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Introduction

This report covers the design, build, and testing of EventHub, a UI/UX prototype for a platform that helps people find and register for tech conferences, summits, and meetups. It was made as the final assignment for Human Computer Interaction (CSC 2201), applying the HCI life cycle to one clear, focused task: event registration.

A lot of existing event platforms cram in too much info, have confusing navigation, and barely give you anything once you've registered. EventHub was built to fix exactly that, by cutting the registration task down to a few clear steps, keeping one consistent look across mobile and desktop, and giving users an easy, always-available record of what they've signed up for.

The report follows the four tasks laid out in the assignment brief. Task 1 covers the planning behind EventHub who the user is, their journey, the task flow, and how the app is structured. Task 2 shows the actual UI/UX prototype, built in Figma for both mobile (375×812px) and desktop (1440×900px), along with the reasoning behind the navigation and key design choices. Task 3 puts the prototype to the test using Nielsen's usability heuristics, a cognitive walkthrough of the registration task, and an accessibility check with before-and-after fixes. Task 4 wraps up with a reflection on the whole process, the HCI principles behind it, and where the prototype still falls short.

Throughout this report, the platform is called EventHub, and the example event used is "CloudSec Summit 2024" both pulled directly from the actual prototype built in Figma, not generic placeholders.

Task 1: User Experience Planning

1.1 Project Background and Objective

Tech events in Malaysia, like AI summits, cybersecurity conferences, and developer meetups, are becoming more common. But most of them still use generic ticketing platforms that were never built with a tech audience in mind. These platforms usually hide the important details behind too many clicks, mix different event types together, and give almost no experience after you register. Once someone signs up, there is often no easy way to find that ticket or QR code again.

EventHub is built to fix this. It is a mobile and web platform made specifically for finding and registering for tech conferences, summits, and meetups in Malaysia. The goal is simple: let a student or young professional go from hearing about an event to holding a confirmed ticket in as few steps as possible, with an interface that stays calm and consistent no matter what device they are using.

1.2 Target Users and User Characteristics

The main users are Malaysian university students and early-career software or IT professionals, usually between 18 and 27 years old. Here is what they tend to be like:

- They go to tech events mainly to learn from talks and workshops, and to meet people, recruiters, and speakers
- They are fine using mobile apps, but get annoyed fast with cluttered or slow interfaces
- They usually hear about events through social media, lecturers, or friends, not by searching for them directly
- They often browse and register on their phone between classes, but sometimes finish the registration later a laptop
- They care about price and seat availability, since many student or community events only have a limited number of free seats

There are also secondary users, who are not the focus of this design but are still worth noting: working professionals who attend industry knowledge and networking, and event organizers managing the listings.

1.3 User Goals and Expectations

- Find events that match their interests quickly, for example by filtering for AI, Security, or Dev
- See right away whether an event is free or paid, how many seats are left, and whether it is still open
- Register without too much hassle, ideally on one screen instead of a long checkout process
- Get a clear, immediate confirmation once registration goes through
- Be able to find their ticket again later without searching through email

1.4 Human Factors Affecting Interaction

- **Limited attention and time pressure:** users are often browsing between classes or during a commute, so the screen needs to show status (open, closed, seats left) without making them tap around to find it

- **Small touch targets on mobile:** buttons, filters, and form fields need to be big enough to tap comfortably with one thumb
- **Limited memory:** users should not have to remember details from a previous screen. Key info like date, venue, and seats left should stay visible or be repeated, so people can recognize it instead of having to recall it
- **Trust and worry around payment:** even for free events, asking for card details too early, or not clearly confirming that something went through, can make people hesitate

1.5 Common Usability Issues in Similar Platforms

Looking at how other event platforms generally work, a few recurring problems stood out, and these directly shaped EventHub's design goals:

- Listing pages cram in too much text before showing the basics, like date and venue
- The browsing experience and the checkout flow often feel like two different apps
- There is no easy way to see "my upcoming events" the confirmation email becomes the only proof
- Filter buttons often do not make it clear which one is selected
- Even free registrations get forced through a full multi-step checkout, which adds friction for no real reason

1.6 Design Goals and Usability Objectives

1. Cut the registration task down to three main stages: discover, view details, and confirm
2. Make sure event status (open or closed, seats left, free or paid) is visible without extra taps
3. Keep one consistent look and feel across mobile and desktop, including color, fonts, and spacing
4. Lean on recognition instead of memory visible categories, icons, and labels that stay on screen
5. Give users an always available My Tickets section, so they never have to dig for proof of registration

1.7 User Persona

The persona below represents the main type of user described in section 1.2. One thing worth clarifying: the prototype's sample account, "Alex Tan," is just the placeholder data used to make the Figma prototype look realistic. The persona below is the actual target user this whole design is built around.

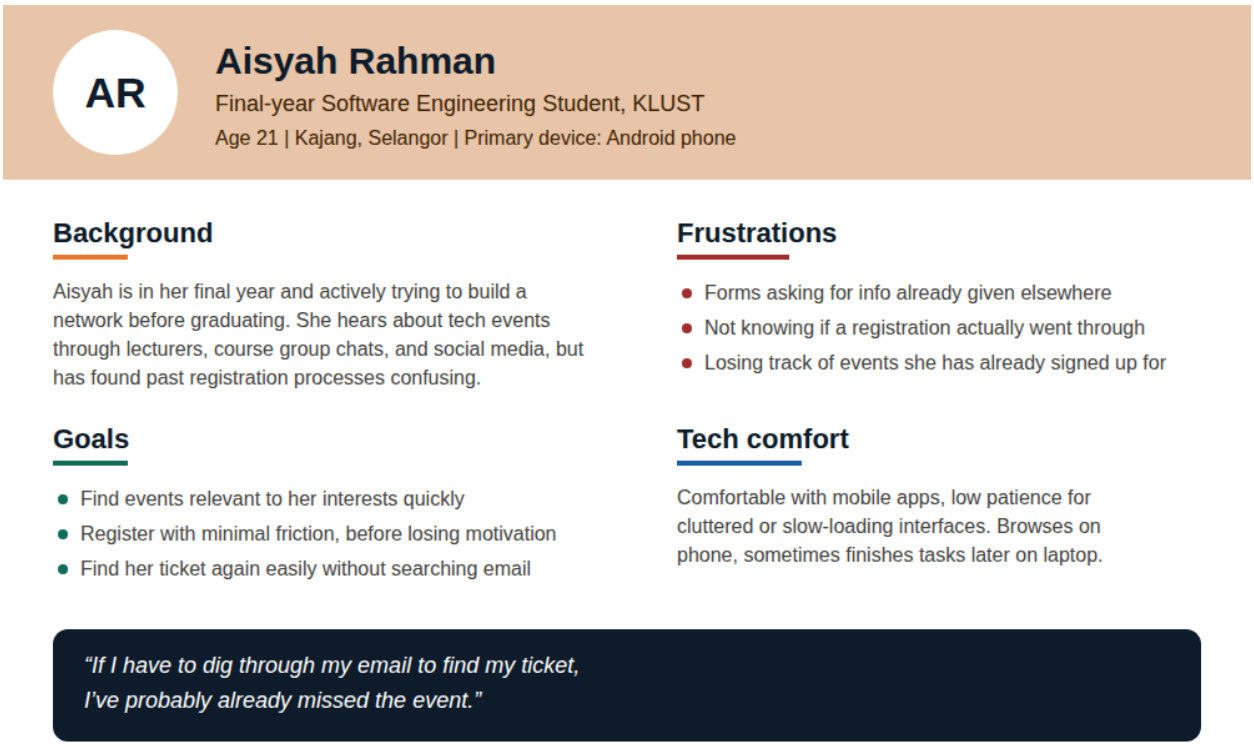


Figure 1.1 User persona: Aisyah Rahman

1.8 User Journey Map

The journey map below follows a first-time user through the whole registration experience, from the moment they discover an event to the day they actually attend it. It covers what they do, what they're thinking, how they feel, where they interact with the app, and where EventHub tries to make things easier at each step.

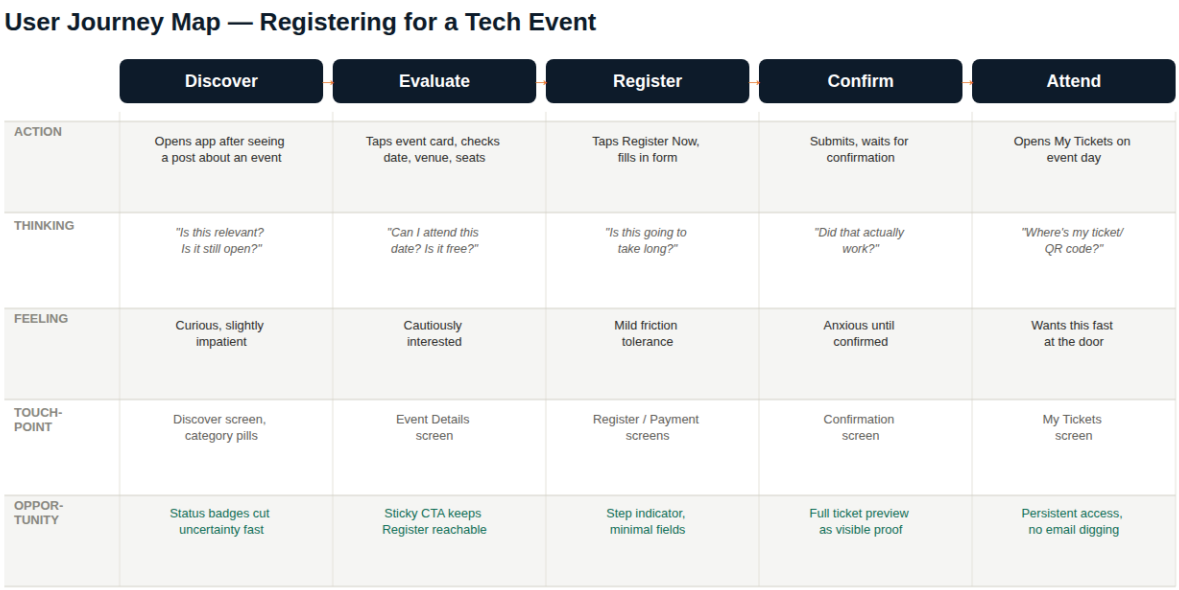


Figure 1.2 User journey map for event registration

1.9 Task Flow Diagram

This diagram maps out the main path a user takes to register for an event, including the one decision point in the flow: if there are no seats left, the user gets sent back to Discover instead of being able to register.

