Future School

Given Parent ID

Given Password

Login

Login Page

Child-1's Name

Check

Homepage

☰ Dashboard

Child's Status ▾
  Child-1
  Child-2

Feature-2

Feature-3

Dashboard

100 100
Assignments | Behavior
Science ›
Week #1 ▾
Progress
Child's Name

Results

70 80
Assignments | Behavior
‹ **Math** ›
Week #3 ▾
Progress
Child's Name

Results

90 95
Assignments | Behavior
Results
Child's Name

Progress

miro

We take in consideration:
- Users don't read; they scan.
- Choosing a single critical user journey.
- Flexibility of (easy) use for all users.
- Minimalist design with no irrelevant information.
- Consistency and standards using real images and
  names for school, student and the logged-in user.

Design principles applied:
- Spacing and grouping affects the user experience.
- Users like to have choices.
- Peripheral vision is have no motions.
- Past experience shapes user expectations.
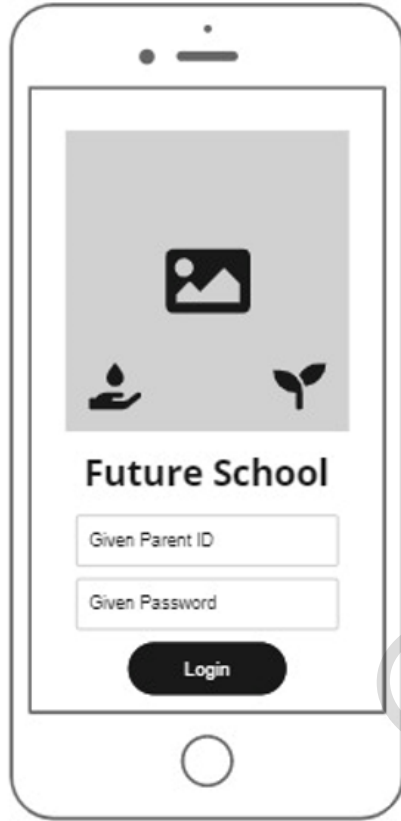
Login Page

Login Page Screen:
- A simple (aesthetical) UI that have the following:
- Name and image of the school
- A simple login form for the user that requires:
- A given ID and Password [to be delivered for each student at the beginning of a study year].

Rationale: The user needs a quick and easy way:
- The simple UI helps users to scan faster and get the information they need.
- Login: past experience shapes user expectations.
- We use a bold style for the school name.
- The school image/name help fast recognition of the app.

Design principles applied:
- Spacing and grouping (login form) affects the user experience.
- Peripheral vision: keeping important things within the range.
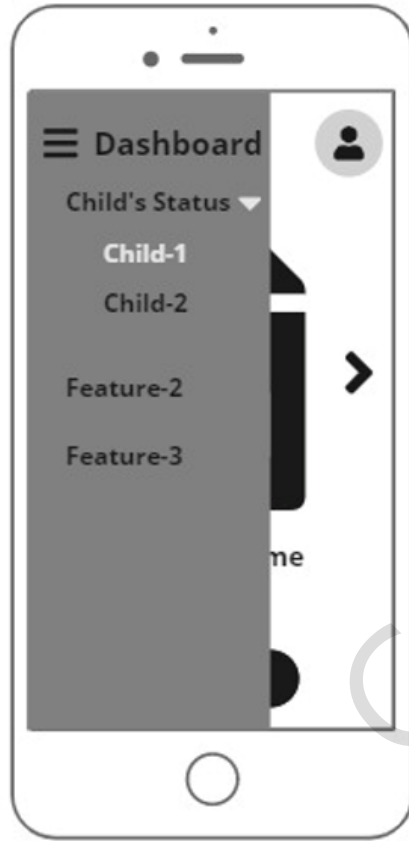
Homepage Screen:

- User control and freedom: users have choices.
- Spacing and grouping affects the user experience.
- Peripheral vision: keeping important things within the range.

- Check button for easy access of a child's assignments results and behavioral assessments in the Results screen.
- The user can recognize intuitively his student name and image.

