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DDX173.2 User Centred Design: U1 Design Example 1

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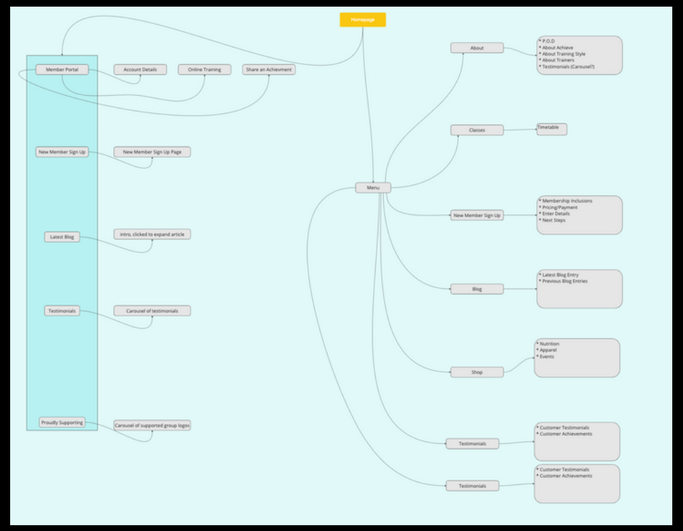
PROCESS DOCUMENTATION

ACHIEVE
STRENGTH & CONDITIONING

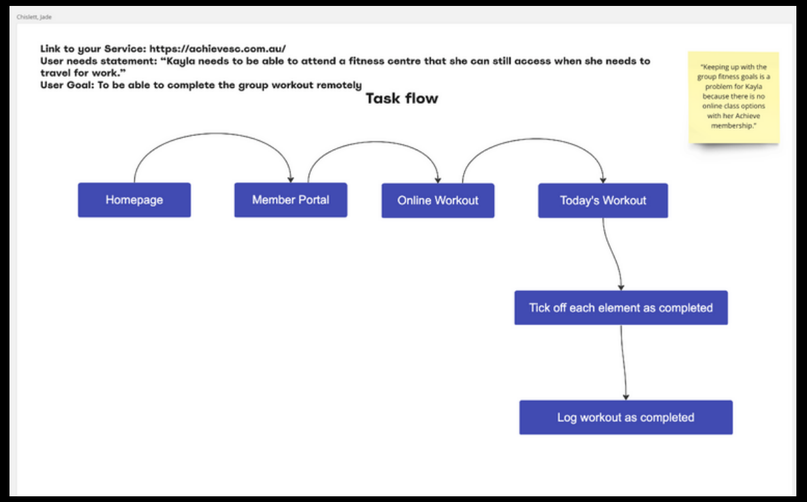
DDX173.2 - USER CENTERED DESIGN

Week 8 Miro Board

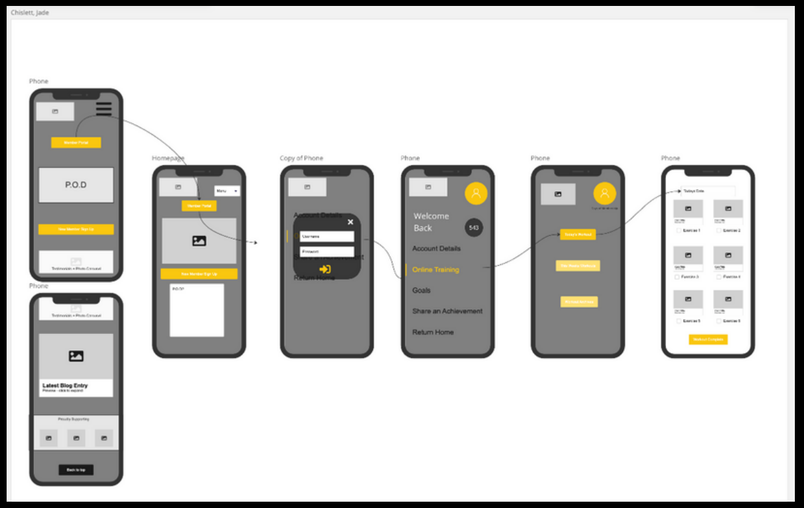
Site Map



Task Flow



Wireframe - Mobile



I used the Miro Wireframe extension to create my Sitemap, task flow and low-res mobile prototype. To allow more space when creating these I created my own Miro board that was separate from the class and then was able to paste screenshots into our class board. I was able to complete all of these tasks during week 8 because I misunderstood that my task flow should have been a very simple overview of the user process and instead created my Wireframe prototype as my original task flow.