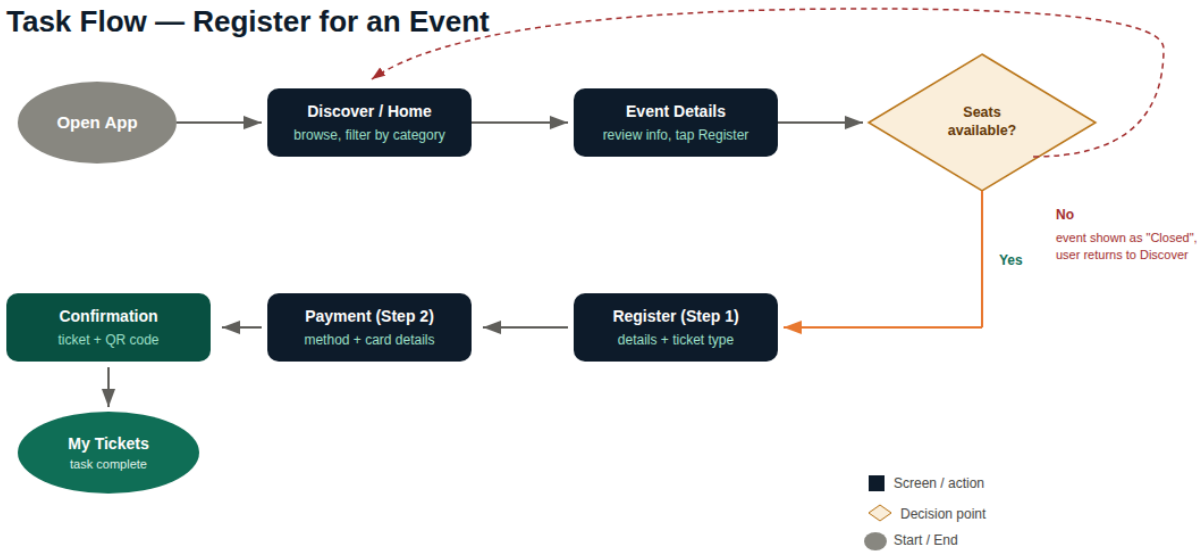


Figure 1.3 Task flow diagram for event registration

1.10 Information Architecture / Sitemap

The sitemap below shows how EventHub is structured overall — the core registration flow (Discover, Event Details, Register, Payment, Confirmation), plus the other destinations (Saved, My Tickets, Notifications) that stay reachable from anywhere in the app.

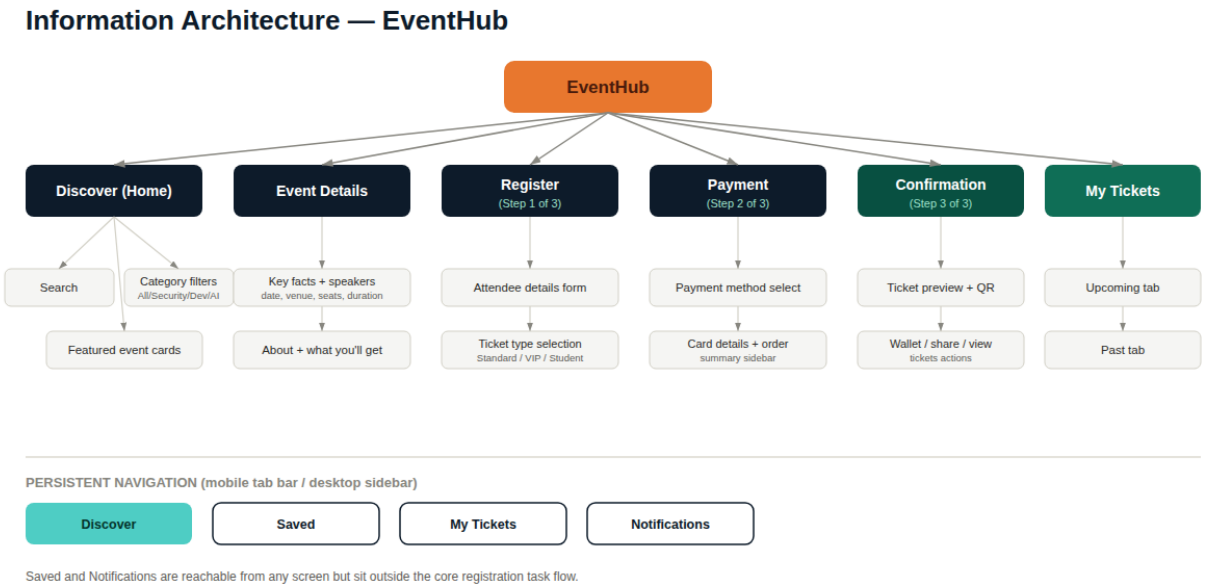


Figure 1.4 Information architecture / sitemap

Task 2: UI/UX Prototype Development

EventHub's prototype was built in Figma, covering the whole event registration flow on both mobile (375×812px) and desktop (1440×900px). The sample account "Alex Tan" is used to fill the prototype with realistic data, so the flow feels real when you go through it.

2.1 Navigation Flow Explanation

EventHub uses two different navigation setups depending on the platform.

Mobile Navigation

On mobile, there's a bottom tab bar that stays on screen with four options: Discover, Saved, Tickets, and Notifications. This follows the normal mobile pattern of keeping the main navigation within thumb reach, so a user can jump from My Tickets back to Discover without needing to go through a home screen first. Inside the registration flow itself, the navigation is simple and moves forward step by step, helped by:

- A back arrow in the top-left corner on Event Details, Register, and Payment, so users can go back one step at a time
- A numbered step indicator (1-2-3, with a checkmark for steps already done) on Register and Payment, so users always know where they are and how much is left
- A "Back to Discover" text link on the Confirmation screen instead of a back arrow — this is on purpose, since the task is already done and going "back" should mean browsing again, not re-opening the form

Desktop Navigation

On desktop, the bottom tab bar is replaced with a sidebar on the left (Discover, Saved, My Tickets, Notifications). This is the usual pattern for wider screens, and it keeps the same four destinations

available without eating up vertical space the way a bottom bar would. The sidebar also always shows the logged-in user's avatar, name, and email, which on mobile only shows up inside the form fields.

The step-by-step registration flow (Register → Payment → Confirmation) works the same way on both platforms — only the layout changes. This was done on purpose, since a user might start browsing on their phone (per the journey map in Task 1) and finish registering later on a laptop.

2.2 Wireframes (Low-Fidelity Layout)

Before any color or imagery was added, each screen was first planned out at a basic structural level, just to lock in the layout and content order. This wireframe stage settled the following, and these decisions carried straight through into the final screens:

- **Discover:** a fixed hero section up top (welcome message, heading, search bar), then a scrollable filter row, then a list of event cards stacked vertically on mobile or shown in a grid on desktop
- **Event Details:** one hero section for the event itself (title, tags, status), then key facts, a description, and a list of benefits below with the Register button always kept within reach no matter how far the user scrolls
- **Register / Payment:** a single-column form with a step indicator pinned to the top, so the number of steps was locked in before any styling was added
- **Confirmation:** everything centered and stacked vertically (status icon, heading, ticket summary, then the main and secondary buttons), so there is one clear path forward instead of several competing options
- **My Tickets:** a tab switch (Upcoming/Past) above a repeatable card, built so it works whether there is one ticket or many
- Planning the layout this way, before adding any color or fonts, meant the structure and navigation were locked down early which is the normal way to go from a rough layout to a finished design.



