User Interface Design

User Centred Design Exercise

**Instructions:**

I want you to click on the following links which takes you to 2 very different online applications.

[CYBER D-SIGN](http://www.cyberdsignclan.com/)

Online application that offers services including designing your website, business card design and well you will see….

[Learn how to type](https://www.typing.com/en-gb)

Typing.com is an online application which teaches you how to type. It offers Keyboarding, Digital Literacy, & Coding tutorials.

Take some time to look and try the above and then fill in the following tables for each app.

**Task:**

Look back at the slides to get a description of the following user centred design concepts.

Fill in the table below with your own comments relating to that concept for each of the applications.

**Cyber D-Sign:**

|  |  |
| --- | --- |
| **Desiging Interfaces** | **Your Comments** |
| Usability | The interface should be easy to navigate, with clear labels and intuitive controls for users. It should avoid over-complicating the design, ensuring that users can find what they need quickly and without confusion. Any interactive elements (like buttons or forms) should function as expected, minimizing errors and friction. |
| User Experience | The user experience should be engaging and positive, creating a seamless flow from one task to another. Cyber D-Sign’s interfaces should aim to delight users through a smooth and enjoyable interaction, with minimal distractions and well-organized content. |
| Aesthetics | The aesthetics should reflect the brand's identity while also being visually appealing. A well-chosen color palette, legible typography, and balanced layout would create a pleasant atmosphere. |

**Typing.com**

|  |  |
| --- | --- |
| **Desiging Interfaces** | **Your Comments** |
| Usability | Typing.com has a simple and well-organized layout. The primary menu for lessons, games, tests, and resources is easy to find. Users can access their learning material quickly, which is important for educational platforms. The site is responsive, adjusting well to both desktop and mobile devices. The platform provides excellent feedback with progress indicators, tracking typing speed and accuracy. It also gives users the ability to track their achievements, which can help encourage further practice. The lessons and exercises are logically structured, making it easy for users to follow along without feeling lost. This is especially important in educational tools, where users may be new to typing or coding. |
| User Experience | Typing.com does a great job of keeping users engaged through interactive games and challenges that break up the monotony of traditional typing lessons. These elements add a gamified experience that makes learning more enjoyable. The initial onboarding process is easy to follow. New users are guided through their first lessons and given clear instructions on how to get started. Introduce more personalized learning paths based on a user’s skill level. For example, new users could be guided through specific exercises based on their initial typing speed. |
| Aesthetics | The design of Typing.com is straightforward, with a minimalistic approach that does not overwhelm the user. The use of white space, neutral colours, and easy-to-read fonts makes the interface comfortable to use. The colours are generally well-balanced, with blues and whites creating a calm and professional atmosphere. The design is neither too flashy nor too dull, striking a good balance for users who want to focus on learning. The visual elements are consistent throughout the site. The fonts, buttons, and layouts all follow a similar design pattern, making it easy for users to understand how to interact with the platform. Important elements like the typing lessons, tests, and progress indicators are given prominence, which helps users focus on their goals. |

**Once complete upload to canvas ‘User Centred Design Exercise Submission’**