Child-1's Name
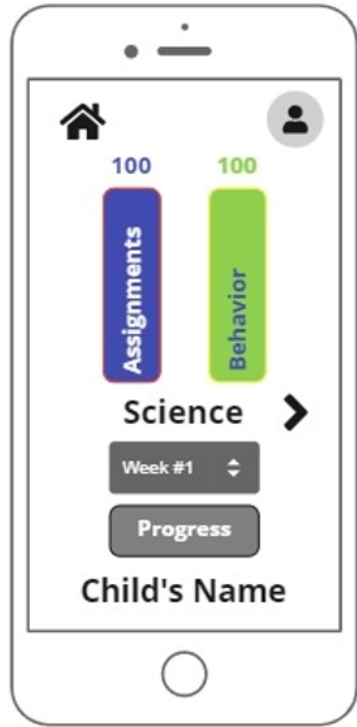
Check

Homepage

Dashboard
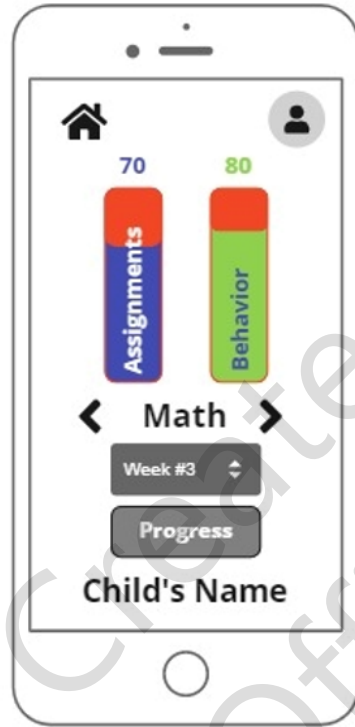
Dashboard Screen:

Design Principle:

- User control and freedom: users have choices.
- Figure and ground: the screen is categorized foreground/background.
- Peripheral vision: keeping important things within the range.

Rationale:

- Parents want to track each student individually..

Results

Results

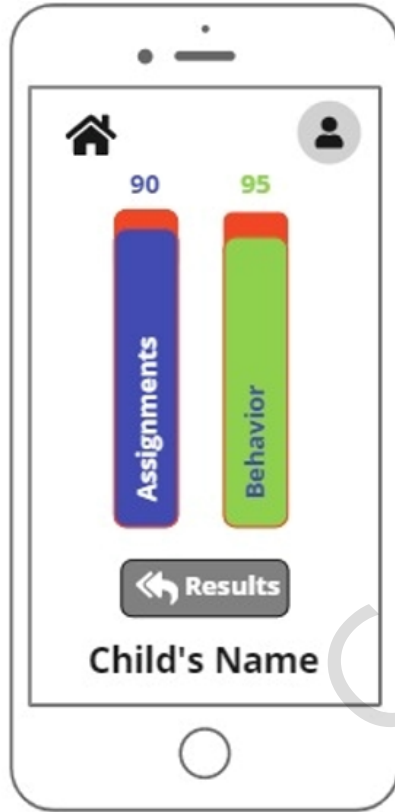## Dashboard Screen:

Design Principle:

- Spacing and grouping affects the user experience.
- Continuity: the user tend to extrapolate to see a more continuous figure.
- User control and freedom: users have choices.
- Peripheral vision: keeping important things within the range.

Rationale:

- Parents want to track each student individually..
- quickly provide child's status according to individual insights of assignments and behavioral assessments.

Match between system and the real world:

- Home button to go back to Homepage screen.
- Logged-in icon to allow the user to log out from the app.

Progress Screen:

● It delights the users by having access to cumulative results through the whole studying year.

Design Principle:

- Spacing and grouping affects the user experience.
- Continuity: the user tend to extrapolate to see a more continuous figure.
- User control and freedom: users have choices.
- Peripheral vision: keeping important things within the range.

Rationale:

- quickly provide child's status according to individual insights of assignments and behavioral assessments.