figure 2.2a wireframe mobile discover

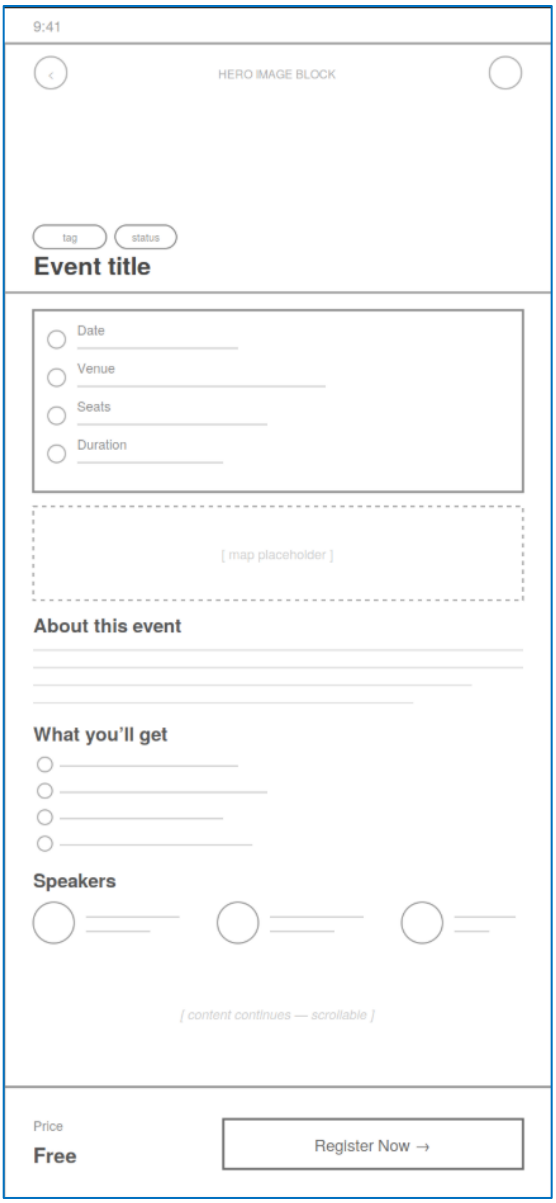


figure2.2b wireframe mobile eventdetails

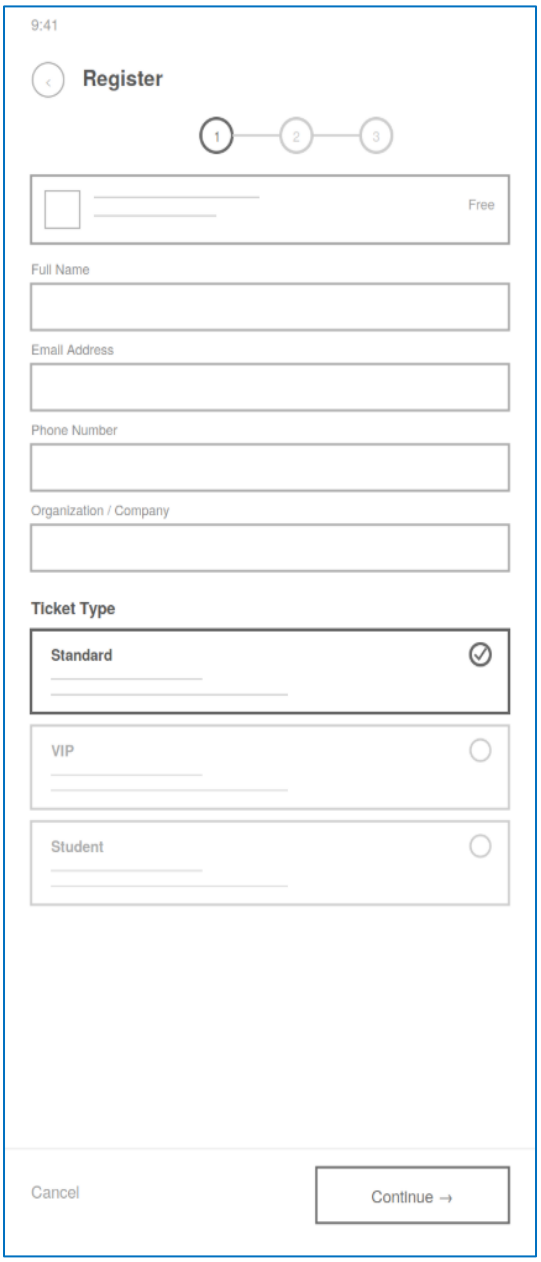

9:41
Register
1
2
3
Free
Full Name
Email Address
Phone Number
Organization / Company
Ticket Type
Standard
VIP
Student
Cancel
Continue →



