Executive Weekend Support App

Sprint #2: Divergence & Convergence

Dean D’souza
FNU Arun
Princess Dianne Bungay

Overview

- Problem Statement (Refined)
- Job Stories
- 8-Ups
- Storyboards
- Content and image creation
- Information Architecture
- Design & Style Guides
- Wireframes
- Prototypes (Early Ideas)

Problem Statement (Refined)

The students and faculty of the Executive Weekend Program want to improve their academic and social experiences around the university through accurate information on resources and opportunities such as class information and schedules, travel and exploration opportunities, and campus facilities.

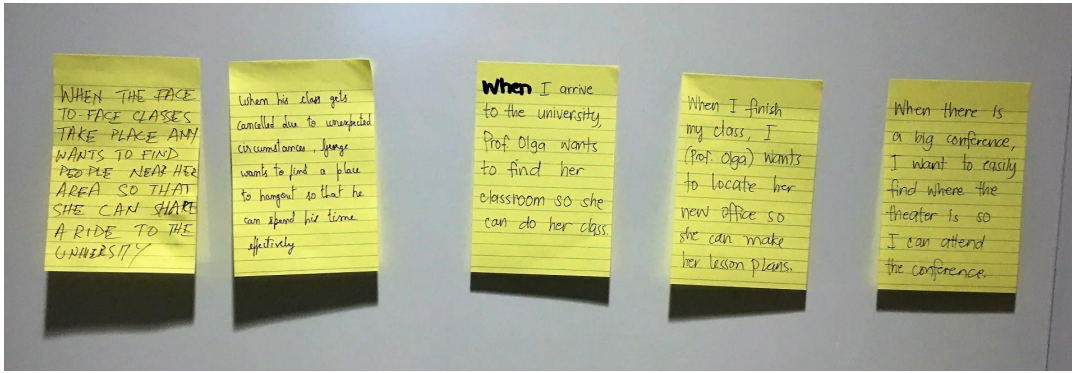
Job Stories

The following are some of the job stories we wrote during class.

- When his class gets cancelled due to unexpected circumstances, George wants to find a place to hangout so that he can spend his time effectively.

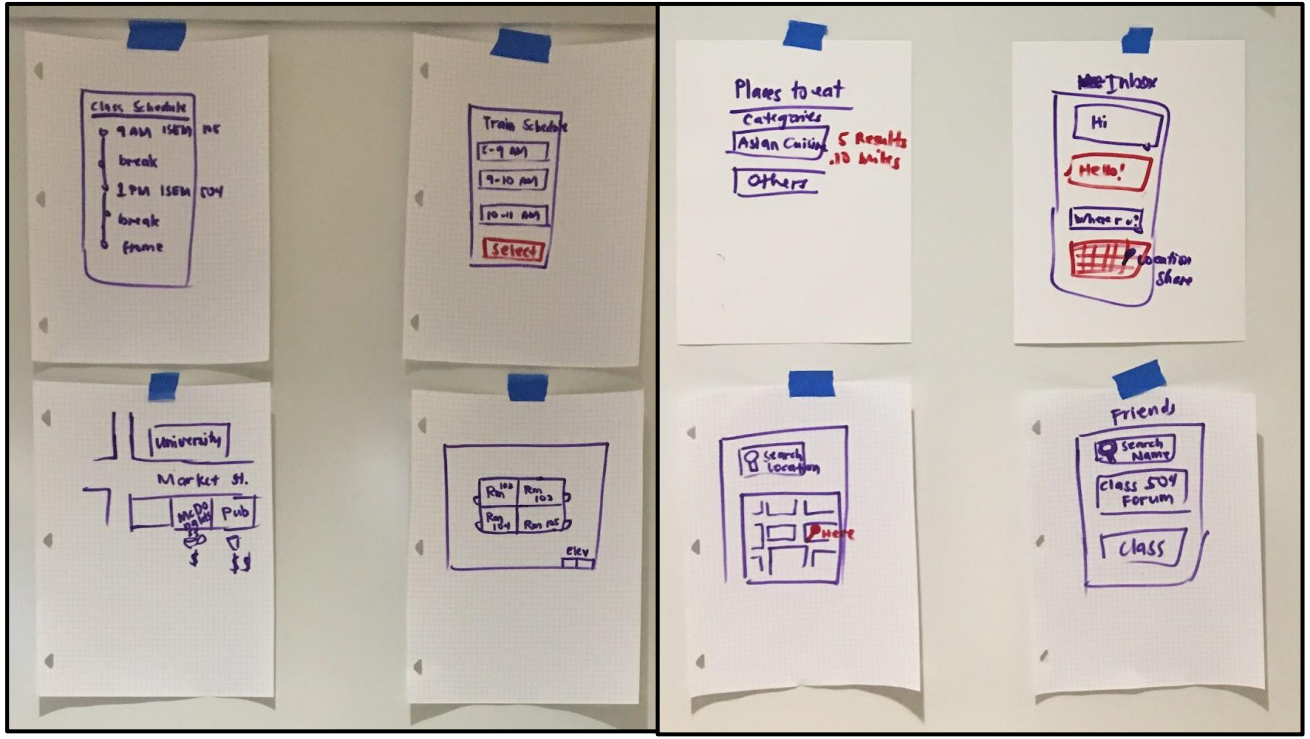
- “When I arrive to the university, I want to find my classroom so I can do my class.” - Prof. Olga

- When the face-to-face classes take place, Amy wants to find people near her area so than she can share a ride to the university.

