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Multi Platform Project



Introduction



Research



Prototype & Test



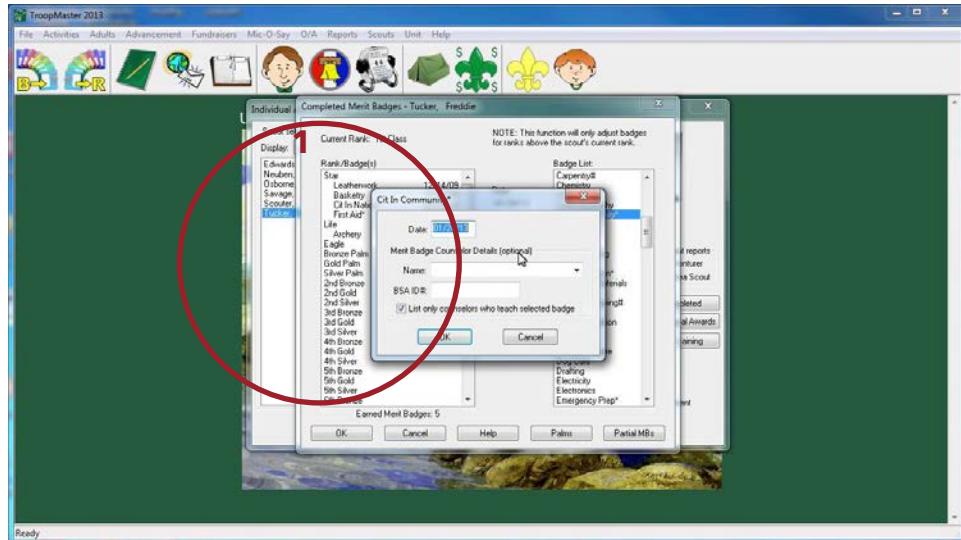
Wire Framing



Final App



Define the Problem | Introduction



Scouting Advancement Reporting System

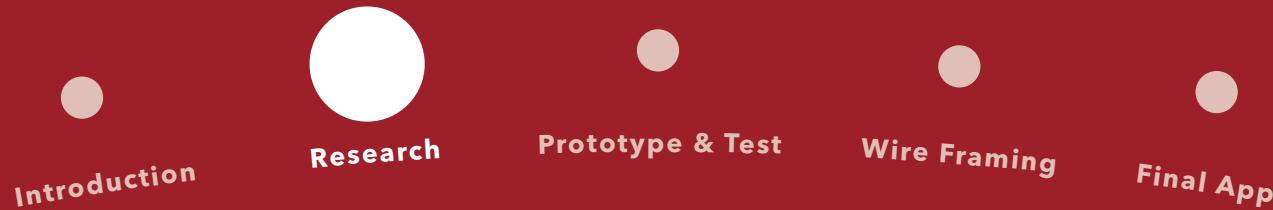
The challenge that currently used software present is complex and involve not efficient UX/UI interface, lack of uniformed software across the board, and but not limited to, difficult to learn system.

For my project, I chose to design an app that will help to record and track scout's achievements progress. The three different platforms - desktop, tablet, and smart phone - will be used by the Council, Scout Master, and Parents/Scouts respectively. It will be integrated system to help all of the parties fully participate in scouting program, monitor the progress, and focus efforts when they are needed.

Each level will have the different rights to edit and add information according to the level of responsibility.

1 To complex system of the windows

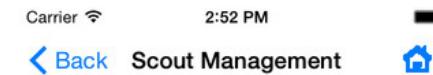
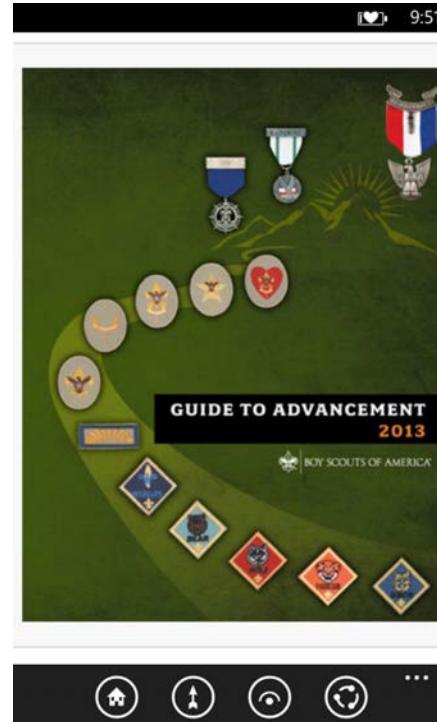
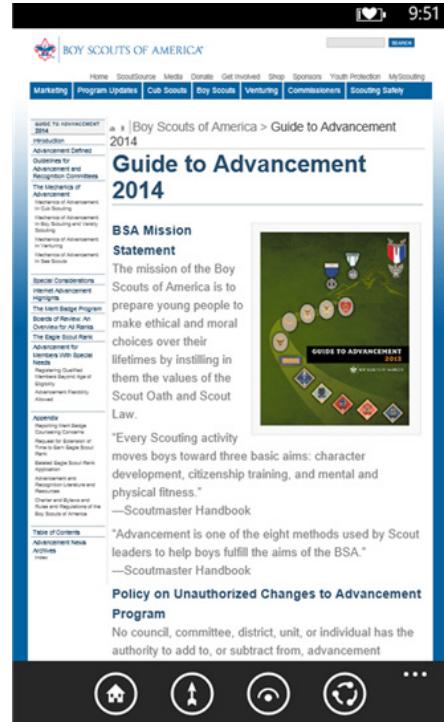
Multi Platform Project



Multi Platform App | Research

Current Software

Current programs are not user friendly, not unified, and they have recurrent payment.



Multi Platform App | Research

Blue Achievement Card

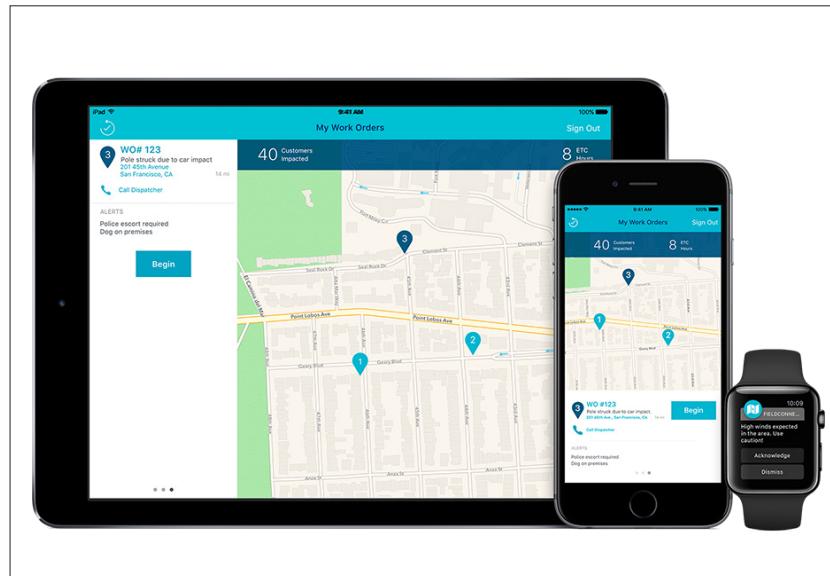
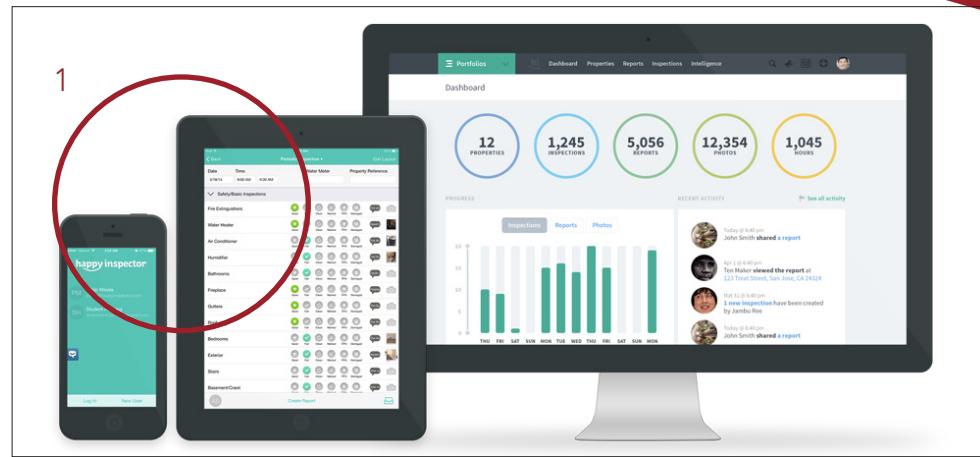
This is so called 'blue card' on which all necessary for advancement information is placed. This document will help me to design complete

<p>The applicant has personally appeared before me and demonstrated to my satisfaction that he has met all requirements for the (please print)</p> <hr/> <p>Merit badge</p> <hr/> <p>Name of counselor</p> <hr/> <p>Address of counselor</p> <hr/> <p>City _____ Zip code _____</p> <hr/> <p>Telephone number of counselor _____ / / _____</p> <hr/> <p>Signature of counselor _____ Date _____</p> <p>Checked and recorded:</p> <hr/> <p>Date _____ Initials _____</p> <p>Certificate and badge presented _____ Date _____</p> <p>Applicant will turn in this portion to his unit leader for record posting.</p>	<p>APPLICANT'S RECORD</p> <p>Name _____</p> <p>has given me his completed application for the _____</p> <hr/> <p>Merit badge _____</p> <p>Completed on _____ / _____ / _____ by _____</p> <hr/> <p>Signature of counselor _____</p> <hr/> <p>Signature of unit leader _____</p> <p>NOTE TO BOY SCOUT, VARSITY SCOUT, OR VENTURER: Retain this copy for your permanent records.</p> <p>COUNSELOR'S RECORD</p> <p>Applicant _____</p> <p><input type="checkbox"/> Troop _____</p> <p><input type="checkbox"/> Team _____ Unit number _____</p> <p><input type="checkbox"/> Crew _____</p> <hr/> <p>Merit badge _____</p> <p>Date completed _____ / _____ / _____</p> <p>Remarks:</p>
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Interfaces | Research

