

Web Information Technologies, Semester 1 2020

**School of Computing and Information Systems
The University of Melbourne**

Workshop 6: CSS, Design, and Usability

Objectives

1. To create and learn to make Mood boards.
2. To learn and style a webpage using CSS
3. To collaborate to create storyboards and prototypes using inVision

Zoom Meetings

1. The Zoom links are available under the weekly workshop block.
2. Please go over the basic controls that are available to you in Zoom via the following link: <https://support.zoom.us/hc/en-us/articles/200941109-Attendee-Controls-in-a-Meeting> (Links to an external site.)
3. It is important that you prepare for your online workshop by reading the workshop materials (workshop guide and slides) and watching relevant lecture materials.
4. Join using your student name so that the teaching staff can identify you easily.
5. Please mute your microphone when you enter the meeting and unmute when asking questions. Keeping your microphone muted when you are not talking to other students and staff will help reduce background noise.

Discord Meetings

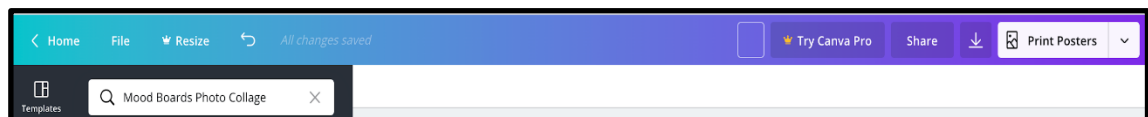
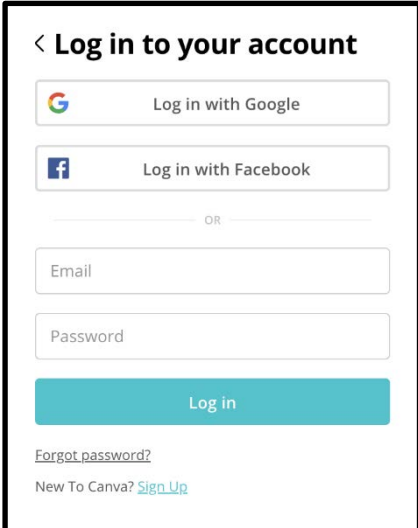
1. We are trial Discord (<https://discordapp.com/>) specifically to create and manage discussions between the teaching staff (demonstrators and tutors) and the groups. Your teaching staff will continue to use Zoom to speak or instruct the entire class. During the consultations, you and your group can interact with the teaching staff via Discord.
2. Please download and install Discord and create an account for yourself **before** your workshop.
3. Your tutor will invite you to their workshop servers and allocate you into groups during Workshop 5.
4. The Discord UI is intuitive. We believe with a week or two, we should all be fluent with using it during the workshops to manage group and individual consultations.
5. To get familiar with the UI, we suggest reading over the *Discord Basics* in the following page: <https://support.discordapp.com/hc/en-us/categories/200404398-Discord-Interface>
6. We have setup roles so that you *ping* your teaching staff. For example, you can use @Demonstrator and @Tutor when sending a text message to get the attention of your demonstrator and tutor respectively.
7. The Voice Channel can be used by groups to have a voice chat between the members and between the teaching staff and the members.
8. There is a Waiting Room and Demo Consult Room that your teaching staff may use to have one-on-one consultations.

Activity 1: Mood boards

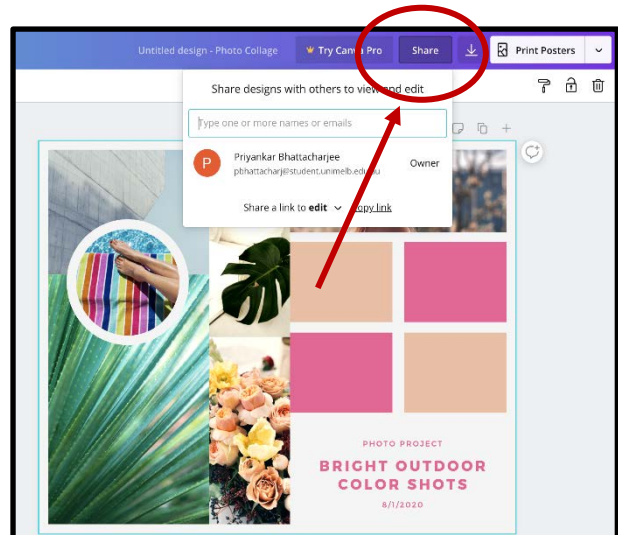
Mood boards allow you to create designs that match the mood and temperament of your product or brand. They could be a clear, transparent, and impactful way of putting your ideas through to the client so that they can understand your project better. In this activity we will learn to create Mood boards using Canva.