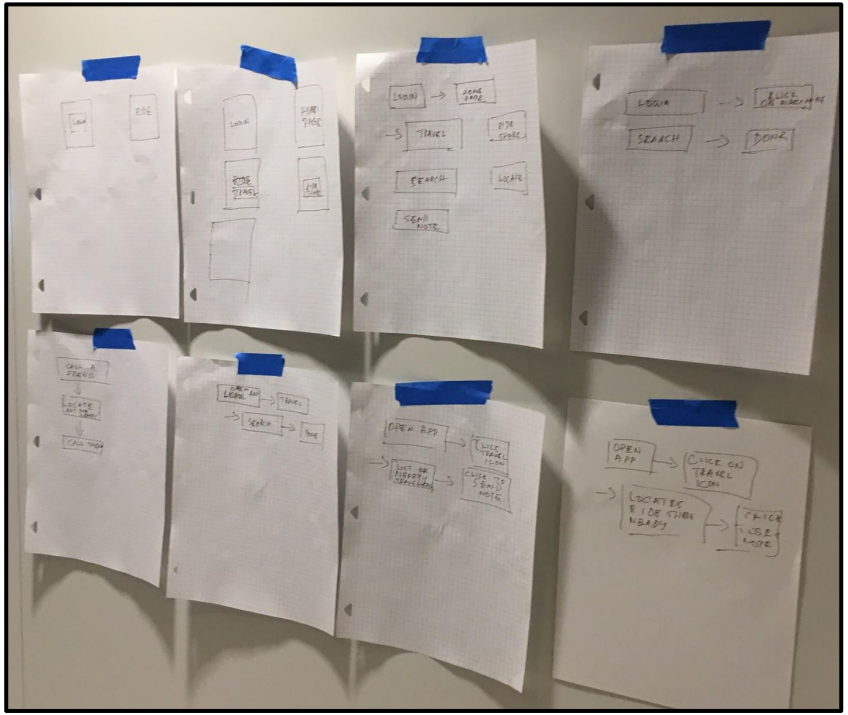


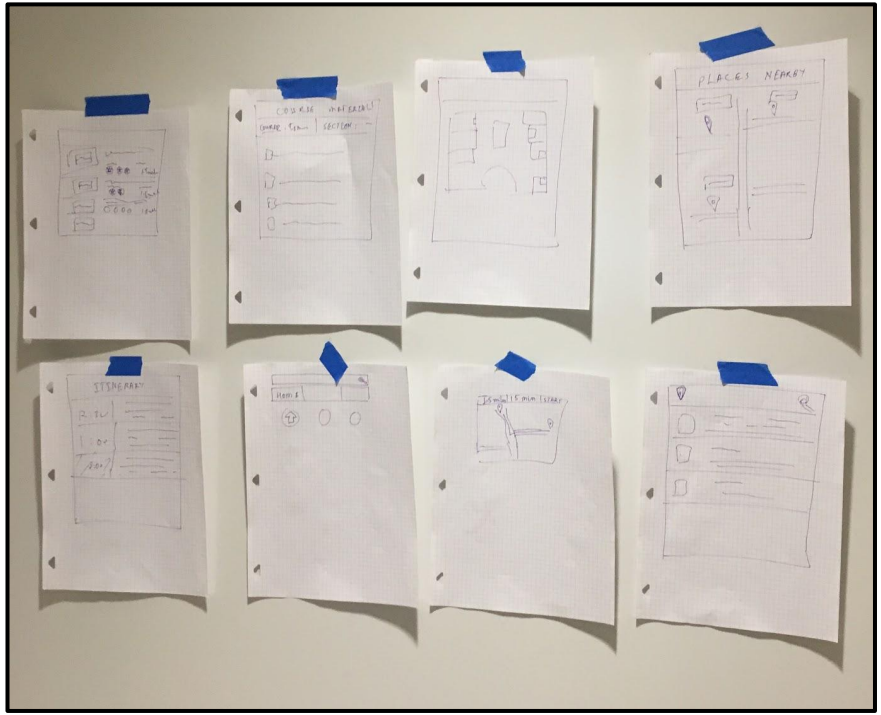
8-Ups

After reviewing the Job Stories, Rule of Seven[2], Personas and the Problem Statement, the team developed 8 different solutions to the different aspects of the project's problem individually.



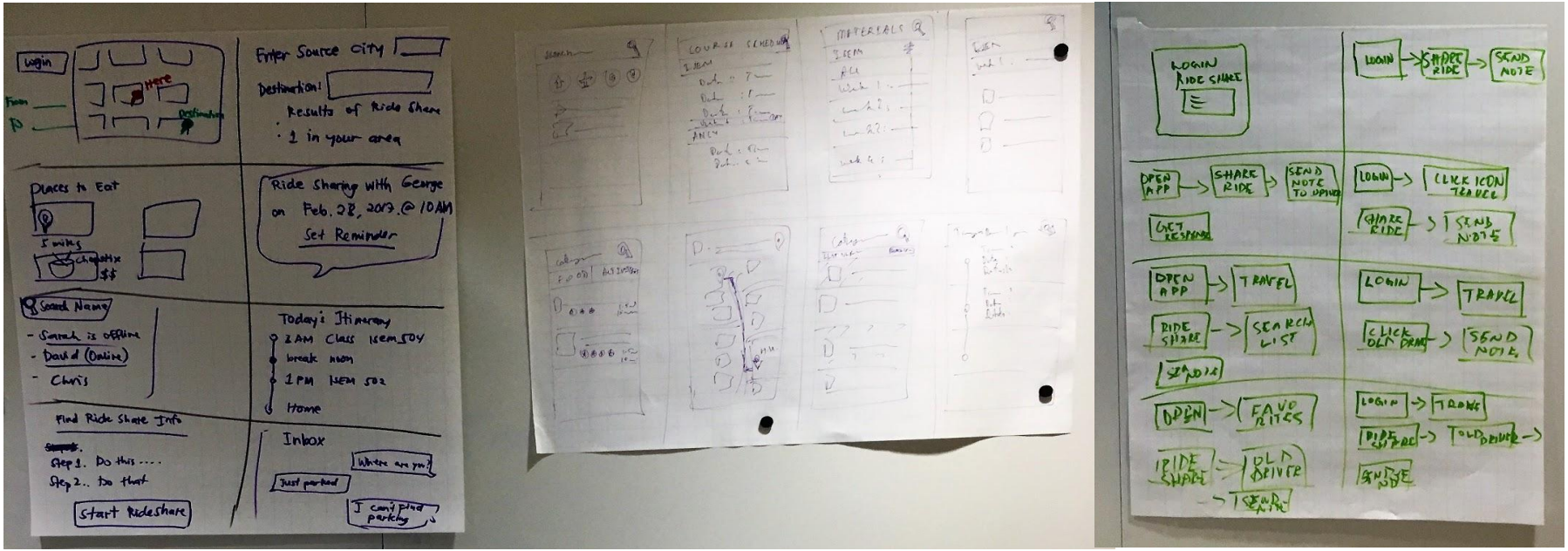
8-Ups (continuation)