1 I like how the app feels like everything belongs together despite individual characteristics on each device

2 I like how the graphs are simplified (use less colors) when seen on smaller devices

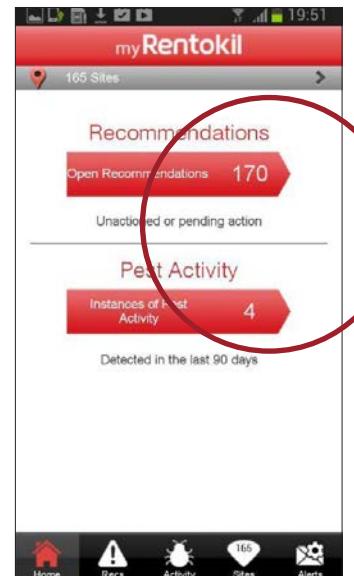
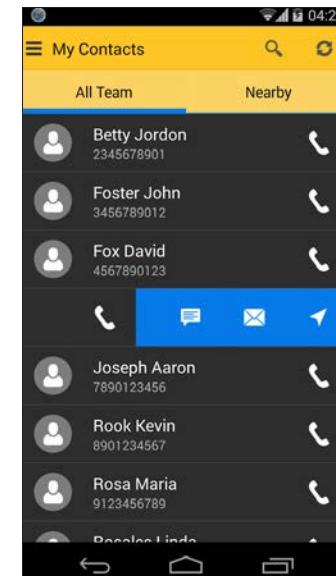
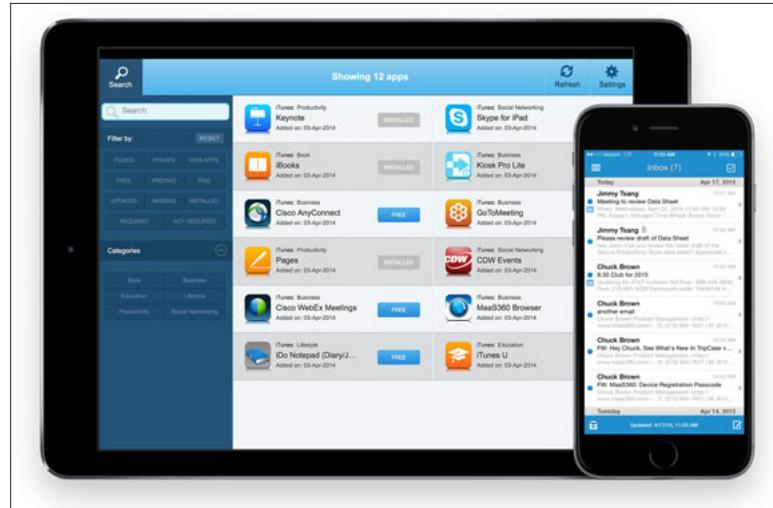
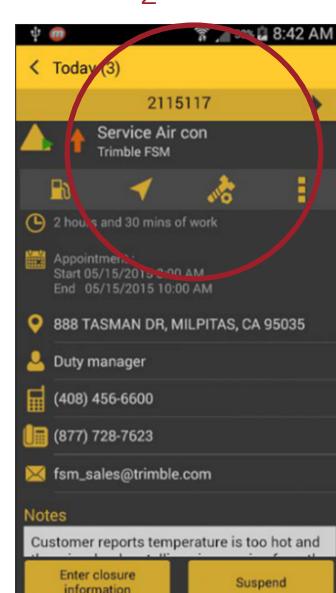
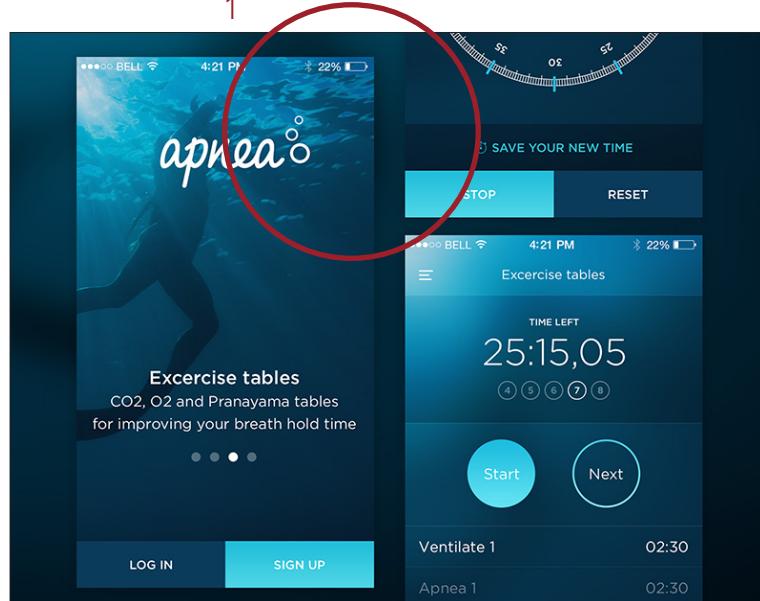


Interfaces | Research

1 I like the harmony and beauty of this interface - looks very neat and functional at the same time

2 I think that this is a great example of use of icons to fit additional features using much less real estate

3 I like simplicity and 'to the point' content of this interface - they still have a space, but decided to include only necessary info (again, great use of icons at the bottom)



Interfaces | Research

For this activity I had to learn about role of sound and animation as a signifiers in computer applications.

Insights

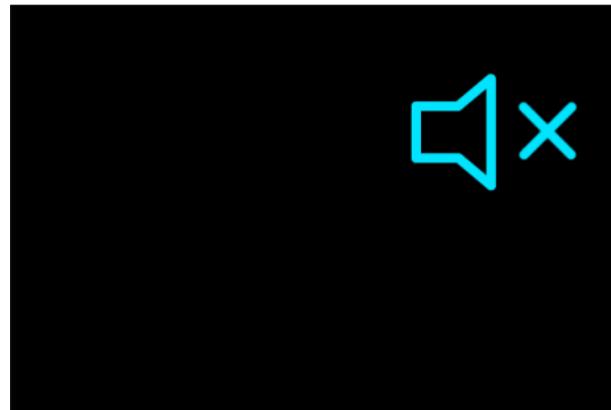
I like how Don Norman stated "sounds should be generated so as to give the knowledge about the source." On the same line, I found the Google's guidelines about animation, that those should be linked to the touch point. I think that the essence of those observations is that both, sounds and animations without the clear purpose are simply noise.

Sound as a Signifier

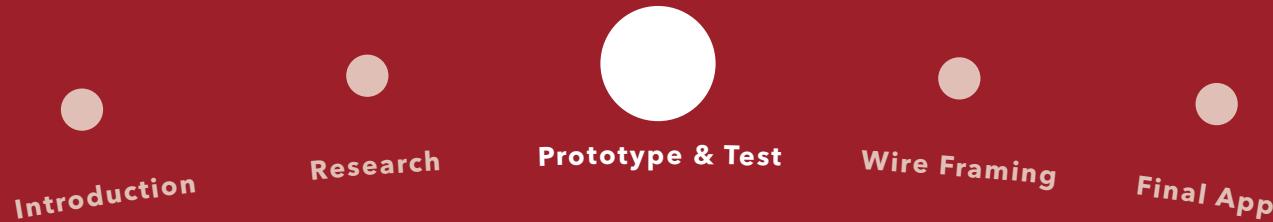
- 1 email alert
- 2 Security alert
- 3 No action can be executed alert
- 4 Opening the application
- 5 Clicking buttons

Animation as a Signifier

- 1 Loading program
- 2 Downloading files
- 3 Hover links
- 4 Clicking buttons
- 5 Sound bars jumping

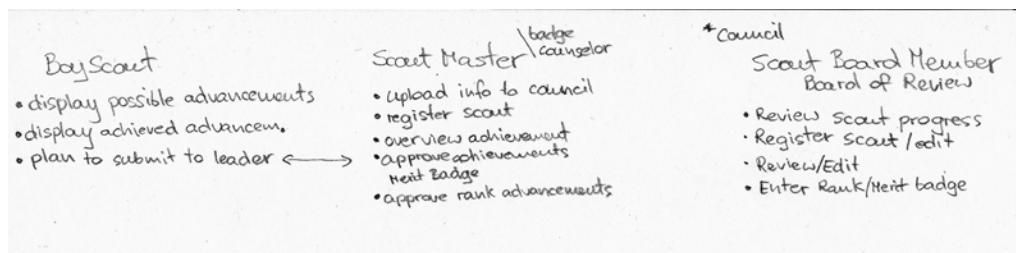


Multi Platform Project



Audience | Prototype & Test

Some of the initial ideas for audience and the scope of the application for each of the group.



Audience | Prototype & Test

Persona 1

Johnathan Ribeiro - Scout

15 years old Boy Scout advancing for the Star Rank. He is late with the program, but he has desire to achieve the Eagle Rank. He is determined to work hard and plan everything to get all the requirements done.



Persona 2

Mat Crath - Scout Master

32 years old dedicated to Scouting Scout Master. He is great leader of his troops and he strive to do his best to help the boys advance in the program. He is continuously looking for better ways to track achievements of his boys and to help them plan for success.



Persona 3

Chris Vanpelt

47 years old member of the Board of Review. He is actively functioning in the Council and making sure that all is properly registered.



Scenarios | Prototype & Test

Scenario 1

Smart-phone

Johnathan took his decision to work hard to achieve the Eagle rank in scouting. First thing he needs to do is asses where he stands. He is using smart-phone to verify what achievements he needs to accomplish next rank.