Creating mood boards:

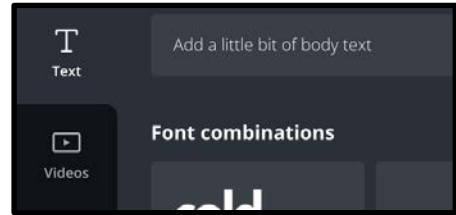
1. Go to <https://www.canva.com>
2. Signup using your Student, Google or Facebook account.
3. Type 'mood boards photo collage' to search for templates.



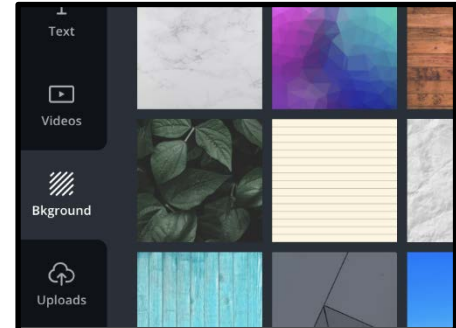
4. Select one of the templates you think is suitable for your project.
5. Consult with your group members to pick one that your group likes.
6. Select one group member to lead the step 7 of this activity.
7. The leader of this activity will share the project with others in the group so that you can start collaborating. You can do so by clicking the 'share' button on the top righthand corner, copying and passing on the link to your teammates.
8. Coordinate with your group members (e.g. via Discord) to give each member a chance to make one change to the design.
9. Start editing the template. Start by putting in some cool pictures.
10. To import external pictures into your canvas project, click uploads from the left-hand pane > then click on upload an image or video. Note: Use your own or search photo repositories (Pinterest, Shutterstock etc.)



11. Throw in some colour, fonts etc. to set the right mood for your product. To use fonts in Canva: Select Text on the left-hand pane.



12. To change background colour, use the 'background' option in left-pane.

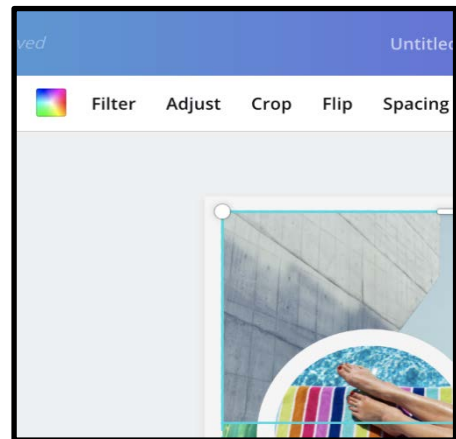


13. To change the colour of the individual elements within the template, select the element and use the Colour Box near the filter option.

14. All done.

15. Download by selecting the download icon on top.

Note: Canva Basic subscription should allow you to download a free PDF version of your work.



