PROJECT BRIEF FORKITUP

OBJECTIVE:

HELP TO EVALUATE CURRENT LOGIN PAGES AND AID IN DESIGNING AN INTUITIVE LOGIN PAGE FOR BOTH TYPES OF USERS: USER 1: VENDOR USER 2: EVENT PLANNER

GOALS:

- I. EVALUATE CURRENT LOGIN PAGE AND SUGGEST MINOR BUT EFFECTIVE DESIGN CHANGES TO IMPROVE OVERALL USABILITY.
- II. COMPLETE A BRIEF HEURISTIC
 ANALYSIS OF CURRENT LOGIN PAGE
- III. IDENTIFY WHERE MORE RESEARCH IS NEEDED TO COMPLETE "NICHE DESIGN".

I. VISIBILITY OF SYSTEM STATUS

Always keep users informed about what is going on.

Provide appropriate feedback within reasonable time.

II. MATCH BETWEEN SYSTEM AND REAL WORLD

Speak the users' language, with words, phrases and concepts familiar to the user, rather than system-oriented terms.

Follow real-world conventions, making information appear in a natural and logical order.

III. USER CONTROL AND FREEDOM

Users often choose system functions by mistake.

Provide a clearly marked "out" to leave an unwanted state without having to go through an extended dialogue.

Support undo and redo.

IV. CONSISTENCY AND STANDARDS

Users should not have to wonder whether different words, situations, or actions mean the same thing.

Follow platform conventions

V. ERROR PREVENTION

Even better than good error messages is a careful design which prevents a problem from occurring in the first place.

VI. RECOGNITION RATHER THAN RECALL

Make objects, actions, and options visible.

User should not have to remember information from one part of the dialogue to another.

Instructions for use of the system should be visible or easily retrievable whenever appropriate.

VII. FLEXIBILITY AND EASE OF USE

Accelerators -- unseen by the novice user -- may often speed up the interaction for the expert user so that the system can cater to both inexperienced and experienced users.

Allow users to tailor frequent actions.

VIII. AESTHETIC AND MINIMALIST DESIGN

Dialogues should not contain information which is irrelevant or rarely needed.

Every extra unit of information in a dialogue competes with the relevant units of information and diminishes their relative visibility.

IX. HELP USERS RECOGNIZE, DIAGNOSE, AND RECOVER FROM ERRORS

Expressed in plain language (no codes)

Precisely indicate the problem

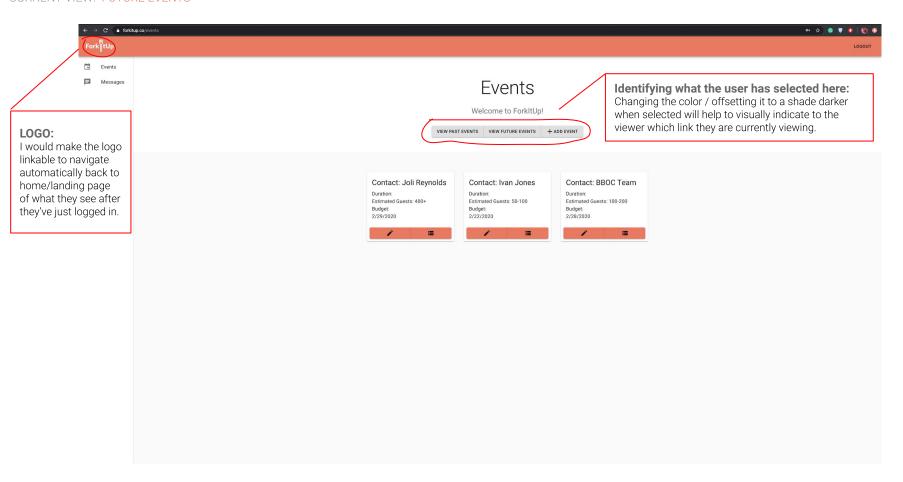
Constructively suggest a solution.

X. HELP AND DOCUMENTATION

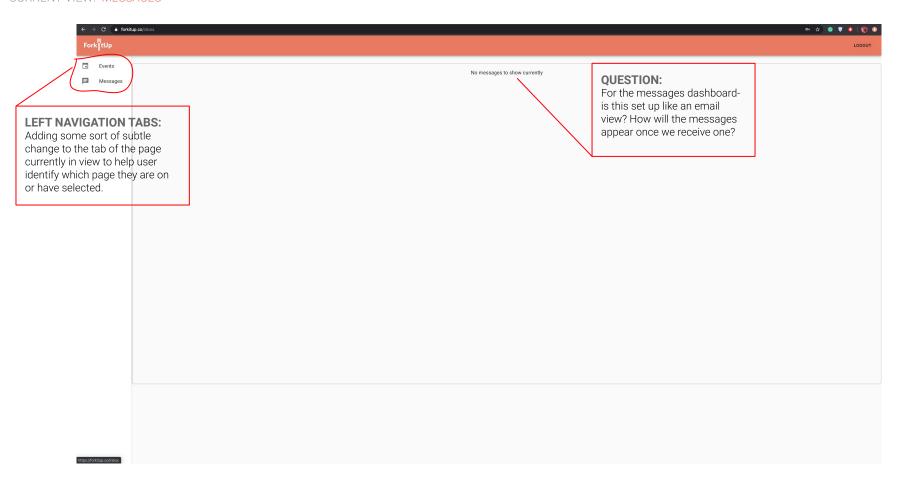
Even though it is better if the system can be used without documentation, it may be necessary to provide help and documentation.

