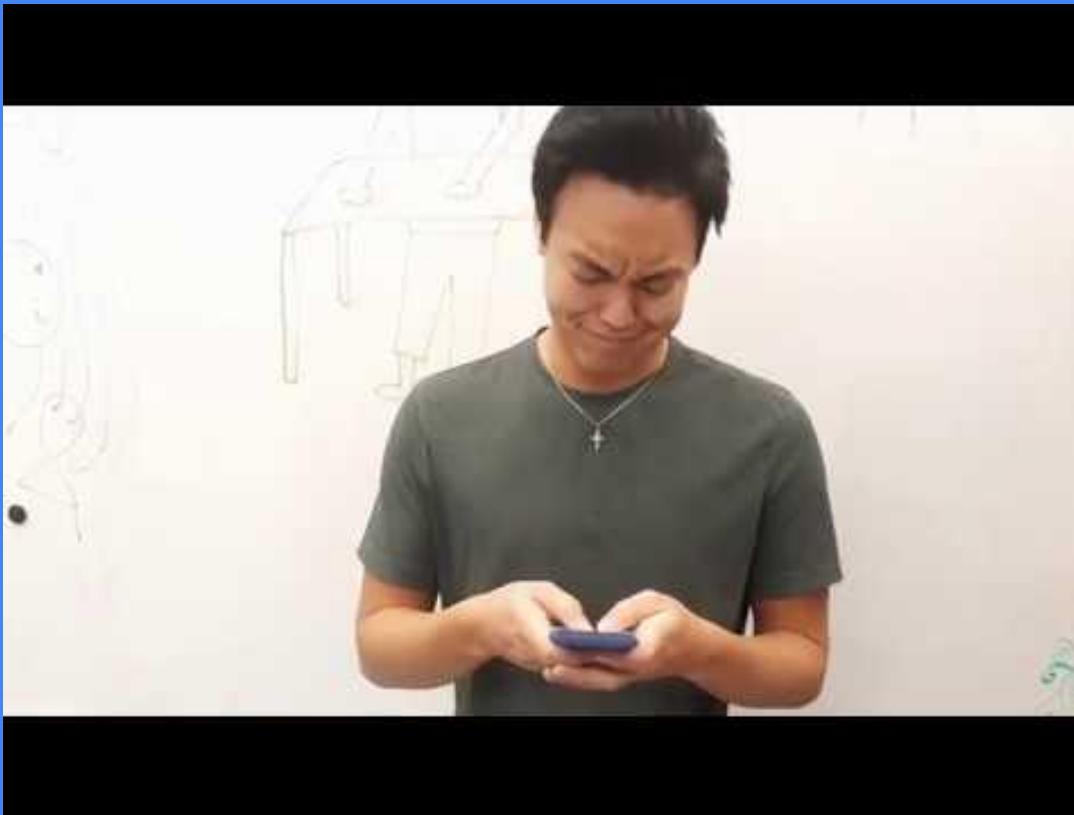


Group 3.5 Project:

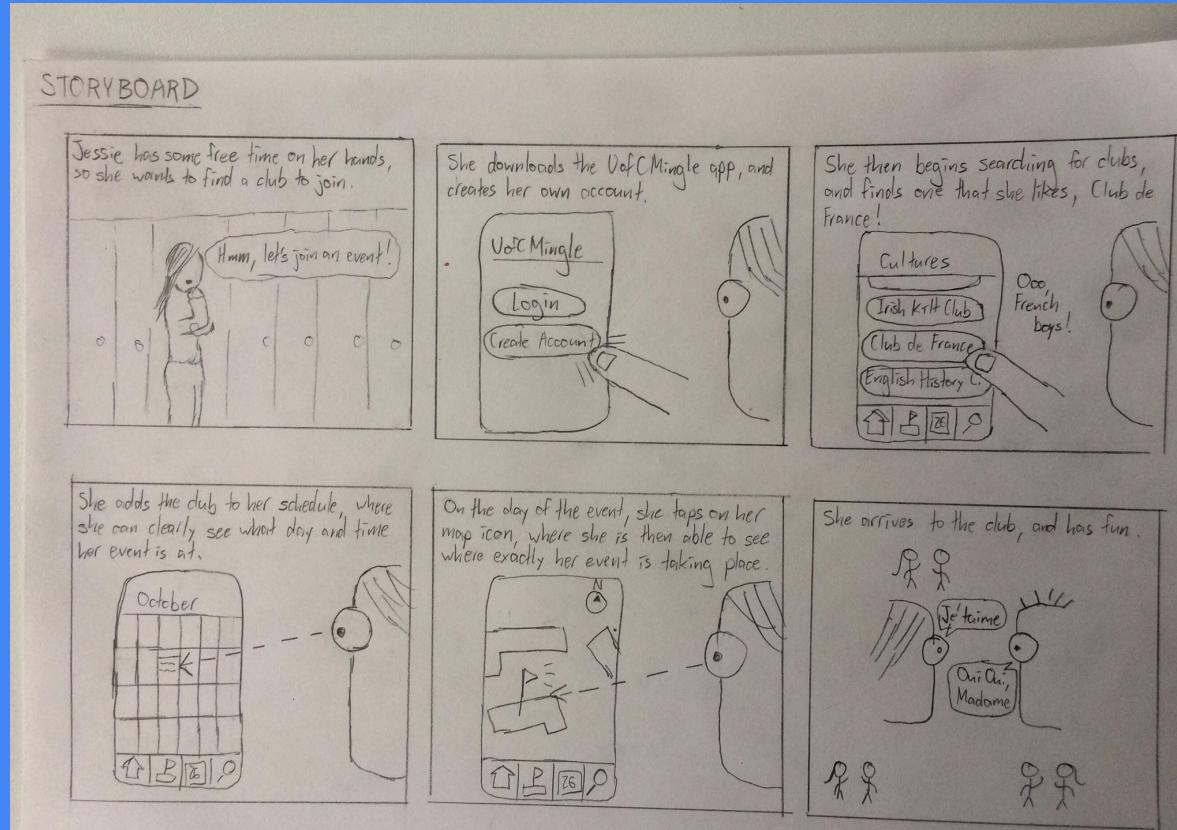
UofCMingle



Video Presentation



Storyboard



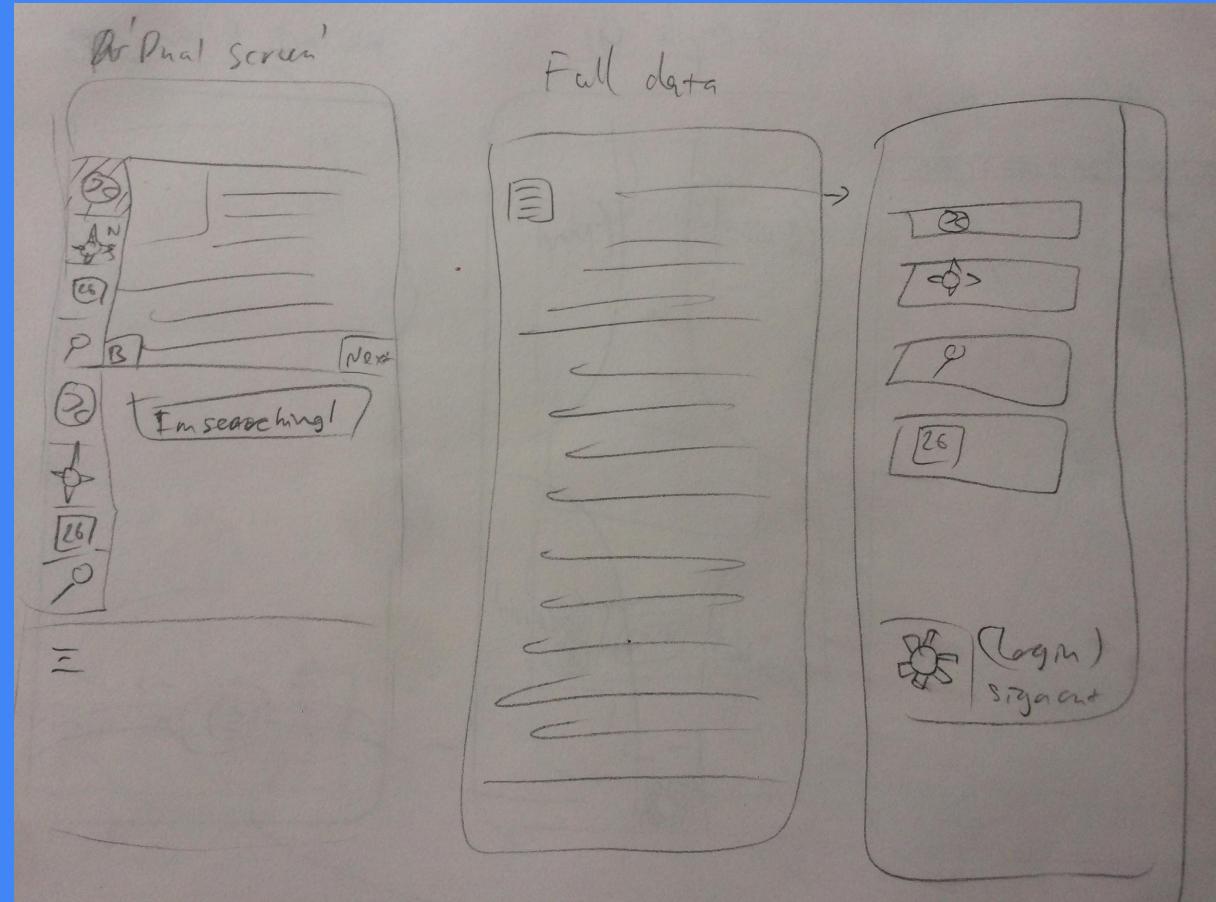
Task-Centered Walkthrough

Description of task step	Does user have training or knowledge to do this step? Is it believable that they would do it? That is, are they motivated?	Comments (including possible solutions)
Julie wants to have an organized way of viewing the events she is interested in.	Having a visual of all her events in her schedule in chronological order will definitely be useful for her in her busy university life, as it would keep her organized.	A calendar tab will show all the events Mary is subscribed to in an organized, chronological order view.
Tran is looking for clubs that align with his personal tastes.	A typical student would struggle to find good clubs for them, so they would definitely be happier to find clubs that are suited for them as opposed to random clubs they stumble upon.	The app will implement a search system that narrows his results by category, so that he can easily find clubs better for him.
Nadhif is the head executive of his club, and needs an easy way to find out who is coming to his next event before it takes place.	An executive would need this in order to plan ahead of how many people will be needed to be taken care of. This could include food, handouts, gifts, etc. Additionally, they may want to learn names and other info as well.	The event will have an attendance list to give Nadhif a clear visual of who is coming, so he can know who is coming and how many people will be there.
Khoa is a long-time club attender of clubs, but struggles to keep in touch with his friends going certain clubs.	Many people would need to have an easy way of seeing all their friends' attendance to various clubs, in order to know who they may be able to tag along with next time.	The app will have the ability to easily see what events friends are planning on going to, and a way to subscribe to these events by the tap of a button.
Jared is busy, but has an odd two-day gap where he can relax and have fun. He wants to find some social events for those times.	Many students have sudden times where they are less busy than other days. A way to find events under certain times would be helpful to give students a good break.	The calendar feature on the app will provide students an easy way to view events by the day, so that they can select only events within a certain time frame.
Colin has a terrible sense of direction, but really wants to get to an upcoming event on time.	Like Colin, many students struggle with finding certain rooms because of the campus' confusing layout.	The app will have a map feature that shows the location of the club thanks to a bright flag that will be pinned on the map.

Ultimately we didn't see any need to revise the tasks we created in stage 2; we were generally happy with the look and feel of the prototype