16. Share and "impress".

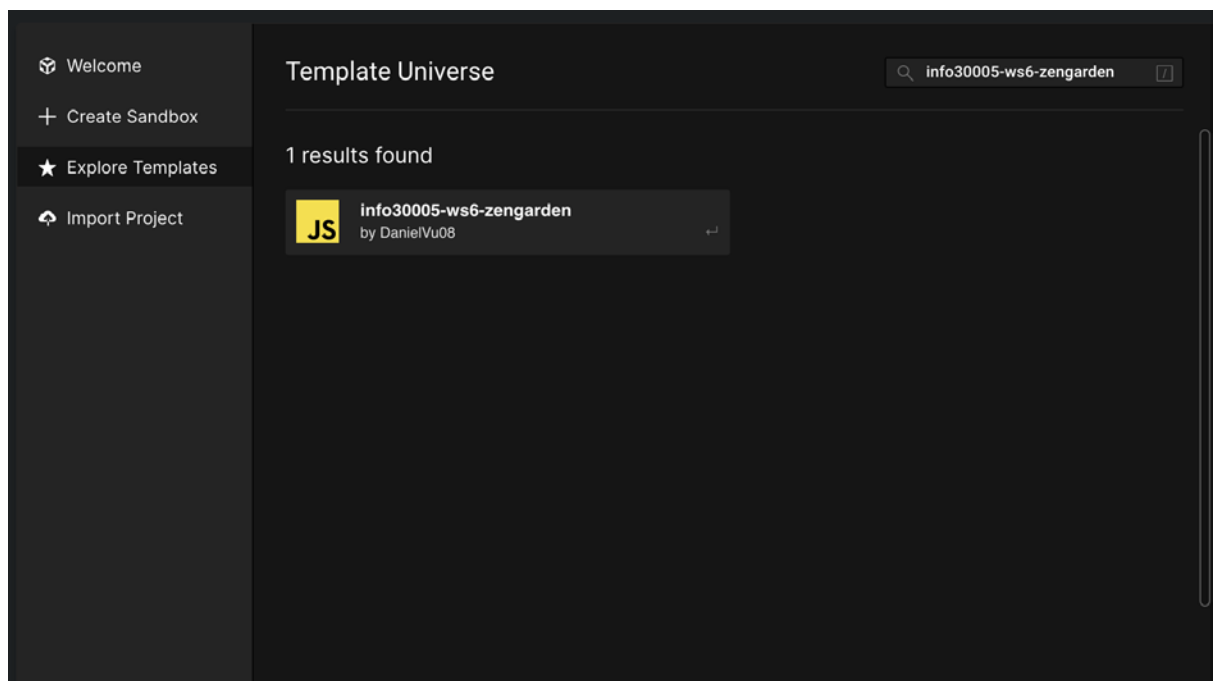
Activity 2: Styling Competition

This is a group activity that will give you an opportunity to learn and apply the basics of CSS. You will **customise the theme** of the CSS Zen Garden website (<http://www.csszengarden.com/>) **to look like the mood board your group designed** earlier by **modifying the CSS style sheet** in any way you wish, but not the HTML.

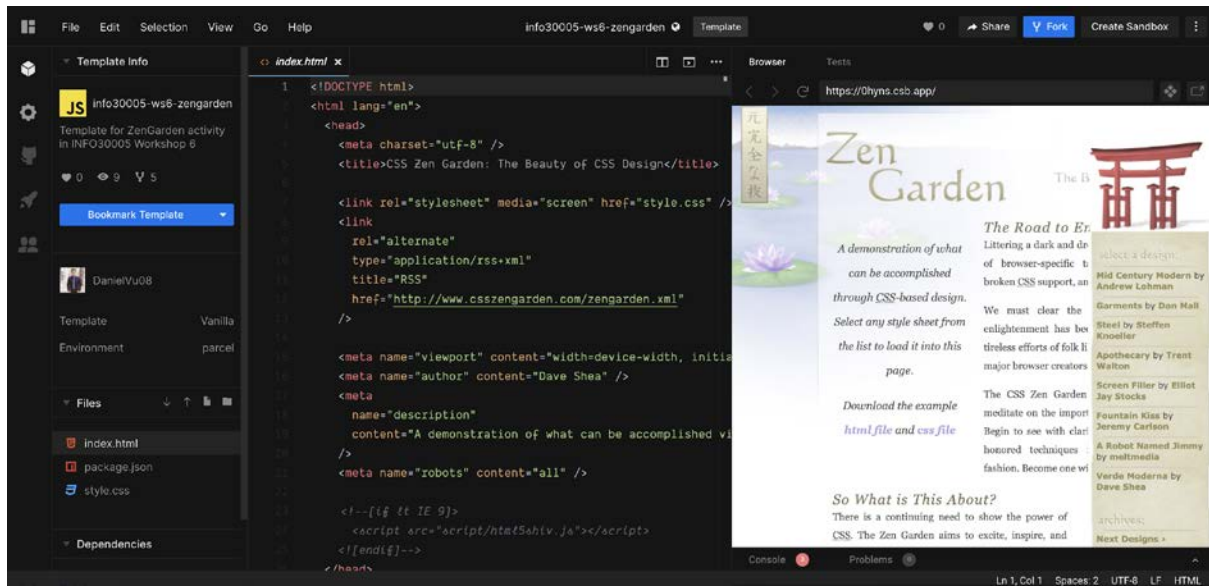
You can download the HTML and CSS files from the website and run locally on your machine or create a Live CodeSandbox to share the code and collaborate with your group members in real time.