Scenario 1

Tablet

Mat has to register a new scout. For that he uses the new app that sends the data automatically to the Council.

Scenario 1

Screen

One of the Chrieses responsibilities is work in Board of Reviews for the Scout Ranks. He uses the new desktop application to review done requirements in the submission, so the rank could be awarded.

Scenario 2

Smart-phone

The next step for Johnathan is to plan the achievements and merit badges to set the goals and don't forget anyone. He is using the app to make his plan.

Scenario 2

Tablet

Mat is concerned about few boys that are falling behind. He uses the tablet app to verify what merit badges they need to accomplish, so he can chose several for the next scout camp.

Scenario 2

Screen

Chris was asked to chek how the troop 1212 is going in terms of achievements. He goes to the desktop app to get the information for report.

Persona 3

Smartphone

Finally, he needs to ask his Scout Master for approval for some merit badges. He again go to the app to chose couple and submit to approval.

Persona 3

Tablet

Mat received the note that one of his boys submitted some merit badges and requirements for approval. He goes to the app to review submission and to approve it.

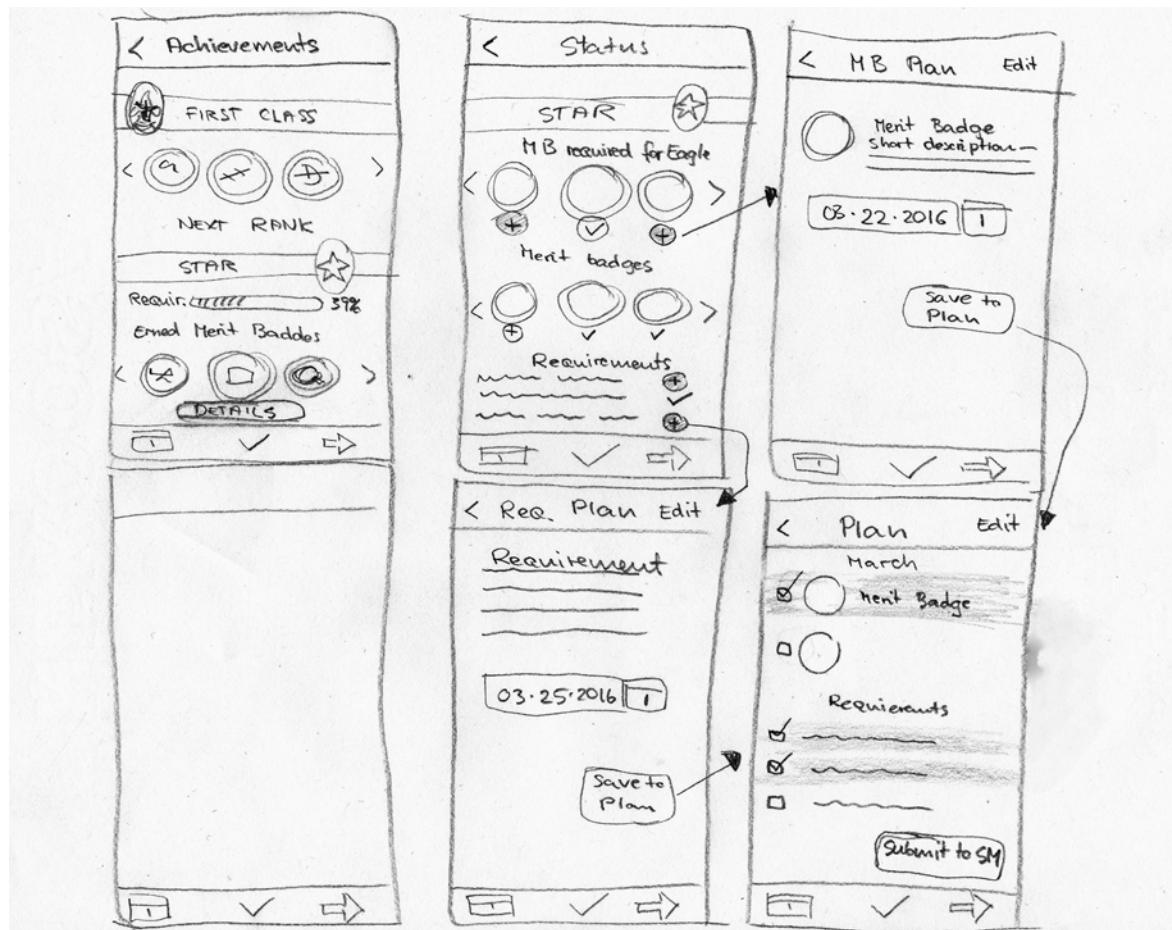
Persona 3

Screen

Chris needs to register a new unit that will be organized soon. As usually, he goes to the app to add the troop.