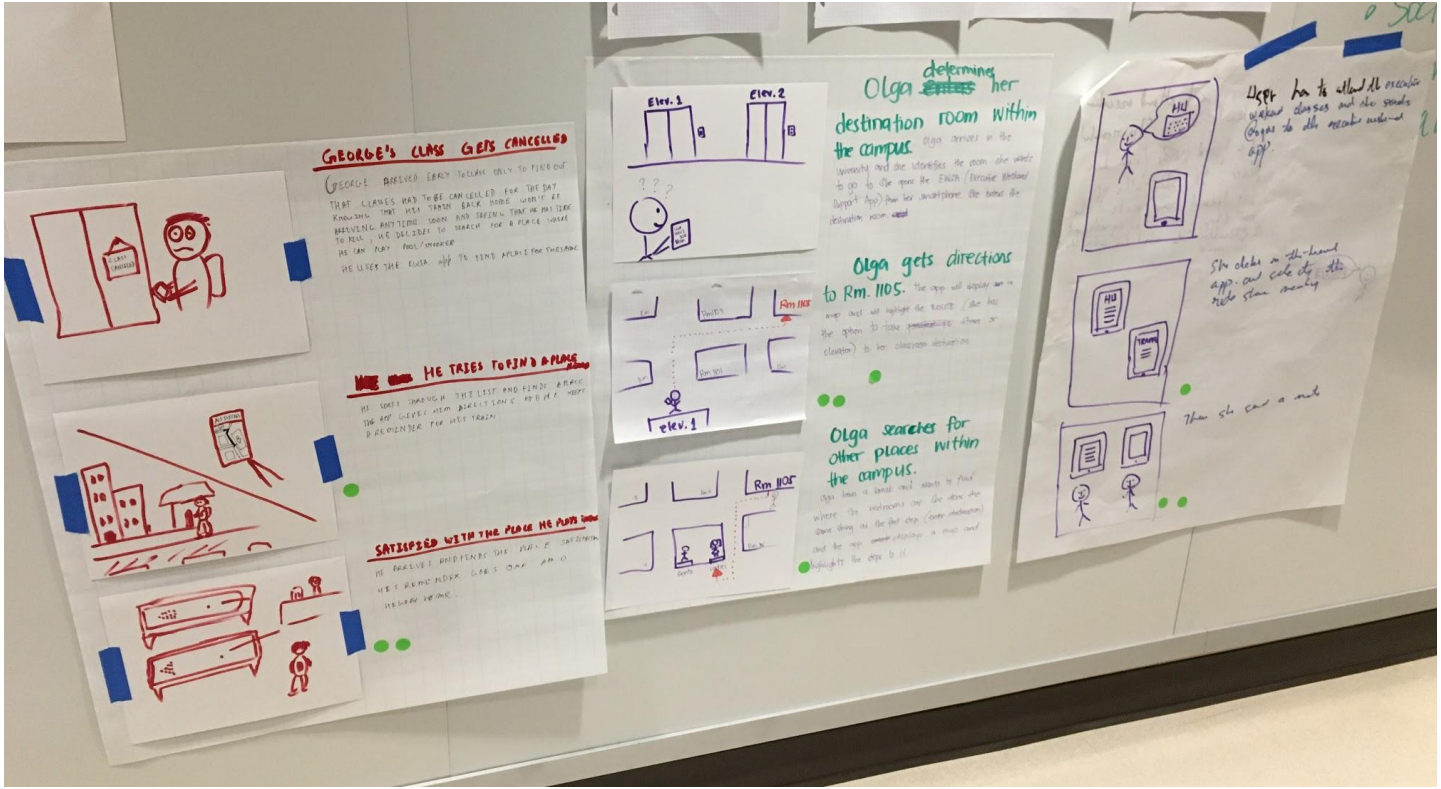
8-Ups (2nd Round)

The team repeated the process of 8-Ups after sharing the first round results.



Storyboards

The team also developed individual storyboards of different scenarios of human-human, human-device or human-system interactions.

