

# UX feedback report

User experience feedback report

25-11-2022

Student: Saeed Ba Wazir

Class: S3-CB05

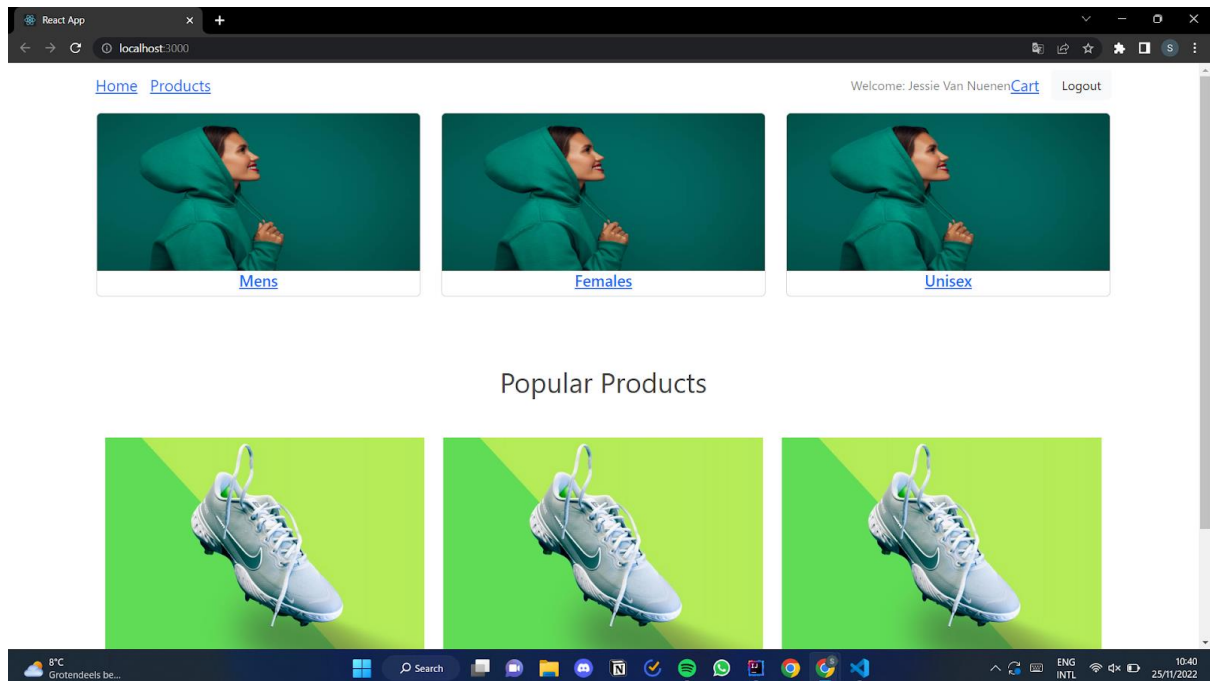
Version: 1.0

## Table of Contents

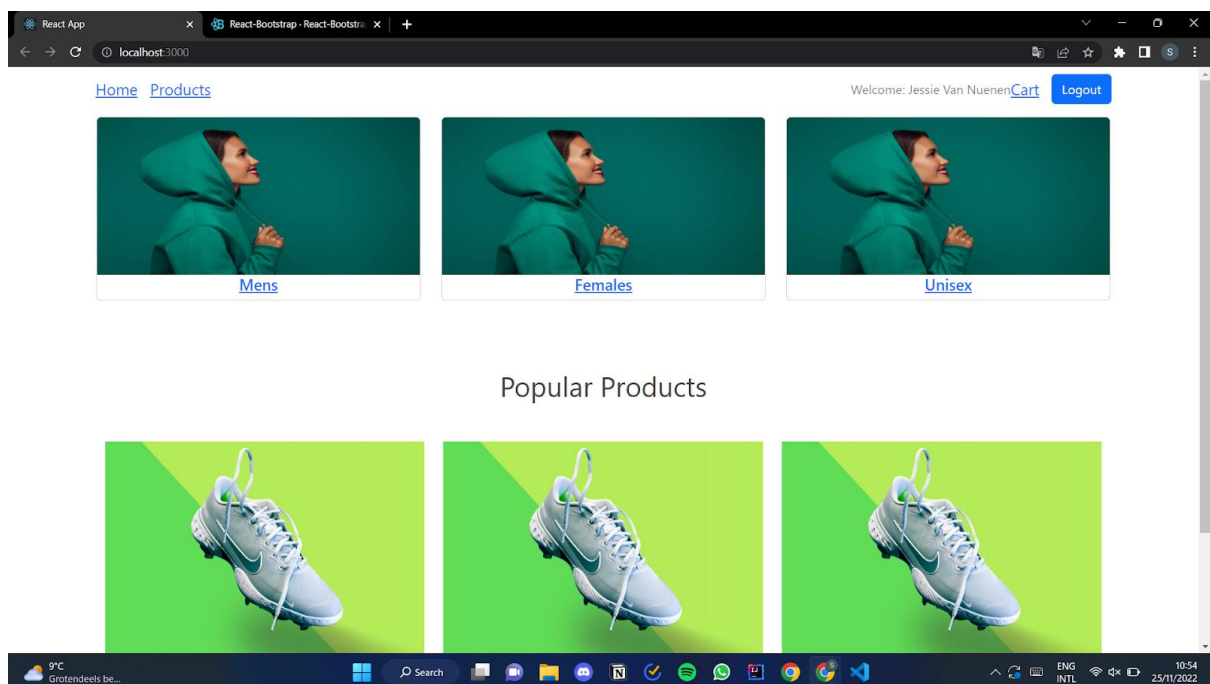
1.Screenshots .....	3
The first user .....	3
The second user.....	4
2.References.....	5

