

# User-Centred Design

## Task 6.1 Interface Design and Prototype

**Tutorial Day and Time:** Wednesday 13:00 to 17:00

**Group code:** 5

**Lecturer:** Mrs. Thuy Linh Nguyen

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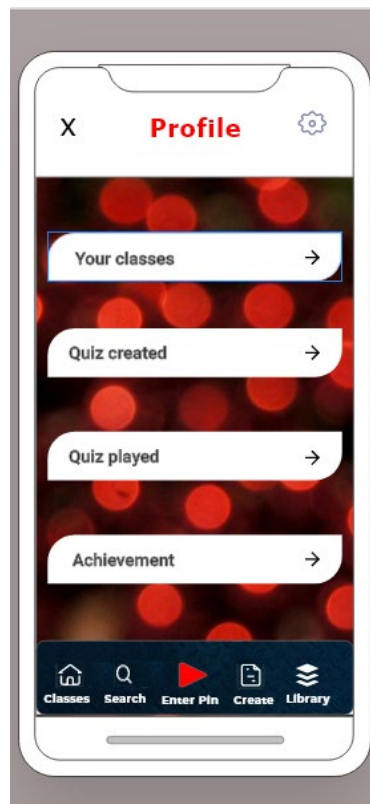
### 1. Dashboard



Dashboard

This is the main dashboard for our new Quitch app. There are 3 sections in the applications: the header, the central section where it displays the content, and finally the footer where we designed the navigator bar. From the header, the user can see the notification when a quiz is published, graded, or whenever the user achieves a new badge. At the center is the Quitch logo, at the left corner of the user logo, the user can access the profile setting by touching that logo. In the central section, users can search for their new classes, quizzes, or topic, and the search engine will do its work. Below that, user can see their class currently. Finally, the navigation bar is one of the most important features in Quitch because the user will interact with its most of the time. The navigator bar will be a shortcut for users to access.