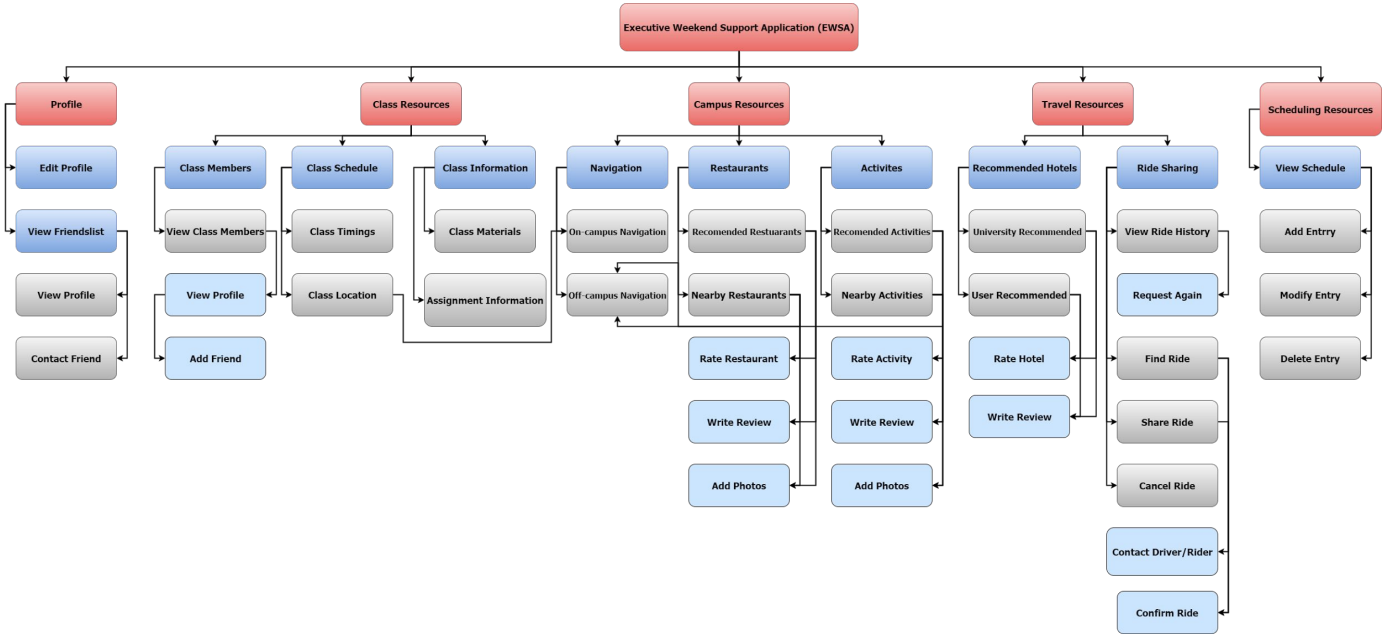


Content and Image creation

- Background and element tones: Tweaked in the code
- Icons: Can use stock images or make new icons in Adobe Illustrator or even Photoshop
- Images: Most images from restaurants and activities are left to the user to upload. Initial set can be taken from the respective websites and then tweaked with Adobe Photoshop.
- Maps: Route and vicinity maps can be fed in through Google Maps API (application program interface) and map-making APIs for the university grounds

Information Architecture

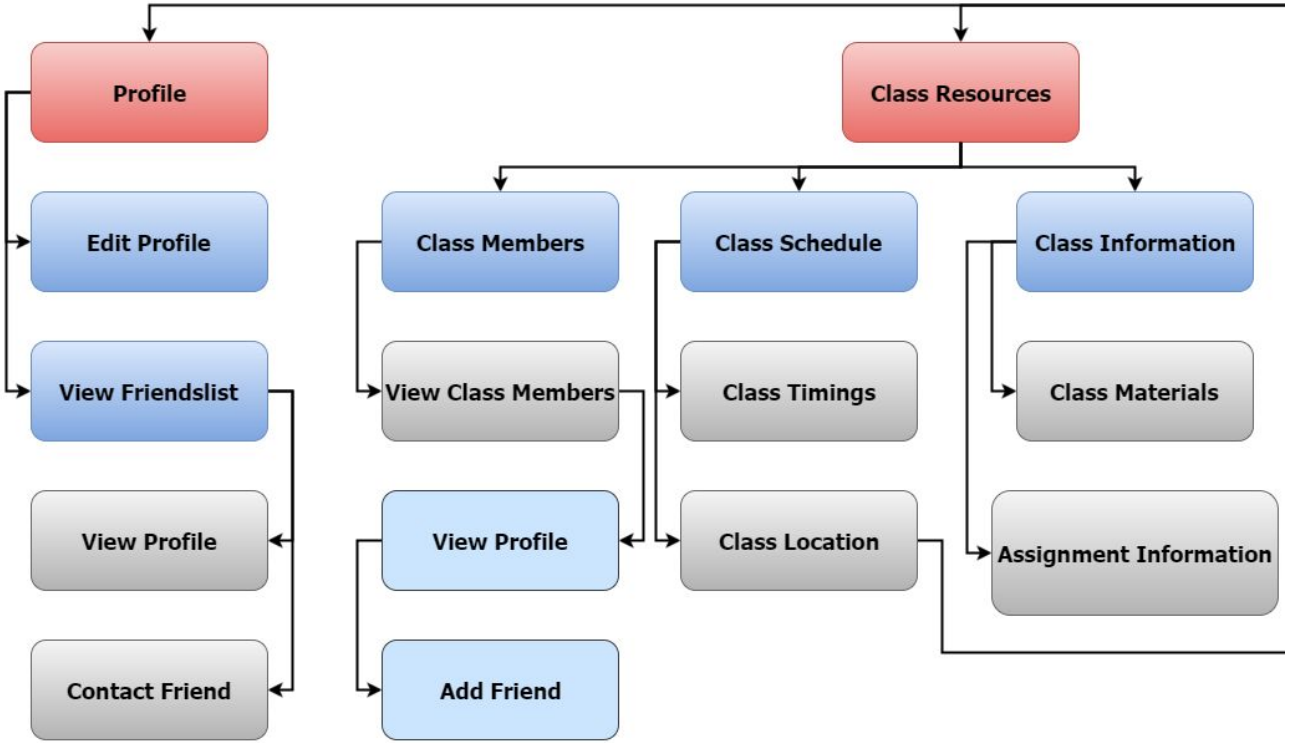
The general information architecture of the proposed application is as follows:



