

Web — Master 1 IFI

Lab Session #7: Ergonomics

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Abstract

The goals of this lab session is to apply the principles seen during class to the design of a simple Web user interface.

1 Introduction

We will design the user interface of a Web-based media player (of the type of iTunes, Spotify, or Deezer).

2 Requirements

Take a user-centered design approach.

1. Perform a requirement analysis: your user interface should include a sign-in screen, a screen allowing the user to browse the available tracks and “buy” them (i.e., transfer to their personal library), and a screen to browse, organize, and play the tracks in their personal library;
2. Identify at least two user profiles (personas): for instance, casual user and expert user;
3. Define a check list for the audit; it is OK to look for inspiration on the Web; try to cover different usability aspects, including accessibility for, say, color-blind users;
4. Prepare a mock-up of the user interface;
5. Submit your mock-up to the audit and correct it if needed.

Some Web resources that might come handy:

- <http://www.useit.com/>
- <http://www.hcibib.org/>