

Attribution Document

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Academic Sources

Lecture Notes: Chapters 8 - 11

Design Principles and Frameworks

Norman's Design Principles

- Source: Norman, D. A. (2013). *The Design of Everyday Things: Revised and Expanded Edition*. Basic Books.

Nielsen's Usability Heuristics

- Source: Nielsen, J. (1994). "Enhancing the explanatory power of usability heuristics." *CHI '94: Proceedings of the SIGCHI Conference on Human Factors in Computing Systems*, 152-158.

Analysis Methods

Hierarchical Task Analysis (HTA)

- Source: Annett, J., & Duncan, K. D. (1967). "Task analysis and training design." *Occupational Psychology*, 41, 211-221.

Evaluation Methods

Cognitive Walkthrough

- Source: Wharton, C., Rieman, J., Lewis, C., & Polson, P. (1994). "The cognitive walkthrough method: A practitioner's guide." *Usability Inspection Methods*, 105-140.

System Usability Scale (SUS)

- Source: Brooke, J. (1996). "SUS: A 'Quick and Dirty' Usability Scale." *Usability Evaluation in Industry*, 189-194.
- Application: Used to quantitatively measure the usability of the improved interface (achieved score: 86.2).

Assets & Tools

- React: Source: Meta Platforms, Inc. <https://react.dev/>
- Visual Code Studio

Original Code and Components

Based on the course project from: <https://www.udemy.com/course/modern-react-from-the-beginning>

Statement of Originality/ Collaboration Option

I, Kay-Salami Motolani Karima (Student ID: 202165668), declare that:

1. All new implemented code is my original work
2. All design decisions were made independently based on the cited theoretical frameworks
3. This work has not been submitted for any other course or assignment
4. The entire project was solely done by me

Third-Party Content

No third-party assets, code, or content were used beyond the provided course materials