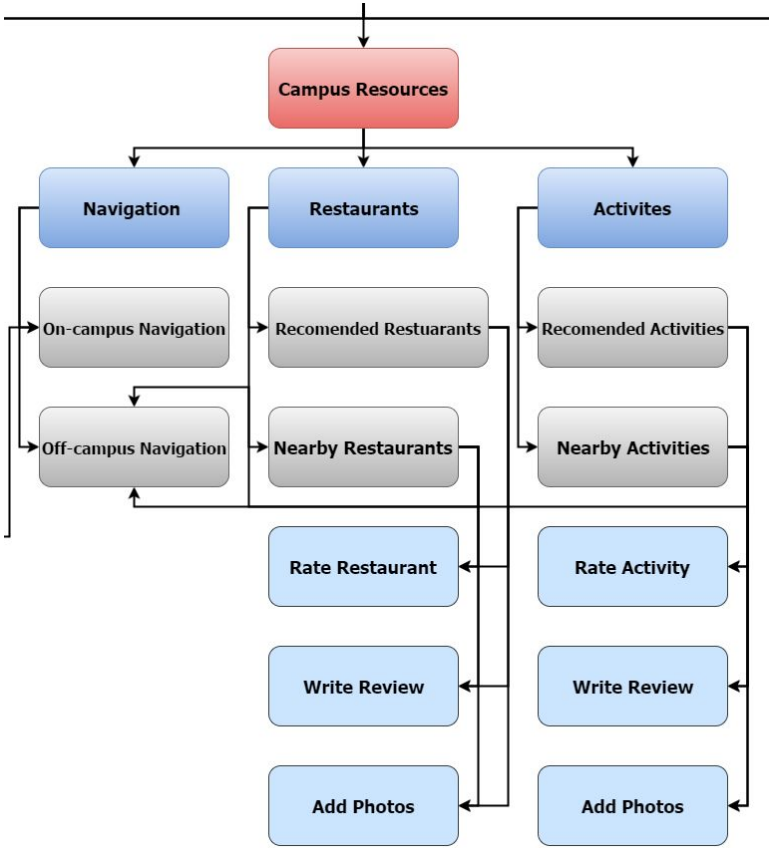
Legend:

Red	1st Tier
Blue	2nd Tier
Grey	3rd Tier
Light Blue	4th Tier

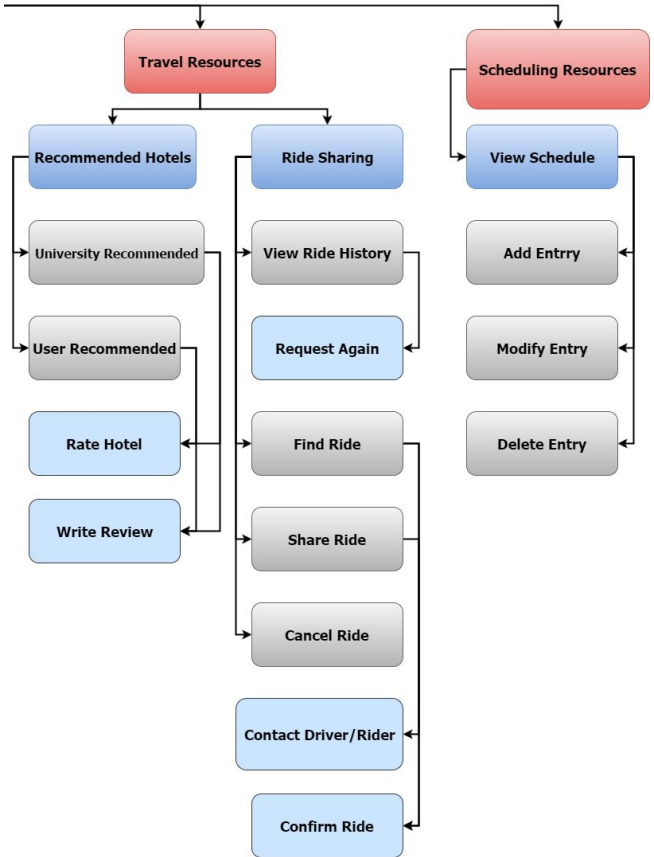
Information Architecture (Breakdown)



Information Architecture (Breakdown)



Information Architecture (Breakdown)



Design & Style Guide: Shneiderman

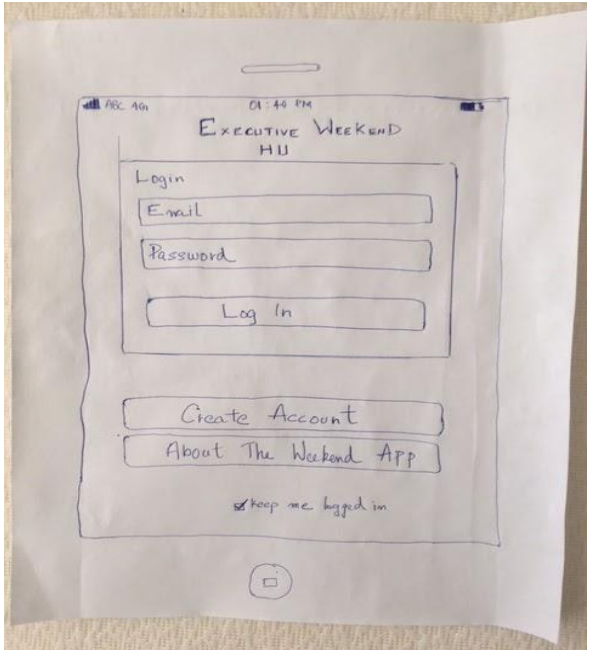
1. **Strive for consistency.** There will be consistent actions and terminologies throughout the screens. For example, the Menu icon will always be present and consistent in all screens.
2. **Cater to universal usability.** The app will be designed for both first time users (beginners) to frequent users (expert). We will allow users to customize their main dashboard to their favorite actions while providing default actions for beginners. Icons may be accompanied with labels/explanations.
3. **Offer informative feedback.** Feedback mechanisms that will be implemented in the app can be as simple as highlighting a selection or a dialog box informing a user of a setting he just set up.
4. **Design task-flows to yield closure.** One use case of the Executive Weekend App is the ability to ride share with nearby students to save commute expenses. This process includes entering source and destination, searching for nearby students, selecting a ride-share group and confirming ride-share details. This entire process can be displayed on the screen with steps to show task-flow, and automatically going back to main menu to signal completion of task.

