**Text

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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:

* A
* https://smiah008.tumblr.com/archive/2020/10
* https://smiah008.tumblr.com/post/639476573897179136/work-overview

Reading up on design principles:

* https://smiah008.tumblr.com/post/634935317245427712/book-on-ui-design

Created a rough sitemap, a list of different pages to include:

* https://smiah008.tumblr.com/post/635039973555453952/site-sections-so-far

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

* https://smiah008.tumblr.com/post/635042327461871616/paper-wire-framing

Did user testing on the paper prototype:

* https://smiah008.tumblr.com/post/636397952810844160/paper-wire-framing

Elevator pitch in class

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

* https://smiah008.tumblr.com/post/635935980669583360/button-click-counter
* https://marketingplatform.google.com/about/analytics/

Explored the methods of showing both designs:

* 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:

* https://smiah008.tumblr.com/post/638767150350450688/as-i-was-making-the-prototype-on-adobe-xd-i

Experimenting with colour blind simulation in Adobe XD:

* https://smiah008.tumblr.com/post/638673185186906112/while-using-adobe-xd-i-have-found-some-useful

In chronological order, summarise the work you have done so far. You can do this as a list of bullet points.

For each point state:

* what you did
* any findings that changed your plans
* provide some evidence (eg. link to blog, image, repo commit or tag)

*Start work on my web app:*

* *Setting up the node express environment with npm*
* *Mongodb was more flexible than sql*
  + [*https://gitlab.doc.gold.ac.uk/simonkatan/thirdyearproject*](https://gitlab.doc.gold.ac.uk/simonkatan/thirdyearproject)*tag: v0.0.1b*

Here’s a different example:

*Experimenting with ways of sensing presence:*

* *Compared using light sensors and capacitive sensing*
* *Made a list of pros & cons for each and decided to use LDRs*
* *Link to list on blog*[*http://myblog.com/entry010119*](http://myblog.com/entry010119)

3. Evaluation

This section should reflect on your practice to date.

Comment on:

* How have you met your milestones?
* How has the project changed from your initial ideas?
* Was your scoping for the project good or bad?
* How do the current outcomes match up to your expectations for the final work?
* What have you learnt so far?

4. Revised project plan

Include a detailed plan taking you from this point to the final submission date. Include as many milestones as possible. Where you have libraries/platforms to research include links.

5. Demo Video

Include a link to a 5 minute video or screencast demonstrating the current state of your project and highlighting what still needs to be done.

6. Repository link

Include a link to your gitlab repository. Read access should be granted to your supervisor and programme leader.