# 1.Screenshots

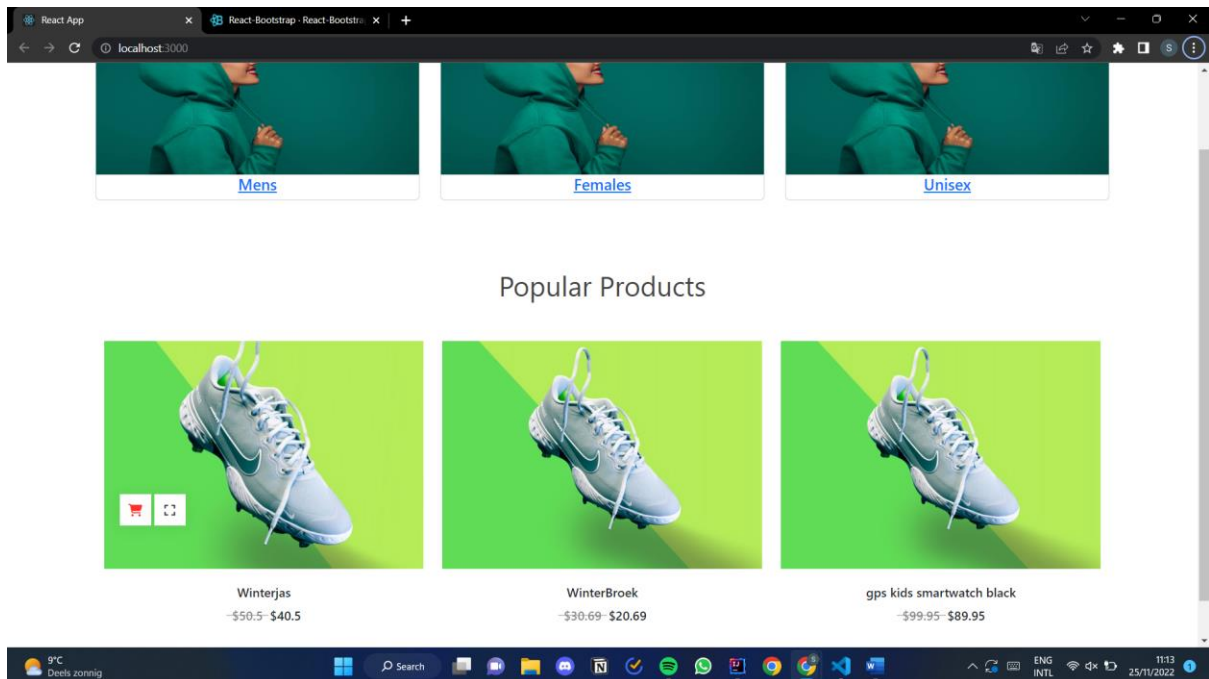
## The first user



In the top right for the log out the button isn't clear, therefore using one of Nielsen & Molich's principles which is "Recognition rather than recall". In the next screenshot, you can see the improvement which is changing the log out button colour. (Oksana Zabolotna, 2022)