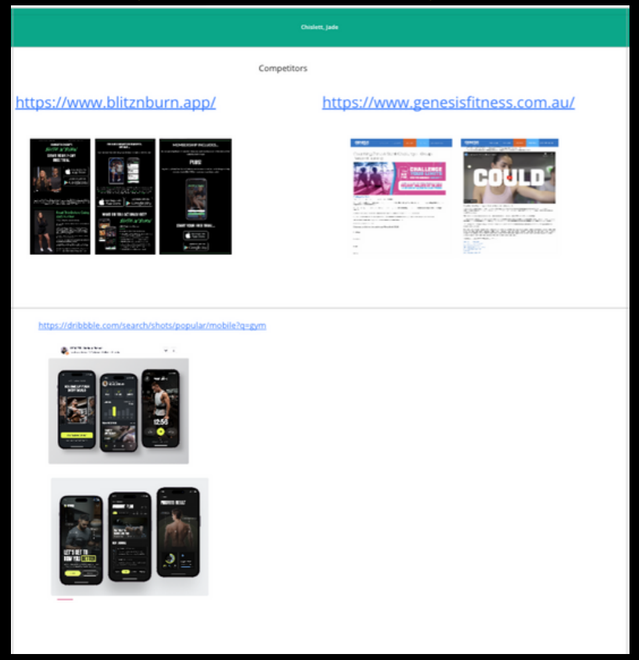
Week 9 Miro Board

Auto-Animate - Class Activity

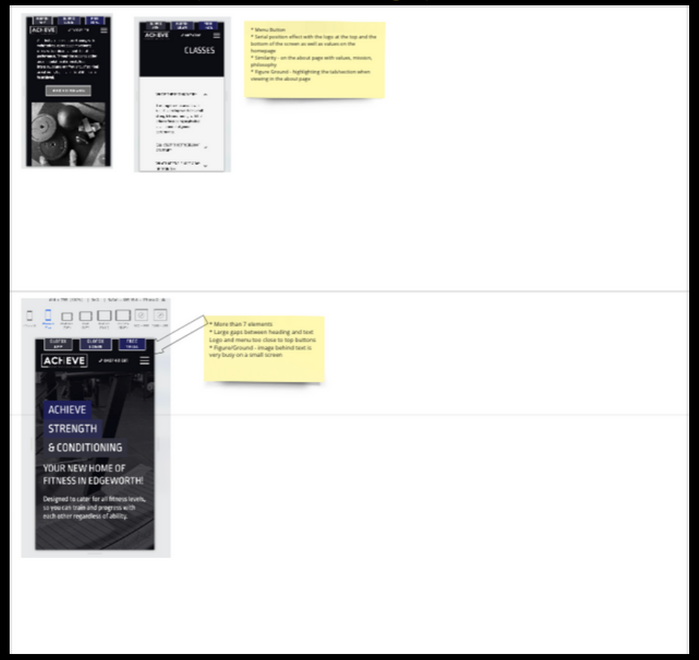
I have started working on my mid-project reflection.
In-cite possible references:

-
-

Competitor Inspiration

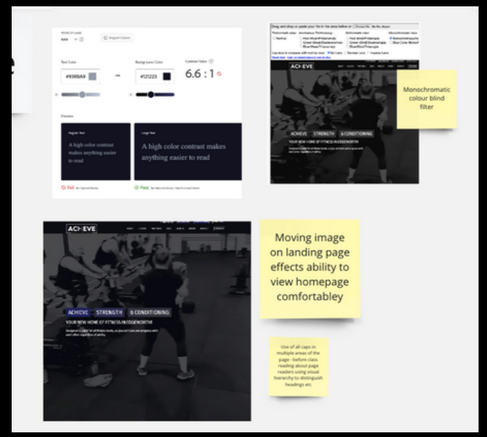


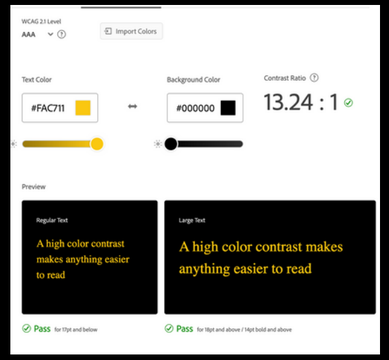
UX Psychology

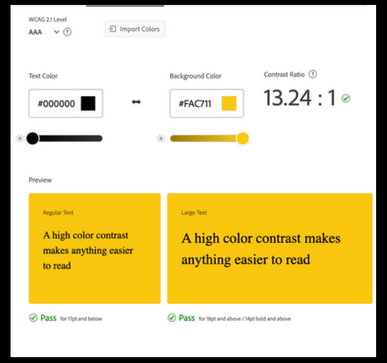


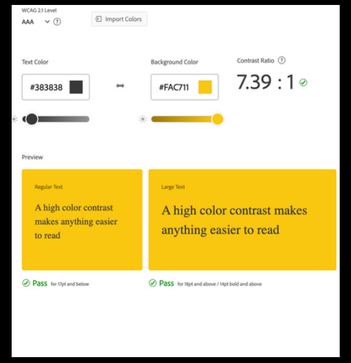
Week 10 Miro Board

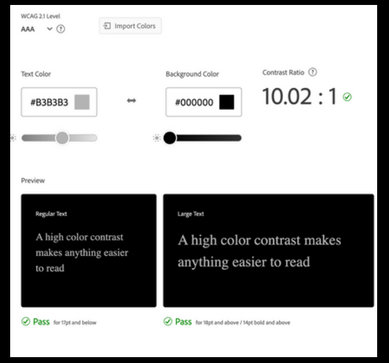
Accessibility



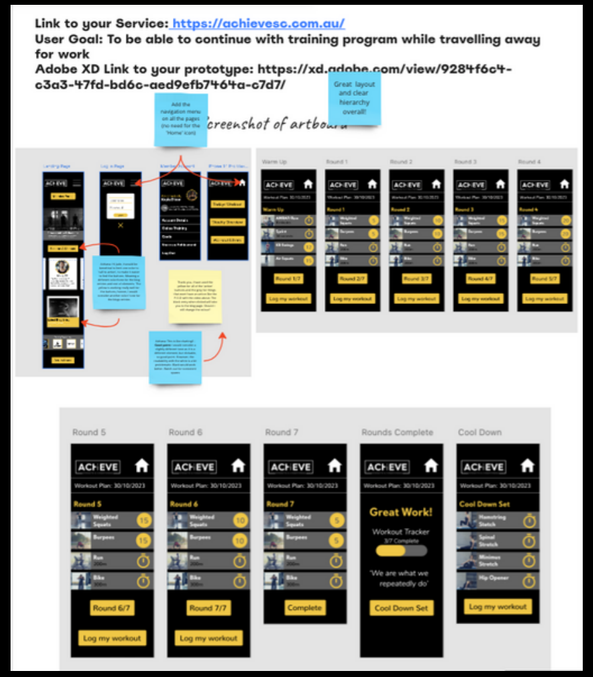








Fonts



Feedback

- House icon to Navigation Menu
- One colour for the call to action button
- Swap the colour of the blog post to increase readability/contrast
- Watch for consistent spacing

Mid Project Reflection

To develop my technical skills for this project I will be completing the LinkedIn Learning Adobe XD Essential training course where I will be able to develop my knowledge of creating components and adding interactions in order to create a better prototype model (Beaumont, 2022). To expand my knowledge I will be continuing to complete our before-class reading and video material where I will further develop knowledge on creating a prototype that creates a better user experience. An example of how I will utilise my knowledge gained from our before-class reading is by using Adobe Colour to compare the colour contrast between Achieve's brand colours to ensure I am able to maintain their aesthetic style but also ensure I am maintaining optimal readability levels (Babich, 2021).

To improve my workflow and processes during this project I have followed the checkpoints provided in our unit guide. While I was eager to start creating my prototype in XD, creating my site map, task flow, and wireframe prior to starting my final prototype has allowed me to add the main components to the design page of my prototype which will give me more time to work on adding interactions on the prototype page. I have also been utilising the design review link with my facilitator where I have been able to go in and make changes to the areas of feedback she has provided. I was also able to create a desktop image that outlines Adobe XD keyboard shortcuts which has greatly improved the speed at which i can create my designs (Noble Desktop, 2023).

To continually develop my communication and collaboration skills during this project I have been an active participant in our class breakout rooms where I have tried to leave constructive feedback for my peers. I have continued to participate in our Miroboard in-class activities and have reached out when I needed further instructions for the XD tutorials. I have also assisted a few of my peers with elements of their projects (like adding components and animations) which has built my confidence both in my communication skills and my XD skills.

