

# Notes App

Class notes for Economics

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Duration: 3 weeks

Tools: Figma, Miro, Lookback, Zeplin, Zoom



# e-Class platform improved

Universities in Greece make use of the e-Class platform, an online platform where professors upload class **notes in pdf, doc or ppt** form, saved **in folders**. Classes related to **economics** are a challenge to students who are called to study from this kind of material.

The challenge was to improve the platform so that it presents a **more helpful** solution to the students, and **motivate** them to engage, study and get better grades in these challenging economics classes.

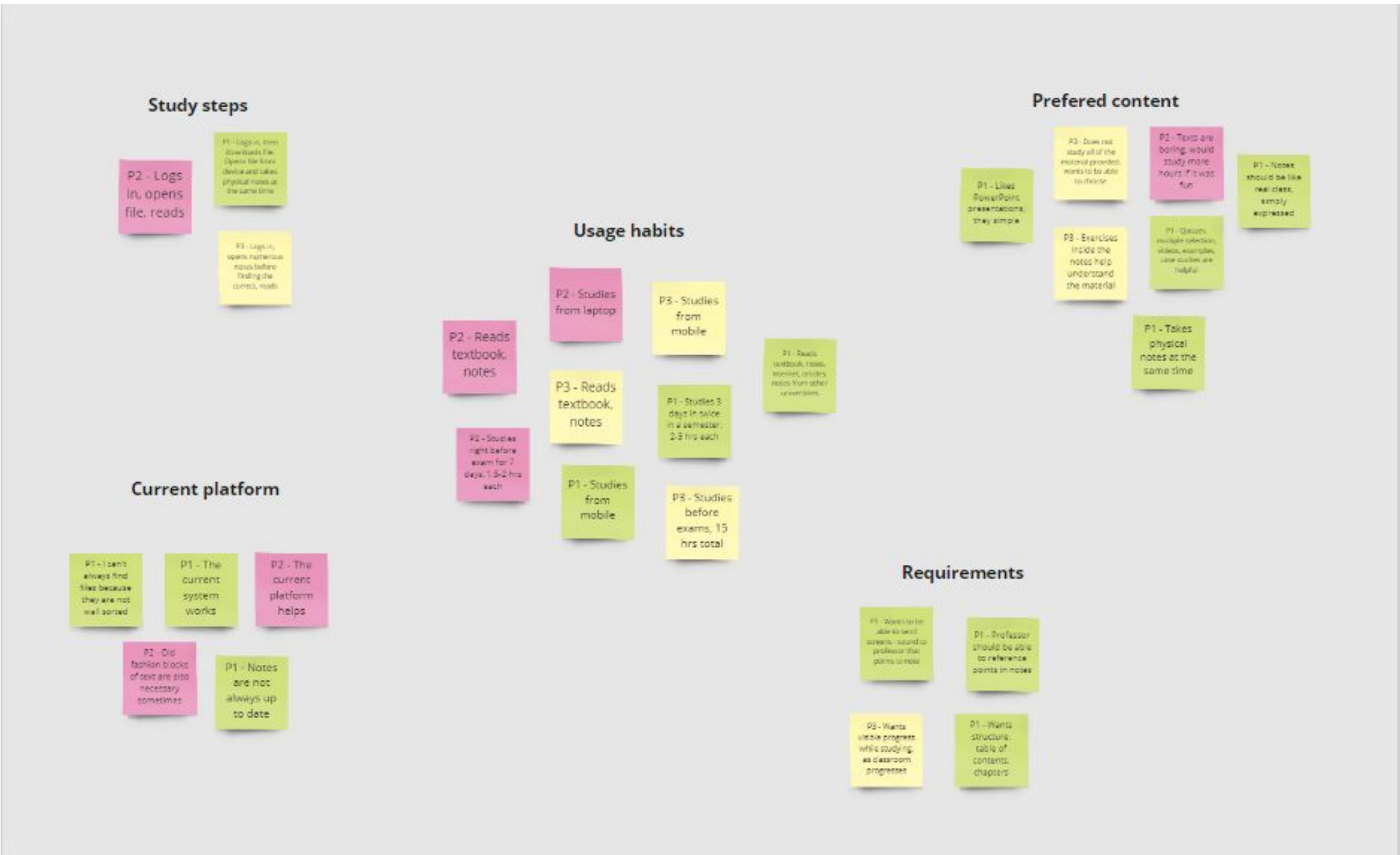
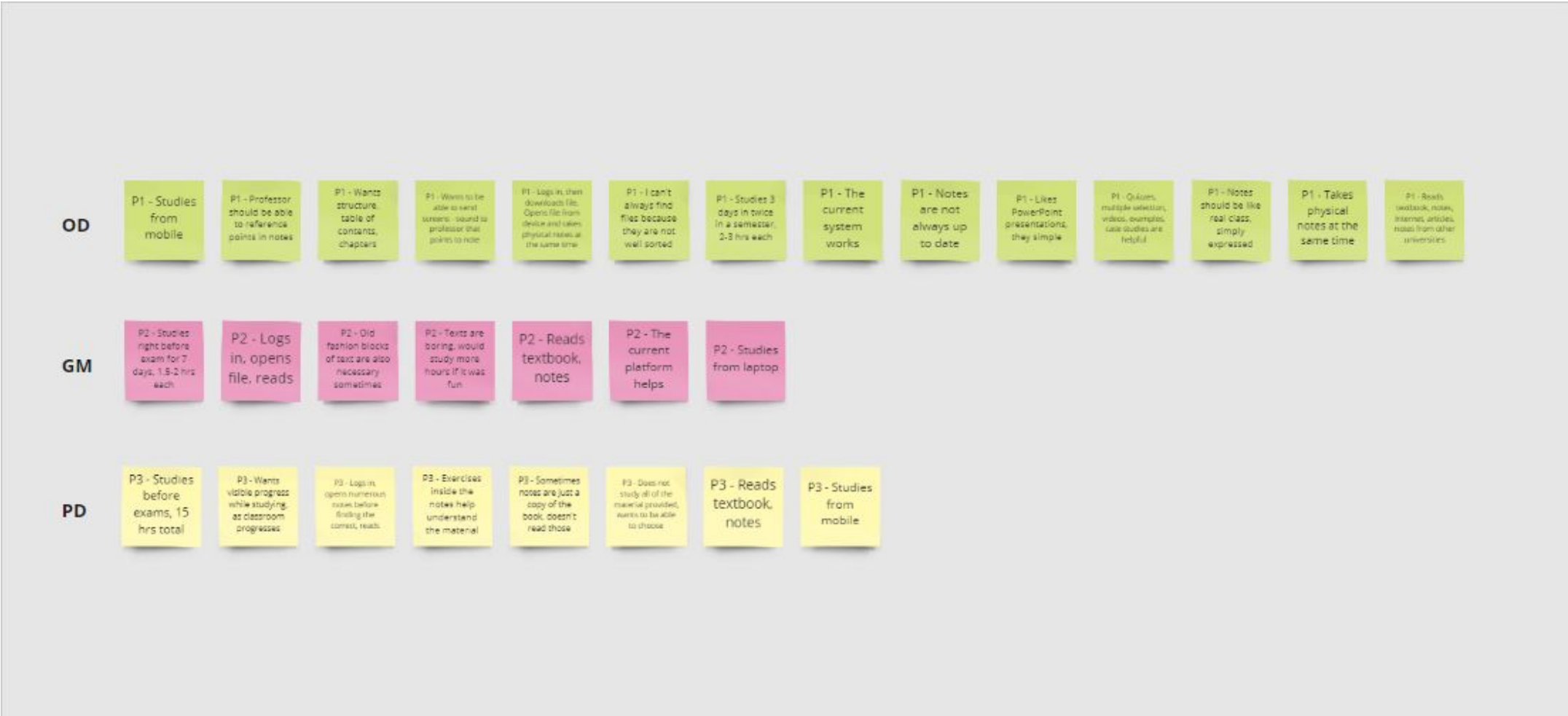


# Discovery: Research & Analysis

I tried to approach the problem as a problem of **simplifying**.  
For this, I decided to talk to the students themselves.

