| Challenge 3 - 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 app: 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 By the end of this module the trainees will be able to:   * 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;   * identify technical problems when operating devices and using digital environments, and to solve them (from trouble-shooting to solving more complex problems). * 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 This challenge focuses on practical exercises on websites usability. The main objective of the activity is to make user capable to clearly recognize elements of good usability and elements of weakness. |
| Instructions  1. Participants will be asked to test the usability of websites and apps through 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. 2. Participants will evaluate the following elements by filling out a check-list:  * 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-ins to improve the accessibility? * Is the website enough responsive? * Is there a clear statement of who this website is for? * Is the cookie banner correctly displayed? * 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?  1. The trainees should analyze every element and provide comments and notes, highlighting critical aspects and errors. |
| Resources <https://usabilitygeek.com/an-introduction-to-website-usability-testing>  <https://99designs.it/blog/web-digital/website-usability-principles> |