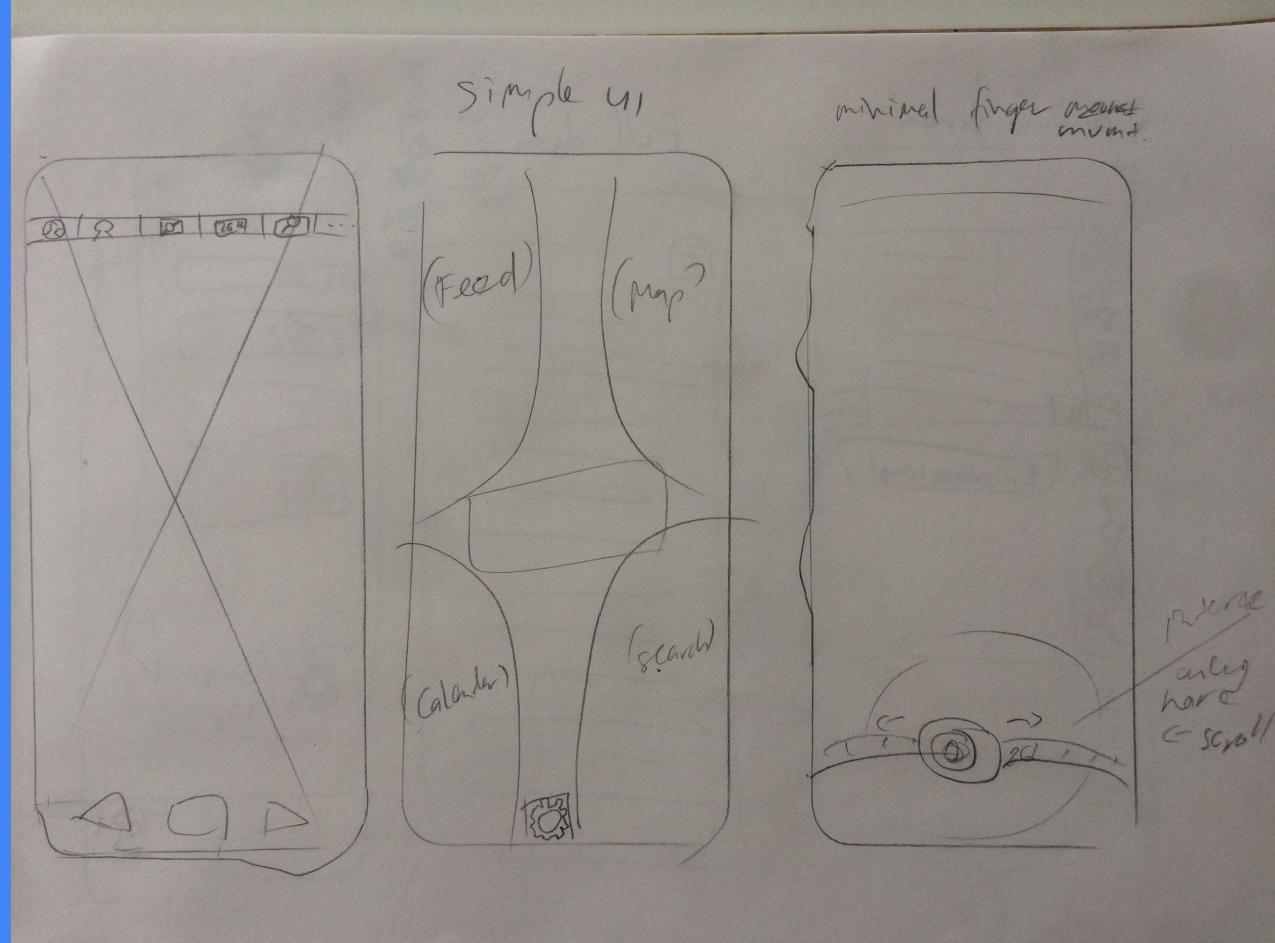
These sketches concerned about how to display the information for the app, should it be through various tabs? How much information should be displayed for each tab. Should there a set of tabs for each event (A search, map, and calendar tab)?