Follow the steps below to create a Live CodeSandbox from an existing template:

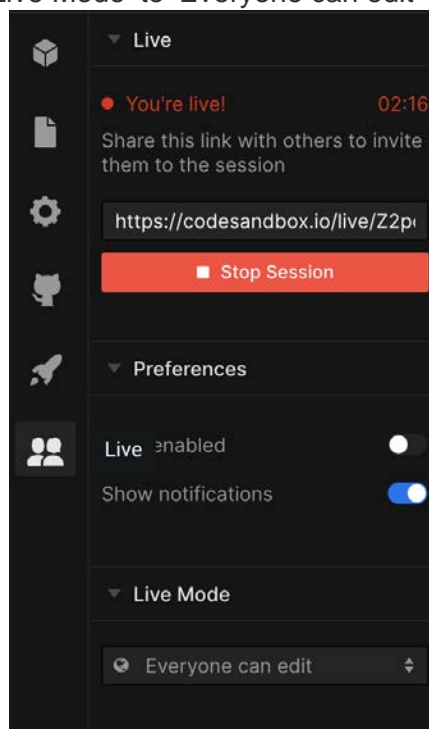
1. Sign in CodeSandbox (<https://codesandbox.io/>) using your GitHub account
2. Click 'Create Sandbox' then select 'Explore Templates' and search for 'info30005-ws6-zengarden' template that has the files setup for the activity



- Open the template and click 'Fork' on the top right corner menu to create your group's coding environment from the existing template



- Select 'Live' on the left menu then share the live session link to your group members and update the 'Live Mode' to 'Everyone can edit' to collaborate.

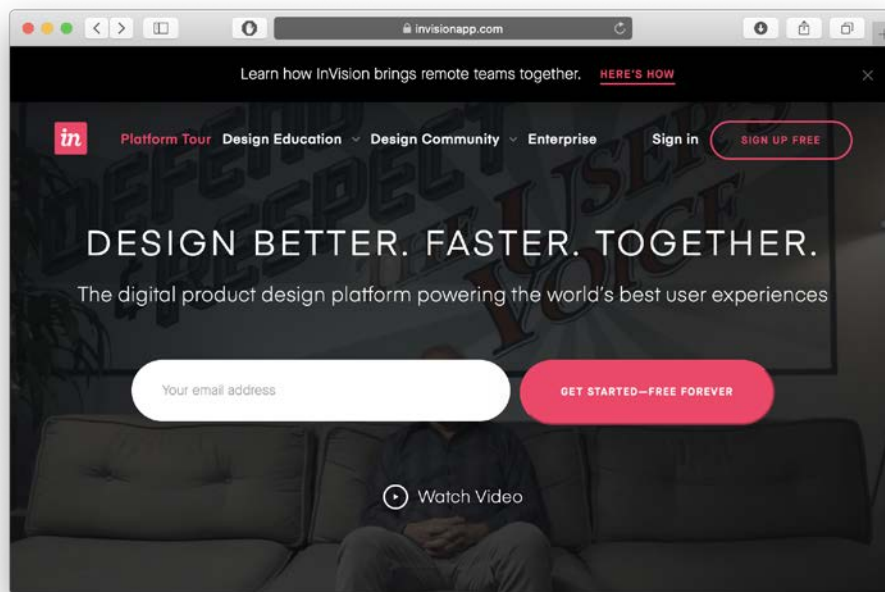


Activity 3: Scenarios, Storyboards and Prototypes

inVision is an online whiteboard that lets your group collaborate (great for this online time!). It is useful for designers as it helps us put our ideas out of our brain into something we can talk, discuss and improve. In this workshop, we are using inVision to create a mock-up of our group's website, but you could use it on any aspect of your project.

