| Challenge XX: Usability of apps and websites |
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| General Goal To properly identify the basic usability rules, and the main parts of websites and apps: namely header, footer and body. A focus will also be put on the differences between Android and IOS and on the elements of website design. |
| Learning Objectives Understand the basics of the Internet and websites in general;  Explore websites in their mobile view, understanding their structure and finding the needed information in them;  To identify technical problems when operating devices and using digital environments, and to solve them (from trouble-shooting to solving more complex problems).  To use digital tools and technologies to create knowledge and to innovate processes and products. To engage individually and collectively in cognitive processing to understand and resolve conceptual problems and problem situations in digital environments. |
| Description Practical exercises on websites usability. The users should be capable to clearly recognize elements of good usability and elements weakness: is the website easy to navigate? Does the website enable visitors to quickly find what they are searching for? Is the design and the colors appropriate? Are there plug-in elements to improve the accessibility? Is the website enough responsive?  Is there a clear statement of who this website is for? Can you easily understand the language used in the text? Is it clear which menu you need to click to find what you need? Can you find what you need to know? Is the site entertaining to use? Does it use any strategies to increase engagement through entertainment? Does the site present its content in an interesting way for you? Is the site content (visual information, language, design) appropriate for you? How easy is it to learn how to use the site? How clear are the menu labels/icons and instructions? |
| Instructions The participants will create a list of websites and apps, and will ask the users to test the usability though the provided indicators: menus, structure of the body, colors, integrated tools, information displayed, general navigation. Silvercoders website itself could be used a example, a list of websites to be analyzed will be provided. |
| Resources <https://usabilitygeek.com/an-introduction-to-website-usability-testing>  <https://99designs.it/blog/web-digital/website-usability-principles> |