Design & Style Guide (continuation)

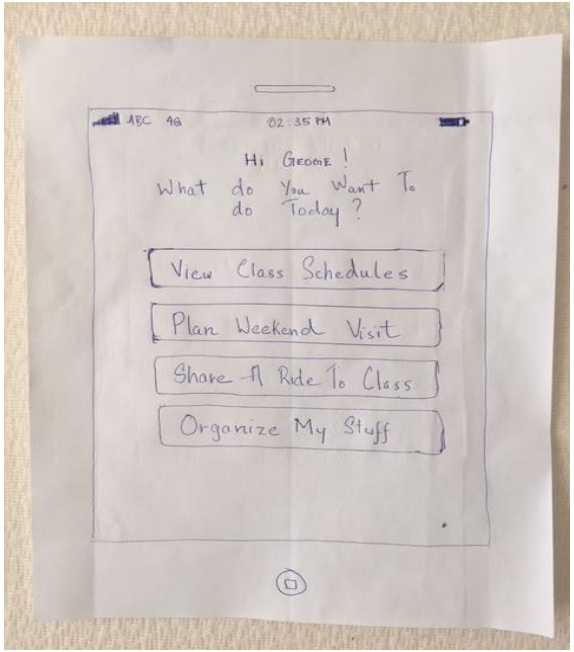
5. **Prevent errors.** The app will be designed to prevent invalid user inputs and properly showing user-friendly error messages if unexpected issues arise.
6. **Permit easy reversal of actions.** There will be back or cancel buttons to allow for reversal of individual actions. The users will, however, always have a choice to start over if they so desire.
7. **Make users feel *they* are in control.** A feature of the app includes the ability to snooze or reschedule reminders for class or other activities. The users will be the initiators of actions, not responders. The app also ensures that user confirmation is taken at every step and gives options to cancel all actions.
8. **Minimize short-term memory load.** The short term memory of a human can only hold 5 items at a given time. The app will be designed so multi-page actions can be consolidated to up to 5 screens only. For example, nearby restaurant search results can be up to items on first load (but this can be configurable).