To start the process of collecting data about the users' habits and needs, I interviewed three students. That is where I observed a strong preference towards **interactivity**.

Their answers helped me conduct a **survey** of larger scale, and with the results, I was ready for the next step.



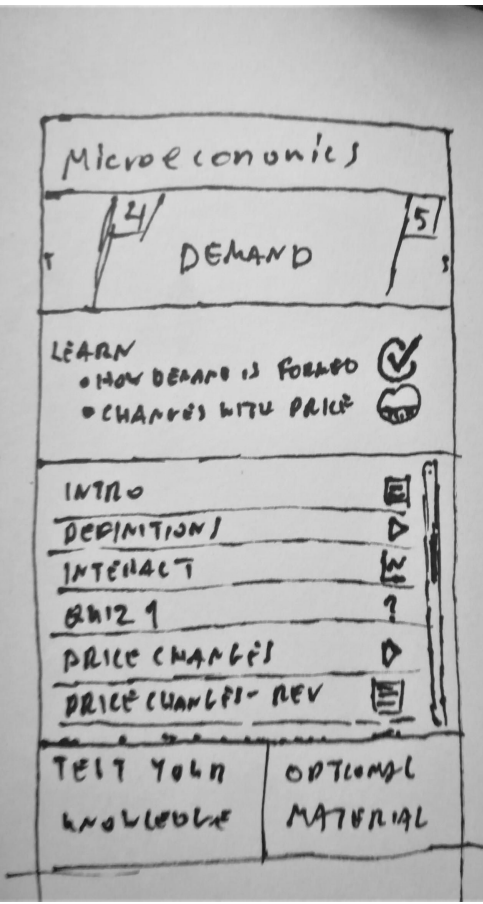