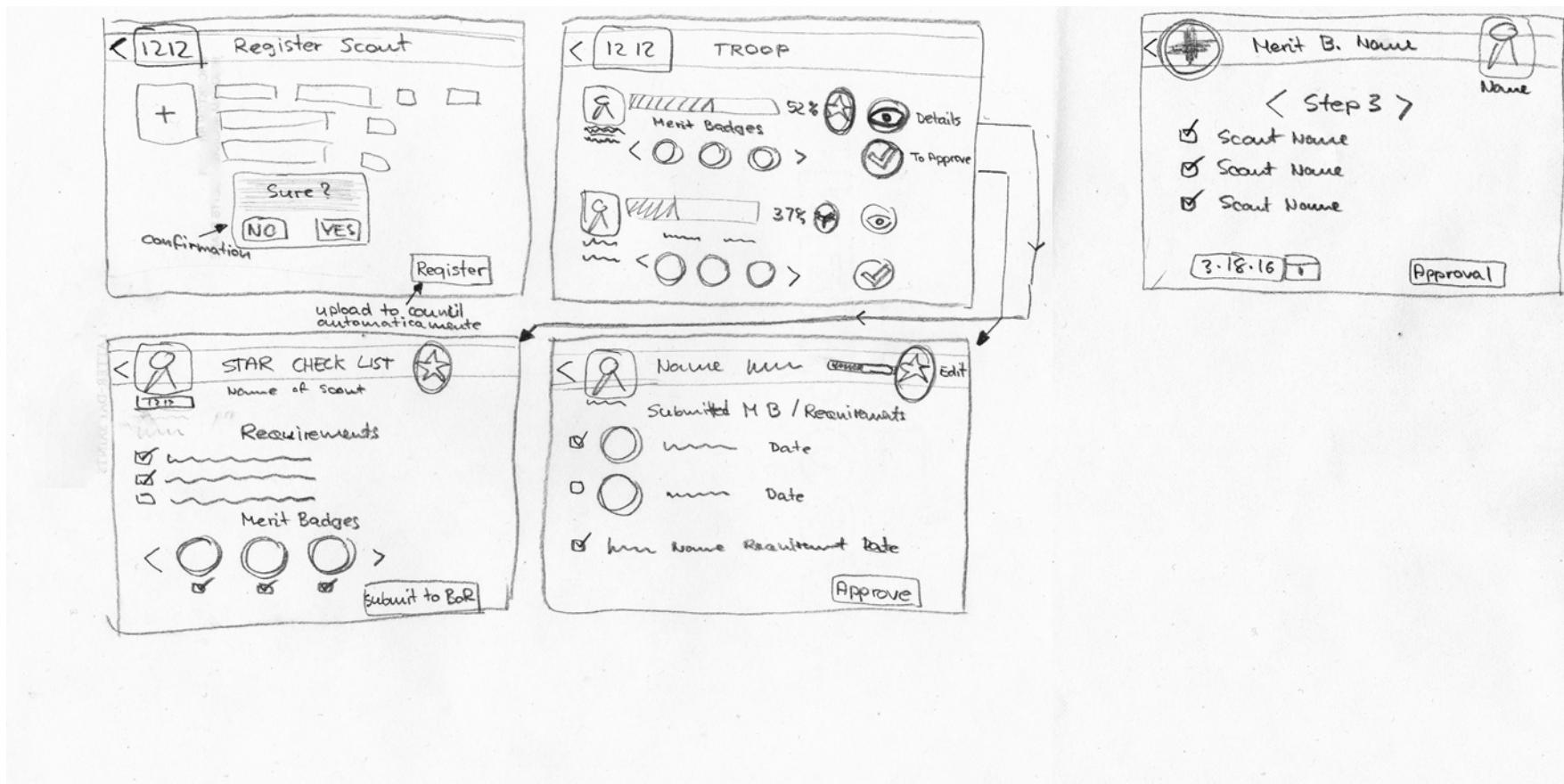
Sketches | Prototype & Test

Smart-phone



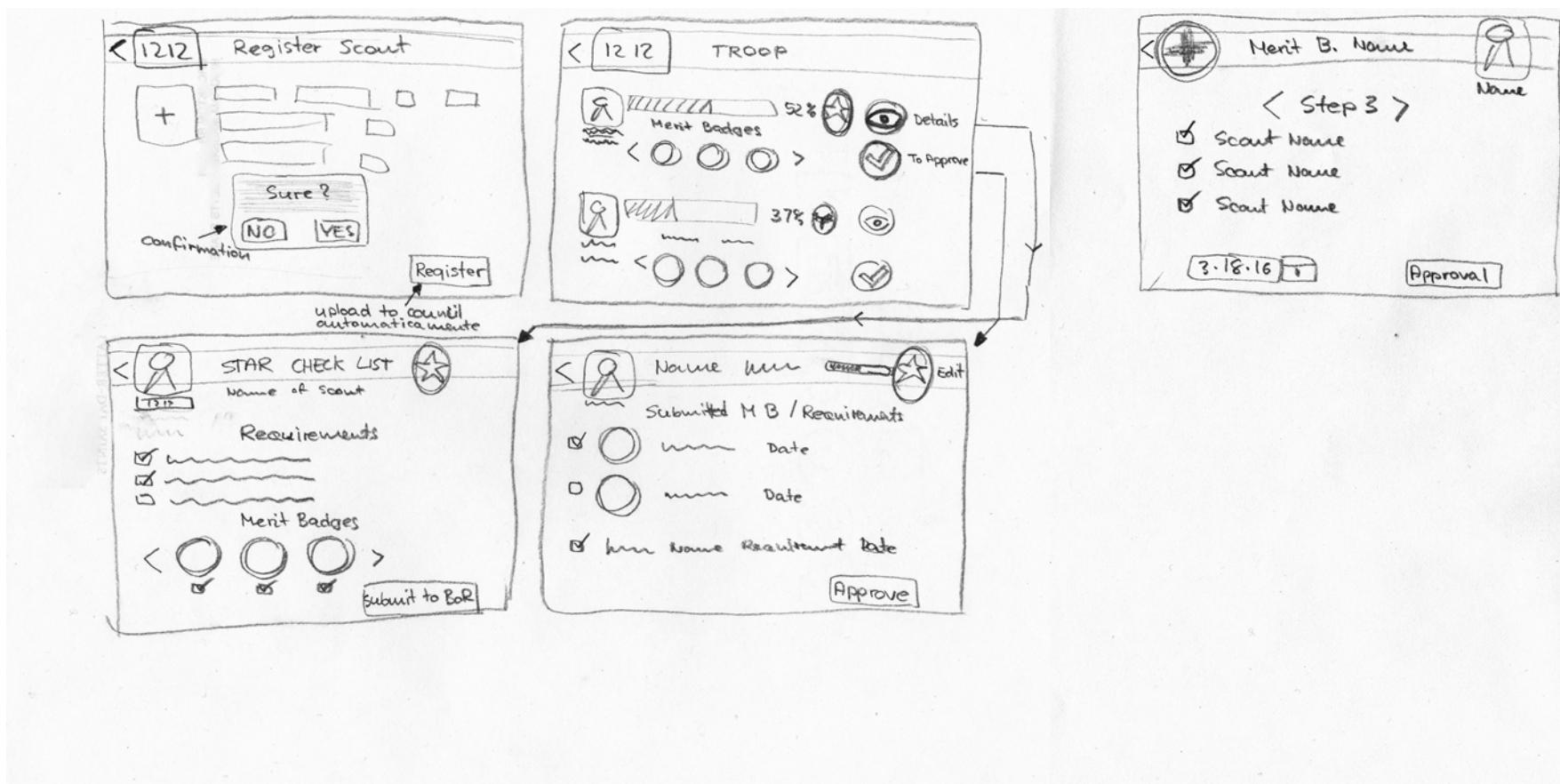
Sketches | Prototype & Test

Tablet



Sketches | Prototype & Test

Screen



Test | Prototype & Test

Test 1

Smart-phone

During the first test I found out that the buttons are not completely clear, but this is because they are in pencil now. Also, the buttons are not uniformed across the app, but this is because the same reason.

Another observation was that there is two ways of handling lists: horizontal for merit badges and vertical for requirements which were a bit confusing at first.

Tablet

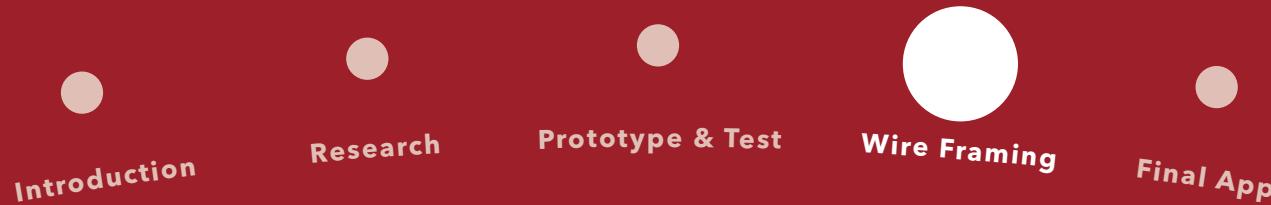
On the tablet version of my app, I had observation about lack of general navigation. It was not clear how to go from one page to another, so I will have to work on that issue.

The badge counselor view was missing step because I had sketched just one screen.

Screen

The testing for screen didn't go to well, as I didn't have enough number of sketches ready. Basic observation was made about not so clear navigation and missing functionalities.

Multi Platform Project



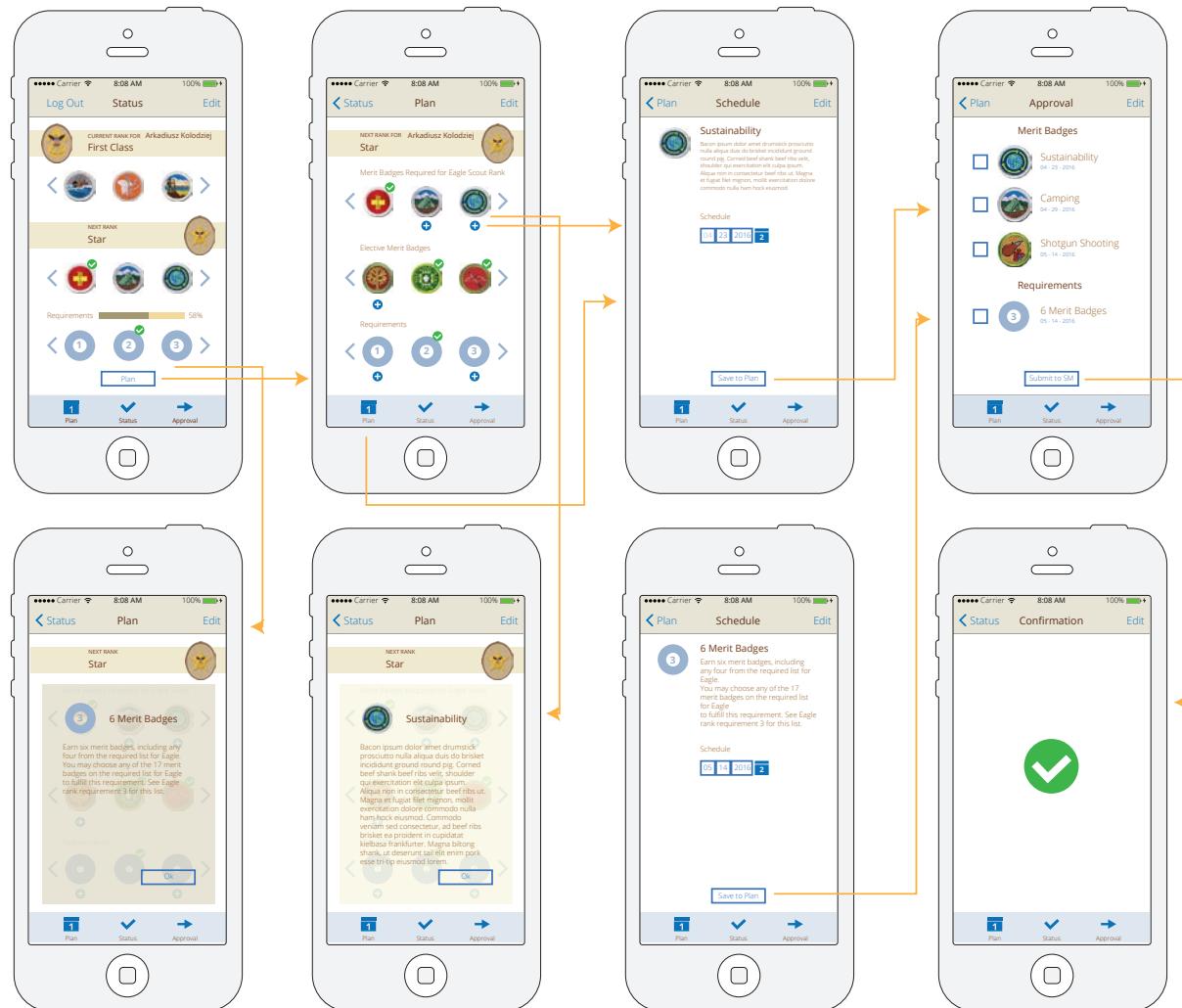
Wireframe | Wire Framing

Test 2 & 3

Smart-phone

During the second test I found out that some of the navigation elements are unnecessary ex. arrows and the word-links to the previous screen. There is not enough clarity how to set up the data on Schedule screen.

Moreover, the footer icons are not self explanatory, but at least have a description.



Wireframe | Wire Framing

Test 2 & 3

Tablet

During the second test some trouble arised because of the navigation in the header, or should I say lack of it.

There was a need for additional explanation how the 'Badge Counselor view' relate to the app, and some more description about the merit badge aproval/earning process.



Wireframe | Wire Framing

Test 2 & 3

Screen

In this phase of the test, there was not enough information to make clear how the registration new scout works. The navigation seemed to be not enough to proceed with the simulations.