Wireframes

Home Screen

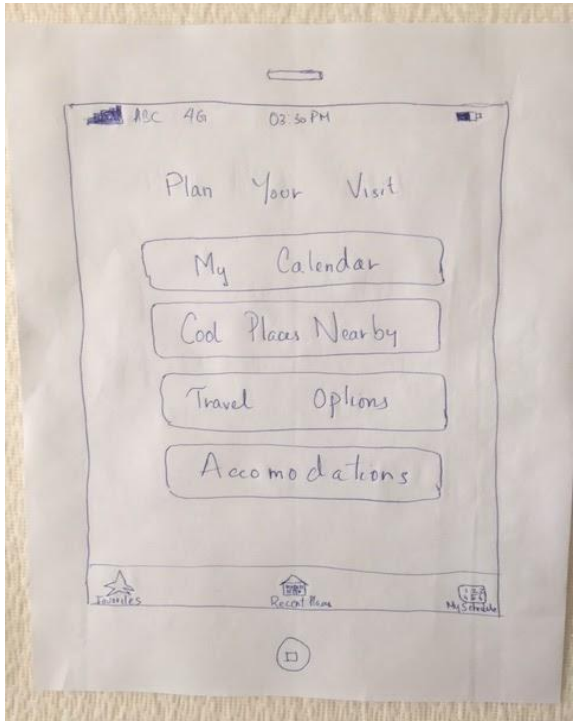


Student Login Page

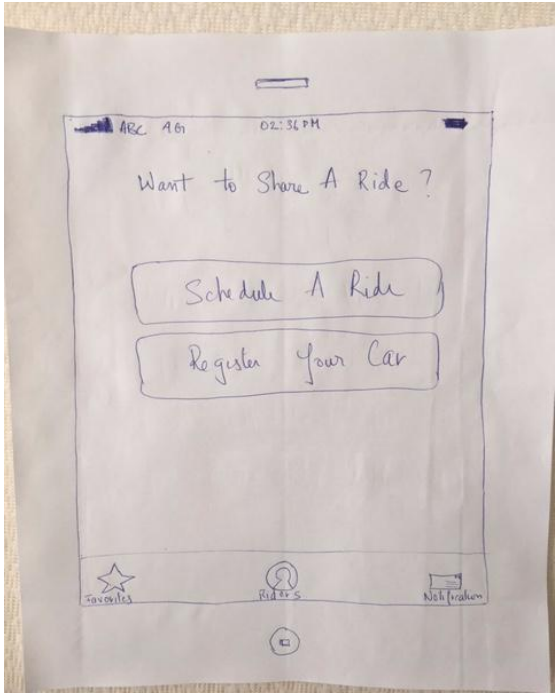


Wireframes

Planning Student Visit Page

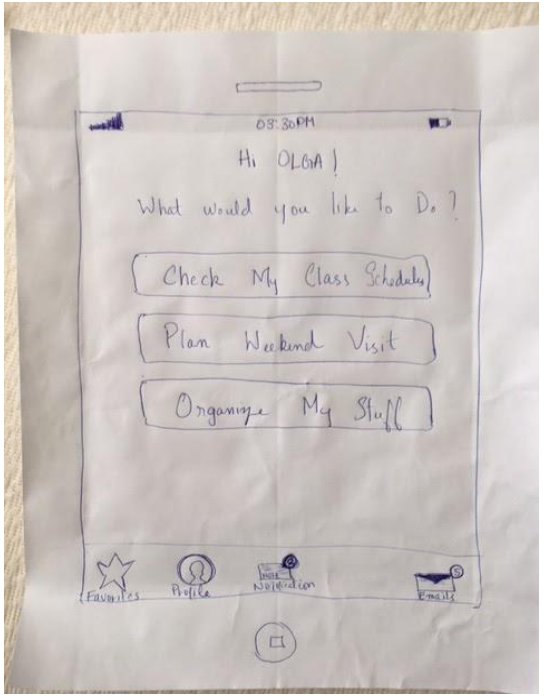


Ride Sharing

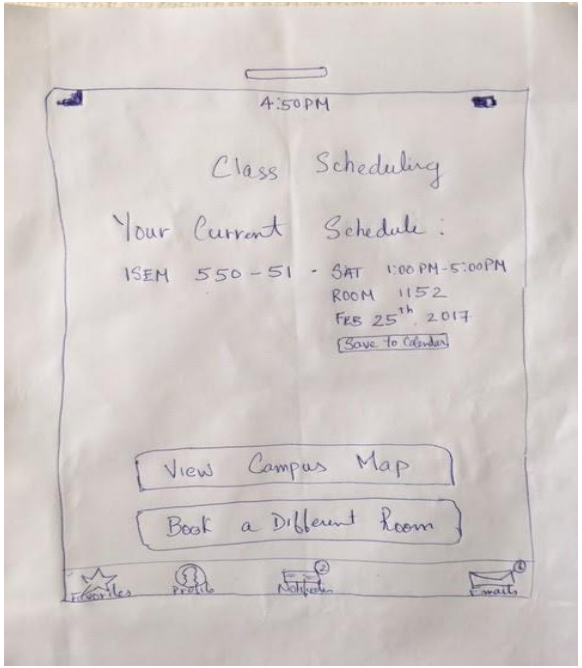


Wireframes

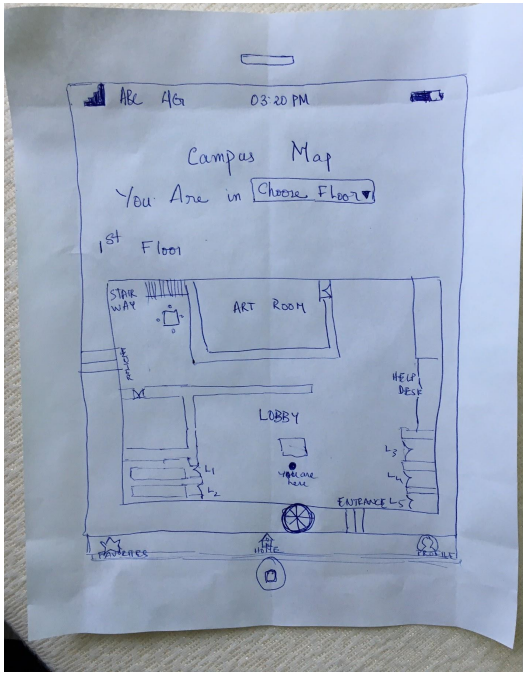
Faculty Login Page



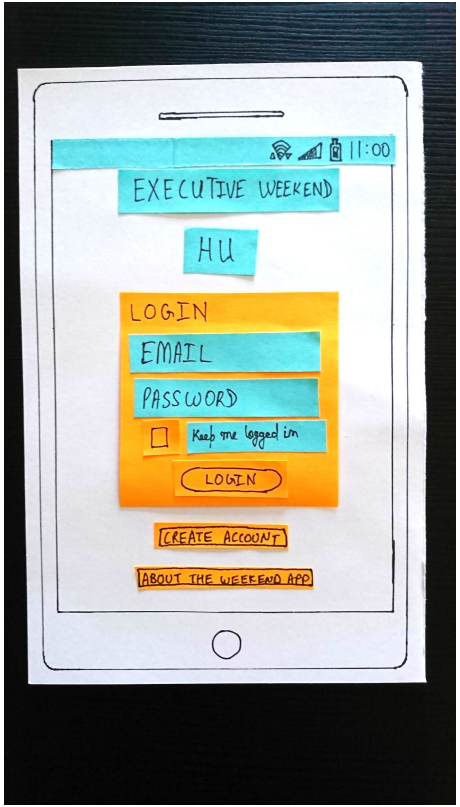
Faculty Class Schedule

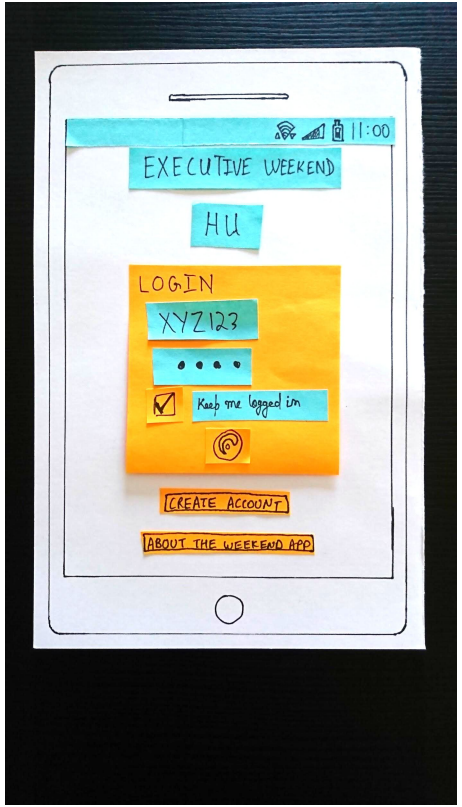


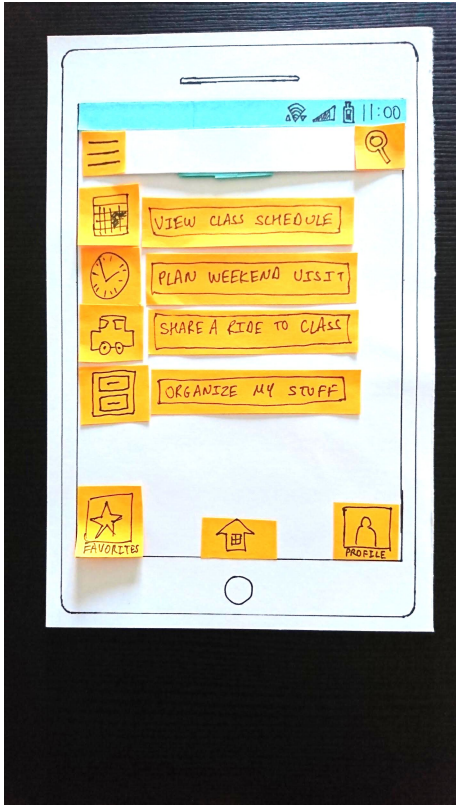