Mid-Project Reflection: References

- Babich, N. (2021). A Quick Introduction to Web Accessibility Design | Adobe XD Ideas. Adobe XD Ideas. https://xd.adobe.com/ideas/principles/web-design/a-quick-intro-in-web-accessibility/

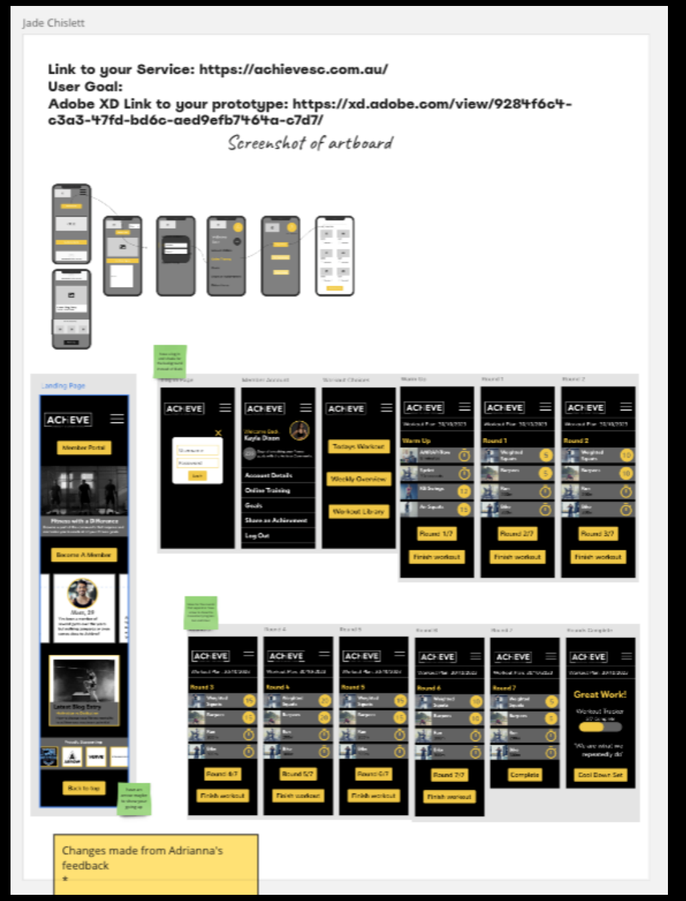
- Beaumont, D. (2022, May 10). Adobe XD Essential Training: Design. Linkedin.com. https://www.linkedin.com/learning/adobe-xd-essential-training-design-14363201/auto-width-auto-height-fixed-height-and-width?u=76178842

- Noble Desktop. (2023). Adobe XD Keyboard Shortcuts for Mac. Nobledesktop.com. https://www.nobledesktop.com/shortcuts/experience-design-cc/mac