figure 2.2c wireframe mobile register

figure2.2d wireframe mobile payment

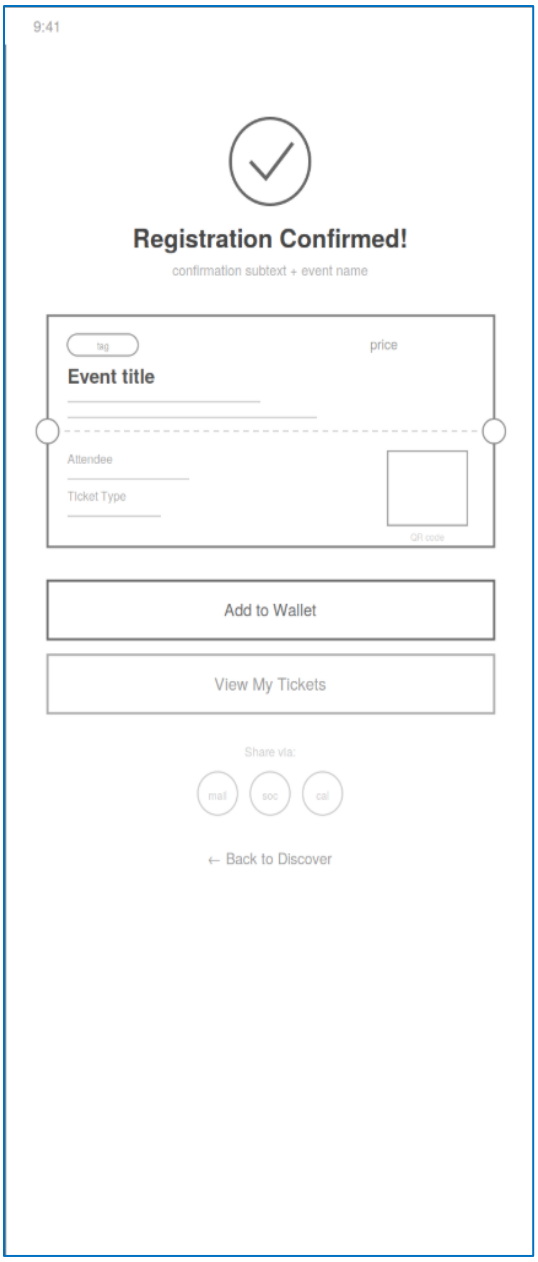


figure2.2e wireframe mobile confirmation

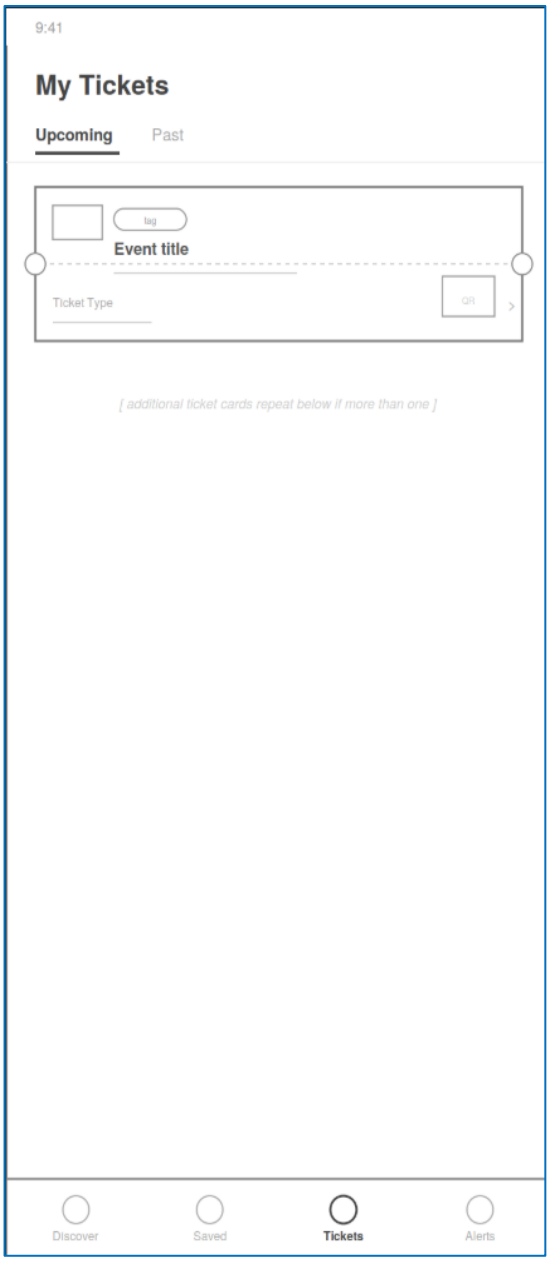


figure2.2f wireframe mobile my tickets

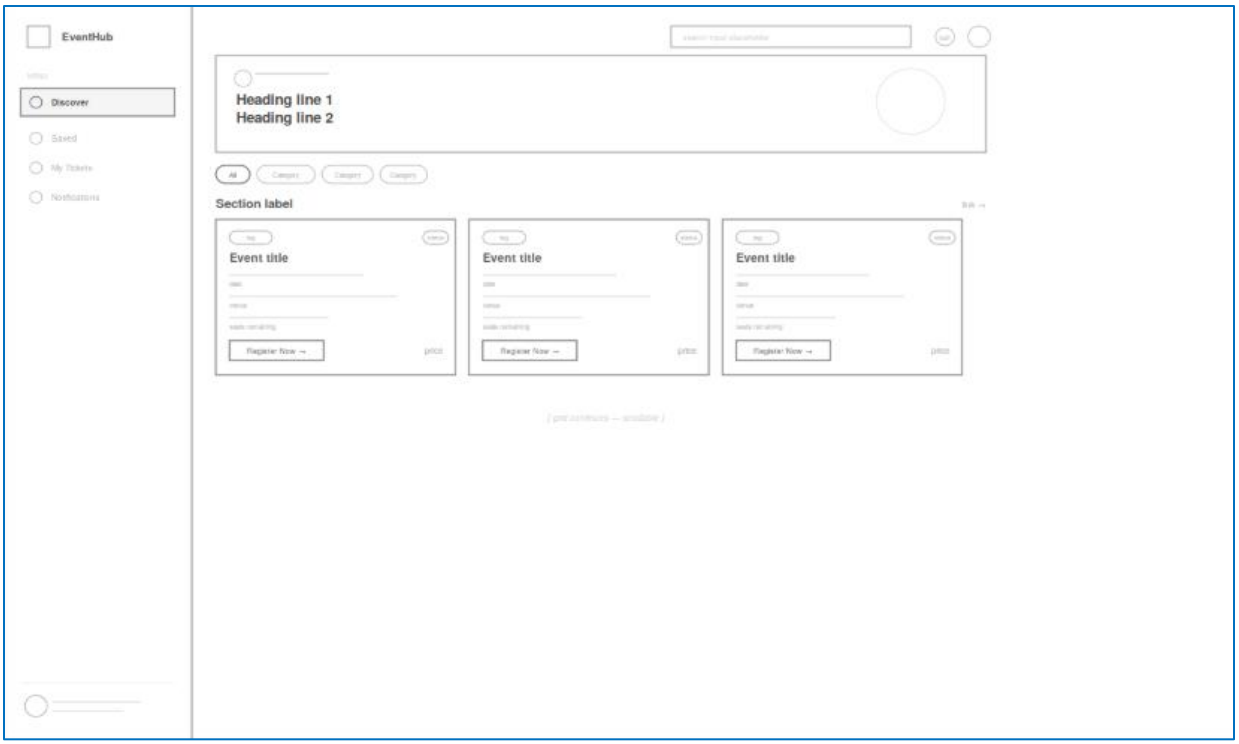


figure2.2g wireframe desktop discover

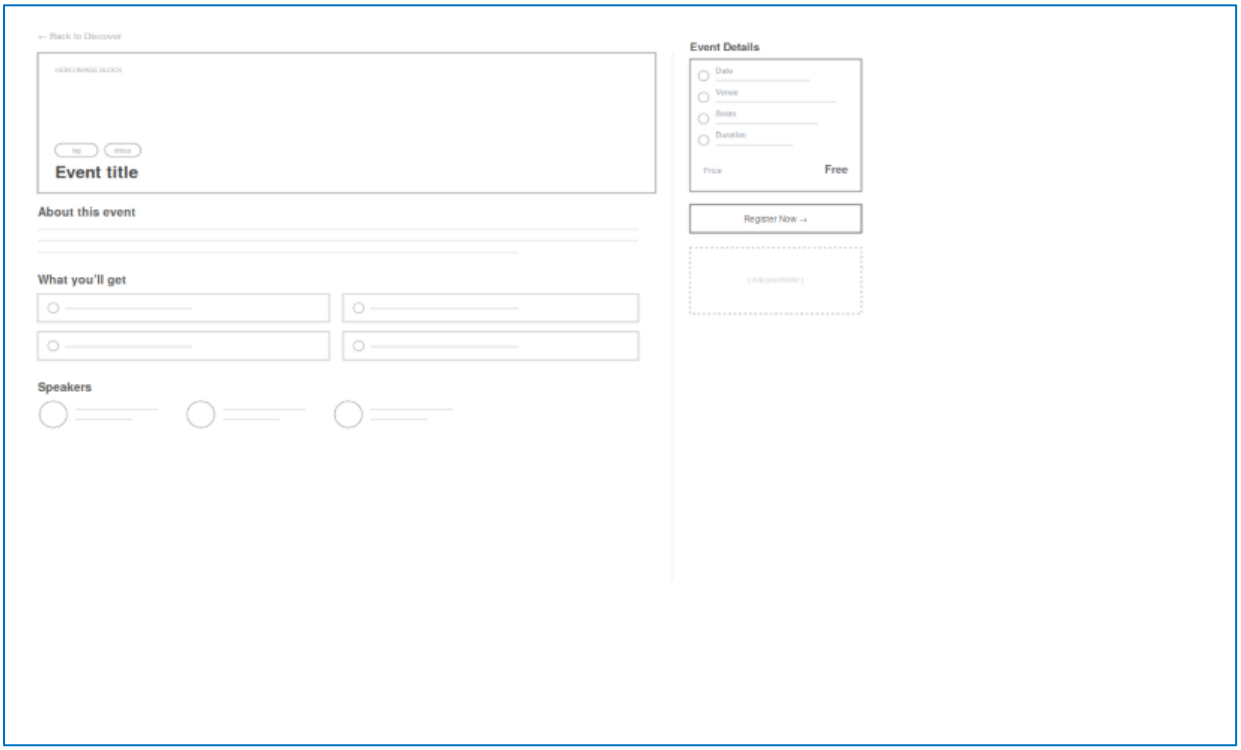


figure2.2h wireframe desktop eventdetails

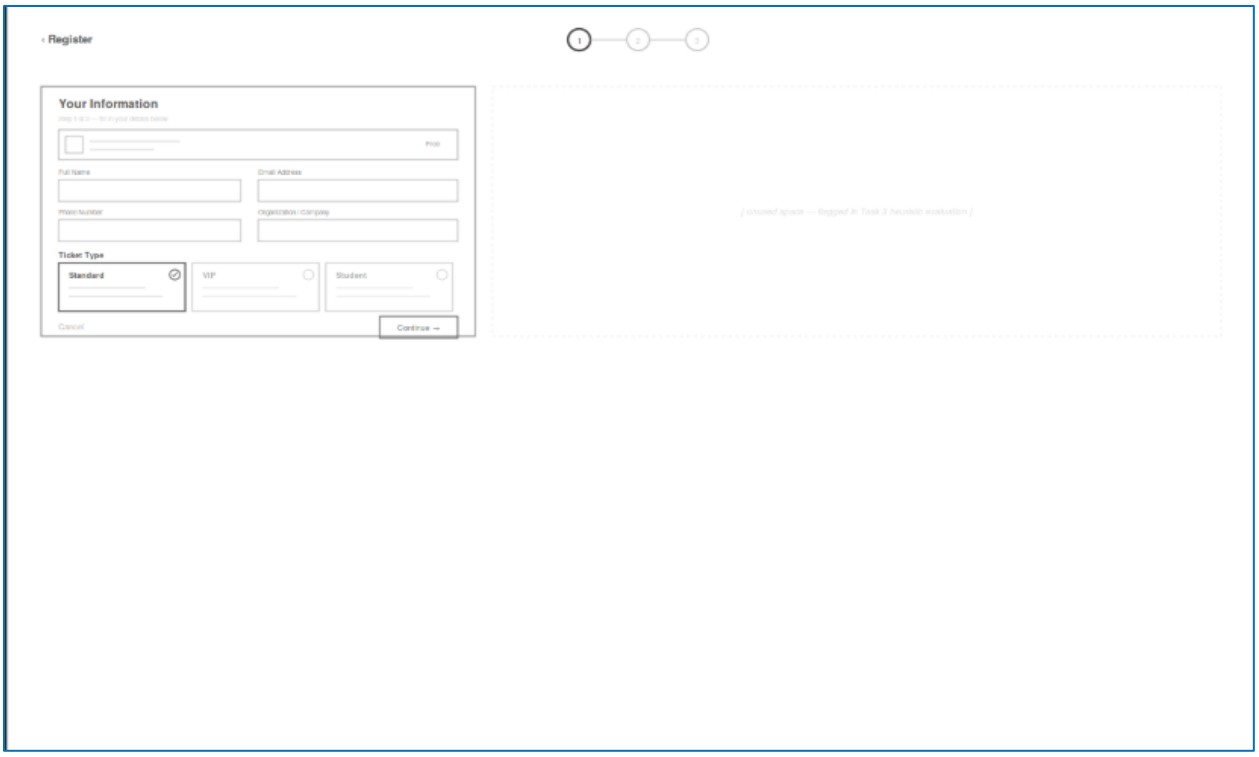


Figure2.2i wireframe desktop register



Figure2.2j wireframe desktop payment

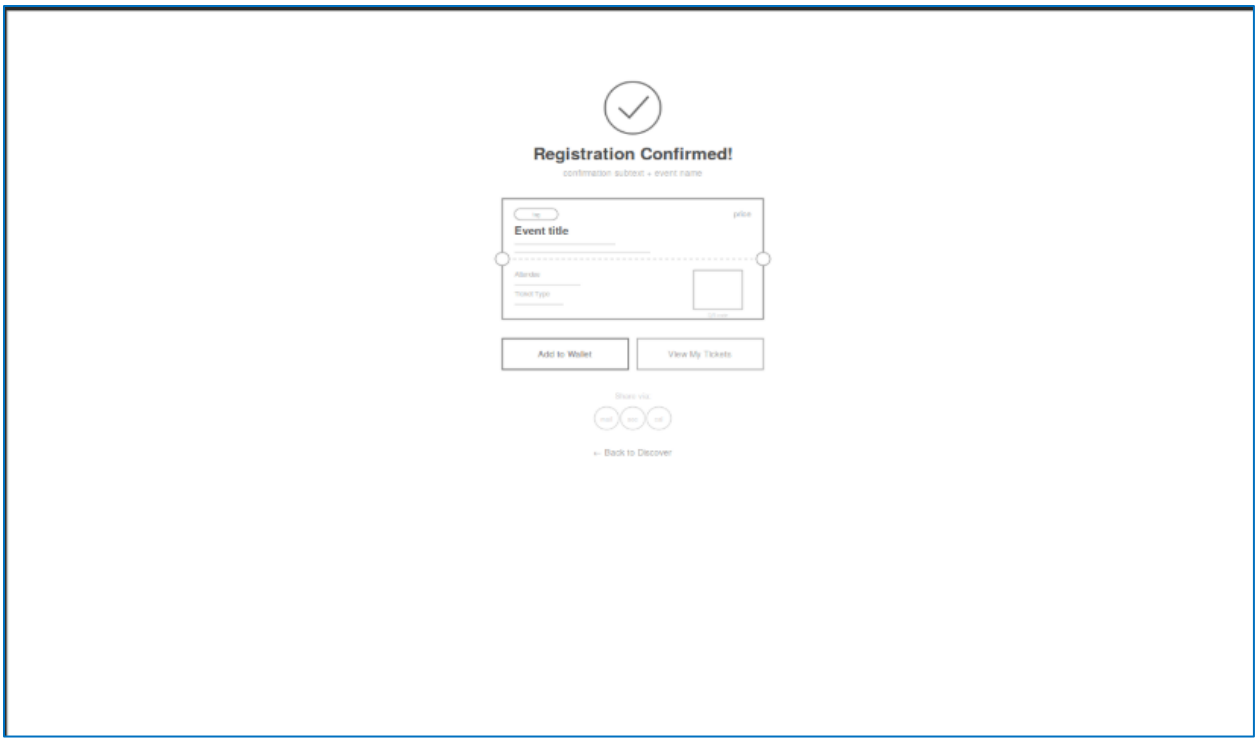


Figure2.2k wireframe desktop confirmation

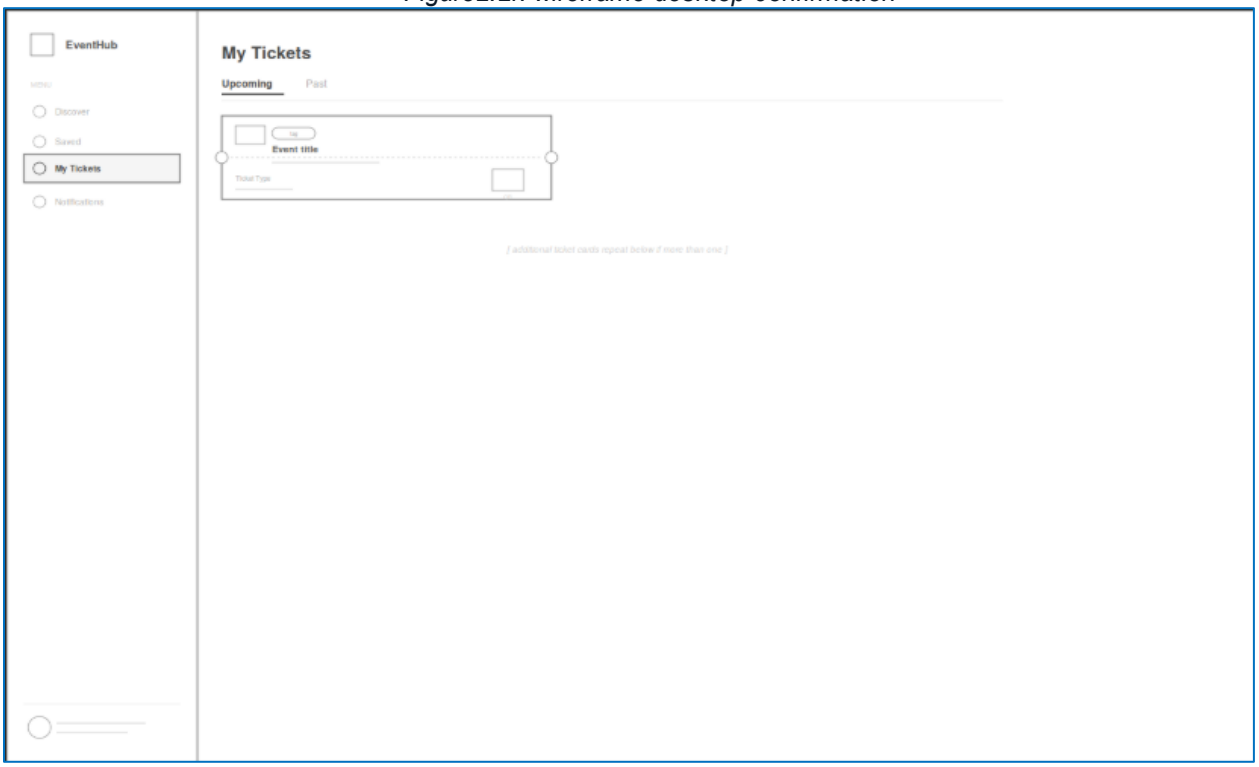


Figure2.2l wireframe desktop my tickets

2.3 Interface Design (Full-Color Screens)

EventHub’s look is built on one consistent set of colors, used the same way on both platforms:

Element	Value	Usage
Beige	#E8C5A8	Hero / welcome banner background
Navy	#0D1B2A	Event card backgrounds, main headings, sidebar
Cyan / Teal	#4ECDC4 family	Icons, "Security" category tag, info accents
Amber / Orange	#E8772E	Main buttons (Register Now, Pay Now, Continue)
Green	#2ECC71	"Open" status dot, success checkmark on confirmation
White / Light gray	#FFFFFF / #F5F5F5	Page backgrounds, input fields, secondary cards

Headings, like "Find Amazing Events Near You" or "CloudSec Summit 2024," use a bold sans-serif font, while body text and details use a regular weight, with a clear size order going from page headings down to event titles, then section labels, then body text.

Category tags (Security in teal, Dev in orange, AI in purple) are used the same way on every event card, on both Discover and Event Details, across mobile and desktop. This gives users a quick visual shortcut to recognize event type before they even read the text.

2.4 Prototype Screens

EventHub’s prototype covers the full registration flow across six connected screens, built for both mobile (375×812) and desktop (1440×900):

1. Discover (Home) — browse and filter events by category, see featured cards with status, date, venue, seats left, and price
2. Event Details — full event info (date, venue, seats, duration, description, benefits, speakers), with the Register Now button always within reach
3. Register (Step 1 of 3) — a form for name, email, phone, and organization, plus ticket type selection (Standard, VIP, Student) with pricing and a short description for each
4. Payment (Step 2 of 3) — choose a payment method (Credit Card, FPX, e-Wallet), enter card details, and see an order summary with quantity, subtotal, and total
5. Confirmation (Step 3 of 3) — a success screen with a ticket preview (event info, attendee name, ticket type, QR code), with options to add to wallet, view tickets, or share
6. My Tickets — a list of the user’s registered events, split into Upcoming and Past tabs, always reachable, with a QR code on each ticket for entry

Mobile Screens

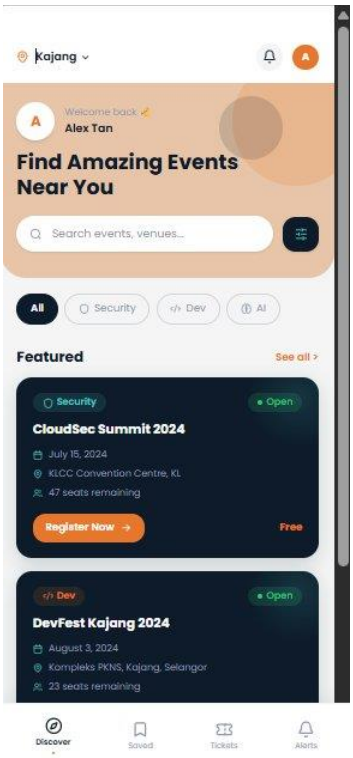


Figure 2.1 — Mobile: Discover (Home)

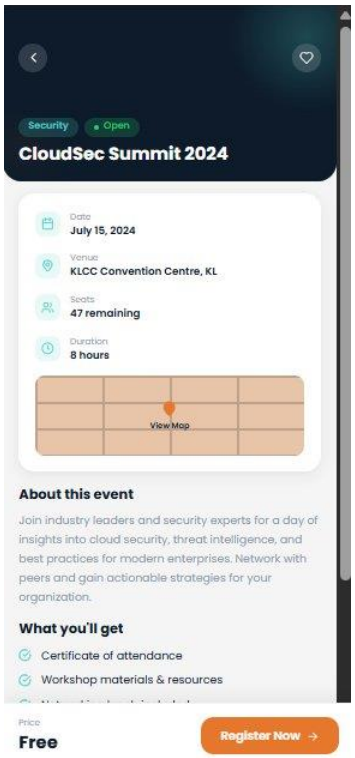
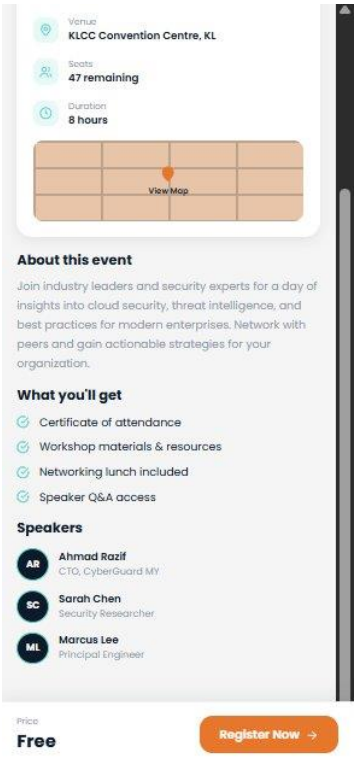


Figure 2.2 — Mobile: Event Details



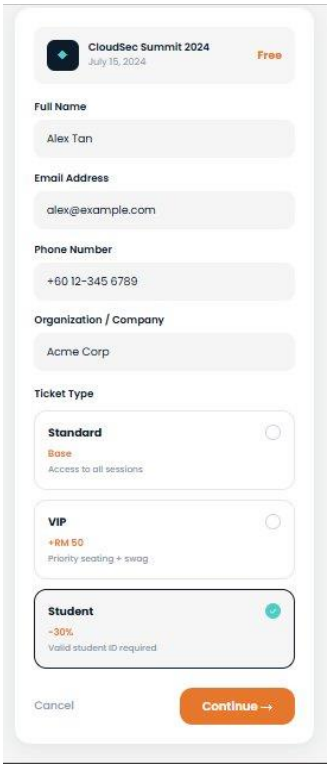


Figure 2.3 — Mobile: Event Details (continued)

Figure 2.4 — Mobile: Register (Step 1 of 3)

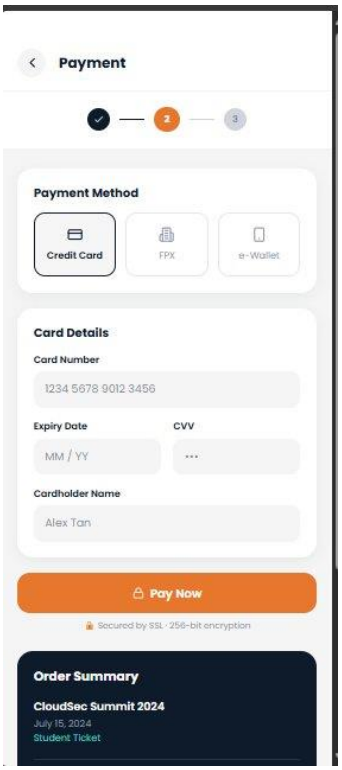


Figure 2.5 — Mobile: Payment (Step 2 of 3)