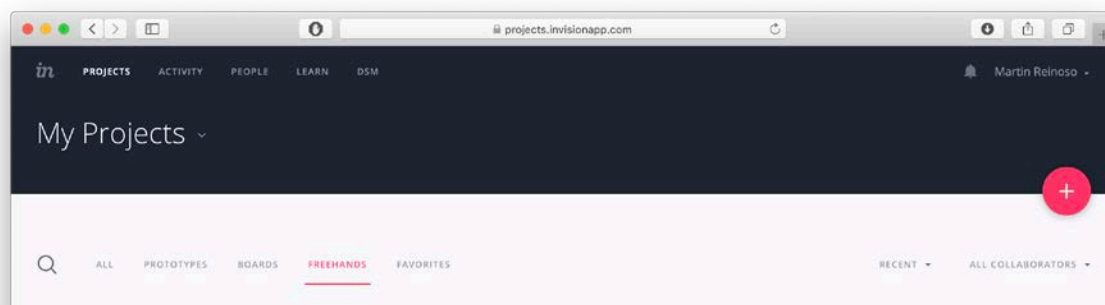
InVision is a free online digital design platform, we just need an account to use it. Nothing to install on your computer.

1. Go to: <https://www.invisionapp.com>
2. Click on: Sign Up Free

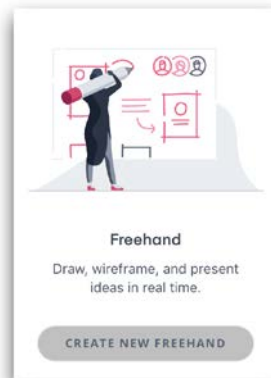


ONLY GROUP LEADER (choose one member to lead step 1 – 5)

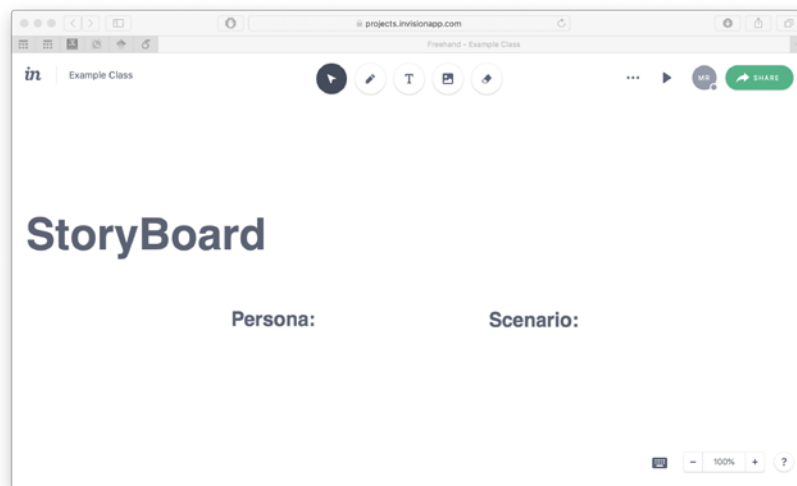
1. Click on the big + on the Right side



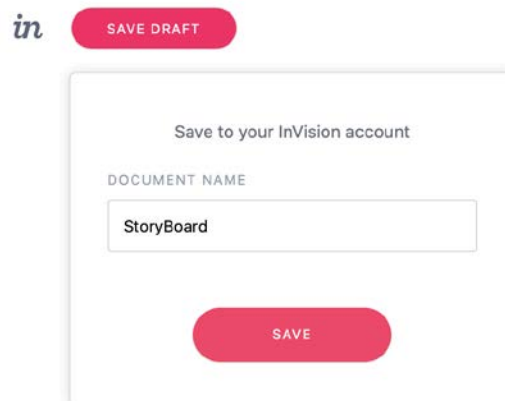
2. Create a new freehand document



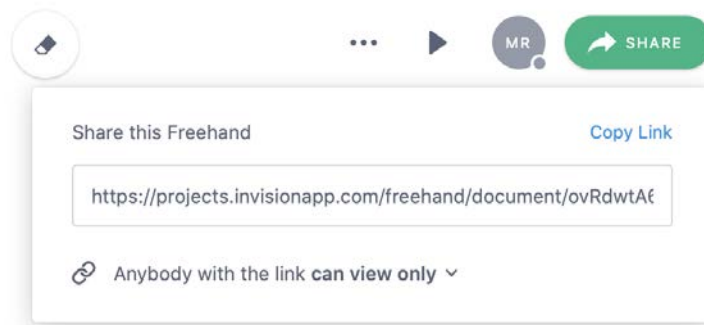
3. Recreate the following image using the text tool (T or 3) (Do not worry about the colour).