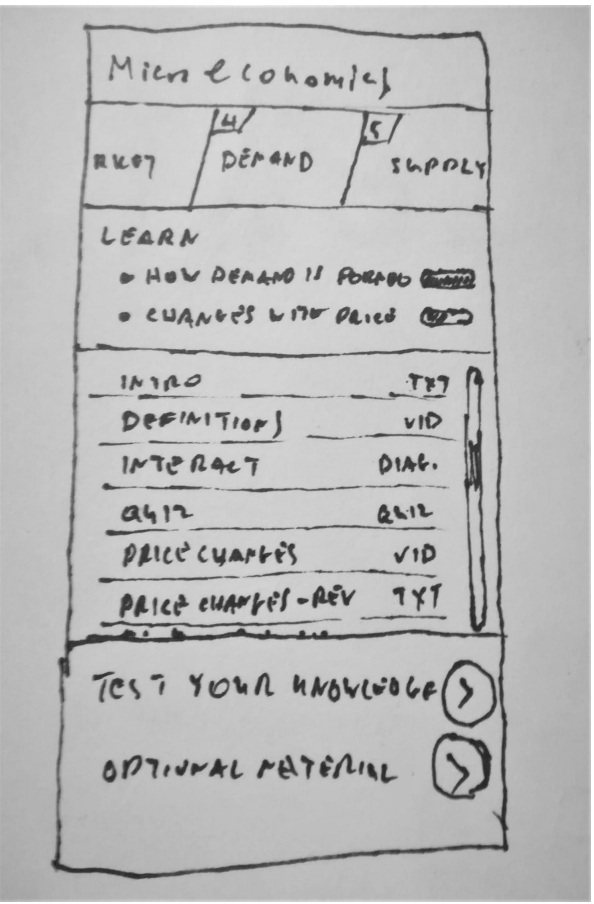
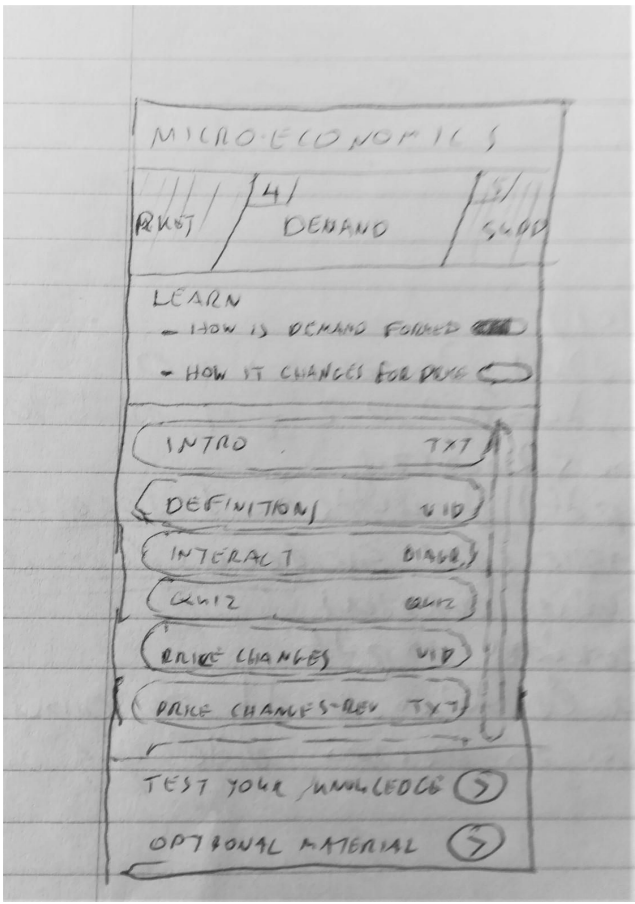
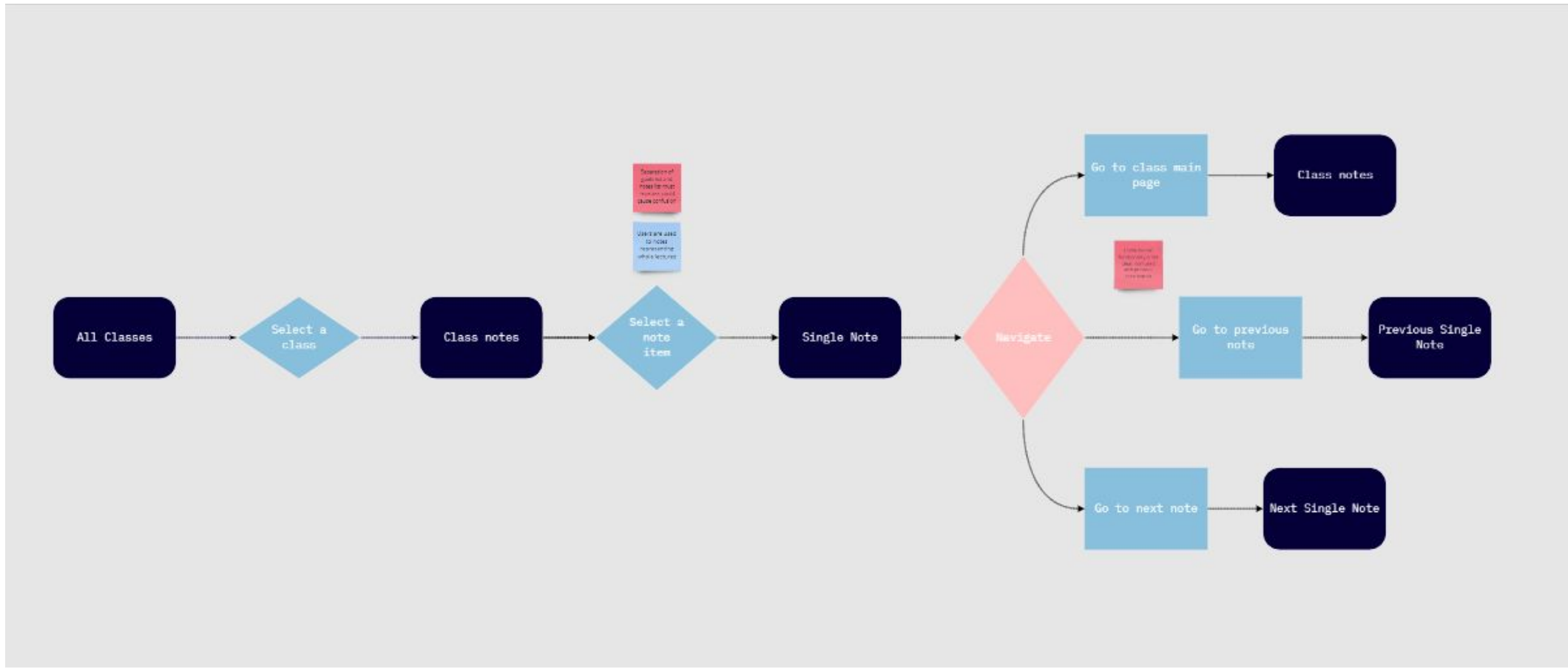
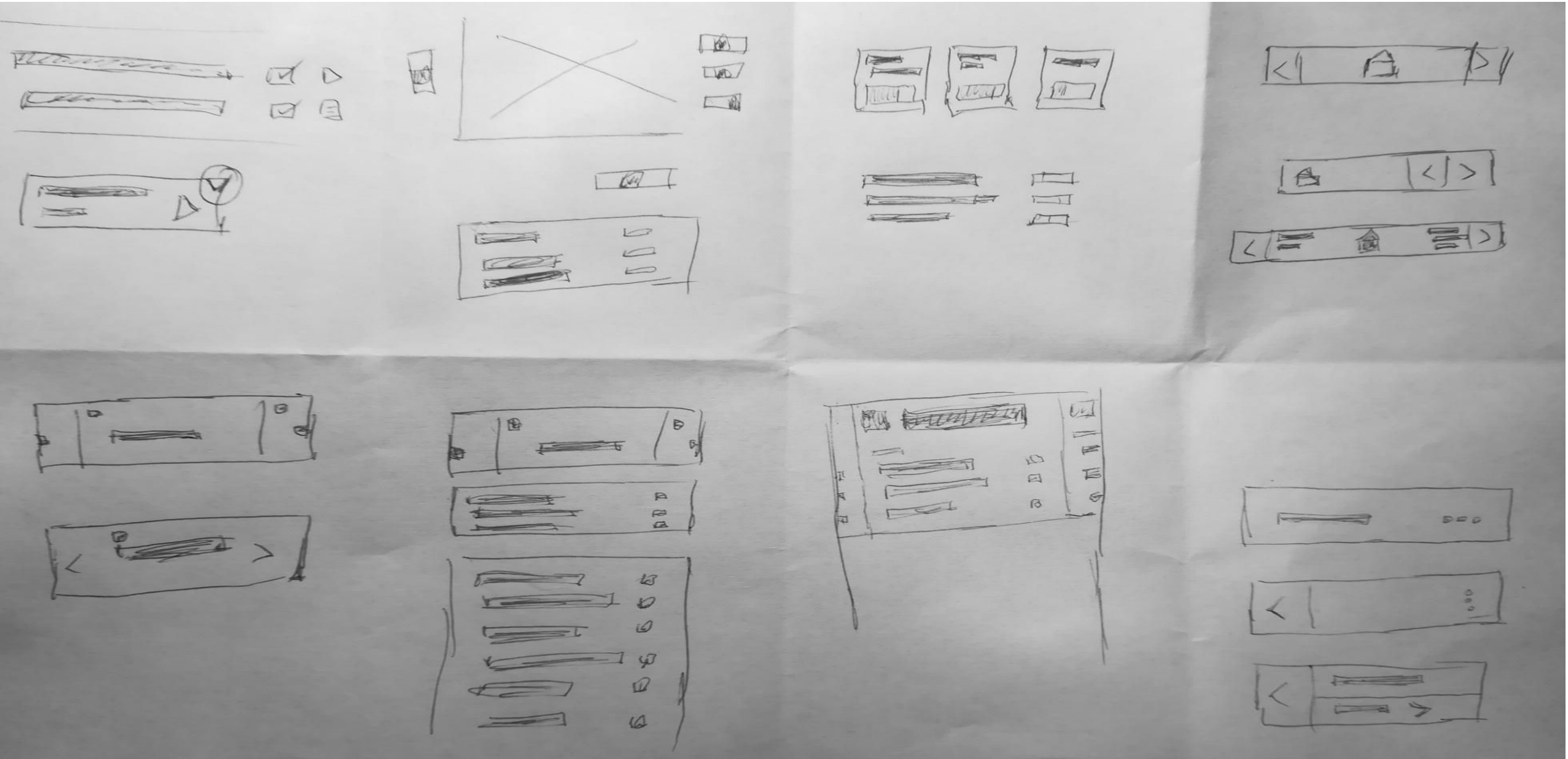


