Name: Yash Gandhi BE IT 2017140014

EXP 2 UED LAB

Title: Design Web UI for kindergarten students to teach mathematics.

1) Who are your Target Audience? and their age group?

My target audience consists of kindergarten students from age 2 to 5

2) Is choosing colors a challenging task? Why?

Yes, it is a bit difficult to choose colors. The effective use of color and graphics in children's website is one of the most important aspects of design to ensure that you deliver optimal content and a memorable user experience to young users. Younger children, in the range of two to three years old, generally prefer bold, primary colors and high contrasts in graphic layouts that evoke exploration and discovery. Children's attraction to bold colors and high contrasts extends all the way to their fifth year. Young users should always be able to discern where to click or tap or at least where to start exploring an application, regardless of the style of the highly immersive graphics in a layout's background and foreground.

- 3) What things have you kept in mind while designing the website?
- Keeping the UI clean (children get distracted by visual clutter)
- Using iconography (they identify with experiences that are recognizable)
- Using vivid, exciting colors
- Avoiding integrated advertisements (kids find it harder than us to distinguish content from ad banners, which quickly lead them away)
- Consider using animation and sound (this is the only age group for which video seems ideal)
- Relate content to characters they know (like from TV)
- Provide games that educate and attract their attention
- Reinforce their actions through emotion (telling them that they did a good job encourages repetition)
 - 4) Write down your design goals which you have thought earlier while doing the above activity.
 - Making website highly visible and highly memorable
 - Text should be large and easy to read
 - Links should be easy to click

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- There should be little animation or movement that might be distracting
- Website navigation should be straightforward

5) Link to websites you have referred to analyses the competition?

https://www.abcya.com/grades/k/numbers

https://www.education.com/

https://www.coolkindergarten.com/

6) Is understanding the psychology of Kindergarten Students important?

It is very necessary to understand the psychology of Kindergarten Students. Young children want to be entertained and don't necessarily have a direct goal in mind, which gives us the opportunity to engage them through exploration and interaction (rather than just putting them on the fastest route to a solution). If the journey is colorful and educational and engaging, then it will likely be a successful visit.

The following are the design features to be kept in mind while designing websites for kindergarten students.

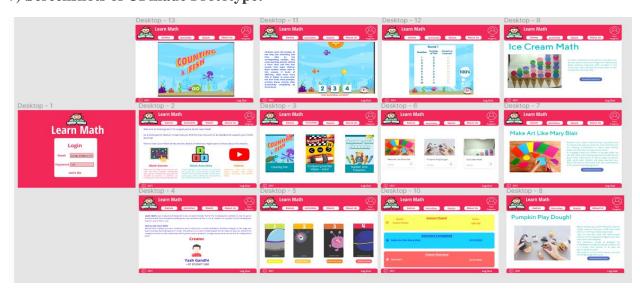
Changes	Functions	Kid's Requirement
Same	Following UI conventions	Preferred
	User control	Preferred
	First reactions	Quick to judge site (and to leave if no good)
Small Difference	Willingness to wait	Want instant gratification
	Multiple/redundant navigation	Very confusing
	Reading	Not at all (youngest children)
		Tentative (young children)

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	Readability level	Each user's grade level
	Scrolling	Avoid (young children)
	Search	Bigger reliance on bookmarks than search, but older children do search
Big difference	Goal in visiting websites	Entertainment
	Exploratory behavior	Like to try many options Mine-sweeping the screen
	Physical limitations	Slow typists Poor mouse control

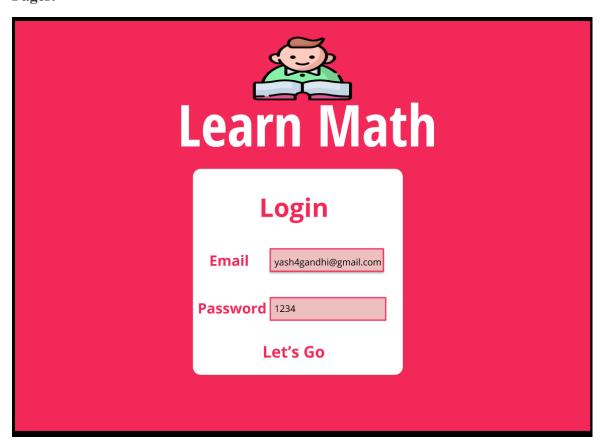
Kids spend a lot of time online, and their cognitive and physical limitations present many challenges to them when they do so. Pair that with poorly designed content and dark patterns, and you have a bad mix. As designers on the web, we have a responsibility to create things that empower kids and make them smarter, not the opposite.