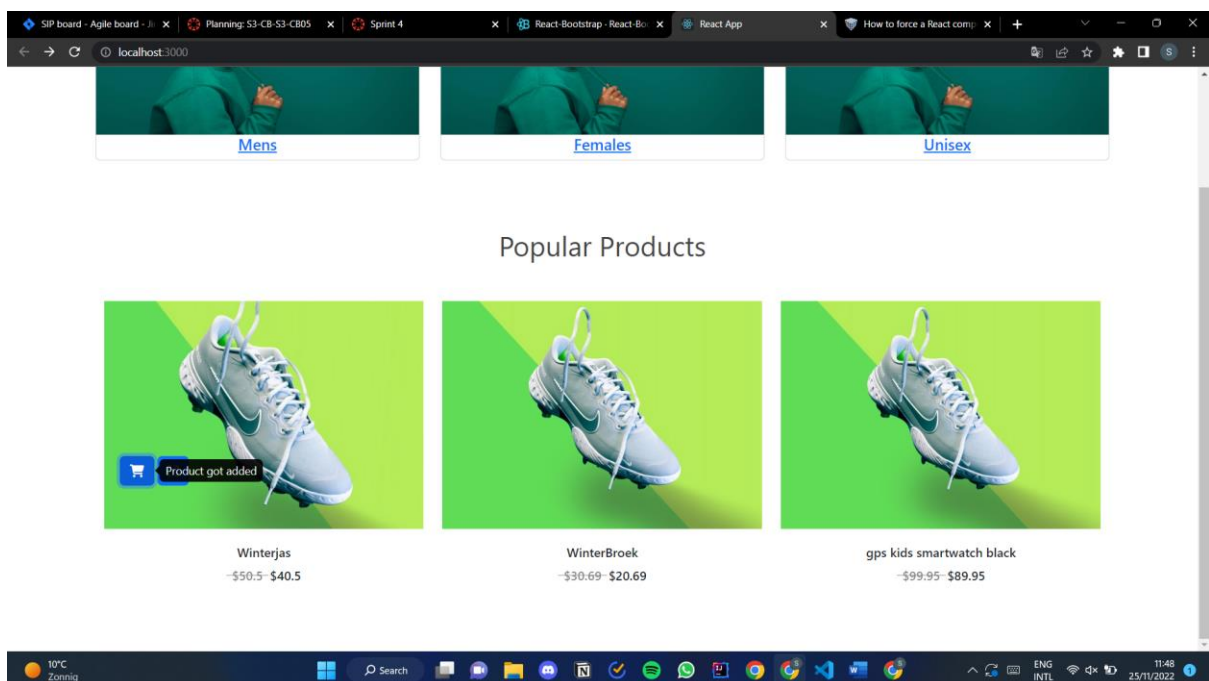


## The second user



When adding a product the customer doesn't get notified if the adding is successfully done. therefore using one of Nielsen & Molich's principles which is "Visibility of system status". In the next screenshot, you can see the user is getting notified when the product got added successfully.

(Oksana Zabolotna, 2022)



## 2.References

" `Workshop User Experience". Retrived from:

[https://portal.fhict.nl/Studentenplein/LMC/\\_layouts/15/WopiFrame.aspx?sourcedoc=/Studentenplein/LMC/2122nj/Software%20engineering/S3%20CB/Topics/Front%20end/Workshop%20UX.pptx&action=default](https://portal.fhict.nl/Studentenplein/LMC/_layouts/15/WopiFrame.aspx?sourcedoc=/Studentenplein/LMC/2122nj/Software%20engineering/S3%20CB/Topics/Front%20end/Workshop%20UX.pptx&action=default)