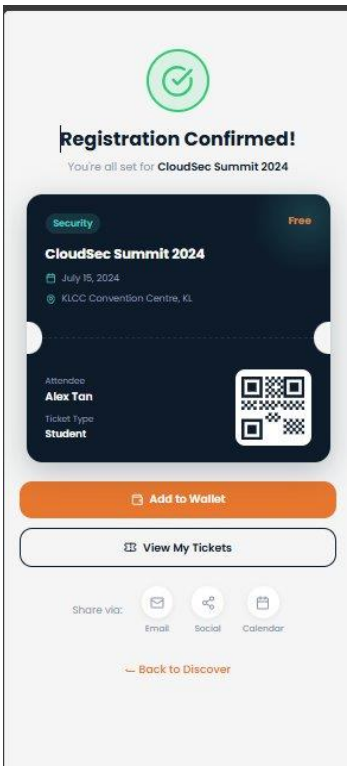


Figure 2.6 — Mobile: Confirmation (Step 3 of 3

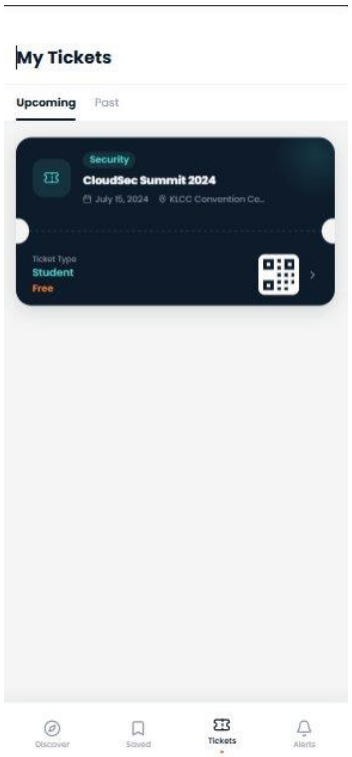


Figure 2.7 — Mobile: My Tickets

Desktop Screens

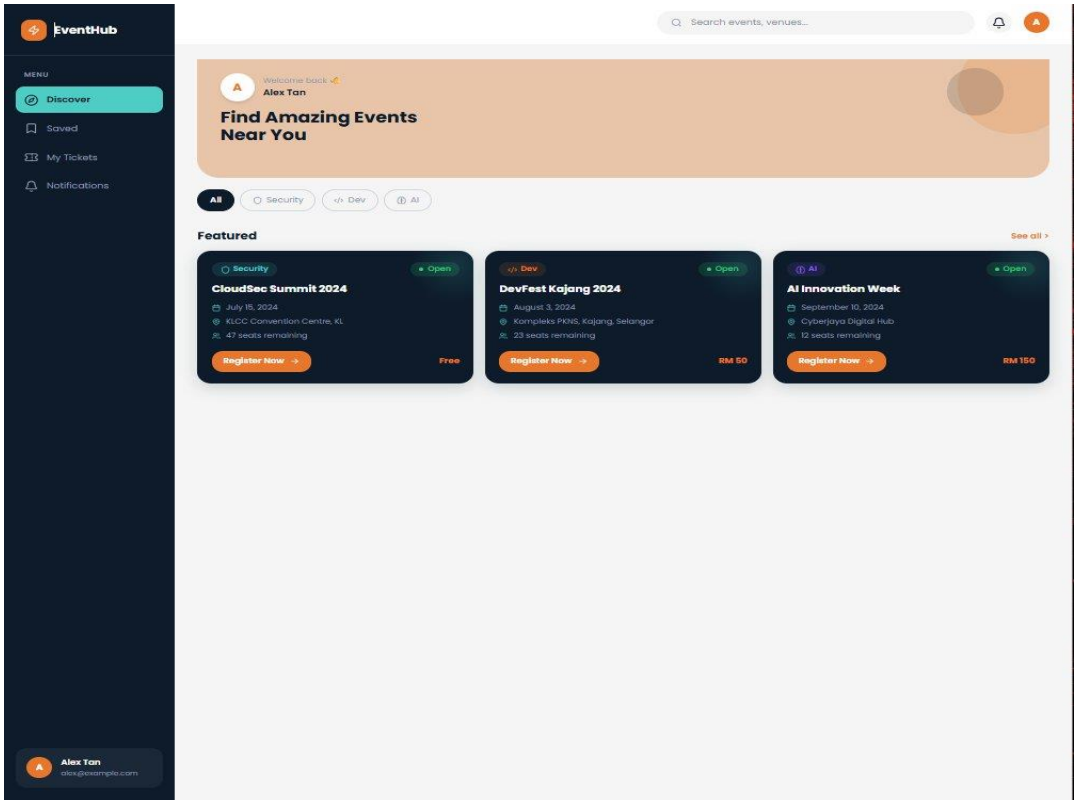


Figure 2.8 — Desktop: Discover (Home)

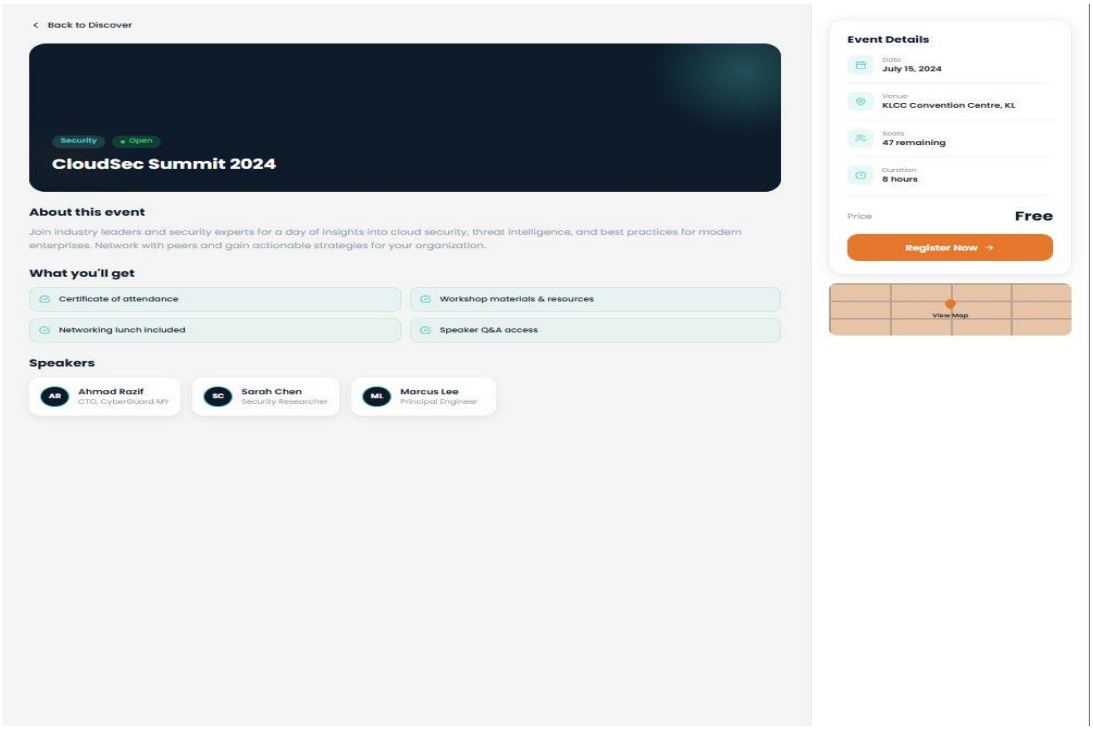


Figure 2.9 — Desktop: Event Details

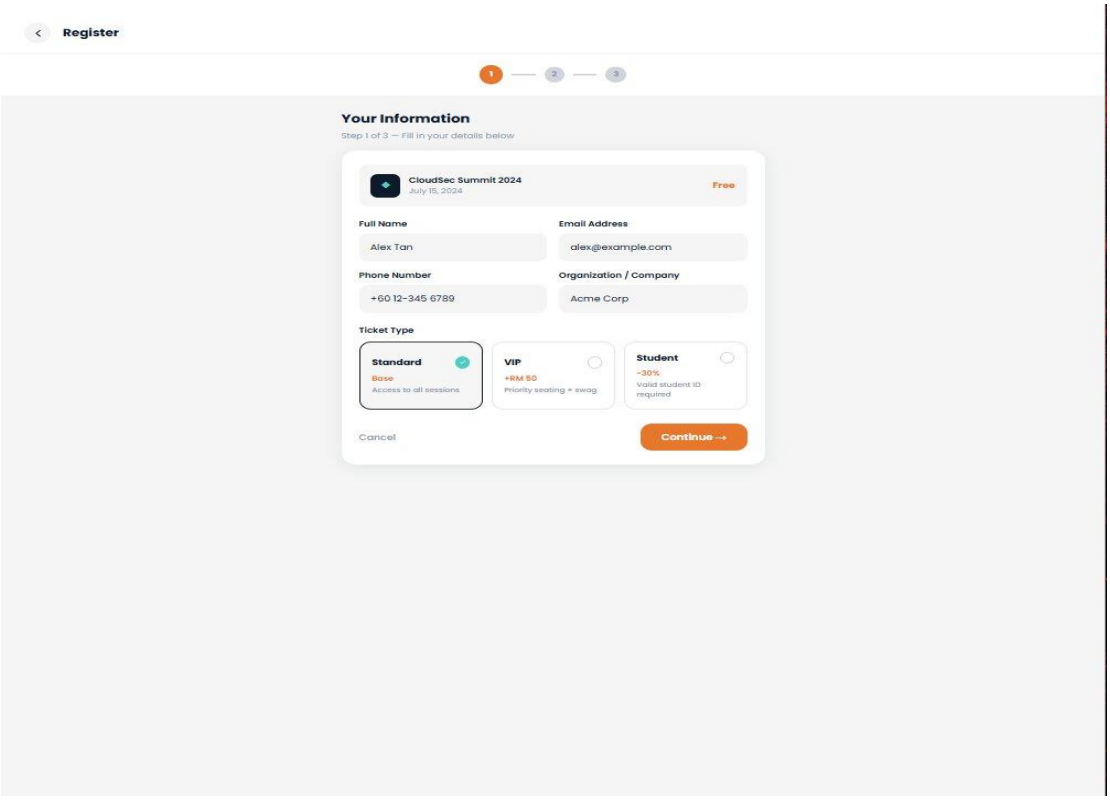


Figure 2.10 — Desktop: Register (Step 1 of 3)

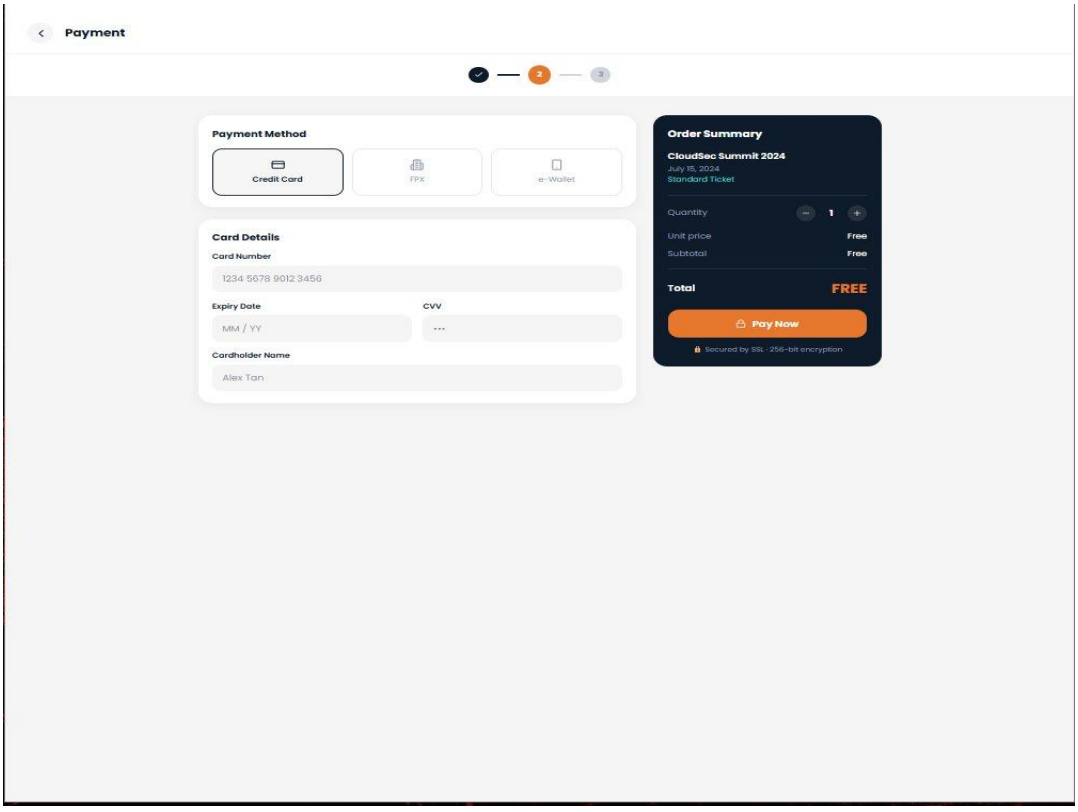


Figure 2.11 — Desktop: Payment (Step 2 of 3)