# Design: Concepts & Sketching

I organised all of the research findings into groups, to help me **identify patterns**. This confirmed that users needed a more simple, structured and interactive system, whereas the current system was simply a catalog of text notes. From these points, I specified all of the features that would solve the users pain points and help them with their task. I compared their importance and complexity, and I ended up with **three key features** that I needed to focus on:

1. **Interactive** content: illustrations, exercises, videos, graphs etc.
2. **Linear** progression: Each chapter should be completed before moving on to the next (unlike current random order of files)
3. Visible **progress**: Students should have a clear overview of their progress through the class

With this, I started **sketching** screens and components of the platform, as a mobile application.



# Develop: Prototyping

I designed three main screens for the prototype. The concept is that first, the user **selects the class** from all the classes they have enrolled in, then is presented with a screen where they choose the **chapter**, and finally they **move on with opening the note item**, from a list that is presented in a linear fashion.

The concept **can be extended** with a variety of types of notes, and implements the three key features.



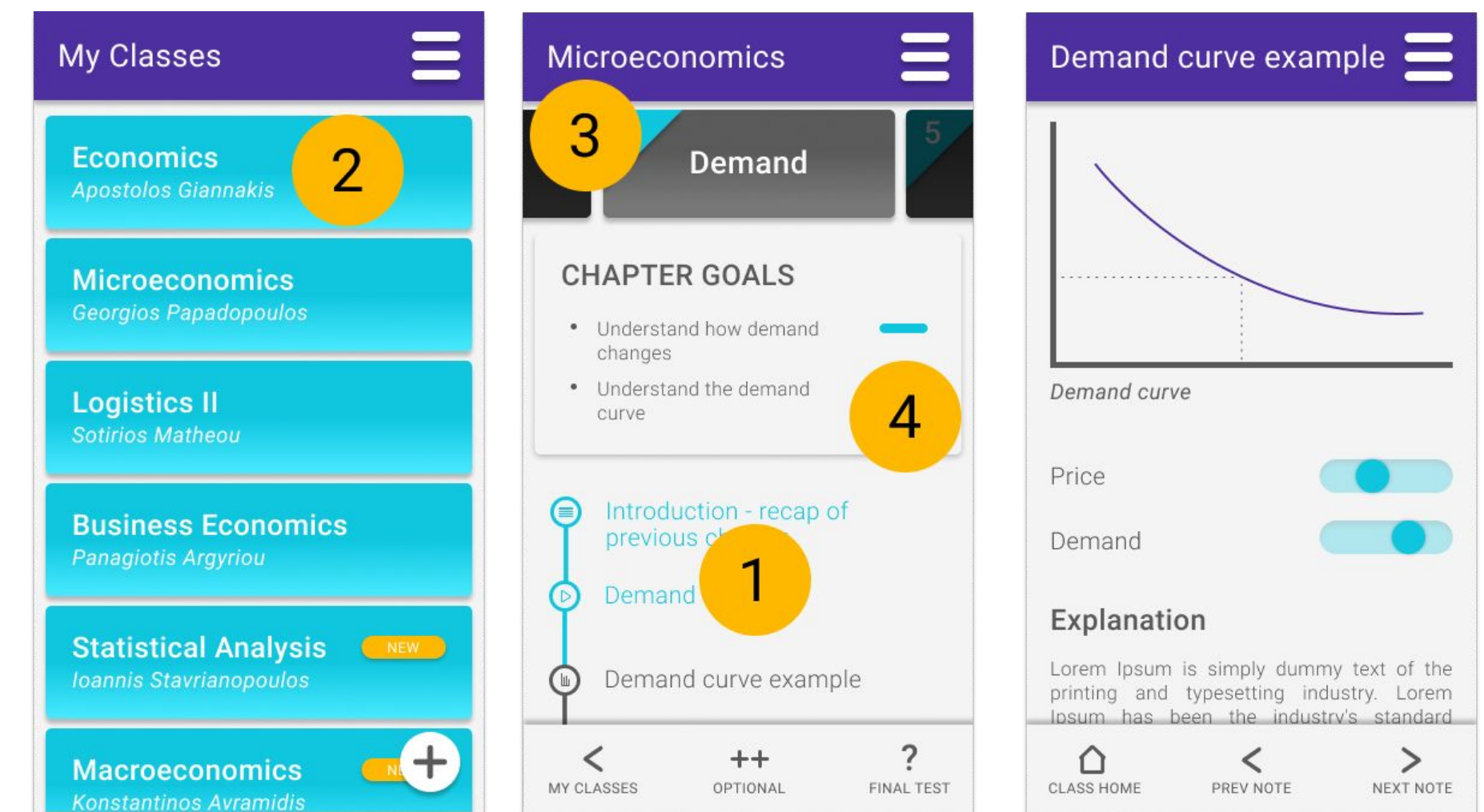


# Test: Validation, Usability, Feedback

After the initial prototype was prepared, a series of iterations followed, with the purpose of improving it.

During this phase, the **main user flow** was tested. The idea behind the solution is simplicity, and the main flows had to be simple to follow, and **fast**. Interviewed users suggested **improvements in the navigation** between the main screens, and the **finding of chapters**.