Sketches



Sketches

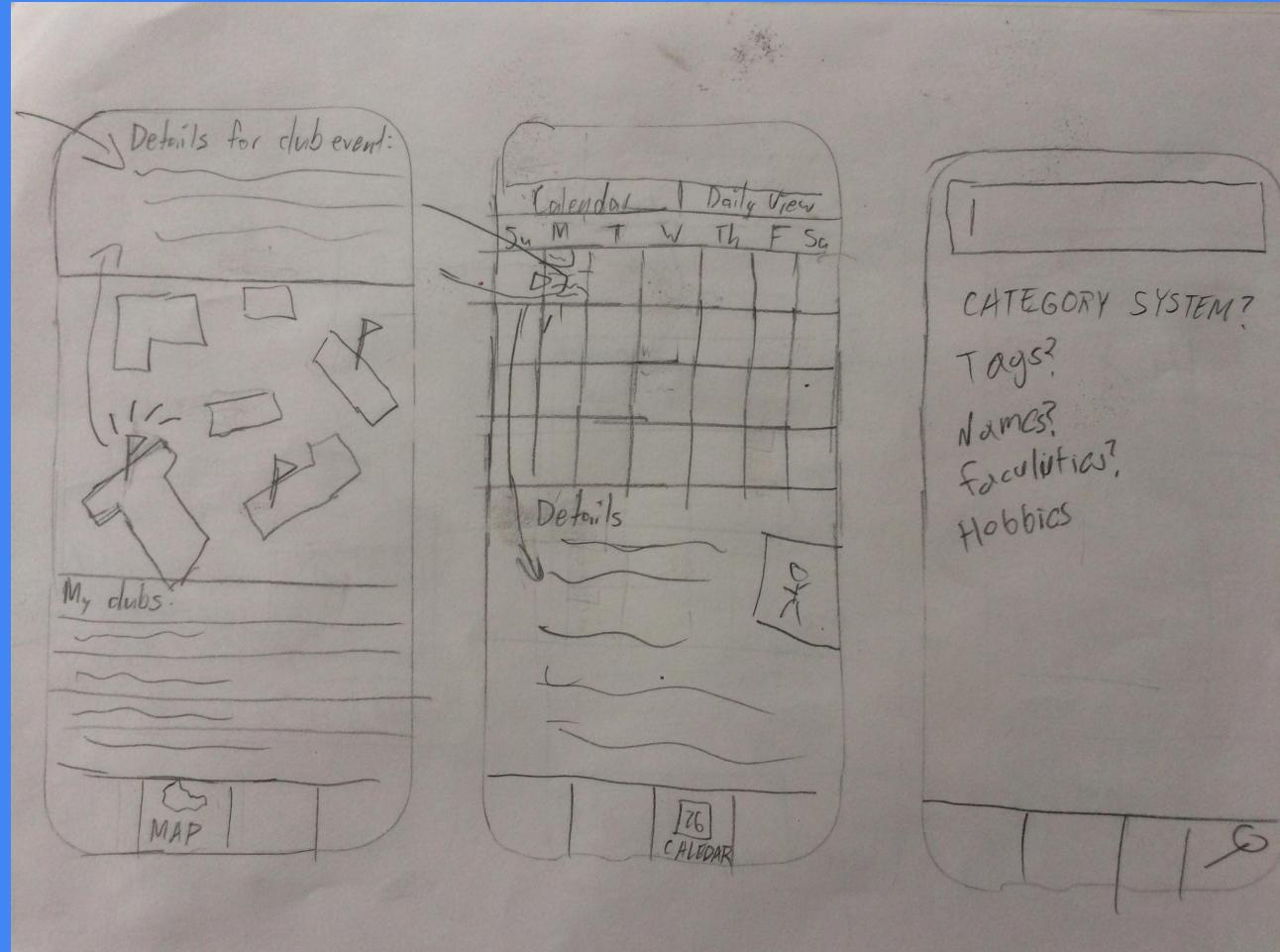
The three sketches here were designed around how to navigate around the program, with the main focus of minimal movement of the user's hand (or primary their thumb in these cases).