Help information should be easy to search, focused on the user's task, list concrete steps to be carried out, and not be too large.

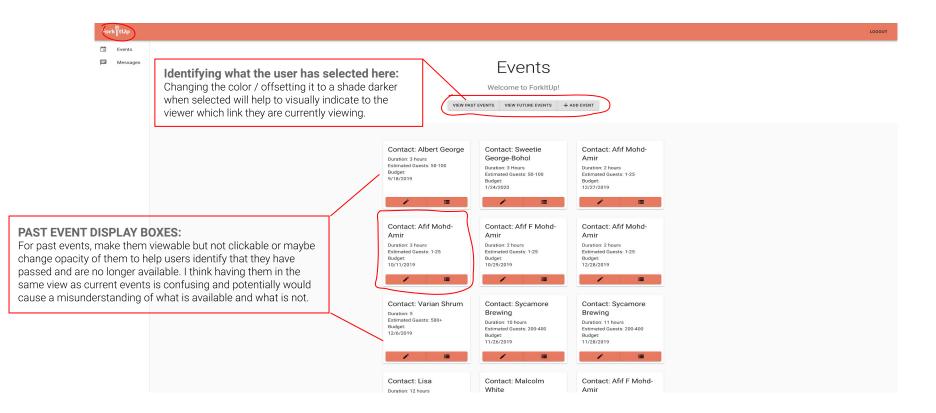
CURRENT VIEW: "FUTURE EVENTS"



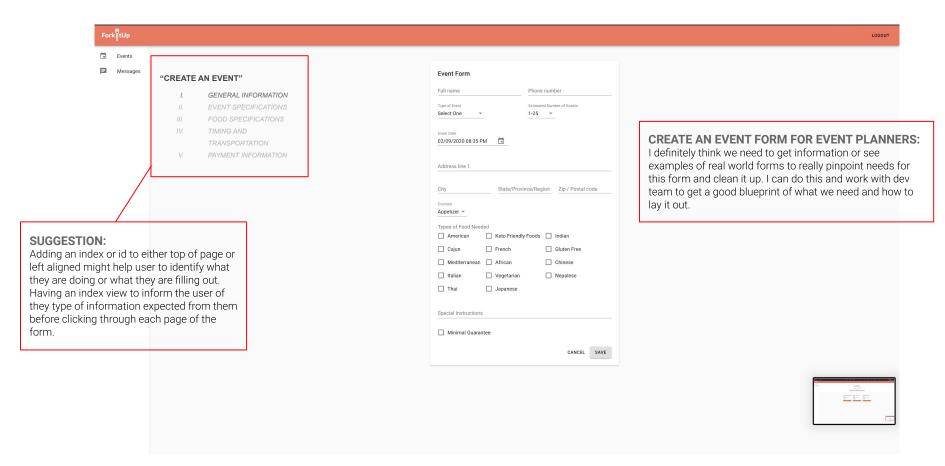
CURRENT VIEW: "MESSAGES"



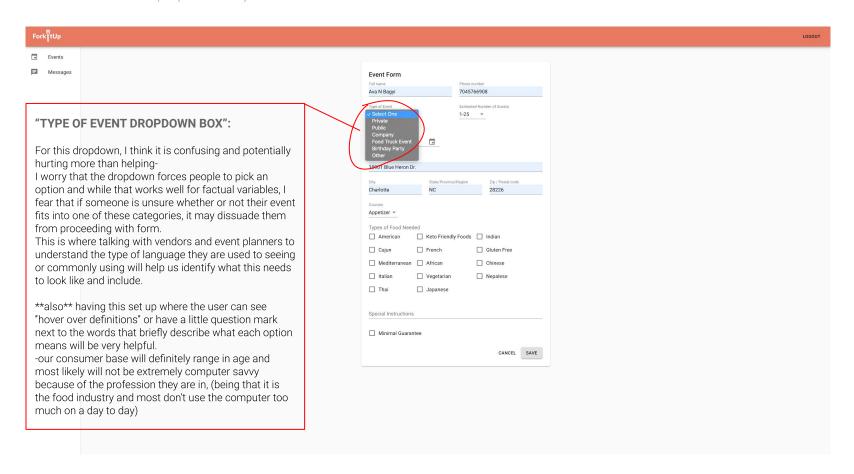
CURRENT VIEW: "PAST EVENTS"



CURRENT VIEW: "CREATE AN EVENT"



CURRENT VIEW: "CREATE AN EVENT" (Dropdown box 1)



CURRENT VIEW: "CREATE AN EVENT" (Dropdown box 2)