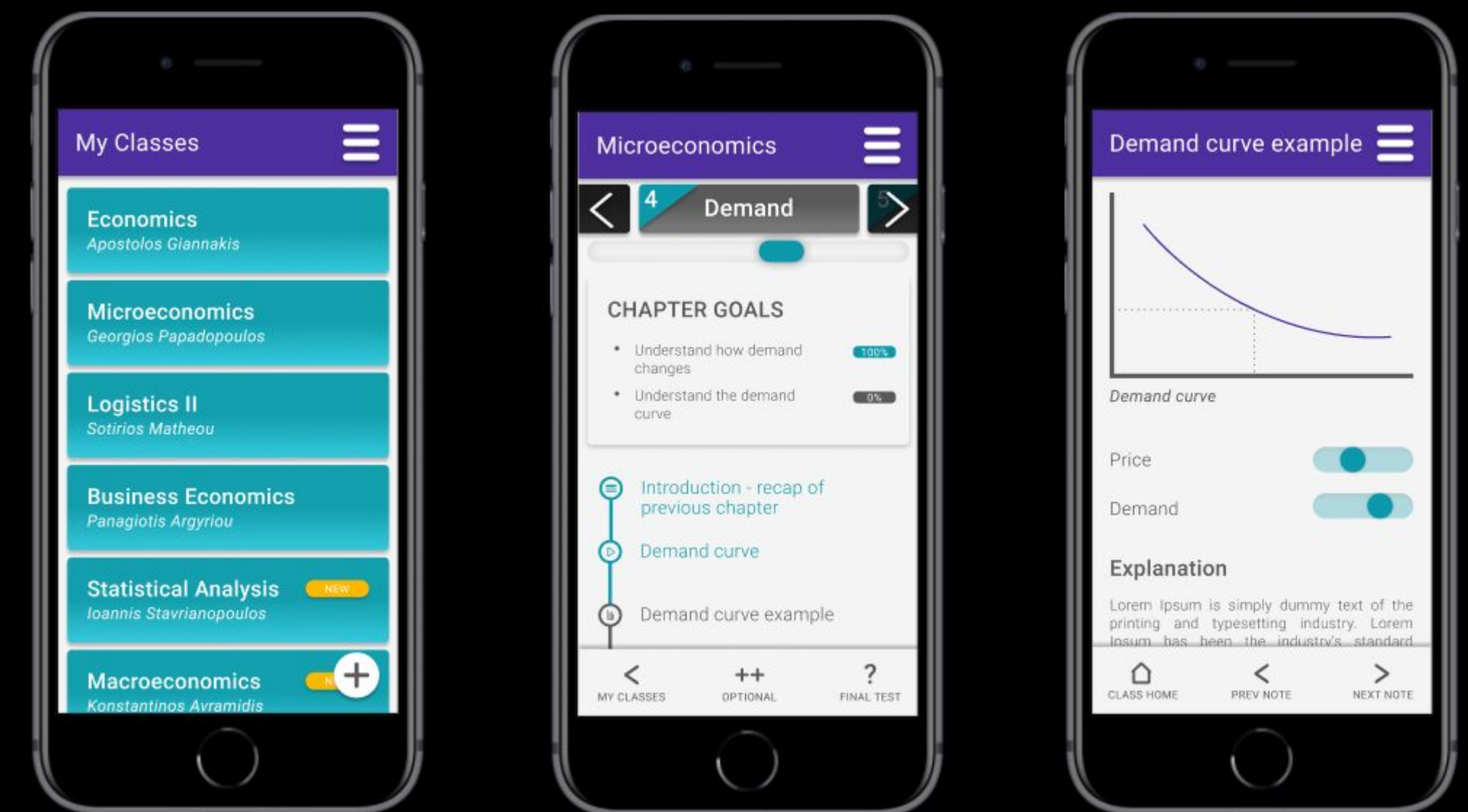
**Accessibility** was also taken into consideration, as the application would be available to a wide variety of users, students with different capabilities.



# Design: Iteration

With the insights from these tests, more iterations followed. I also went through improvements to the **contrast** of elements, and readability by **screen readers**.

I changed the **navigation component** to make it more functional, so that no one would be confused as to how to navigate classes, chapters and notes.





# Solution & Impact Overview

After many iterations and improvements, the final solution was achieved. **Coming back** to the initial problem, we wanted a way to make studying experience of difficult economics classes, a **fun, appealing and easy process**.

The final prototype displays the **key features** that were proposed. A student selects the class he wants to study for, gets back to the last viewed chapter, and studies through notes that have interactive content, progressing linearly, and solving quizzes and exercises. A great **improvement** over the previous platform.

The new, tested platform, keeps students **engaged** and helps them **comprehend** the material and **succeed**.

# About Me

I am Filippos Dematis, a front-end web dev / designer that specializes in web apps. I get my hands on anything related to organization, tools and productivity. I think it's awesome to find solutions to people's problems and to empower them to succeed with my products.

My favorite apps and websites are those that people use every day, and the goal of my designs is to make the experience seamless and easy for the users, so they are motivated to keep engaging and hit their goals.