Council's Troops

Name of Scout Master	Number of Boy Scouts	Action
Bazył Brown	30	Edit
Jason Bully	12	Edit
Frank Swift	17	Edit
Jack Frost	5	Edit

Council's Troop #465

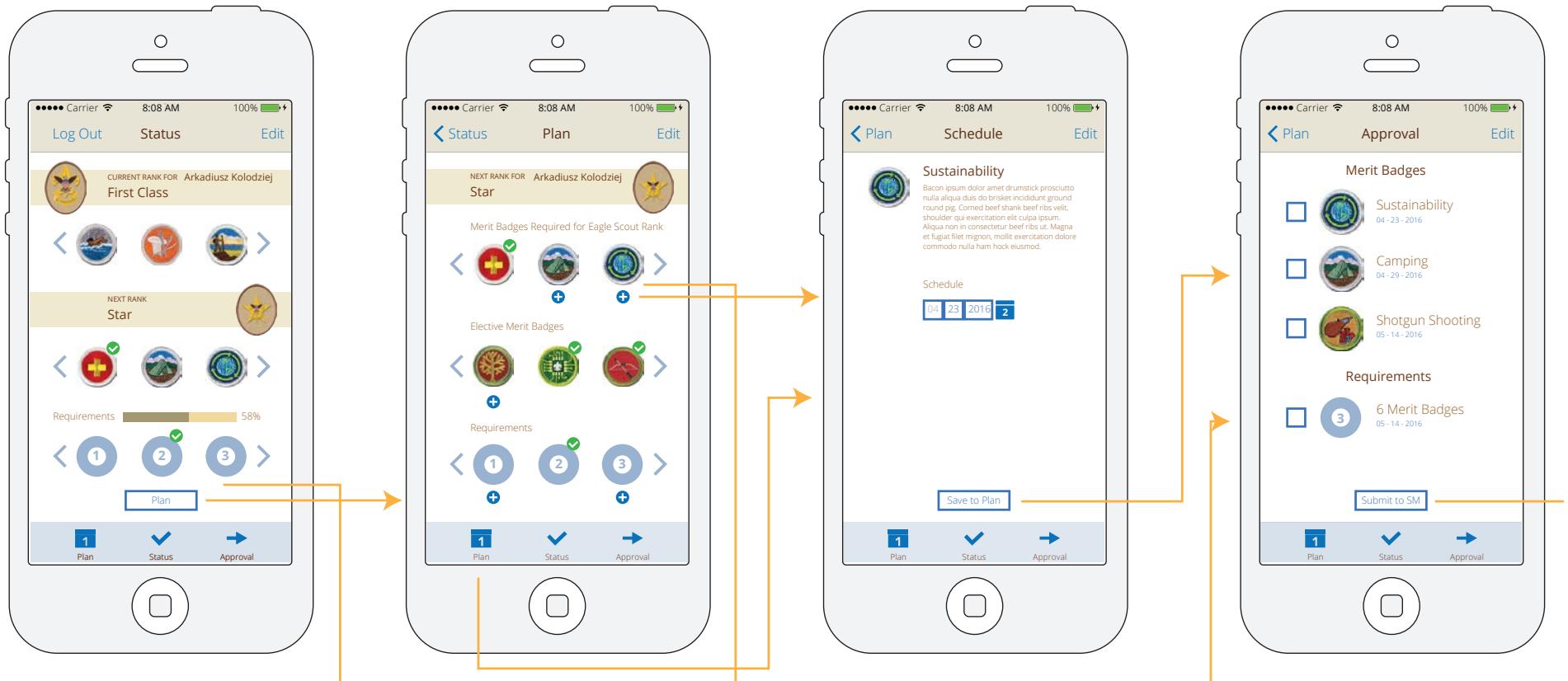
Scout Master	Progress	Action
Arkadiusz I Kolodziej	58%	Edit
Arkadiusz I Kolodziej	58%	Edit
Arkadiusz I Kolodziej	58%	Edit

Review Ranks #465

<input type="checkbox"/>	Arkadiusz I Kolodziej	Advancement to Star		Register the Rank
<input type="checkbox"/>	Arkadiusz I Kolodziej	Advancement to First Class		Register the Rank
<input type="checkbox"/>	Arkadiusz I Kolodziej	Advancement to Star		Register the Rank

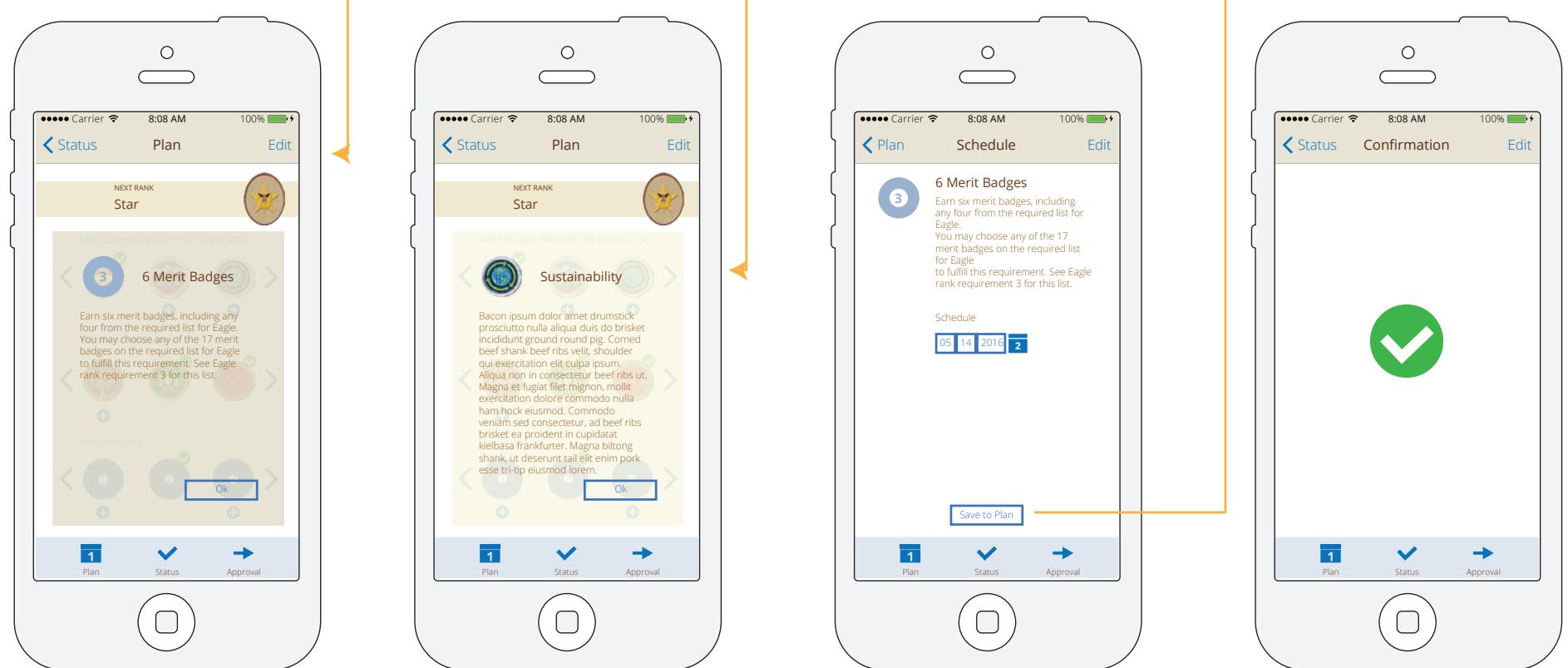
Wireframe | Wire Framing

Mobile Details



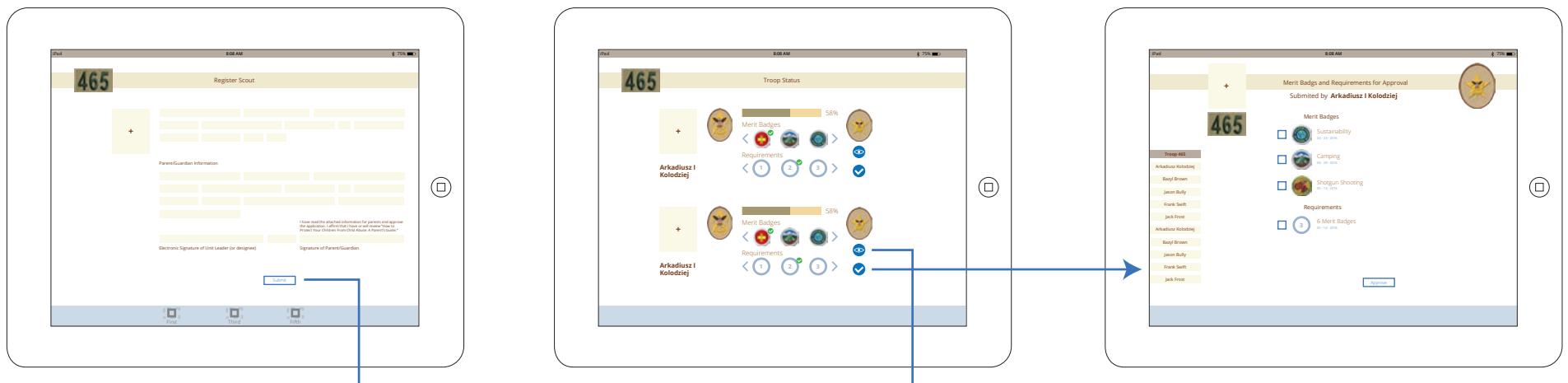
Wireframe | Wire Framing

Mobile Details



Wireframe | Wire Framing

Tablet Details



Wireframe | Wire Framing

Screen Details

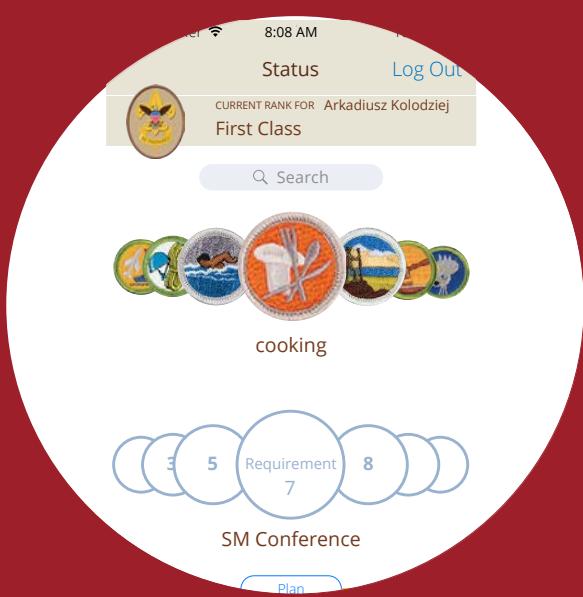
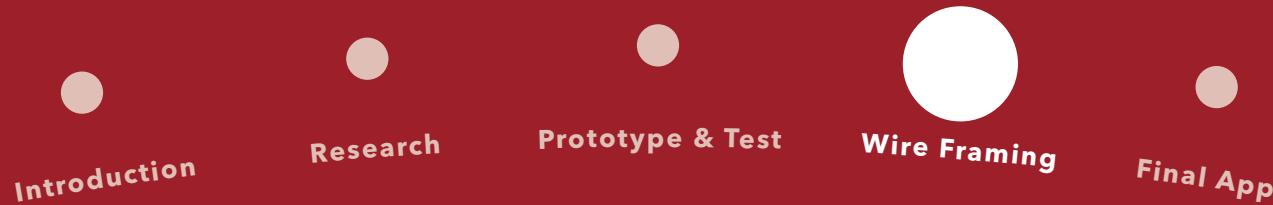
This wireframe shows a list of scouts under the heading 'Council's Troops'. Each scout entry includes their name, the number of boy scouts they have, and an 'Edit' button.

