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|  | Hostyle UI: Report | |  |
|  | **IS53028A:** | **Project in Creative Computing** |  |
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| **List of Abbreviations** | |
| **Abbreviation** |  |
| **UI** | User Interface |
| **HCI** | Human computer interaction |
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# 1.0 Project overview

(approx. 500 words)

A succinct description of your project at the start of your report. Make sure your project has a title. Try to answer the questions ‘What is it?’ ‘Why is it?’ and ‘How is it?’ before going on to describe the project in more detail.

I will be exploring the interaction between users and an interface that is made with intentionally bad (hostile and ‘disfluent’) design. This project is called Hostyle UI, and it involves making a web app that explains and highlights the important aspects of HCI and design principles 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.

# 2.0 Background research

(approx. 1500 words)

Place your project in context by making reference to existing materials. Depending on your project, these could be software, products, research papers, artworks, artists, specific techniques, or blogs. Make sure to explain the significance of each to your chosen project. Make sure you reference these using Harvard style referencing.

In my research I found an interesting blog at Arstechnica by Samuel Axon about “the most (intentionally) poorly designed website ever created” (Axon, 2019).It had a fun take on poorly designed web pages, mainly terrible form inputs and slightly drastic design choices. The page is cleverly called User Inyerface (bagaar, 2017) and includes a very frustrating form to fill in that is meant to lead to a game. Painfully small buttons, confusing instructions and animations that throw you off completely; this playful site is a very big inspiration to what I want the experience from my work to be like.

I also found another fascinating blog post on Elegant Themes which pointed out that the “design of the site itself is funny because of how terrible it is” (Barron, 2015). The examples shown in the blog were indeed humorous and I could see some aspects in the sites that would even make the experience of my web page both fun and a good learning point.

# 3.0 Context, users/audience, goals

(approx. 1000 words)

Describe the context of your work (i.e. where does it take place, or where will it be used? )

Relate the context to its participants or audience by describing whom your project is aimed at:

* For projects that are primarily experienced by someone (for example, an artwork or performance), describe the intended effect on your audience. You should compare that to some of the key inspirations from your background research section.
* For projects that are primarily intended to be used by someone or something (for example a tool, game, product, app), describe the types of uses and the (testable) goals for its usage

# 4.0 Project in depth

A detailed description of the final output (approx. 1500 words)

## 4.1 Key features

* Start with a precise listing of all the key features of your project. This is a simple description of what your project does, and how it reacts to input. Features might provide a benefit to the users (for projects that are used) or contribute to the experience (for projects that are experienced). A description of features might include:
  + A particular set of sounds that you designed
  + A detailed description of how a game controller works, and what each element does
  + A description of the key visual components of a projection-mapped artwork
  + The rules and goals of a game you designed

## 4.2 Supporting materials

* List the supporting materials that your project uses, including languages, libraries, frameworks, hardware and software. Explain what features of these that you used and why.

## 4.3 Techniques

* Highlight any interesting techniques that you used and describe how they work.

## 4.4 Structure of Code

* Describe the structure of your code and demonstrate how data flows through it. Supplement written descriptions with flow charts, process and class diagrams to make things clearer for the reader. For example:
  + a diagram to explain how a user interacts with a web quiz
  + a diagram showing how messages originate in the front-end UI and pass to a web server and database.
  + a diagram showing how data passes from the CPU to the GPU in your program

# 5.0 Creative process and user/audience evaluation

(approx. 1500 words)

Describe your creative process. Demonstrate how you used iterative design in your process:

* For projects that are experienced, discuss how they changed each iteration, and provide evidence from tests: by yourself, with others, or critiques and discussions with experts.
* For projects that are used, discussed how your user centred design process was carried out with key stages of the process (e.g. following the Double Diamond) and evidence of user testing, logical thinking and discussions with experts.

# 6.0 Debugging and problem solving

(approx. 1000 words)

Use this section to highlight technical challenges that you faced in your build. Describe the problem carefully and give a blow by blow account of the stages you went through to solve them. Describe the dead ends and rejected approaches as well as the final approach. You might reference tutorials that you followed or Stack Overflow posts which you tried. If a classmate or tutor helped you, you can reference them here too.

# 7.0 Self-evaluation and conclusions

(approx. 1000 words)

You should address:

* How successful was your project according to your goals.
* How did your goals change over the duration of the project. Was your project appropriately scoped in the first place?
* How have you tested your project? Justify why those tests are appropriate.
* Which aspects of your creative process worked well and which could be improved.
* How successful was your approach to problem solving. How could it be improved?
* How could you see your project developing in the future?

Evidence your commentary by making reference to your initial research, iterative stages, final outputs and final tests.

# References

Axon, S., 2019. *Behold, the most (intentionally) poorly designed website ever created.* [Online]   
Available at: https://arstechnica.com/gadgets/2019/07/behold-the-most-intentionally-poorly-designed-website-ever-created/   
[Accessed December 2020].

bagaar, 2017. *User Inyerface.* [Online]   
Available at: https://userinyerface.com  
[Accessed October 2020].

Barron, B., 2015. *Bad Web Design: A Look At The Most Hilariously Terrible Websites From Around The Web.* [Online]   
Available at: https://www.elegantthemes.com/blog/resources/bad-web-design-a-look-at-the-most-hilariously-terrible-websites-from-around-the-web  
[Accessed December 2020].

Shneiderman, B., 2016. *The Eight Golden Rules of Interface Design.* [Online]   
Available at: https://www.cs.umd.edu/~ben/goldenrules.html  
[Accessed 04 11 2020].

Shneiderman, B. et al., 2016. *Designing the User Interface: Strategies for Effective Human-Computer Interaction: Sixth Edition.* 6 ed. s.l.:Pearson.

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| Appendix | | |
|  | **Description** | **URL** |
| **(A)** | GitLab Repository | [**https://gitlab.doc.gold.ac.uk/smiah008/pcc**](https://gitlab.doc.gold.ac.uk/smiah008/pcc) |
| **(B)** | Adobe XD Prototype | [**https://xd.adobe.com/view/92380219-f418-4622-a98f-2e36122fdb4f-c76b/**](https://xd.adobe.com/view/92380219-f418-4622-a98f-2e36122fdb4f-c76b/) |
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This must include:

* A link to your GitLab or other code repository
* Links to clearly labelled executables (where appropriate).
* Links to audio or video recordings of tests (user tests or other recorded tests)
* Transcripts of tests or other first-person research like questionnaires, user evaluations, etc.
* Additionally, you are strongly encouraged to include screenshots of your software, and carefully edited video demonstration.