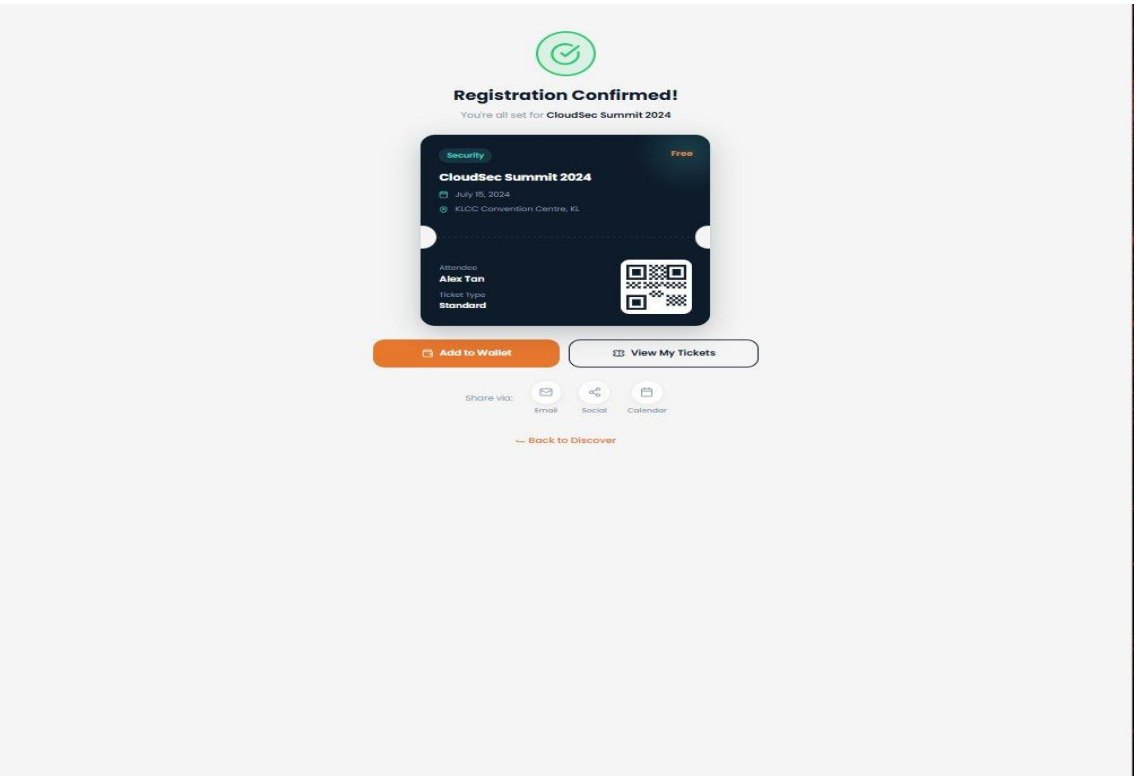


Figure 2.12 — Desktop: Confirmation (Step 3 of 3)

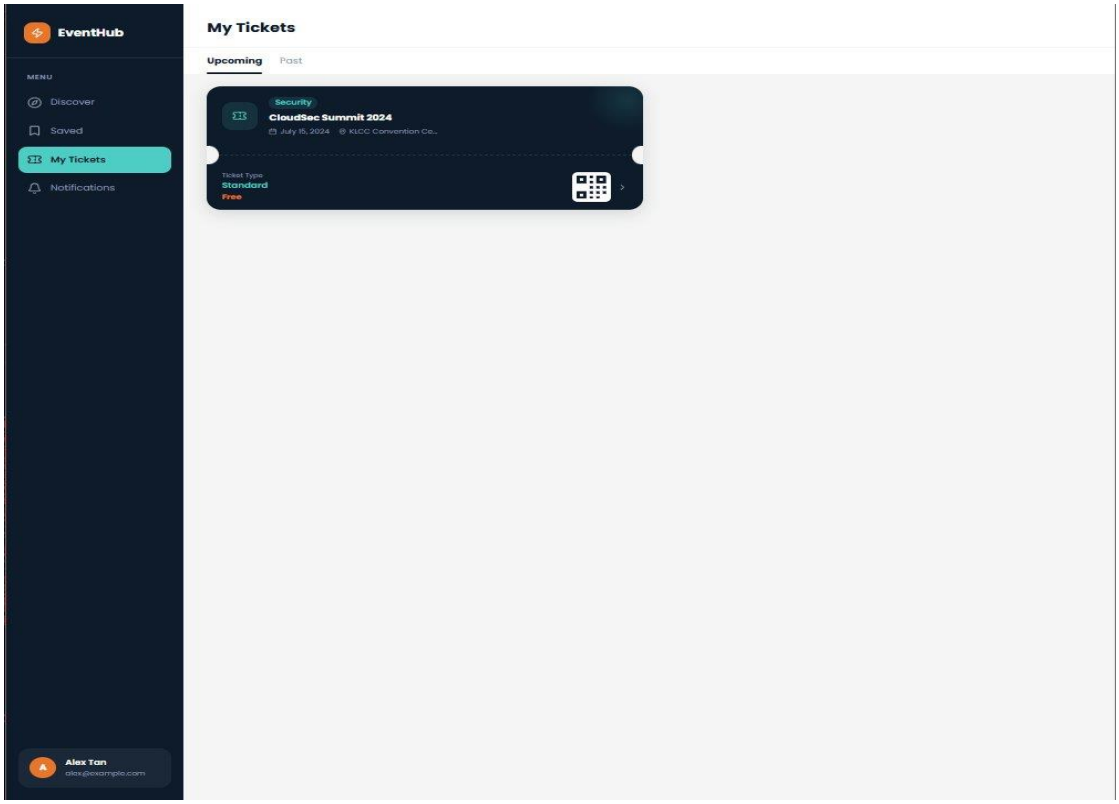


Figure 2.13 — Desktop: My Tickets

2.5 Design Justification

Why three steps instead of one long form

Splitting Register, Payment, and Confirmation into separate steps, with a visible step indicator, makes the whole thing feel lighter at any single point and lets users track how far along they are. This follows Nielsen's "visibility of system status" principle. It also makes more sense than one long scrolling form for a flow that involves payment, since users get a clear break between entering their details and entering payment info.

Why ticket type cards use both color and a checkmark, not just color

The selected ticket type, like Student on mobile or Standard on desktop, is shown using a bold border and a checkmark icon, not just a color change. This follows WCAG guidance that information should never rely on color alone, which helps users who have trouble distinguishing colors.

Why navigation stays visible instead of being hidden while browsing

Keeping Discover, Saved, Tickets, and Notifications always within reach supports "user control and freedom" a user can stop what they're doing and jump anywhere else in the app in one tap, instead of being stuck following one fixed path.

Why Confirmation repeats the full event details instead of just saying "Success"

By the time someone reaches Confirmation, they've just finished a multi-step process and might not fully remember which ticket type or event they just confirmed. Showing the event name, date, venue, attendee name, and ticket type again means users don't have to recall it themselves, and it also gives them a screen worth screenshotting if they need it later.

Why desktop uses the same colors and card style as mobile

Keeping the same look across platforms, per Nielsen's "consistency and standards" principle, means a user who has browsed on mobile instantly recognizes the same cards, badges, and buttons on desktop. That cuts down on relearning the interface when switching devices mid-task, which matters directly for the kind of cross-device journey laid out in the Task 1 journey map.

Task 3: Usability Evaluation and Improvement

3.A Heuristic Evaluation

Each heuristic below is checked against actual EventHub screens, pointing out both what works well and what doesn't rather than just assuming the whole prototype is either great or flawed.

1. Visibility of System Status

Strength: The Register and Payment screens use a numbered step indicator (1-2-3, with a checkmark for completed steps) at the top, on both mobile and desktop. At any point, the user can tell exactly how far they've gotten and how much is left.
Strength: Event cards on Discover show a clear "Open" badge with a green dot, so users don't need to open an event just to check if it's still possible to register.

Weakness: Neither the Register nor the Payment screen shows any loading feedback when tapping Continue or Pay Now. In a real build, a short delay with no feedback after tapping Pay Now could make users tap it again, which is risky for something involving payment.

2. Match Between System and the Real World

Strength: Ticket type wording (Standard/Base/Access to all sessions, VIP/+RM50/Priority seating and swag, Student/-30%/Valid student ID required) matches how real conference tickets are usually described, instead of using vague labels.
Strength: The confirmation ticket includes a QR code, matching what people already expect from a physical event ticket that gets scanned at the door.

3. Consistency and Standards

Strength: Colors (navy cards, amber buttons, teal/orange/purple category tags) are used the same way across mobile, desktop, and all six screens. A Register Now button is always amber and always sits in roughly the same spot.
Weakness: On desktop, the Register and Payment screens don't use the full width the way Discover and Event Details do. Those two screens make good use of the wide 1440px canvas but Register and Payment squeeze a single fixed-width form into the upper-left corner, leaving most of the screen empty. This is a real inconsistency the same app uses two different layout approaches depending on which screen you're on.

4. Error Prevention

Strength: Ticket type selection uses cards instead of free text, so there's no way to enter an invalid ticket type.
Weakness: The Register form doesn't show any required-field markers, format hints, or live validation. As it stands, nothing stops someone from tapping Continue with an empty or badly formatted email — errors would only show up after submitting, if at all. That's a missed chance to catch mistakes early, especially in a flow that leads to payment.

5. Recognition Rather Than Recall

Strength: The Confirmation screen repeats the event name, date, venue, attendee name, and ticket type instead of just saying "Success," so users don't need to remember what they just registered for.
Strength: The Payment screen's Order Summary repeats the event name, date, ticket type, and total right next to the card fields, so users can double-check what they're paying for without scrolling back.

6. Flexibility and Efficiency of Use

Weakness: There's no way to save an event for later directly from the Register screen, and the save/heart icon only clearly shows up on the mobile Event Details screen, not on desktop. A returning user has no shortcut to jump straight from Discover to an event they already looked at before.

7. Aesthetic and Minimalist Design

Strength: Discover's event cards only show what users need to decide whether to tap in (title, date, venue, seats, status, price), without extra clutter.
Weakness: On desktop, the empty space below the Register and Payment forms is a different kind of problem instead of being cluttered, the screen looks unfinished, because it doesn't fill the space the way a polished desktop product usually does.