Week 11 Miro Board

Establish User Task for testing

Solving Adobe XD screen recording issue



Design Review Feedback

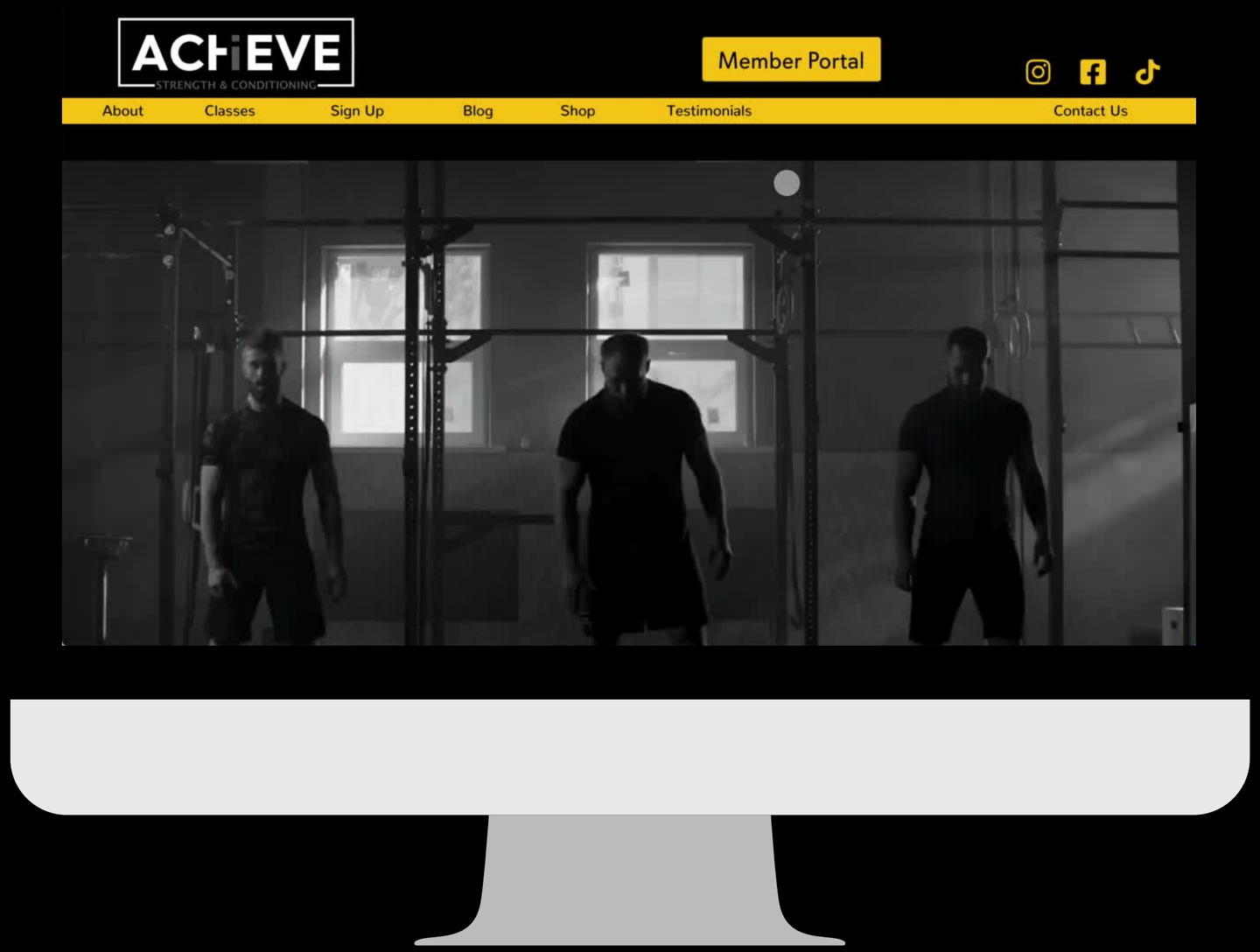
- Return home/back to top
- Font size at least 16px
- darker colour for readability
- Scroll groups function
- Navigation menu size
- Log in menu layout
- Continuity of button format
- Likes the yellow adding a 'pop of colour'