Name of Scout Master	Number of Boy Scouts	Action
Bazyl Brown	30	Edit
Jason Bully	12	Edit
Frank Swift	17	Edit
Jack Frost	5	Edit
+ [empty]	-	-

This wireframe shows a detailed view of a scout master named Arkadiusz I Kolodziej. It displays their contact information, a progress bar indicating 58%, and three identical circular icons.

Scout Master	Arkadiusz I Kolodziej	584.659.2410	scoutmaster345@scout.com	Edit
+	Arkadiusz I Kolodziej	[Progress Bar]	58%	[Circular Icon] Edit
+	Arkadiusz I Kolodziej	[Progress Bar]	58%	[Circular Icon] Edit
+	Arkadiusz I Kolodziej	[Progress Bar]	58%	[Circular Icon] Edit

Multi Platform Project



Wireframe | Wire Framing

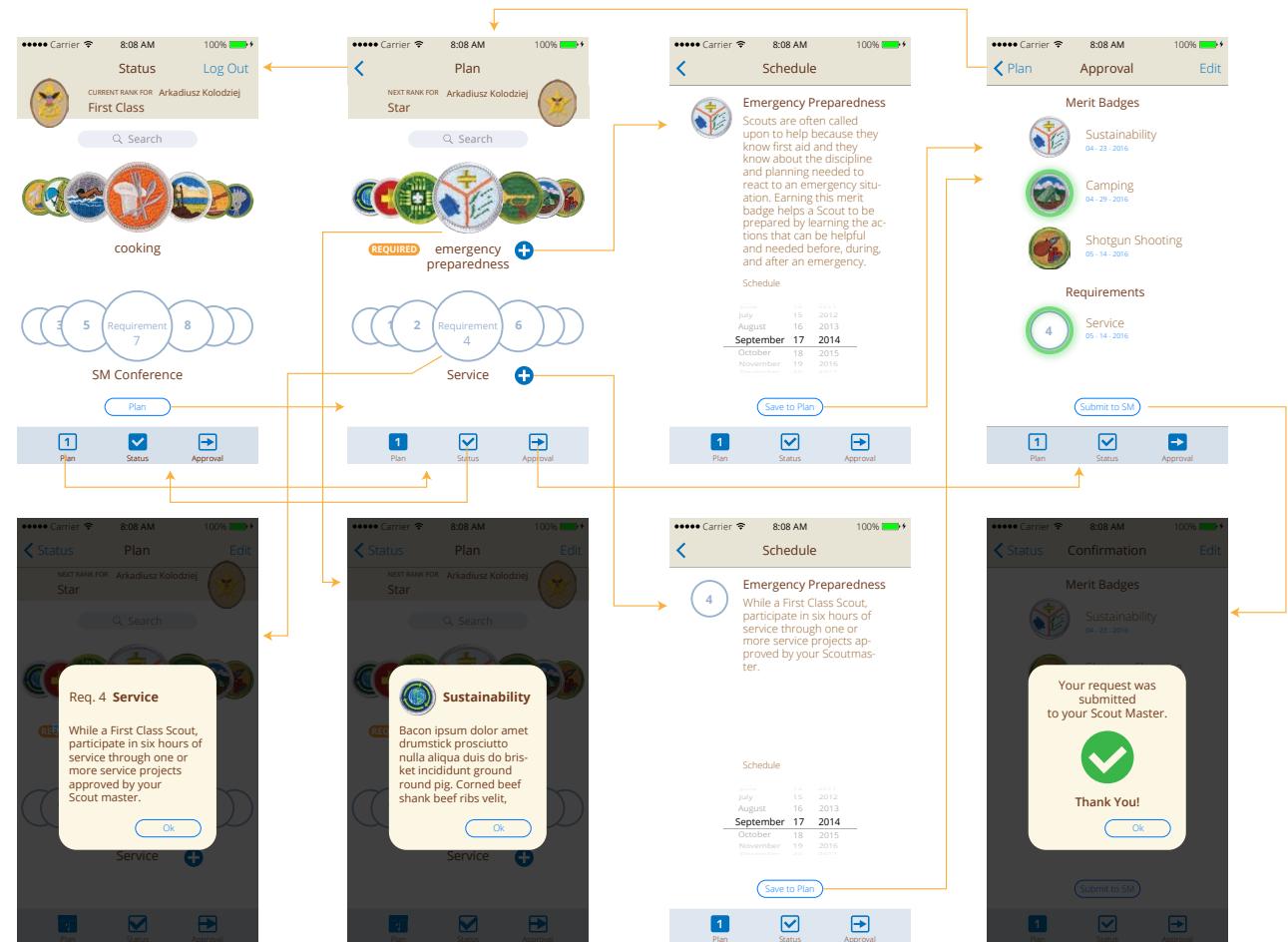
Test 4 & 5

Smart-phone

During the this phase of testing, at this platform, tasks went much smoother.

The major confusion, so to speak, was caused by search bar. Since badges and requirements are divided, people expected individual search bar for those. I think that one generic is enough though.

I didn't have much complaints but significance of the icons, so I will think to redesign them, if there will be some extra time.



Wireframe | Wire Framing

The image displays two side-by-side wireframe prototypes for a mobile application, specifically for an iPad, titled "Register Scout". Both prototypes are set against a background showing a digital mailbox interface with the number "465".

Left Prototype (Initial State):

- Header:** "iPad" at the top left, "8:08 AM" in the center, and battery status at the top right.
- Breadcrumbs:** "Mailboxes" with a back arrow, followed by "Register Scout".
- Form Fields:** A large yellow placeholder box labeled with a plus sign (+) contains fields for "Name", "Middle", "Last", "Country", "Address", "City", "State", "Zip", "Phone", "Birth", and "Gen".
- Section:** "Parent/Guardian Information" with fields for "Name", "Middle", "Last", "Country", "Address", "City", "State", "Zip", "Phone", "Birth", "Occupation", "Employer", and "Email".
- Text:** A note: "I have read the attached information for parents and approve the application. I affirm that I have or will review 'How to Protect Your Children From Child Abuse: A Parent's Guide.'"
- Signatures:** "Electronic Signature of Unit Leader (or designee)" and "Signature of Parent/Guardian".
- Buttons:** "Submit" button.
- Footer:** Navigation icons: "Add" (blue square with white plus), "Troop" (blue square with white eye), "Check List" (blue square with white checkmark), and "Approval" (blue square with white arrow).

Right Prototype (Modified State):

- Header:** "iPad" at the top left, "8:08 AM" in the center, and battery status at the top right.
- Breadcrumbs:** "Mailboxes" with a back arrow, followed by "Register Scout".
- Form Fields:** Similar to the left prototype, but includes a "Are You Sure?" section with "Yes" and "No" radio buttons.
- Section:** "Parent/Guardian Information" with fields for "Name", "Middle", "Last", "Country", "Address", "City", "State", "Zip", "Phone", "Birth", "Occupation", "Employer", and "Email".
- Text:** The same note about reading the child abuse guide.
- Signatures:** "Electronic Signature of Unit Leader (or designee)" and "Signature of Parent/Guardian".
- Buttons:** "Submit" button.
- Footer:** Navigation icons: "Add" (blue square with white plus), "Troop" (blue square with white eye), "Check List" (blue square with white checkmark), and "Approval" (blue square with white arrow).

Test 4 & 5

Tablet

During those tests I encounter some minor problems with navigation and lack of typical landing page. I still need to work on the fifth part of the navigation which caused confusion.

Wireframe | Wire Framing

iPad 8:08 AM 75%

Troop 465

Arkadiusz Kolodziej

Bazyl Brown
Jason Bully
Frank Swift
Jack Frost

Arkadiusz I Kolodziej

**Bazyl Brown
Jason Bully
Frank Swift
Jack Frost**

Arkadiusz I Kolodziej

Rank Check List

Requirements

1 2 Requirement 3 5 5 7

Earn six merit badges, including any four from the required list for Eagle. You may choose any of the 17 merit badges on the required list for Eagle to fulfill this requirement. See Eagle rank requirement 3 for this list.

Camping Camping Shotgun Shooting Service

Submit to BoR

Add Troop Check List Approval

iPad 8:08 AM 75%

Troop 465

Arkadiusz Kolodziej

Bazyl Brown
Jason Bully
Frank Swift
Jack Frost

Arkadiusz I Kolodziej

**Bazyl Brown
Jason Bully
Frank Swift
Jack Frost**

Arkadiusz I Kolodziej

Merit Badges and Requirements for Approval

Submitted by **Arkadiusz I Kolodziej**

Merit Badges

Camping Camping Shotgun Shooting Service

Requirements

4

Approve

Add Troop Check List Approval

Test 4 & 5

Tablet

Most of the task were done smooth, but I had some hesitation with interpretation of buttons that confirm things, such as those on screen 'Rank Check List.'

Wireframe | Wire Framing

The image displays two wireframe prototypes for a mobile application, likely for a scouting organization, presented side-by-side.