4. Save the document as : Storyboard



5. Click on Share, copy the link and distribute it to your team members.



EVERYONE (for all group members to do the following)

For this section we are going to create a persona, a scenario and a sketch of our web application. Take 5 min to give your persona a name, age, and occupation. Describe also a User-Story/Scenario where your persona could use your web application.

Example:

Persona:

Name: Carolina **Age:**25 **Occupation:** Ex-Bartender now unemployed

Scenario:

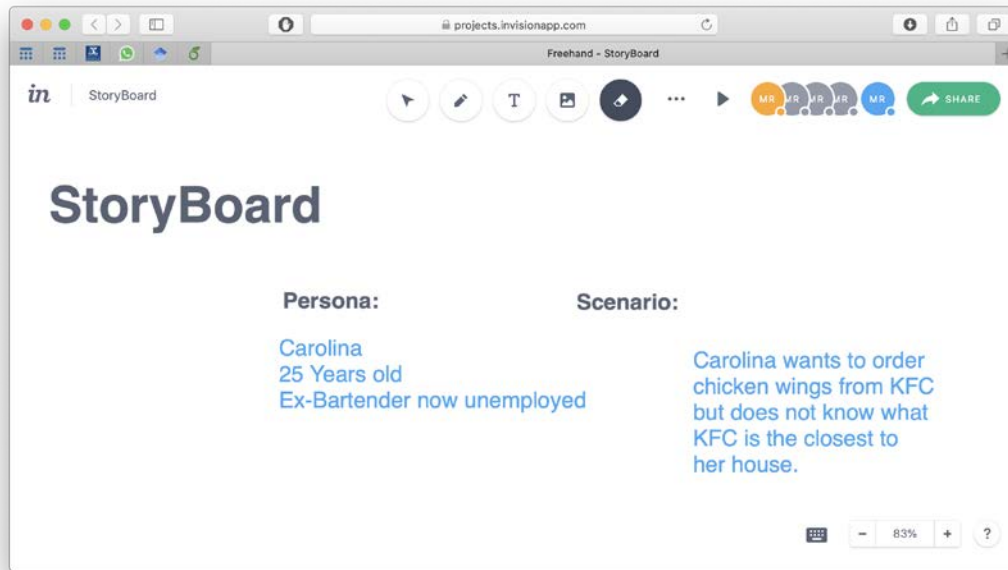
Carolina wants to order chicken wings from KFC but does not know what KFC is the closest to her house.

After having a persona and a scenario let's go to inVision:

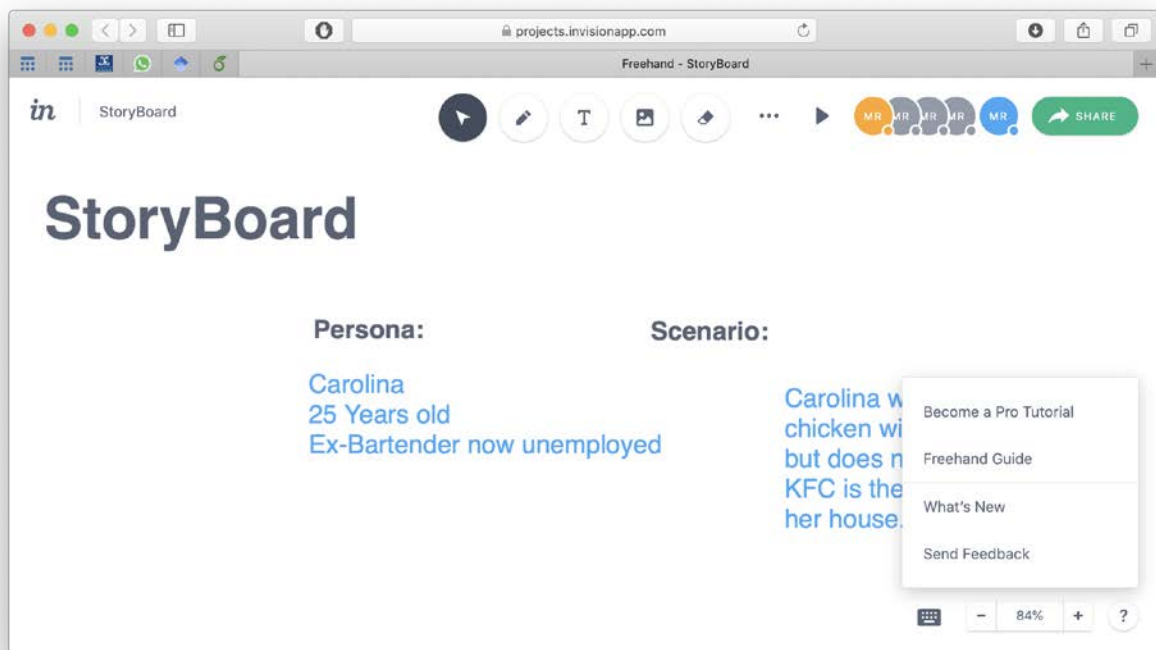
1. Open the link provided by your team leader.
2. If you need, sign in with your account.
3. Verify that you can see all your team on the top right corner .