Sketches

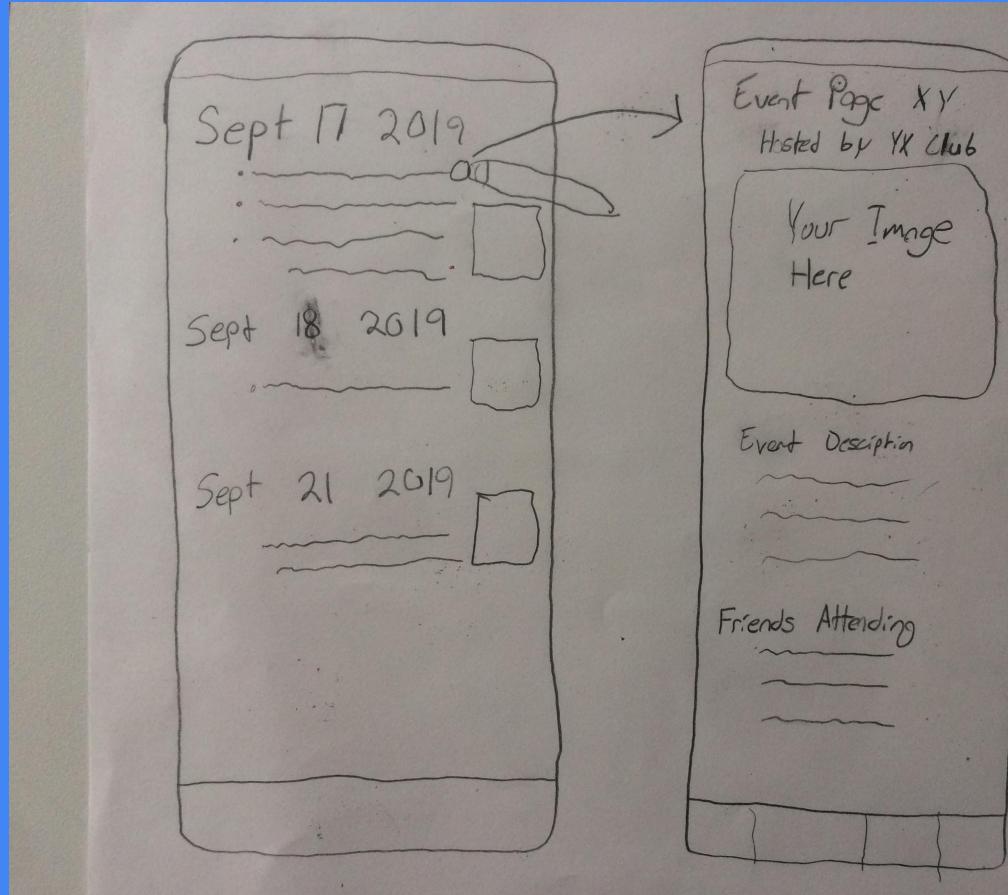
These sketches were centered around a map system that would lead to either the calendar or searching menu of the app in order to mark the locations of the events the user would want to go to.

The map would also have various tabs for information regarding each event the user has signed up for.

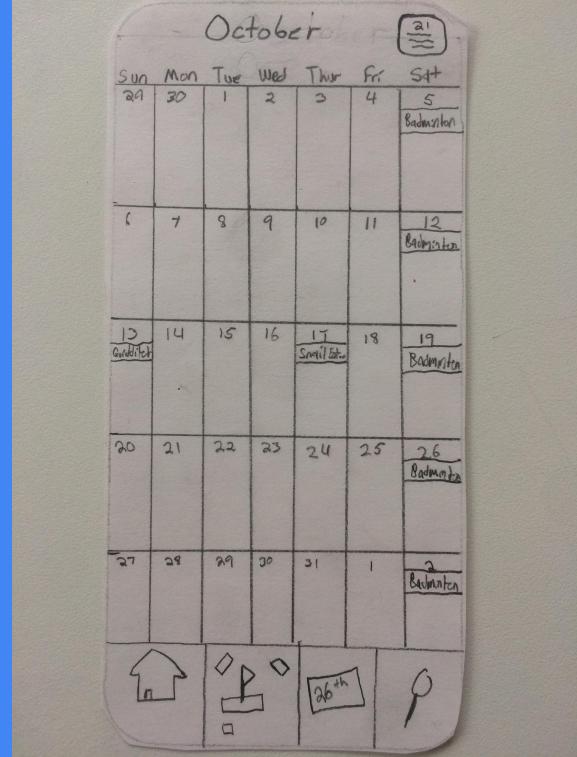
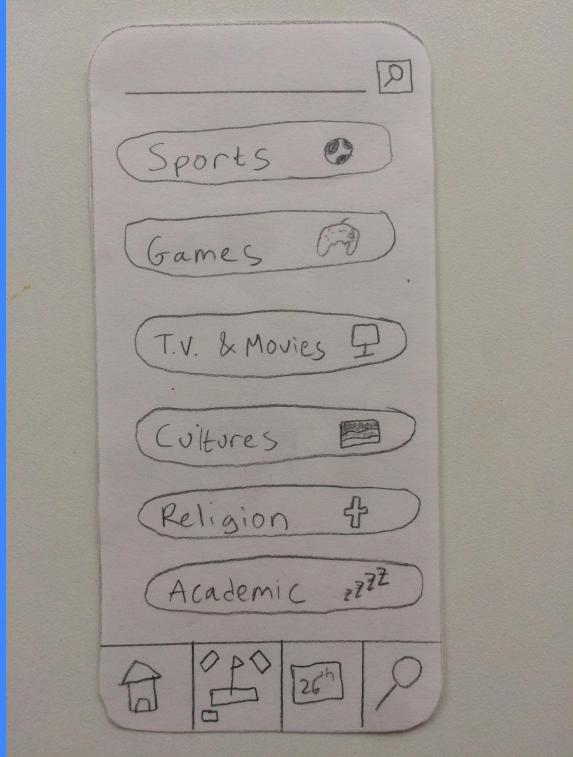
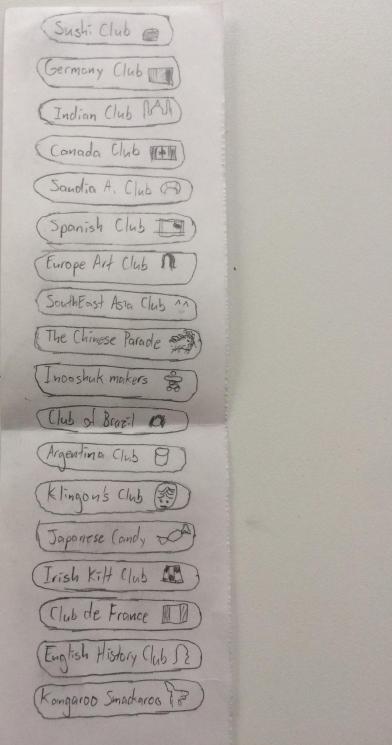


