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Interim Report

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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:

* 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

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

Evaluation

* 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?

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.

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

[**https://gitlab.doc.gold.ac.uk/smiah008/pcc**](https://gitlab.doc.gold.ac.uk/smiah008/pcc)