim Report by Sahil Miah

PROJECT OVERVIEW

I will be exploring the interaction between users and an interface that is made with intentionally bad (hostile and 'disfluent') design.

I plan on making a web app that explains and highlights the important aspects of HCI in a hands-on method. Users will click through the page and experience the frustration of the design. I'd like users to be able to explore and compare these design principles by showing how the UI would look with both good and 'bad' design.

SUMMARY OF WORK

Explored and decided what to do for the project:

- I went through ideation process and explored contexts, possible project statements, the area of inquiry and subtopic.
- Decided to do the project on a UI with hostile(bad) design
- <https://smiah008.tumblr.com/archive/2020/10>
- <https://smiah008.tumblr.com/post/639476573897179136/work-overview>

Reading up on design principles:

- Gaining a rough idea of all the principles that make a UI work really well so I can eventually reverse engineer them.
- <https://smiah008.tumblr.com/post/634935317245427712/book-on-ui-design>

Created a rough sitemap:

- Made a list of different pages that I might want to include, definitely not final.
- At the time decided on a home page, an about page, an informative page, and a Questionnaire/ contact form page.
- <https://smiah008.tumblr.com/post/635039973555453952/site-sections-so-far>

Created a paper prototype/wireframe of a couple of pages:

- I drew up basic elements that I could put on pages e.g., fake buttons and misleading text.
- At this point I only thought of showing the bad design and having a pop-up message when hovering above elements.
- <https://smiah008.tumblr.com/post/635042327461871616/paper-wire-framing>

Did user testing on the paper prototype:

- I observed the user navigating through the prototype and responded if they 'click' in the right or wrong element.
- I noticed I succeeded in confusing and bringing out their frustration with the UI, but I realised that having this UI the first thing they see might not be very inviting.
- <https://smiah008.tumblr.com/post/636397952810844160/paper-wire-framing>

Learnt how to track button clicks on a website with Google Analytics:

- Testing out on another website of mine, I set up an event tracker(button click) with Google Analytics.
- With this I will be able to collect quantitative data to record how users interact with the site, this is very good for analysis of the project's effectiveness.
- <https://smiah008.tumblr.com/post/635935980669583360/button-click-counter>
- <https://marketingplatform.google.com/about/analytics/>

Explored the methods of showing both designs:

- Decided to go with a toggle type method showing both good and 'bad' UIs as well as a possible pop-up message. Started designing some toggle elements and a pop-up box, just to see how it may look.
- <https://smiah008.tumblr.com/post/638028462743011328/toggles-ive-been-thinking-about-the-best-way-to>
- <https://smiah008.tumblr.com/post/638320805387862016/i-have-been-playing-around-with-how-certain>
- <https://gitlab.doc.gold.ac.uk/smiah008/pcc/-/blob/3c6dde563051e566c4dcb2865e284850f3bf43ee/assets/popup.png>

Started using Adobe XD to create a prototype:

- Started looking at tutorials and experimenting to get the hang of the XD UI. Created a colour pallet, font library and from that a splash screen.
- Slowly gaining an understanding of the overall styling of the page.
- <https://smiah008.tumblr.com/post/638767150350450688/as-i-was-making-the-prototype-on-adobe-xd-i>

Experimenting with colour blind simulation in Adobe XD:

- Installed a plugin and ran a few simulations, on what I has so far, testing to see how accessible the colours I have chosen.
- Slight alterations were made to the colour pallet.
- <https://smiah008.tumblr.com/post/638673185186906112/while-using-adobe-xd-i-have-found-some-useful>
- <https://www.getstark.co/#features>

Did more work on the XD prototype:

- Finished the welcome and another page of the prototype
- While making the page, I had a thought to have the hostile designs as the default selected, and the users are able to flip it to normal design. Furthermore, it may be out of scope to give all pages as 2 designs so I may go ahead with having the significant pages in this format and other informative pages as normal.
- <https://smiah008.tumblr.com/post/640033965819953152/adobe-xd-prototype-so-far>
- <https://xd.adobe.com/view/92380219-f418-4622-a98f-2e36122fdb4f-c76b/>

Progress of the project has been delayed at this point due to illness and other unforeseen circumstances

EVALUATION

I have not managed to finish the XD prototype as well as getting it tested, regardless of the reason, I have not met these two milestones. My project hasn't changed much from the initial idea, but I did refine certain aspects, such as changing the wording from 'bad' design to hostile and 'disfluent', as bad is subjective and difficult to measure and implement in design. In addition, I changed the format of how the website shows both sides of the design to a toggle button. I believe the scoping for the project is challenging but not out of reach. I did decide/realise that not all pages will have to have the 2 design modes, this might save me significant time. I have managed to learn how to use Adobe XD at a good level, with an understanding of interactions and transitions. I also learnt how to use Google Analytics to track button clicks to collect data on how users interact with the website.

REVISED PROJECT PLAN

ID	TASK TITLE	START DATE	DUE DATE
2.4	Create small Prototype 1 - Adobe XD	23/12/20	21/1/21
2.5	User Feedback	14/1/21	21/1/21
3	Development, Testing & Draft Write Up	18/1/21	26/3/21
3.1	Develop Site Content and layout	18/1/21	14/2/21
3.2	Create a Test Plan	9/1/21	18/1/21
3.3	Development with Styling & Improvements	15/1/21	26/3/21
3.4	Draft Write up	11/3/21	26/3/21
4	Final Implementation, Write Up & Eval	27/3/21	14/5/21
5	Showcases & Vivas	17/5/21	4/6/21

DEMO VIDEO

[Google drive folder with demo video](#)

REPOSITORY LINK

<https://gitlab.doc.gold.ac.uk/smiah008/pcc>

Adobe XD Prototype so far -

<https://xd.adobe.com/view/92380219-f418-4622-a98f-2e36122fdb4f-c76b/>