Left Wireframe (Sustainability View):

- Header:** iPad, 8:08 AM, Sustainability, 75% battery.
- Main Content:**
 - Troop Number:** 465
 - Image:** A circular badge featuring a globe with a path around it.
 - Text:** Bacon ipsum dolor amet drumstick prosciutto nulla aliqua quis do brisket incididunt ground round pig. Corned beef shank beef ribs velit, shoulder qui exercitation elit culpa ipsum. Aliqua non in consectetur beef ribs ut. Magna et fugiat filet mignon mollit.
 - Progress Bar:** Step 3 of 7 completed.
 - Checklist:** A list of names with checkboxes: Arkadiusz I Kolodziej, Jack Frost, Frank Swift, Arkadiusz I Kolodziej.
 - Calendar:** A small calendar showing dates from July 2012 to November 2016, with September 17, 2014 highlighted.
 - Buttons:** Approve button.
- Bottom Navigation:** Add, Troop, Check List, Approval.

Right Wireframe (Troop Status View):

- Header:** iPad, 8:08 AM, Troop Status, 75% battery.
- Main Content:**
 - Troop Number:** 465
 - Image:** A portrait photo of Mr. Councilor.
 - Progress Bar:** 58% completion.
 - Merit Badges:** A row of circular badges labeled cooking.
 - Requirements:** A row of circular badges labeled SM Conference.
 - List:** A list of members: Arkadiusz Kolodziej, Bazyl Brown, Jason Bully, Frank Swift, Jack Frost, Arkadiusz Kolodziej, Bazyl Brown, Jason Bully, Frank Swift, +.
- Bottom Navigation:** Add, Troop, Check List, Approval, Fifth.

Tablet Details

Wireframe | Wire Framing

Utah National Parks			Troops	Ranks	Scout
Council's Troops			Council's Troops		
	Name of Scout Master	Number of Boy Scouts			
230 SINCE 1960	Bazyl Brown	30			
	Jason Bully	12			
	Frank Swift	17			
	Jack Frost	5			
	-	-			

Utah National Parks			Troops	Ranks	Scout
			Troop 465	Council's Troops > Troop 465	
	Scout Master	Arkadiusz I Kolodziej	584.659.2410	scoutmaster345@scout.com	
	+	Arkadiusz I Kolodziej		58%	
	+	Arkadiusz I Kolodziej		58%	
	+	Arkadiusz I Kolodziej		58%	

Test 4 & 5

Screen

Screen views are less developed, but I got better test's results than the last time. People pointed out undefined navigation bar (on the top of the page). Some of the screens seemed to cover very similar content too. Moreover, the function of some buttons were unclear.

Wireframe | Wire Framing

The image displays two wireframe prototypes side-by-side, both titled "Utah National Parks".

Left Wireframe: This prototype shows a "Review Ranks" section for Troop 465. It lists three items for "Arkadiusz I Kolodziej": "Advancement to Star" (with a checkbox), "Advancement to First Class" (with a checkbox), and another "Advancement to Star" (with a checkbox). Each item includes a small badge icon and a "Register the Rank" button.

Right Wireframe: This prototype shows a more detailed view for "Arkadiusz Kolodziej" from Troop 465. It includes a profile picture and a progress bar at 58%. It lists "Merit Badges" (with a badge icon) and "Requirements" (with a circular icon showing numbers 5, 7, and 8). Below these are sections for "cooking" (with several badge icons) and "SM Conference" (with a circular icon).

Test 4 & 5

Screen

On the good side, bread-crumbs was helpful and layout of some screens (like personal scout's achievements) were neat and well readable.

Wireframe | Wire Framing

Utah National Parks

Troops Ranks Scout

Troop 465

Register Scout

Name Middle Last
Country Address City State Zip
Phone Birth Gen
Email

Parent/Guardian Information

Name Middle Last
Country Address City State Zip
Phone Birth Occupation Employer
Email

I have read the attached information for parents and approve the application. I affirm that I have or will review "How to Protect Your Children From Child Abuse: A Parent's Guide".

Date Signature of Unit Leader (or designee) Signature of Parent/Guardian

Submit

Utah National Parks

Troops Ranks Scout

Review Ranks 465

Council's Troops > Troop 465 > Troop 465

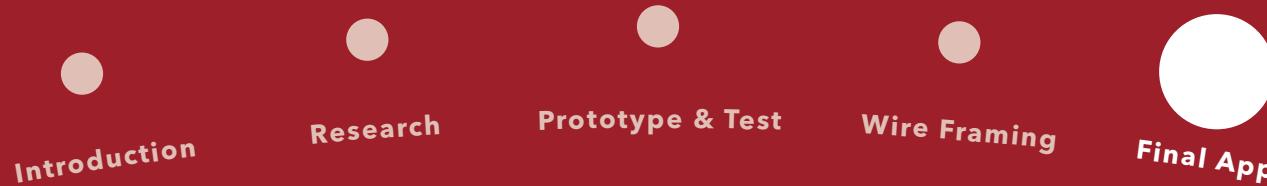
+ Arkadiusz I Kolodziej Advancement to Star  Register the Rank

+ Arkadiusz I Kolodziej Advancement to First Class  Register the Rank

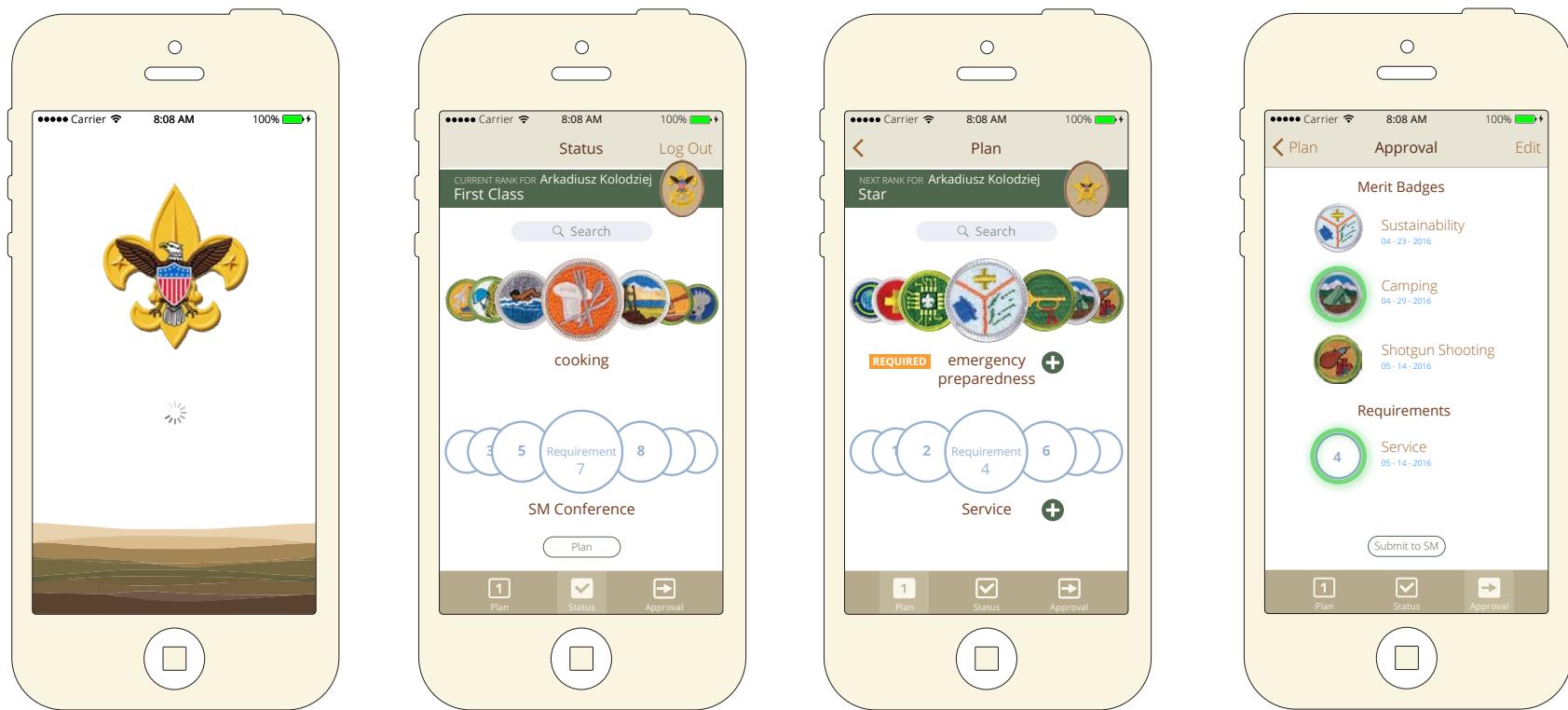
+ Arkadiusz I Kolodziej Advancement to Star  Register the Rank

