Usability Report - Module 7

Emily Claus

What did your classmates (your users) tell you that you hadn't considered?

They pointed out to me that my overall design seem to be a little dark and needed to be brighten up.

They also shared that I did not have a contact page.

What kind of feedback did they give you on your design choices?

The people I showed really like my overall design. They said it was simplistic and yet still creative and colorful

On your information architecture?

They found it easy to use and navigate.

What assumptions did they agree with and which did they challenge?

They agreed with my three pain pages but pointed out to me that I did not have a contact page.

What feedback did you utilize in your revisions?

Some people said it was a little too dull of color, so for my pages, I made sure to add colorful photos.

What did you disregard?

Some people didn't like the bio being underneath the page links, but I think it works better that way, so I kept it.

How substantial were your revisions?

I really didn't have huge changes. I added some color, tweaked a few photos, messed with some fonts and such.

Did you find usability/review helpful? Why or why not?

I found it helpful because if your site isn't user friendly or nice to look at, people won't want to use it, and that could prevent you from getting a job in the future. Sometimes we are so deep into our own projects that we miss flaws.

Did you learn anything about graphic design from your test group?

Not anything in particular.

How might your design choices in the future be influenced by what you learned from your group?

I'm going to try to make my designs simple and still fun. I lacked some color originally so I need to make sure I find a nice balance.

Also, think about your usability test of others – what did you learn by reviewing the work of your classmates that might be helpful for you going forward?

It helped me see what kind of things I may have overlooked in my own work and what I found appealing and not appealing.