Week 12 Miro Board

Site Map Task Flow Wireframe - Mobile

Week 13 Miro Board

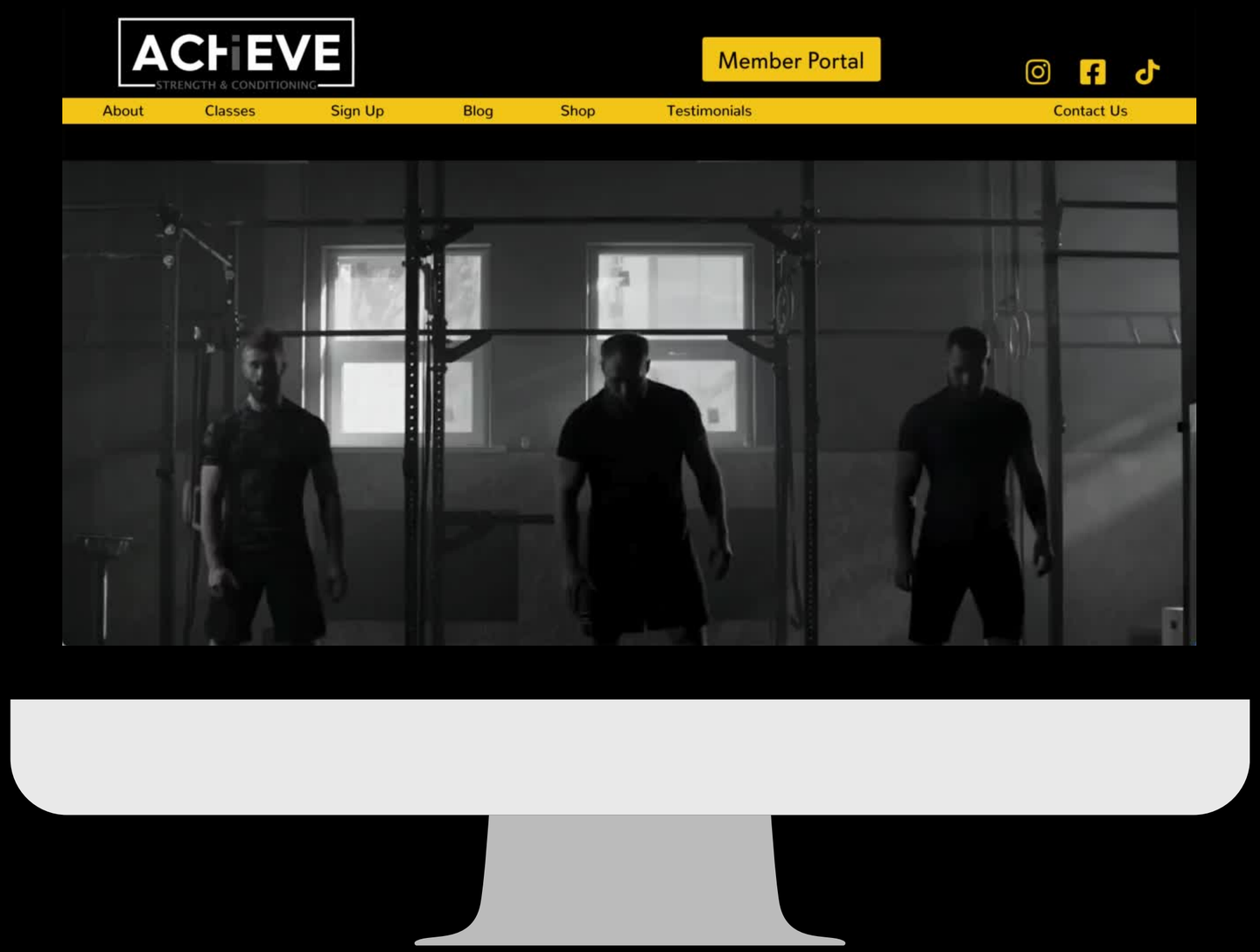
During this class, I gave my presentation and showed my prototypes. I then spend time providing feedback and user testing for my peers. My presentation also wasn't 100% finished so I spent time clarifying with _____ about what additional things I needed to add to ensure I would meet my Learning Outcome objectives.



User Test 1: Josh
Age:30

Feedback:

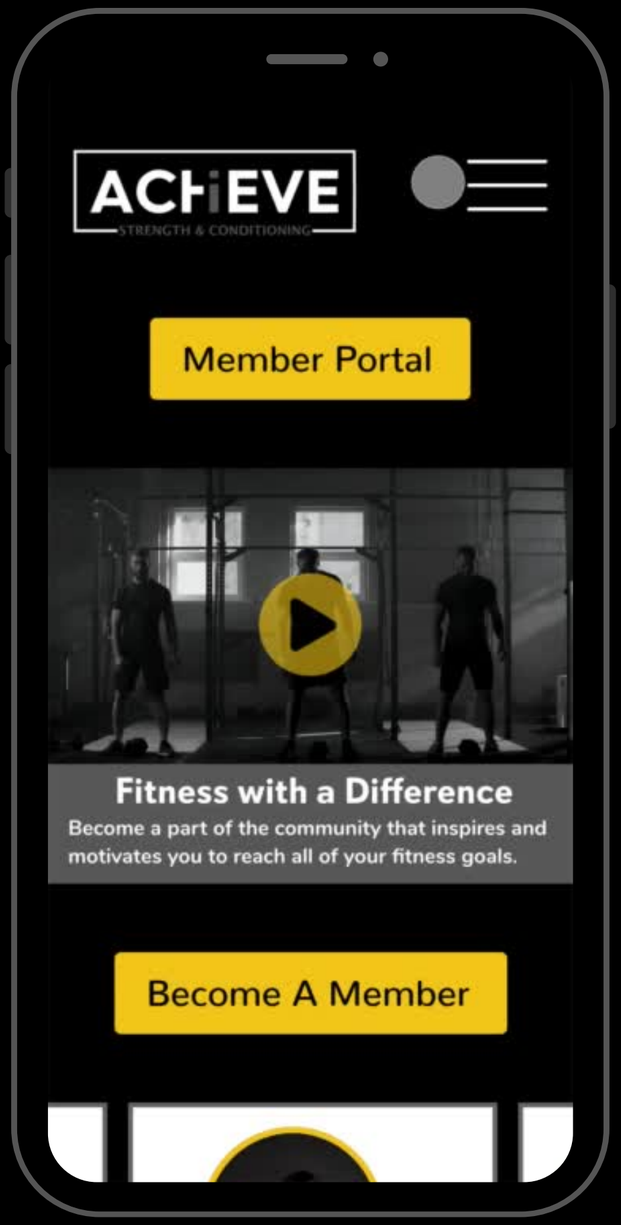
- Clean and simple Design
- Easy to navigate
- Completing my task was straightforward