Screen Details

Multi Platform Project

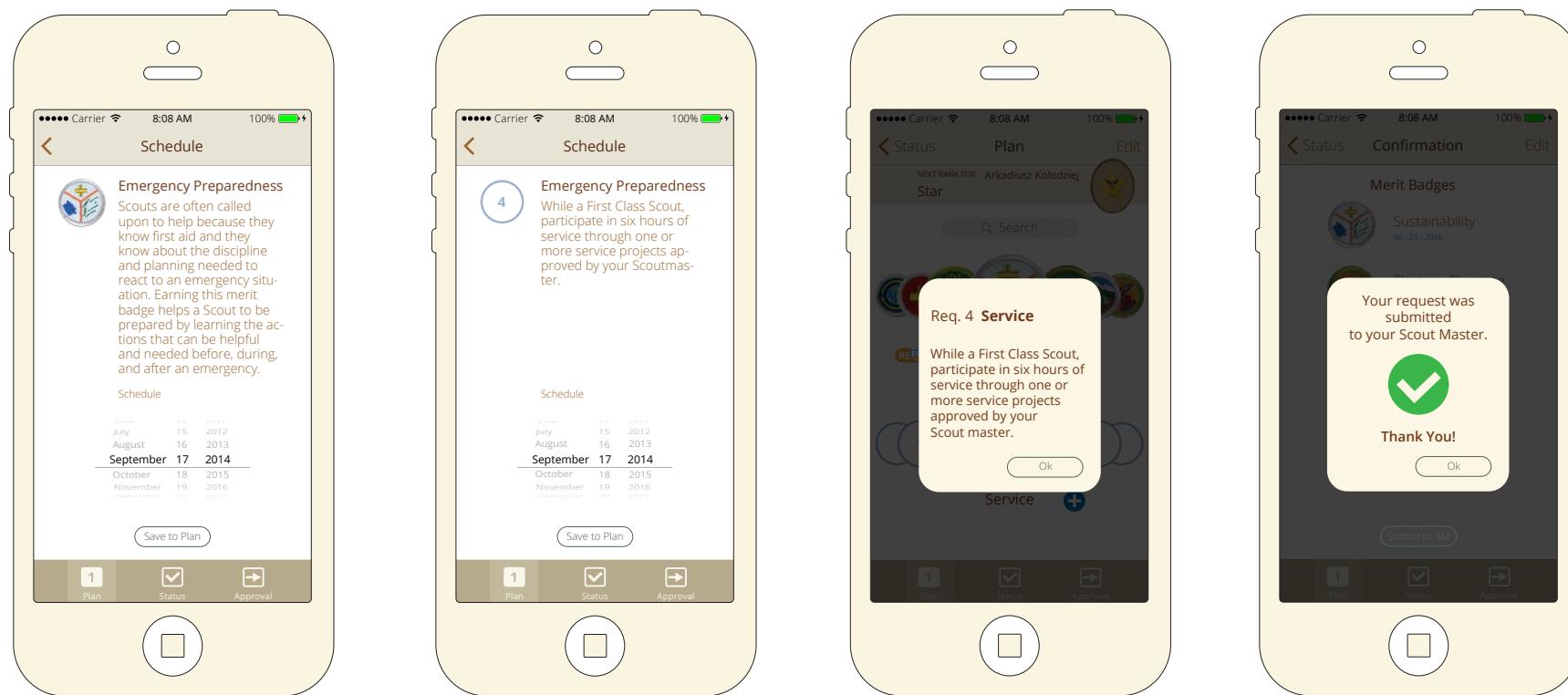


Smartphone | Final App



Smartphone version of my App

Smartphone | Final App



Smartphone version of my App

Tablet | Final App

iPad 8:08 AM 75%

Scout Registration

465

+

Name Middle Last
Country Address City State Zip
Phone Birth Gen

Parent/Guardian Information

Name Middle Last
Country Address City State Zip
Phone Birth Occupation Employer
Email

I have read the attached information for parents and approve the application. I affirm that I have or will review "How to Protect Your Children From Child Abuse: A Parent's Guide."

Date

Electronic Signature of Unit Leader (or designee) Signature of Parent/Guardian

Submit

Add **Troop** **Check List** **Approval**

iPad 8:08 AM 75%

Troop Status

465

+

Name Middle Last
Country Address City State Zip
Phone Birth Gen

Parent/Guardian Information

Name Middle Last
Country Address City State Zip
Phone Birth Occupation Employer
Email

Are You Sure?

Yes No

I have read the attached information for parents and approve the application. I affirm that I have or will review "How to Protect Your Children From Child Abuse: A Parent's Guide."

Date

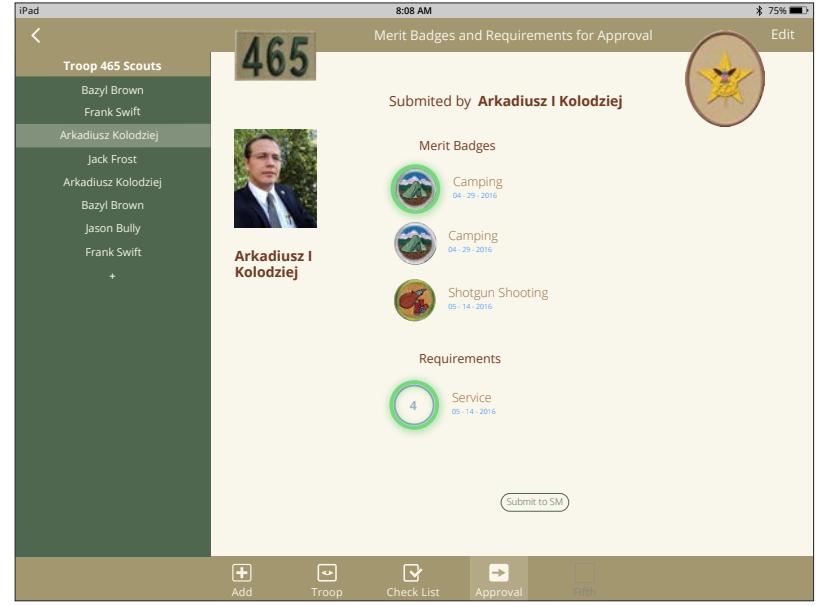
Electronic Signature of Unit Leader (or designee) Signature of Parent/Guardian

Submit

Add **Troop** **Check List** **Approval**

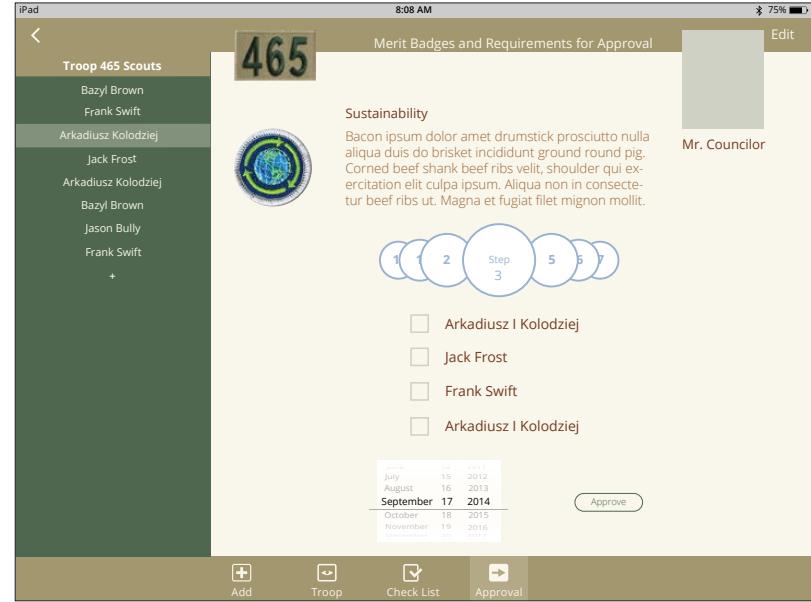
Tablet version of my App

Tablet | Final App



Tablet version of my App

Tablet | Final App



Tablet version of my App

Screen | Final App

The image displays two side-by-side screenshots of a mobile application interface for a Boy Scout council.

Left Screenshot: The screen shows the "Council's Troops" section. At the top, there is a header for "Utah National Parks Council". Below the header, the title "Council's Troops" is displayed. A table lists four troops with their names and scout masters:

Troop Number	Name of Scout Master	# of Boy Scouts	Action
230	Bazyl Brown	30	Edit
465	Jason Bully	12	Edit
522	Frank Swift	17	Edit
512	Jack Frost	5	Edit

Right Screenshot: This screen shows the details for "Troop 465". The title "Utah National Parks Council" is at the top, followed by "Council's Troops > Troop 465". The troop number "Troop 465" is prominently displayed. Below it, the "Scout Master" information is shown:

Scout Master: Arkadiusz I Kolodziej | 584.659.2410 | scoutmaster345@scout.com | Edit

Below the scout master, three additional entries for "Arkadiusz I Kolodziej" are listed, each with a progress bar and an edit icon:

Scout Name	Progress (%)	Action
Arkadiusz I Kolodziej	58%	Edit
Arkadiusz I Kolodziej	78%	Edit
Arkadiusz I Kolodziej	37%	Edit

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Utah National Parks Council

Register New Scout

Troop 465

Name: _____ Middle: _____ Last: _____
County: _____ Address: _____ City: _____ State: _____ Zip: _____
Phone: _____ Birth: _____ Occupation: _____ Employer: _____
Email: _____

I have read the attached information for parents and guardians. In addition, I affirm that I have or will review "How to Protect Your Children From Child Abuse: A Parents Guide."

Electronic Signature of Unit Leader (or designee) _____ Signature of Parent/Guardian _____

Review of the Ranks

Troop 465

Council's Troops > Troop 465 > Troop 465

Scout	Rank	Description	Action
Arkadiusz I Kolodziej	Star	Advancement to Star	Register the Rank
Arkadiusz I Kolodziej	First Class	Advancement to First Class	Register the Rank
Arkadiusz I Kolodziej	Star	Advancement to Star	Register the Rank
Arkadiusz I Kolodziej	Star	Advancement to Star	Register the Rank

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The image displays two side-by-side screenshots of a mobile application interface. Both screenshots feature a dark brown header bar with the Utah National Parks Council logo, navigation links for 'Troops', 'Ranks', 'Scout', and a search icon.

Left Screenshot (Register New Troop): This screen shows a form titled 'Register New Troop' with several input fields represented by gray placeholder bars. At the bottom is a small 'Register' button.

Right Screenshot (Individual Review): This screen shows a profile for 'Arkadiusz Kolodziej' from 'Troop 465'. It includes a photo, a list of members (Bazyl Brown, Jason Bully, Frank Swift, Jack Frost), and a section for 'Arkadiusz Kolodziej'. On the right, there's a 'Individual Review' section showing a progress bar at 58%, a row of merit badge icons, a 'cooking' section with three circular icons, a 'Requirements' section with three circular icons, and an 'SM Conference' section with three circular icons labeled 5, Requirement 7, and 8.

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