8. Help Users Recognize, Diagnose, and Recover from Errors

Weakness: No error states (wrong card number, expired card, payment declined, empty field) are designed anywhere in the prototype. That's fine for a prototype that's only meant to cover the smooth, ideal path, but it's worth pointing out clearly as a current gap rather than letting it slide.

3.B Cognitive Walkthrough

Task being tested: "Register for CloudSec Summit 2024." The walkthrough below follows a first-time user who has never used EventHub before, based on the persona from Task 1.

Step	User action	Will they know what to do?	Will they notice the action?	Will they understand the feedback?
1	Open the app, land on Discover	Yes, the heading and search bar make it obvious this is for browsing	The category pills and event cards are clearly tappable	N/A (landing screen)
2	Tap the "CloudSec Summit 2024" card	Yes, the card is the obvious thing to tap, and it already shows a Register Now button	The card stands out clearly against the background	Takes them straight to Event Details
3	Check the event info, tap "Register Now"	Yes, price, seats, and the button are all grouped together in the same spot	The button is the only amber thing on screen, so it grabs attention	Takes them to Register; the step indicator shows up
4	Fill in Full Name, Email, Phone, Organization	Mostly the labels are clear, though "Organization/Company" might make a student pause for a second	The fields all look the same and are clearly tappable	No hint shown if a field is filled in correctly
5	Pick a ticket type ("Student")	Yes, three clear cards with the price difference make it easy to compare	The cards clearly show which one is selected	Selected card has a border and a checkmark, so it's obvious
6	Tap "Continue"	Yes	"Continue" is the only amber button on the screen	Moves to Payment; step indicator moves to step 2
7	Check the Order Summary, pick a Payment Method	Yes, the Order Summary clearly repeats what they're paying for	The three payment method cards are easy to tell apart and select	Selected method gets a border
8	Tap "Pay Now" (Free / RM0)	Possible confusion here not clear why card details are needed when	The "Pay Now" button is clear and easy to find	No loading or "processing" feedback shown before Confirmation appears

		the total already says FREE		
9	Land on Confirmation	Yes, the green checkmark and heading make it obvious the task is done	N/A	Full ticket details and a QR code make it very clear the task succeeded

What the Walkthrough Found

Eight out of nine steps go smoothly, with low risk of users getting confused. Thanks to visual patterns that stay consistent through the flow amber always means the main action, and a border-plus-checkmark always means something is selected. The one real sticking point is step 8: showing a full credit card payment screen for something that's explicitly free creates an unnecessary moment of doubt, since a user might reasonably wonder why a free registration needs card details at all. This is the issue picked up again in the Before vs Improved section below.

3.C Accessibility and Improvement Analysis

Accessibility Points Found

1. Color is never the only way something is shown as selected. Selected ticket type and payment method cards also use a border and checkmark, and category tags always pair color with a text label both of which help users who have trouble telling colors apart.
2. Text contrast on navy cards: white headline text on the #0D1B2A navy background reads comfortably, but the lighter gray secondary text on that same navy background looks close to the WCAG AA minimum (4.5:1) and should be double-checked before this goes into development.
3. Tap target size: the main buttons (Register Now, Continue, Pay Now) are full-width on mobile, easily passing the recommended 44×44px minimum.
4. No alt text or labels are defined for icon-only buttons, like the filter icon on Discover, the heart/save icon on Event Details, or the QR code image. This needs to be added before development, since a prototype alone can't show how a screen reader would handle it.
5. No focus states are designed for keyboard navigation on desktop tabbing through form fields, payment cards, or ticket type cards. This matters because the form-heavy Register and Payment screens would otherwise only work properly with a mouse.

Weaknesses Worth Fixing

Based on the heuristic evaluation and the walkthrough above, two issues stand out as worth a proper before-and-after comparison:

- Weakness 1: a full payment screen shows up even for a free (RM0) registration
- Weakness 2: on desktop, Register and Payment don't use the screen space the way Discover and Event Details do

Before vs Improved — Weakness 1

Before: the Payment screen always shows a Payment Method selector and a full Card Details form (Card Number, Expiry, CVV, Cardholder Name), no matter what the total is even when the Order Summary right above it already says Total: FREE.

Improved: when the total is RM0, skip the Payment step entirely, or swap it for a much lighter confirmation step. The step indicator shrinks to two steps ("Your Information" → "Confirm"), the Order Summary appears on its own with a single "Confirm Registration" button, and no payment fields show up at all. Payment method and card fields would only appear when the total is actually above RM0, like for a VIP ticket at +RM50.

Why this works: it removes exactly the friction the walkthrough found, cuts the number of things a free-ticket user has to deal with from seven (method, four card fields, a button, plus a total that doesn't even apply) down to one simple confirm action, and avoids a whole category of payment errors, like invalid or expired cards, for a transaction where no payment is even happening.

Before vs Improved — Weakness 2

Before: on the 1440×900 desktop screen, Register and Payment both show a single column of content, roughly 580px wide, pushed up into the top-left of the frame. That leaves around half the screen empty, which looks very different from Discover's three-column grid or Event Details' two-column layout, both of which use the full width.

Improved: reuse the same two-column pattern already working well on Event Details. The form (Your Information / Card Details) takes up a wider main column on the left, while the Order Summary becomes a sticky card on the right that stays visible the whole time the user is filling in the form, instead of only showing up on the Payment screen.

Why this works: it reuses something that already exists and works elsewhere in the same prototype, instead of introducing a brand-new layout. That keeps the fix in line with the "consistency and standards" principle, rather than solving one inconsistency by creating a different one.

What This Says About the Design Overall

Both fixes above were chosen because they reuse patterns that already work somewhere else in the same prototype the sticky sidebar from Event Details, and the step indicator that already implies steps can be added or removed. That keeps these fixes realistic, more like a small tweak than a full redesign. It also points to a bigger takeaway: most of EventHub's usability problems aren't about bad design decisions. The design language itself, as seen on Discover, Event Details, and Confirmation, is solid and well thought out. The gaps show where that same language just wasn't carried through to every single screen.

Task 4: Professional Reflection

Designing EventHub as one connected system across two screen sizes turned out to be harder than just making two separate sets of screens would have been. Most of the real design challenges in this project came from that, not from any single screen on its own.

Design Challenges Encountered

The hardest part wasn't deciding what to put on each screen it was figuring out what should actually change between mobile and desktop, and what shouldn't. Early on, it would have been easy to just treat the desktop version as the mobile screens stretched wider. The Event Details screen is where this was handled properly instead of stretching the content, the desktop version splits into two columns with a sticky info sidebar, which is a real layout decision, not just scaling things up. Register and Payment didn't get the same treatment, and the heuristic evaluation in Task 3 caught it directly: those two screens still feel like a mobile layout dropped into a desktop frame. That mismatch was probably the most useful thing this evaluation turned up, because it wasn't something you'd notice looking at each screen by itself it only became obvious once the screens were compared side by side.

HCI Principles Influencing Design Decisions

Three principles shaped this prototype more than anything else. Visibility of system status is why Register and Payment have a step indicator, so a user is never unsure how much of the task is left. Recognition over recall is why both the Payment Order Summary and the Confirmation screen repeat the full event and ticket details, instead of assuming users to remember what they picked two screens ago. Consistency and standards is why the whole app shares one set of colors navy cards, amber buttons, color-coded categories which is what makes the mobile and desktop versions feel like one product instead of two different ones.

Difficulties in Producing User-Friendly Interaction

The trickiest part to get right was the handoff from registration to payment for free events. A standard checkout pattern (payment method, card fields, a Pay Now button) was used everywhere, regardless of whether the user owed any money. That works fine as a reusable piece, but it creates real confusion at the moment the total is RM0. This wasn't obvious while designing the screen by itself it only became clear during the cognitive walkthrough in Task 3, when the task was followed step by step from a first-time user's point of view instead of judged screen by screen.

Most Effective Interface Elements

The event card used throughout Discover, with its navy background, category tag, status badge, key facts, price, and button, is the strongest piece of this whole prototype. It fits everything a user needs to decide whether to check out an event into one easy-to-scan block, and it gets reused with only small changes on My Tickets. That repetition is part of why the whole product feels like one coherent system instead of a bunch of separate screens stuck together.

Current Prototype Limitations

This prototype only covers the smooth, ideal path no error states, no loading states, and no validation feedback anywhere in the flow. That's a reasonable thing to leave out of a UI/UX prototype rather than a working system, but it's worth saying clearly instead of just leaving it unmentioned, since a later version would need to design for things going wrong (declined payments, bad form input, expired sessions) before this could actually be built. Accessibility is in a similar spot: color and selection states were designed with accessibility in mind, but there's no alt text, no ARIA labels, and no defined keyboard focus order yet, all of which would need to happen before this gets handed off to development.

Future Improvement Opportunities

The two fixes from Task 3 skipping the payment step for free events, and applying Event Details' sticky sidebar pattern to Register and Payment are the most immediate next steps, since both just reuse patterns that already work elsewhere in this same prototype. After that, the next priority would be designing the error and edge-case states this prototype currently skips, followed by a full accessibility pass covering contrast, focus order, and screen-reader labels, before any development work starts.

Closing Reflection

The most useful part of this whole assignment wasn't building the screens it was evaluating them afterward. Every real issue found in Task 3, including the free-payment confusion, the desktop layout mismatch, and the missing validation feedback, was invisible while designing each screen on its own. They only showed up once the full flow was walked through from start to finish and the screens were compared against each other. That's really the main lesson behind the HCI life cycle this whole assignment is built on a design can look correct when you look at it by itself and still fail once someone actually tries to use it. Evaluation isn't just a formality that comes after design it's where most real usability problems actually get found.

Conclusion

This report has walked through EventHub, a UI/UX prototype for finding and registering for tech events, built and tested using the HCI life cycle. Task 1 laid out a clear picture of who the user is, what they need, and what structure would support a fast, low-friction registration. Task 2 turned that into an actual six-screen prototype across mobile and desktop, backed by one consistent design system and clear reasoning behind the key decisions. Task 3 put that prototype through a real usability test, finding genuine strengths, like the event card pattern and the Confirmation screen's use of recognition over recall, as well as real weaknesses, like the unnecessary payment screen for free events and the inconsistent use of desktop space each paired with a specific, justified fix. Task 4 reflected on what all of that revealed: EventHub's strongest ideas are already proven within its own screens, and its weak spots aren't failures of judgment, just places where that judgment wasn't carried all the way through.

Put together, these four tasks show that a focused prototype covering one clear workflow, tested honestly instead of just shown off, can surface real, fixable usability problems which is really the whole point of applying the HCI life cycle to interface design in the first place.

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