Campus Map

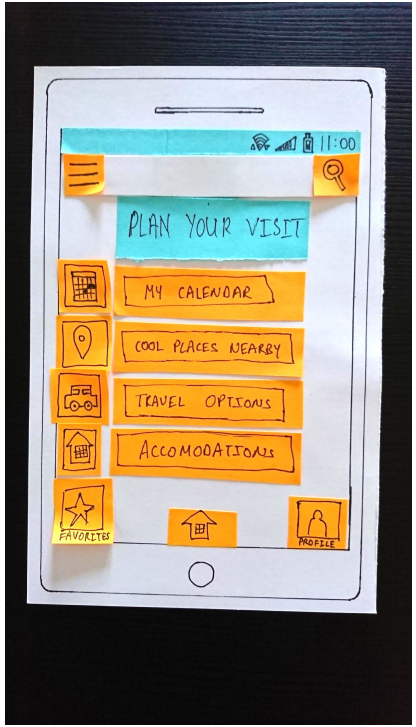


Prototypes (Early Ideas)

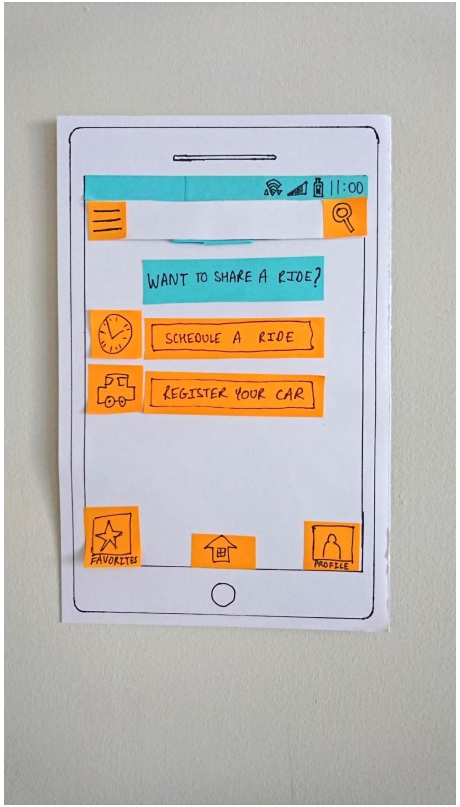


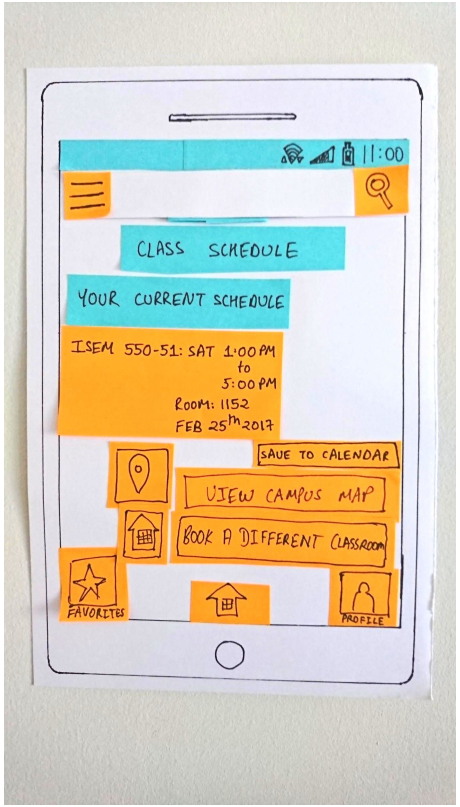


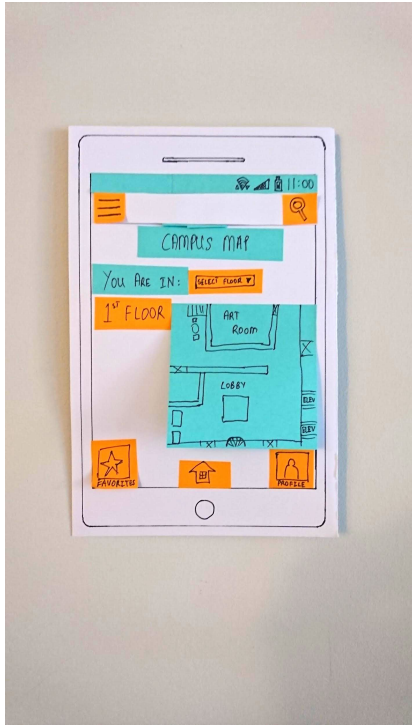




Prototypes (Early Ideas)







References

Shneiderman’s eight golden rules will help you design better interfaces. Taken from https://www.interaction-design.org/literature/article/shneiderman-s-eight-golden-rules-will-help-you-design-better-interfaces