



Website Analysis

Assignment

Analyze two websites/apps for this assignment. You will be using the same combination of **FEEL** and **NEED** as the prior assignment, but as it relates to UX and UI. Choose a site you visit frequently to start. As your second site, pick a competitor to your first choice (this will give insight into your personal preferences as a user) or a site that you don't like. Include 10 **FEEL**/ **NEEDs** per site/app (can relate to UX or UI) and create a PDF documenting this research.

Subjects

For this assignment, I have chosen to analyze the websites Fangraphs.com and Baseball-Reference.com. These are easily the two most popular sites for baseball research, both with near endless databases of pure baseball knowledge. Despite this similarity, there are key differences in the audiences they're trying to reach. Baseball-reference is more based on the historical aspect of the game, while fangraphs focus more on modern analysis and stat viewing. By looking at their interfaces with this in mind, I made 10 separate **FEEL** and **NEED** statements for both

ANGRAPHS

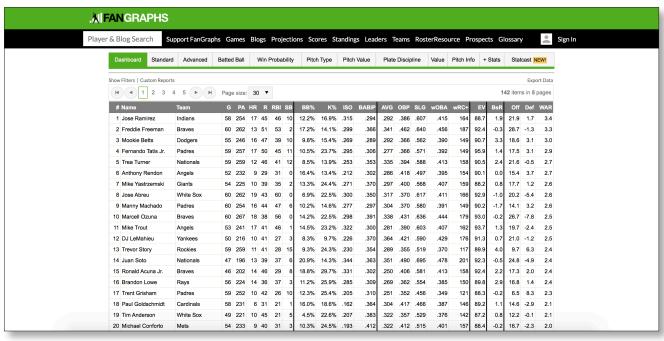
Analysis

Fangraphs Analysis

User Interface

Fangraphs User Interface makes me feel **CLEAR HEADED** and **SECURE** because my needs for **STABILITY** and **HARMONY**. Fangraphs is easily the most well-known site in terms of providing analytical information on the game of baseball that before it's creation, wasn't easily obtainable by the average fans. With that in mind, Fangraphs interface works due to its level of consistency.

Every page is designed with the full navigation bar on top. The bar itself is also easy to read, with each tab using different colors, fonts, and weights to more easily distinguish the information. Every graph on the

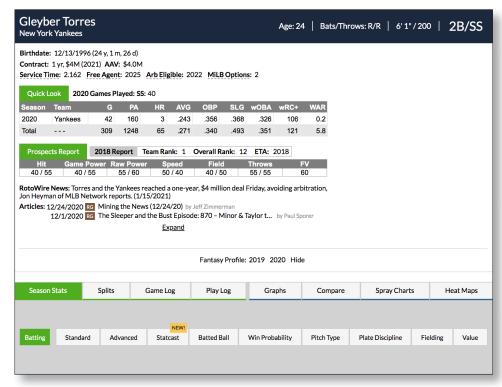


A typical Fangraphs chart

site also has the same design, with a dark gray header to label each cell and very dark lines to separate each. This makes every graph easy to read at a glance, even if the numbers/terms used are more complicated, as they all are read exactly the same. The site also very easily allows each user to filter in and out both players and statlines, allowing for more ease of use as well as a sense of customizability for each user.

Fangraphs Analysis

User Experience



A look at Gleyber Torres' player page and the tabs usually on them

Fangraphs user experience makes me feel **ENGROSSED**, **TRANQUIL**, and **PASSIONATE** because my need for **LEARNING**, **EASE** and **AUTONOMY** were met. The core part of Fangraphs website as a whole is all the different ways to observe and analyze the data involved in much of baseball. Every player who's ever played baseball has a page, with each page having the numbers for every professional game they played. On the individual player page, there's a clear separation and labeling of each section. For example, if you wanted to know how hard Gleyber Torres hits the ball, you can simply go to his player page and click the batted ball tab on top.

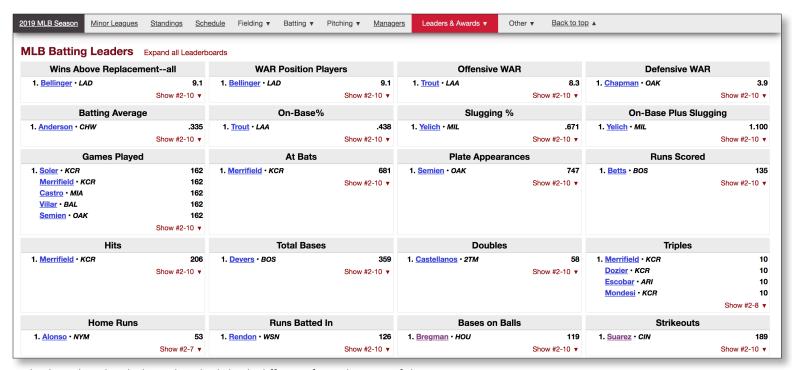
Another main strength of the site are the projections. There's a number of different projection systems, with all of them designed to look like the leaderboards for an average season. In spite of all the content, fangraphs navigation is often quite seamless due to the consistency in every page. Every graph looks the same, every heading looks the same, and the hierarchy is always consistent.



Analysis

Baseball Reference Analysis

User Interface



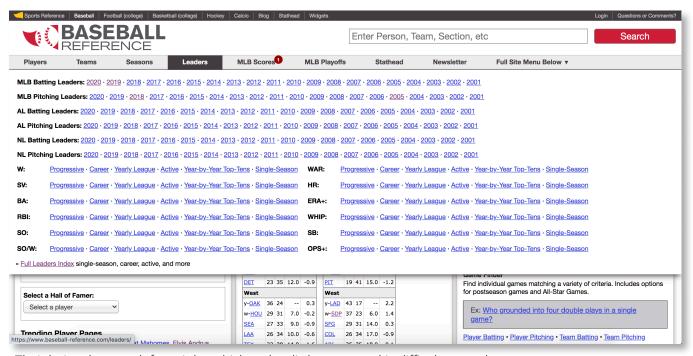
A look at their leaderboards, which look different from the rest of the site

Baseball reference's user interface makes me feel **BEWILDERED** and **ALIENATED** because my need for **ORDER** and **CONSISTENCY** aren't being met. The biggest issue with baseball reference is the amalgamation of all these different graph styles and headings. The leaderboards use

a completely different style, looking almost nothing like the rest of the site. The headings and hierarchy are also inconsistent throughout the site. Some headings use the site color, some just use white, and the size varies. The hierarchy on the navigation menu is borderline painful to read, as it organizes the text left-to-right rather than top-to-bottom.

Baseball Reference Analysis: UX

User Experience



Their heirarchy goes left to right, which makes little sense and is difficult to read

Baseball reference's user experience makes me feel PUZZLED, IRKED and WISTFUL because of my needs for COOPERATION, JOY, and **CLARITY** are not being met. Compared to fangraphs, baseball reference has a larger focus on the history of the game versus the modern analysis. Despite that, the site can oftentimes just not let you see information. If I wanted to know the top 15 home run hitters during the 2003 season, I can't, as I'm only allowed to view the top ten for a reason with no easily seen button

that says something such as "view more". It also frustrates me how much meaningless info I have to surf through to get what I want. It seems like every page is a giant text dump of info.

Further analysis and usage make it so you can better understand what the site is trying to do and show you, but the issues with inconsistent hierarchy and poor labeling makes it difficult to properly decipher. The site also does present you with a sense of wistfulness, as there's so many great features that I find useful, but is often bogged down by either unnecessary extras or a poor organization of content