User Test 2: Evee
Age: 7

Feedback:

- Easy to use once at the training section - struggled with knowing what a portal is but she is 7
- knew what the button prompted her to do during the cool down
- Knew to press log my workout when finished the cooldown



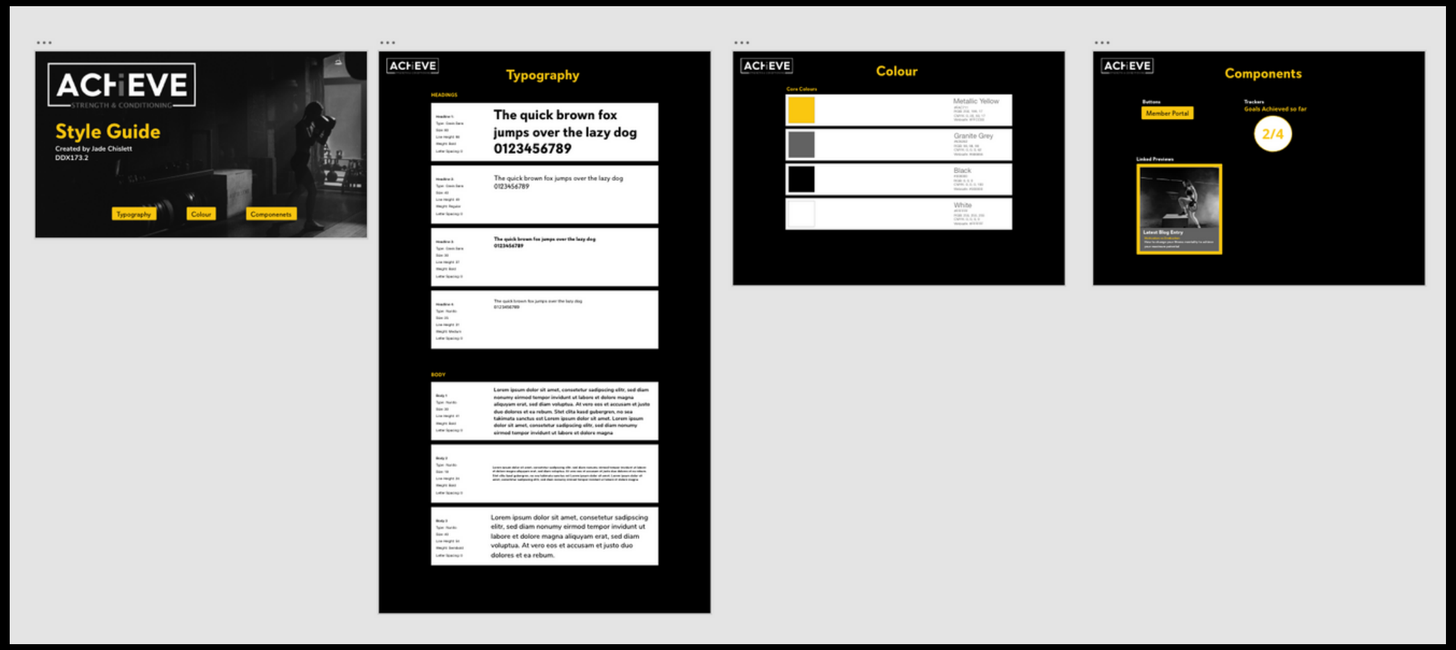
User Test 3: Michael
Age:53

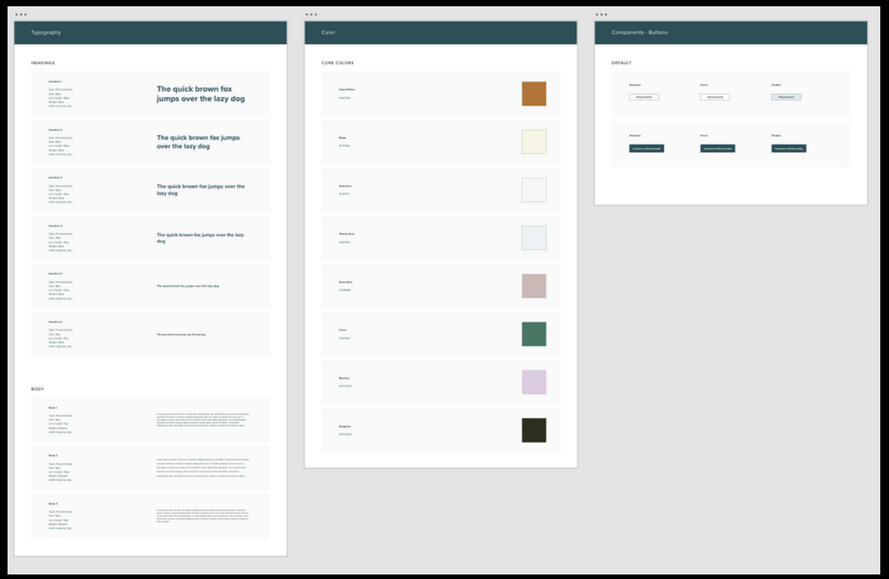
Feedback:

- Was able to navigate himself through the website without any prompts
- Enjoyed browsing landing page

Style Guide

I used the provided style guide template as a guide to ensure that I was setting up my style guide correctly as well as what information I needed to include.
To make the style guide feel complete I created buttons that I linked to their corresponding pages as well as the Achieve logo to return you to the home page.





Post Project Reflection

I feel like I was able to successfully meet my project objectives. I feel I was able to create a cohesive design that improved the user journey and overall user experience based on my website analysis that I completed in Project 1. I was able to use various functions and interactions in the Adobe XD software such as the image carousel, creating a button and adding a play/pause toggle function to my videos. I was able to complete a style guide that identified the typography, colours and components that I applied throughout my prototypes. The 3 user tests I completed gave me confidence in my final designs and with that feel successful in creating an efficient and effective user journey.

Obstacle #1 - I wanted to create a button to add a play/pause function to my videos.
Based on my reading on accessibility I did not want my videos to automatically play like many fitness websites do as they can interfere with accessibility readers (Bureau of Internet Accessibility, 2020). I felt the in-built toggle play/pause function was not a strong enough indicator to prompt users to press play and they may feel it was a photo rather than a video. I was able to find an online tutorial that explained how I could overcome this obstacle and was able to successfully apply it to my prototype (Green, 2021).
