Design Decisions

1. The freets interface differs between the different authentication

If a user does not login before, he could only view the freet author and the freet content. When he move to the main page, he could not view the "create" and "view my freet" related interface. After a user logs in, he could view the freet author, freet content, the upvote number. We highlight the freet author and the freet content as the top two information. For his own freet, he could both delete or update the content. For his own refreet, he could on delete the content. For the freets not belonging to him, he could neither delete or update it. However, for every freet he could upvote or refreet. He could also withdraw the operation.

Alternatives Considered: There are some alternative solutions for the freets interface. For example, we are wondering if it is possible to let anonymous users see the upvote or refreet button without functionality. It will cause confusion. Also we are wondering if it is possible to let only his followers/following people access the freet, but it will cause less information interaction.

2. Overall, we use two main colors to layout our application, it is used to differentiate different concepts.

For each of the pages, we separate the different concepts with different colors. For example, on the main page, the search bar is red and the freets are green. For different parts of freets, the button is solid green and the text input is light green, etc. For the main part, it is easy for users to differentiate the different concepts. It will also apply for some of the Heuristic Evaluation like Fitt's Law, etc. Moreover, in the user page, we use the green for the user and the red for the search bar. It will bring more convenience for the clients and the different concepts will be clearly seen and defined.

Alternatives Considered: We also wondered to use many colors, we thought firstly it does not meet with the aesthetic standard. Moreover, there will be so many

collisions between concepts. For example, if the upvotes and link to the main page has the same color button, it will be difficult for the user to differentiate it. Why we do not use a single color like twitter - all with blue, it is cool but we find that one single color could not perform well in differentiating the function and concepts.

3. Navigation bar with shortcuts and search functionality allow for easy navigation

A user who is signed in can use the navigation bar to easily navigate to the homepage, all freets page, create freets page, page with only their own freets and they also have a sign out button easily accessible whenever they are logged in next to the always accessible profile icon. The search bar can be used to search users by username and has fuzzy search functionality to allow for locating user's profiles easily. If a user searches and clicks on their own username they are taken to their profile page, which should match their expectations if they are searching for themselves. Overall we think having a navigation bar and search functionality is a standard approach with many pros, and the current cons are related to some implementation details which we could not resolve (clearing the search bar after a user is selected).

Alternatives Considered:

An alternative would be to have certain buttons for navigation which are rendered dynamically based on what page you're on. While this is a reasonable idea which might have been easier to implement, it would be harmful regarding the "Keeping the paths short" principle or would cause inconsistent layout depending on what page you're on. A navigation bar that is present on every page and dynamically updates based on whether a user is signed in solves both of these problems perfectly.
Regarding the search bar, it could have been a simple input form that takes you to the specified username's homepage. However, this would not only be harder as users might not remember the exact username, but it would be counterintuitive to what users are used to when it comes to locating other users in the popular social media apps, where there is pretty much always a search bar.

4. Grouping related concepts together in the front-end visual display

Following Gestalt's principle of grouping, we group related concepts together.

For example, the profile page either contains all user specific info, directly or indirectly showing or linking to related concepts. On the account page for a signed-in user, the user can perform all user account-related actions such as changing username, changing password, deleting account etc. User's followers and followed users will also be displayed on this page. There is also a button which if clicked leads to a page with all of the signed-in user's freets.

The same principle holds for other user's profile pages, which contain all user-related info and actions that can be performed on those users, such as follow/unfollow and see their freets.

Finally, all things relevant to a freet are accessible in the box for that freet, which includes things such as upvote/downvote buttons, edit/delete buttons, username linking to the author's profile, total upvotes, refreet button, whether the freet is a refreet etc.

While our approach is somewhat intuitive, it might have cons if we take this idea too far and a page becomes too cluttered to accommodate keeping related concepts together. See alternative for more about this.

Alternatives Considered:

We considered displaying all of the user's freet's in their account page, similarly to how we show user's they follow and are being followed by. However, even with a small amount of users and freets, we found ourselves scrolling through the account page only to see our first freet. This is why we decided to put the freets on a different page, while we left the followers/following on the bottom of the account page as it did not pose a huge problem. In a more thorough implementation we might want to have a separate page for followers/following as well and consider how we can avoid clutter while still preserving the Gestal's principle of grouping.

Ethical / Social Reflection

Describe how conducting the A4 reflection informed your design process in this assignment. In particular, has your interface design changed as a result – how, or why not? Also, are there other social/ethical implications that you encountered when translating your wireframes into a working implementation?

1. **A4 made us aware of which usability principles we should pay attention to and made it easier for us to implement the front-end as we already had a wireframe. (Sanja)**

One aspect that we preserved from A4 (Sanja's A4 assignment) is that we have a navigation bar for easy access of important functionalities and we have a search bar in the navigation bar which allows us to search users in our database. This adds the important flexibility to be able to locate user's profile not only through clicking on their username in one of their freets but also at any time they want to visit their profile.

One thing that we did not do as planned was to allow users to see who upvoted a freet and being able to see other user's followers and following. We did this mainly for simplicity reasons but there are pros and cons to each option. Not being able to see who has upvoted a freet has the ethical implication of being unable to associate a user's personal liking and opinions with someone else's freet, while still allowing for the freet to be more or less popular depending on the number of upvotes.

Throughout our design we preserved the functionality to show followed users' freets first, as this is the main purpose of the concept of following.

2. **A4 has been also revised but it will be more practical and lead a positive social implication for privacy and originality. (Zheng)**

We have a lot of considerations in updating the format of A4. However, most of the functionality has been kept. Compared with the A4 reflection, We change part of our design wireframe (Zheng's A4 assignment). The fundamental reason for such changes is that our A4 wireframe is like a mobile phone APP interface. It is only fit for the small screen. For the A5 statement, after we master the technique of VUE, we could make our design UI more flexible. For example, we set a navigation bar at the top of the browser.

In the freet main page, we combine both "create freet" and "freet list" interface together to fit the browser screen.

I think it also has a positive social implication for our front end design. I think for our design, when a user upvotes another freet, we will hide the upvoter name from the backend data. It is a good way to protect the privacy of the upvoters. It will encourage more people to upvote and support their idea for the freets. We think there are still some limitations, for example, when users refreet, we do not have the session to show how they think of the freets and why they refreets them. In our mode, if we could attach some comments from those who refreet, it would be more helpful to understand why they refreet them. Do they have positive or negative attitudes towards the freets? It is a good way to encourage more engagement with the platform. The front end did not cover it yet since we are afraid of some dispute comments for the original freets. Moreover, we could also add the original freets status for the refreets. We have stored the backend data as the "parent status", but we think some author delta the freets for private reasons, we did not show the parent status at the front end.