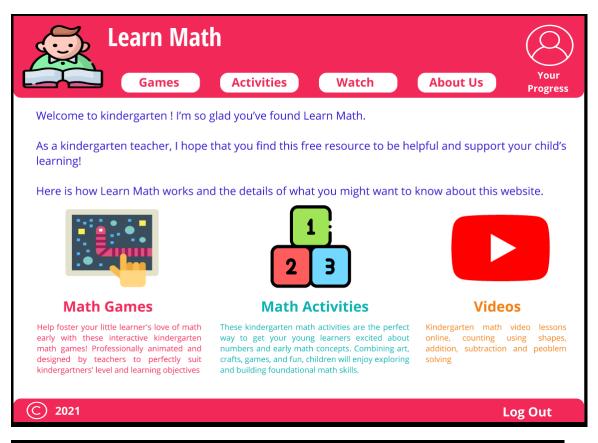
7) Screenshots of UI made Prototype:

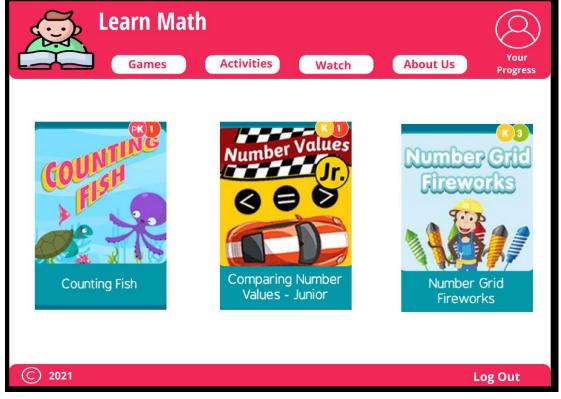


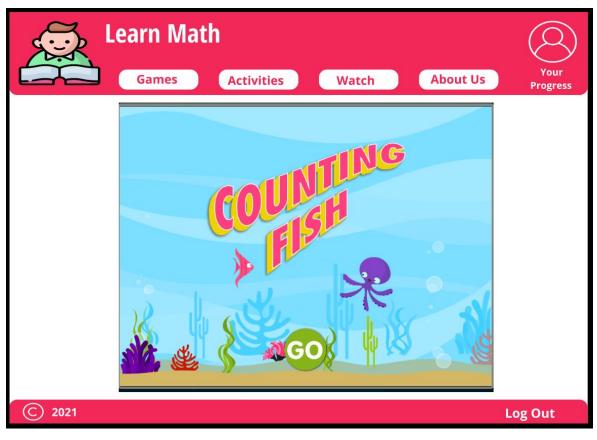


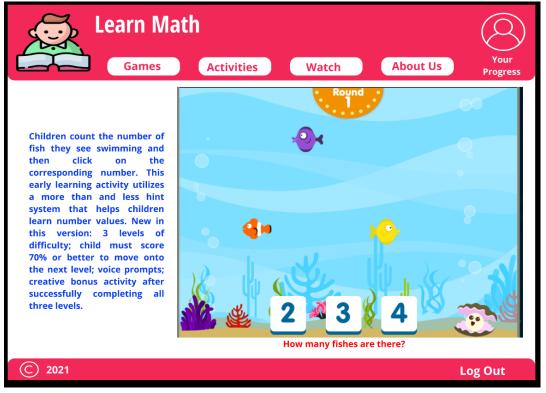
Pages:

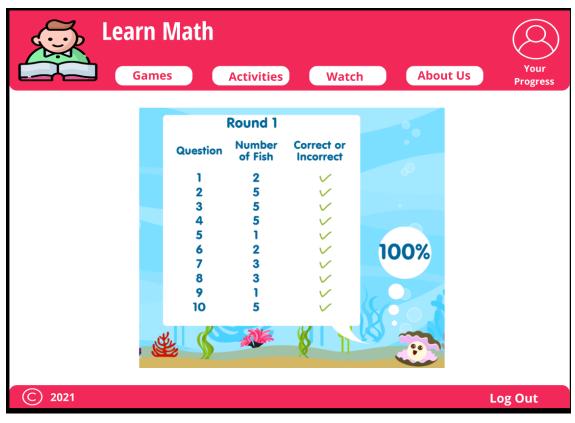


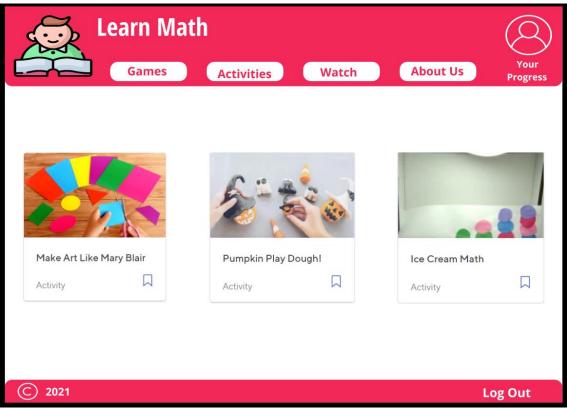


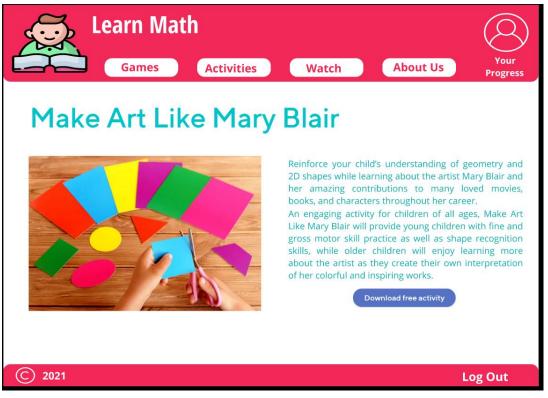


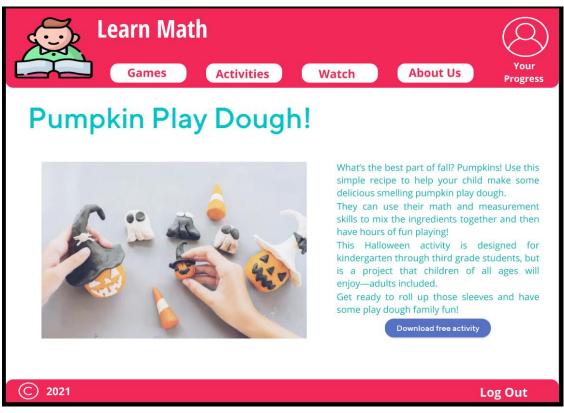


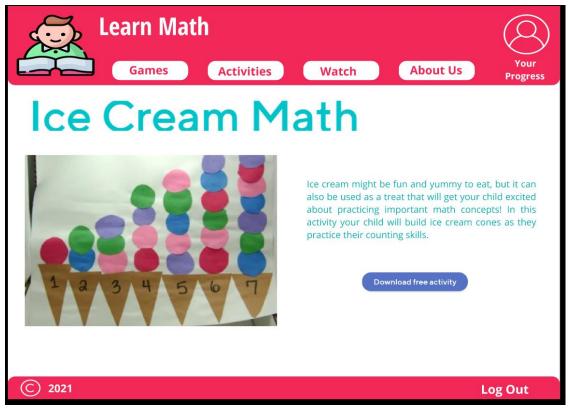


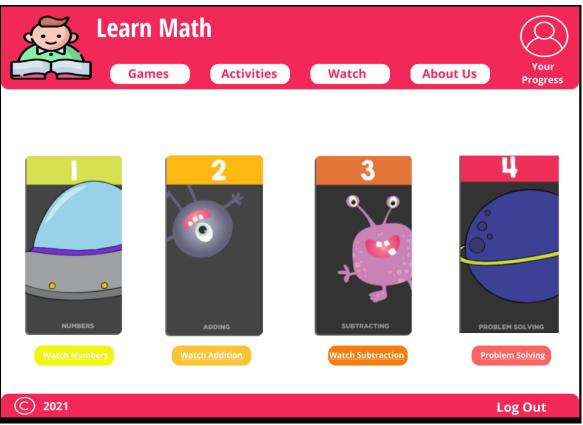


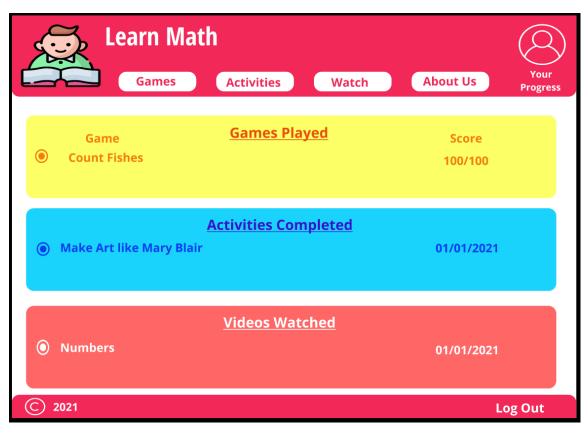


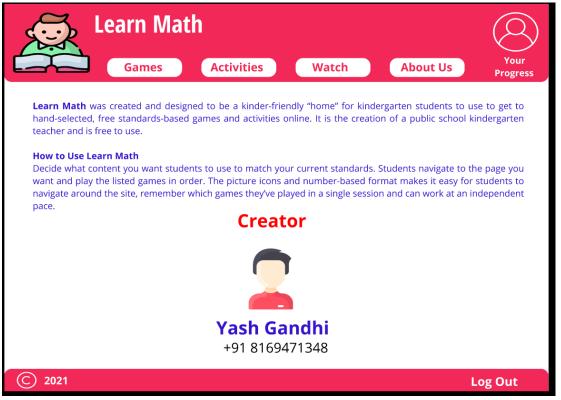












8) Link of Figma file:

https://www.figma.com/file/XaGsFpPCsjin6G7EWRYVcT/EXP2?node-id=14%3A152

9) List the Good and Bad Designs which you have found in the activity analyses.

Based on the websites I mentioned before I found the following good design features across the 3 websites:

- 1. Easy Navigation
- 2. Responsive design
- 3. Performance: Quick to show something
- 4. Feedback about progress
- 5. Grid based layouts

Based on the websites I mentioned before I found the following bad design features across the 3 websites:

- 1. Too Many Elements Cluttering the Page
- 2. Random use of colors.