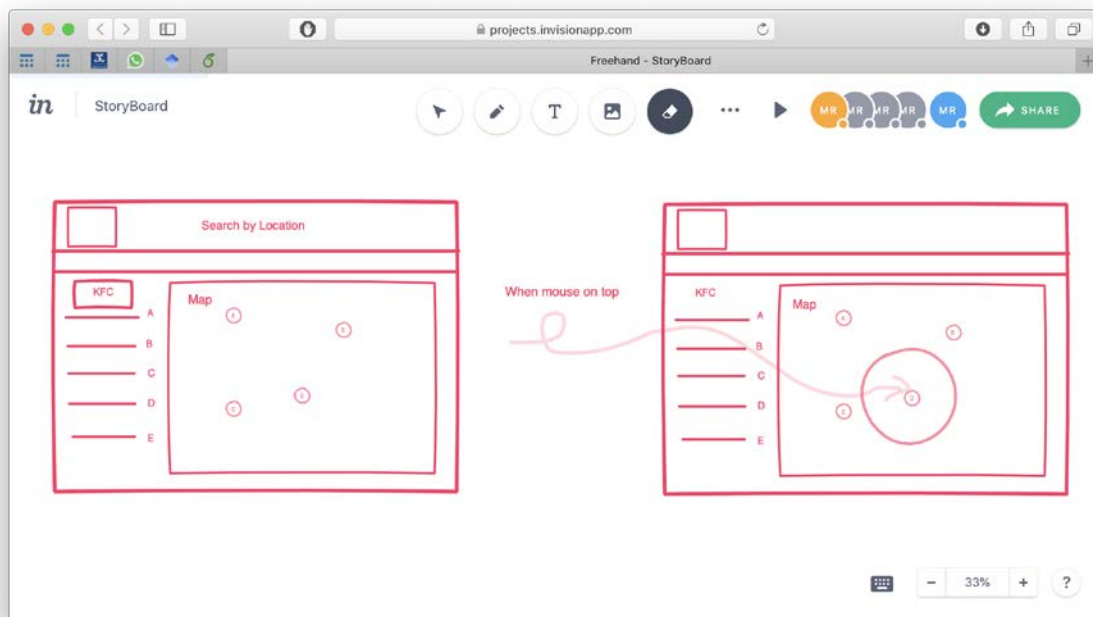
4. Using the Text tool (T or 3) add a text under StoryBoard.
5. Add text under Persona.
6. Add text under Scenario.



