USER-CENTRED DESIGN

TASK 5.1 CONCEPTUAL DESIGN

Group Code: 5

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Part 1: Design Solution

Character: Kelly Nguyen

Job: A lecturer at a Australian university.
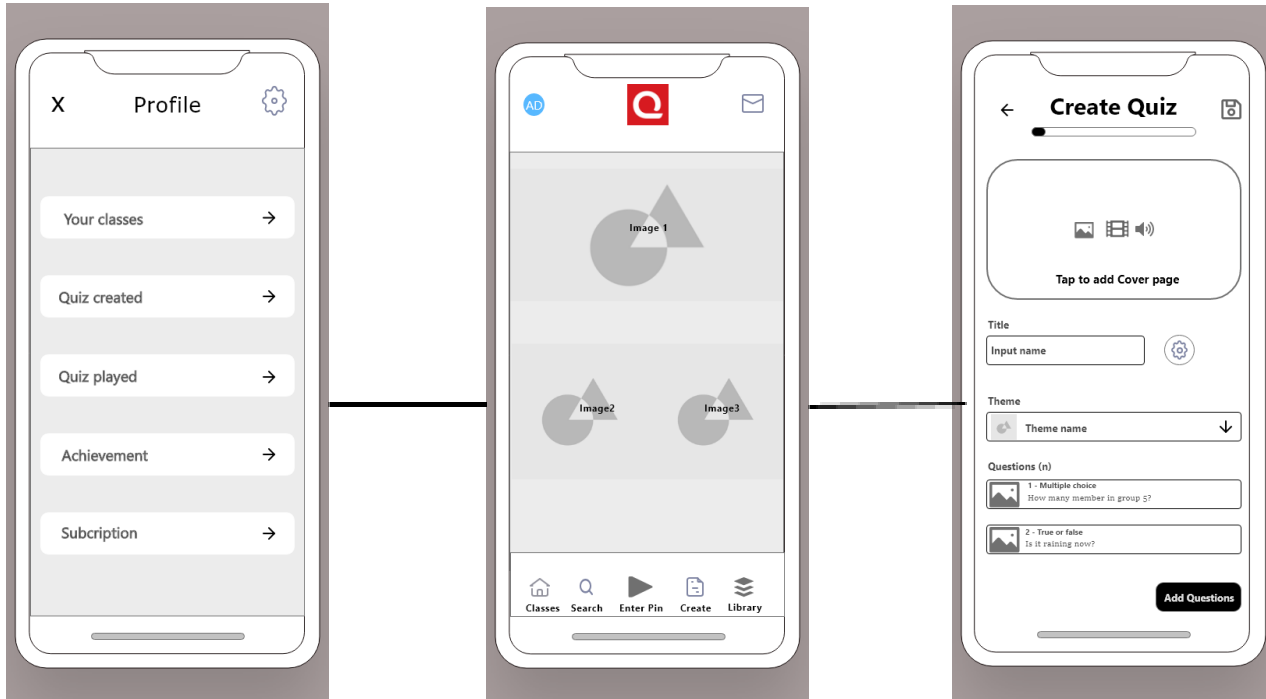
Scenario:

- Kelly is using Quitch to arrange her lessons. She initially logs onto her Quitch account and selects the current class in which she will submit her quiz.
- After Kelly has selected her class, Quitch will take her to the class dashboard, where she may construct the quiz by selecting the Create area.
- Kelly will be able to do a lot of things for the quiz under the making tab: on top of the producing part, she will be able to include photos, videos, or audio to make her quiz more entertaining for her pupils. She will enter her quiz title beneath the file adding part, and under the title is the most crucial portion - the question adding section. In the bottom left corner of that area, there will be a little "add questions" option that will enable Kelly to add another question to her quiz. On top of that, she'll see a list of her questions so she can keep track of them.

- Kelly wants to test her quiz when she's done designing it, so she returns to the dashboard and selects the "Enter Pin" area. She will be taken directly to the quiz after entering the quiz PIN number.
- Kelly's pupils will have their own classroom board where they will be able to view Kelly's quizzes and resources in an engaging and exciting manner.
- Kelly's pupils like the way she created her quiz on Quitch, and she appreciates the simple but effective interface that enables her to be more flexible in her learning.

Comparison:

Based on the new scenario we generated, it is evident that the new user interface is considerably more user-friendly, particularly for students, since the main dashboard displays all of the essential functions of a gamification learning application. In contrast to the present version of Quitch's dashboard, which is unappealing to users, the new design allows students to immediately begin taking quizzes after logging in. This design also gives users a range of login options. Furthermore, each indicator is easily identifiable, allowing users to deduce what they should do. Lecturers may simply construct their own quizzes with this new design; the system will give a new approach to create the quiz; lecturers can include a photo, a video, or an audio for the coverpage, as well as a library of themes for a unique quiz. These example designs are all more in line with the criteria, and they would improve the user experience as well as the workflow for both students and teachers.
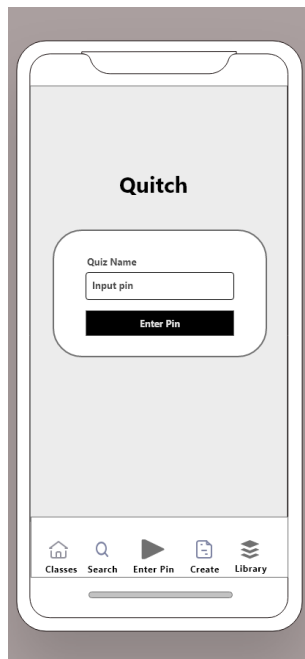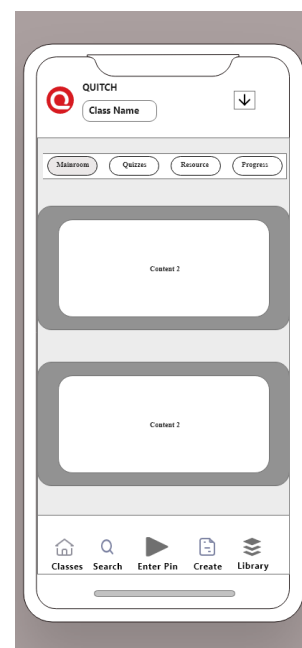
Task 2: Wireframe

Profile

X   Profile   ⚙

Your classes →

Quiz created →

Quiz played →

Achievement →

Subcription →

Profile

Dashboard

AD   Ⓠ   ✉

Image 1

Image2   Image3

Classes | Search | Enter Pin | Create | Library

Dashboard

Create Quiz

←   **Create Quiz**   💾

🖼 🎞 🔊

Tap to add Cover page

Title
Input name   ⚙

Theme
Theme name ↓

Questions (n)
1 - Multiple choice
How many member in group 5?

2 - True or false
Is it raining now?

Add Questions

Create Quiz

Input Access code

Quitch

Quiz Name
Input pin

Enter Pin

Classes | Search | Enter Pin | Create | Library

Input Access code

Classroom board

Ⓠ QUITCH   Class Name   ↓

Mainroom | Quizzes | Resource | Progress

Content 2

Content 2

Classes | Search | Enter Pin | Create | Library

Classroom board

Summary:

This physical wireframe is only a prototype for a future version of Quitch. The program has three layouts: the top menu, which includes the Quitch logo and user section on the left and the notification box on the right, the main part, which contains all of the information, and the bottom navigation bar, which is newly customized for functionality.