## 2. Profile

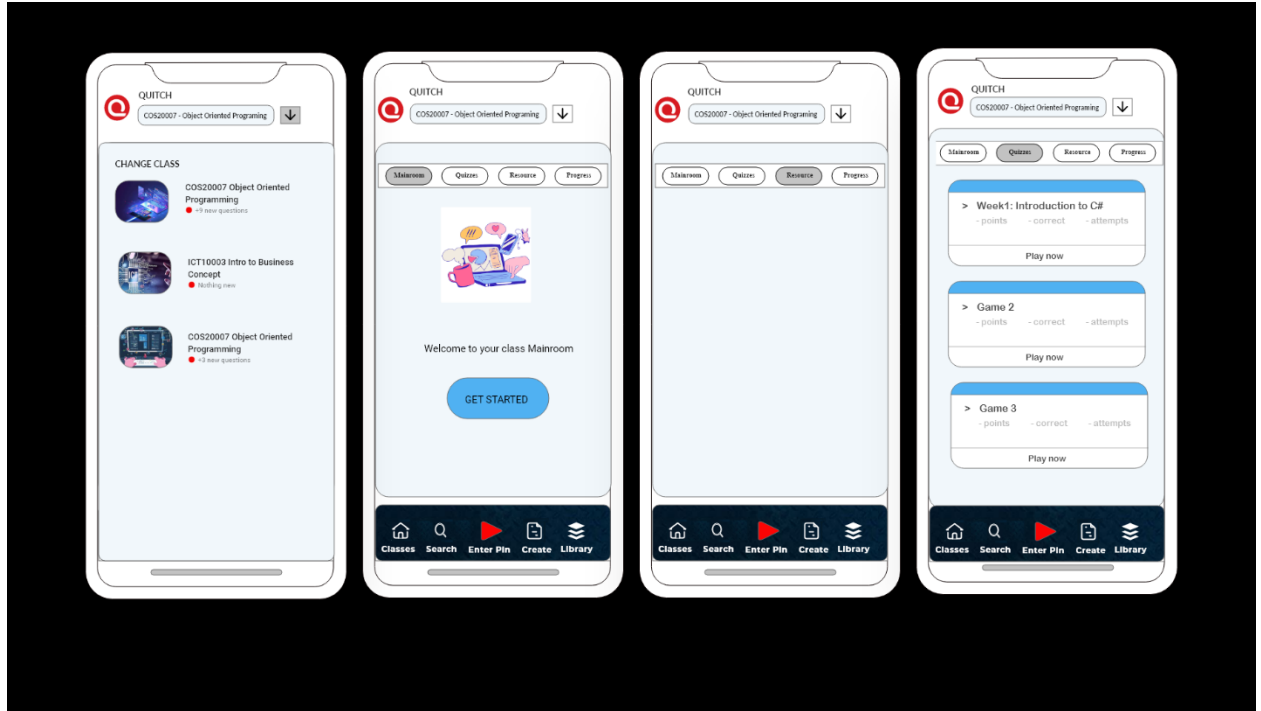


User profile

This is the profile interface for the user to see their information. At the top, there is a gear that metaphor for the Quick application setting. There is also an X sign at the left corner that notices if the user touches that, the profile will close and then go back to the dashboard. As a gamification learning platform, users must have the ability to review all the classes that they enrolled in from the past to the moment as well as all the quizzes

that they created or played as well as their scores. Achievement is also available for the user to review what they have achieved.

### 3. Classes



Class

These prototypes can be accessed at the navigation bar. Each class will have a Mainroom where it shows the class information. Our interfaces also have a sub-navigator bar in class for users to see others' information about the class they enrolled in. For example, the quizzes, the resources as well as the progress of that student. At the header, it displays the class name and a downward arrow to list the other classes.

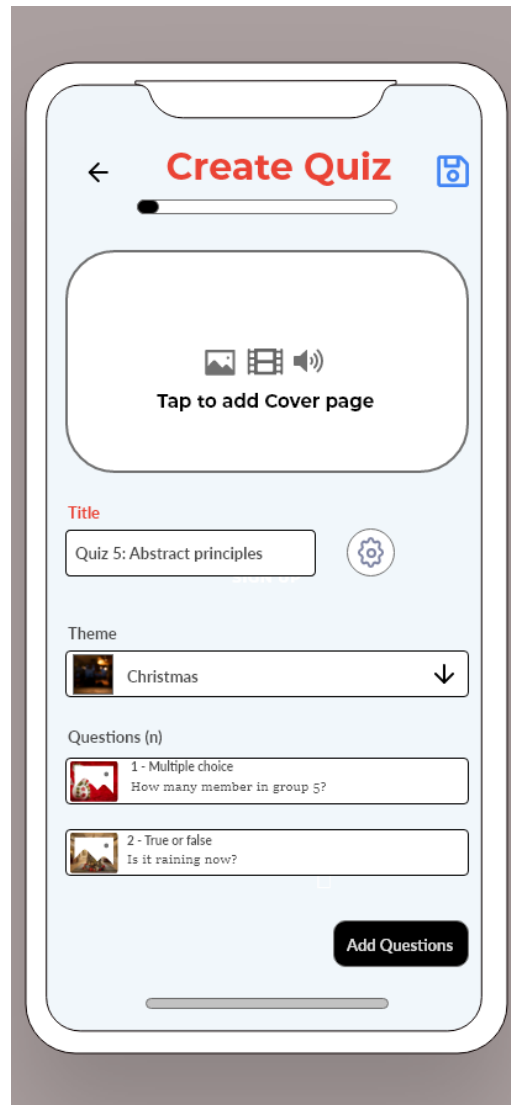
#### 4. Enter Quiz



Quiz access code

This is the access code for the quiz. Students can touch the Enter pin at the center of the navigation bar to reach here. Every Quitch quiz will have a random 6 digits that will require users to insert whenever they access the code. After they input the corrected pin, it will take the user to the quiz so that they can start the quiz. Like the other prototype, from the left corner, the application always displays an X sign that shows the user can come back to the dashboard.

## 5. Create Quiz



Create quiz

This is the prototype that our team is designing and the users, in this case, areas a teacher who wants to create quizzes. At the top user can see a bar-filled in black, that bar has the task to show the progress when the teacher set up the quiz. Whenever users complete a task, for example, insertion media for the quiz, setting a title, or choosing a theme for the quiz, the black line will fill up till they finish the setup. At the top right corner, an icon of saving is shown up that notifies users that they can save the quiz. At the bottom, the Questions section will list all the questions that the user created, they showed the questions type as well as the questions, of course, the user can click on that to review the questions as well as configure them.