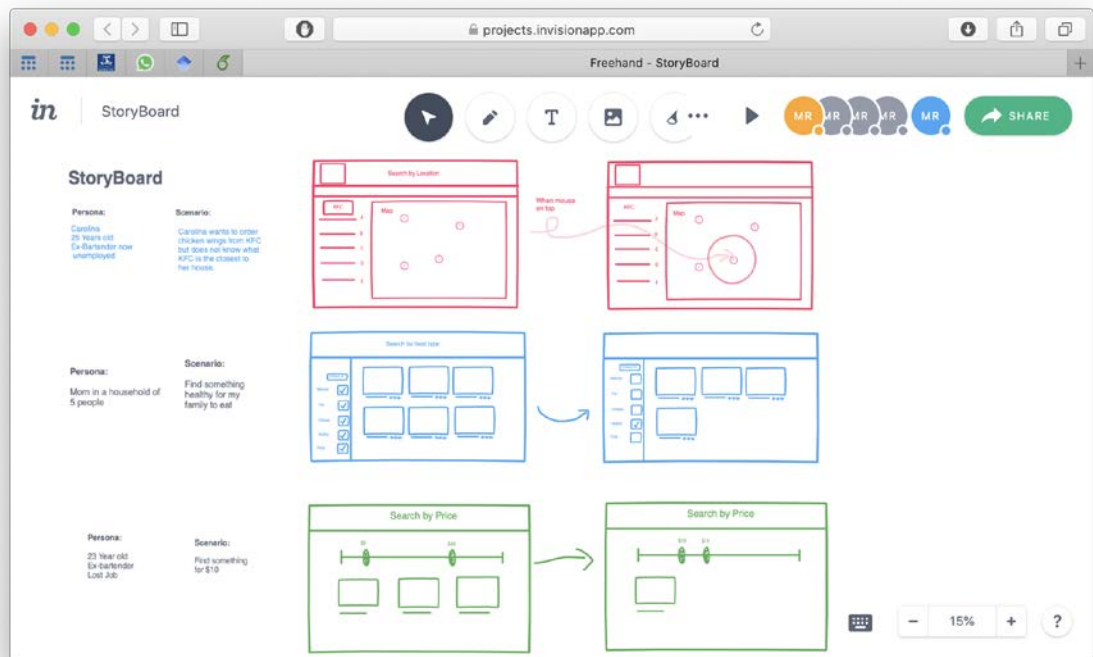
7. We are going now to draw a user interface that lets our persona complete the activity that our scenario describes. But first we need to learn the Pen Tool. Click on the ? at the bottom left -> **Become a Pro Tutorial**. Complete the tutorial, it will teach you how to use the Pen.



8. Using the pen tool (press 2 or press P) draw a simple user interface at the right side of your Persona and Scenario. Draw at least 2 different screens describing the process that our persona must complete to successfully accomplish the scenario.



9. All team members should have one Persona, Scenario and a sketch of the UI. Your board should look like this one:



10. When everyone has finished their sketch, take turns to click the Play button ► and explain your Sketch to your team members.
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Activity 4: Usability testing [OPTIONAL – if you have time]

Activity 4.1: Self-evaluation using Krug's Procedure

Apply Krug's procedure to evaluate your prototype

Krug's Procedure:

*The fact that the people who built the site didn't care enough to make things obvious — and easy — can erode our confidence in the site and the organisation behind it - **Steve Krug***

Steve Krug's book ***Don't make me think*** is widely regarded as an essential resource for any and all UX designers. Below are some articles that summarise takeaway points from the book.

<https://www.interaction-design.org/literature/article/don-t-make-me-think-key-learning-points-for-ux-design-for-the-web>

<https://uxplanet.org/dont-make-me-think-20-wise-thoughts-about-usability-from-steve-krug-876b563f1d63>

<https://readinggraphics.com/book-summary-dont-make-me-think>

<https://www.uxbooth.com/articles/10-usability-lessons-from-steve-krugs-dont-make-me-think/>

Activity 4.2: Peer Review Usability testing

As a group you will:

1. Conduct a Usability test of your prototype with another group from the workshop. Use Discord or Zoom to contact another group. Share your prototype with the other group.
2. Then when finished you will reverse roles and provide feedback on the other group's prototype.

For each scenario:

1. Explain what the persona in question is trying to achieve.
2. Then the other team imitates that persona and then achieves the task in question.
3. Listen and try to implement the feedback from the other team - it is unbiased and important when it comes to improving the usability of your website.

Acknowledgement: Ajay Raveendran, Duy Vu, Martin Reinoso and Priyankar Bhattacharjee contributed significantly towards this workshop guide.