Sketches

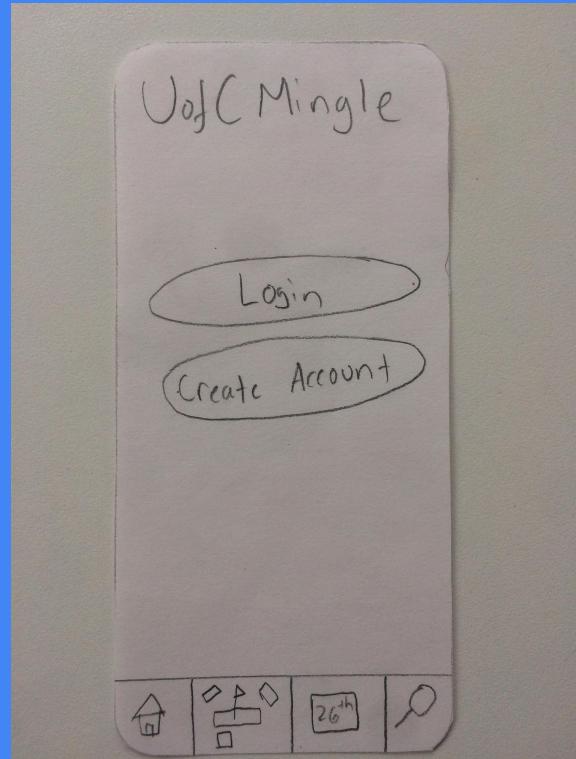
Idea for a daily/weekly view that provides more details (including images) than the calendar view of events. Tapping on a given event would lead to the event's page, with information like friends attending (assuming a friend system was implemented).