Obstacle #2 - Simulating a countdown timer on my workout page.
I wanted each of my workouts to either display the number of reps required or a countdown timer for timed exercises. I tried multiple XD plug-ins but I was unable to find one that worked with my design and had the functionality I needed. To overcome this I created a timer gif in Photoshop and imported it to XD where I was able to apply the same 'play on click' function that I created for my video.

To improve my skills for future projects I will continue to develop designs on XD as I did for my DDX181 Instagram, as well as expand my knowledge on different component interactions so that I can apply more skills and create more in-depth designs. Adobe XD has been my favourite program to learn during this course and I look forward to finding more resources and tutorials that will help me to further develop these skills. I have also started to look at the websites and applications I use on a daily/weekly basis and do brief analyses on them, if i am having trouble finding the information or area i need i start looking at why this process is not 'natural' rather then just becoming frustrated I am trying to identify what the issues could be and where improvements could be made.

Post Project Reflection: References

- Bureau of Internet Accessibility. (2020, September 21). Why Autoplay Is an Accessibility No-No. Boia.org; AudioEye. https://www.boia.org/blog/why-autoplay-is-an-accessibility-no-no#:~:text=For%20people%20without%20disabilities%2C%20autoplay,seizures%20and%20other%20physical%20reactions.
- Green, T. (2021). How to control video in XD [YouTube Video]. In YouTube. https://www.youtube.com/watch?v=N-FdMntZ3T8

Project Links

Desktop Prototype

Mobile Prototype

Style Guide

References

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- Wood, S. (2023, July 25). Homepage. 28 by Sam Wood. https://28bysamwood.com/back-to-basics-with-sarah/?gclid=Cj0KCQjwiIOmBhDjARIsAP6YhSU3C_lskDkdNBhDOLQIM4P88zhG5otyR-hR7HXSDtbGc3ESPU9pd8kaAqgBEALw_wcB