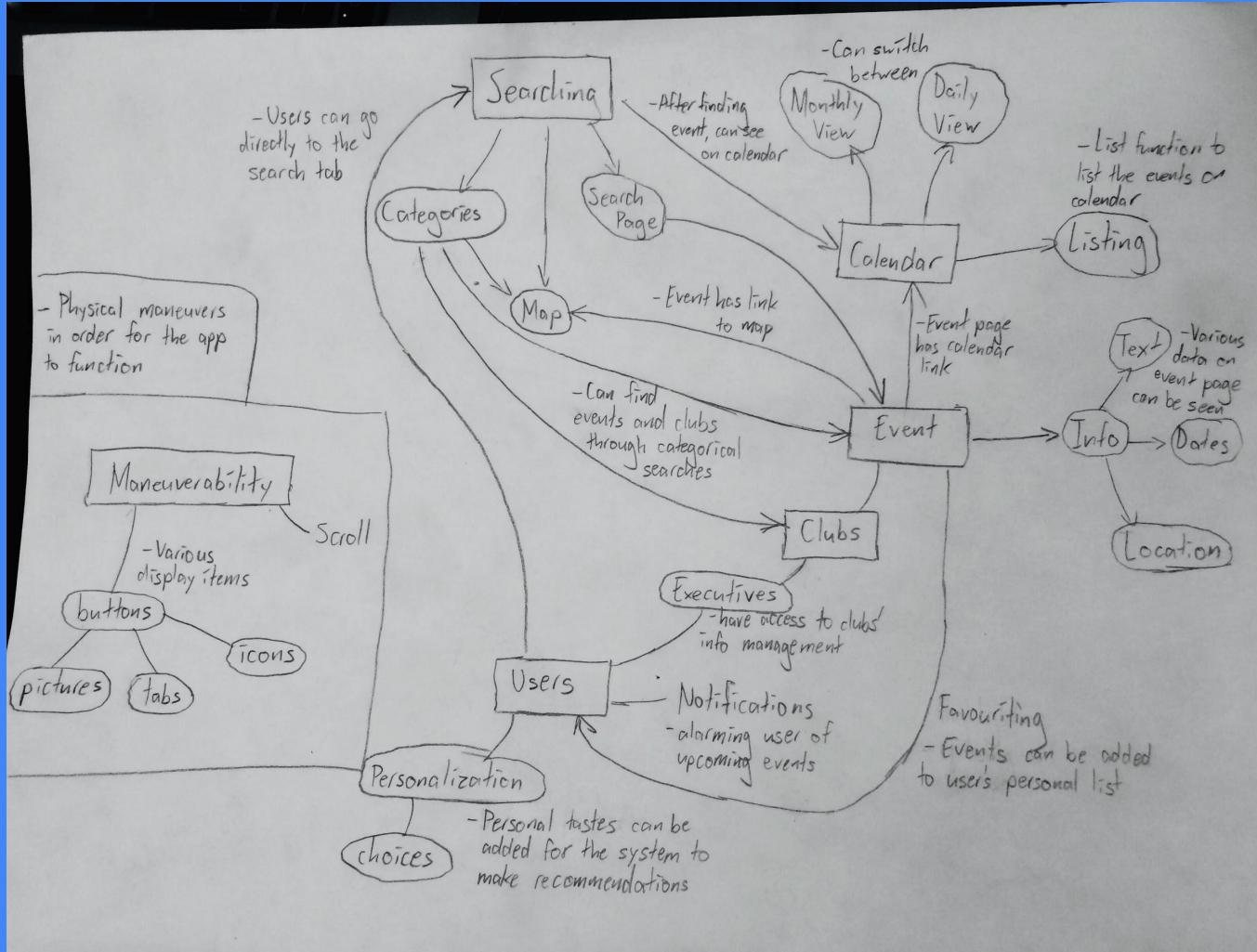
Prototypes Used in Video



Prototypes Used in Video



Affinity Diagram



Affinity Groups

Maneuverability

Searching

Users

Maneuverability

We use a range of buttons that will be images, icons, tabs. The icons and images provide a more fun and visual interface for the user. Tabs are the universal interface across the apps so that you can always get to the main features with one click.

We will also use scrolling to demonstrate more information on one page and it will be easy to find the needed information as they will be placed in order, e.g. by date.

Searching

Our main way of searching is through categorisation. And text searching. Users can choose categories to filter out their searches. They can search by text to find a specific club. These categories will then affect the visual map and calendar which users can use to find information.

The calendar can be further filtered into daily or monthly information. The map will pop up flags where events are held to provide more visual information for the users

Users

Users will be able to add information about their interests in the clubs and events. They do so by selecting the clubs they like and also categories they are interested in. They can highlight specific events that they are interested in which will cause them to get notified as a reminder.

Users can connect with other users to see what events and clubs that others' are interested in or going to.

Reflection

During this stage we began with brainstorming and sketching various ideas we had for the design of our app. This process helped us to nail down certain aspects that should be central to our design, and further refine them into a working storyboard and video prototype that gives us a clearer idea of how we can move forward.

We weren't entirely clear about how to start with affinity diagramming, and if we were to do it again we might ask more questions earlier to make sure we were heading in the right direction.