

PeerNotes



**Classmate Notes, Just a
Tap Away**

Note-Share Platform

Organized, Trustworthy Study Materials
for Students

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3 weeks

Figma, Miro, Lookback, Zeplin ,Maze ,Stark (Accessibility)



Challenge or Problem Overview

The Problem: University students struggle to access reliable study materials due to scattered notes across multiple platforms and lack of quality verification systems.

User Impact:

- Computer Engineering students waste time searching through WhatsApp groups, Google Drive folders, and social media for notes
- 60% of students reported difficulty finding trustworthy study materials
- Students fear sharing their own notes due to judgment concerns
- Lack of centralized system leads to missed opportunities for collaborative learning

Target Users: University students, specifically Computer Engineering majors who need organized access to peer-generated study materials (PDFs, Word docs, presentations, and scanned notes).



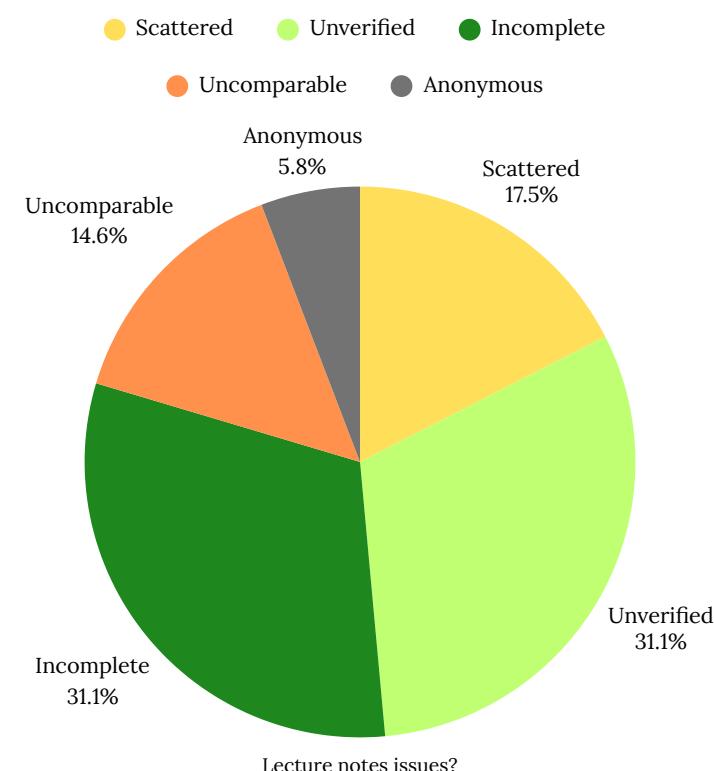
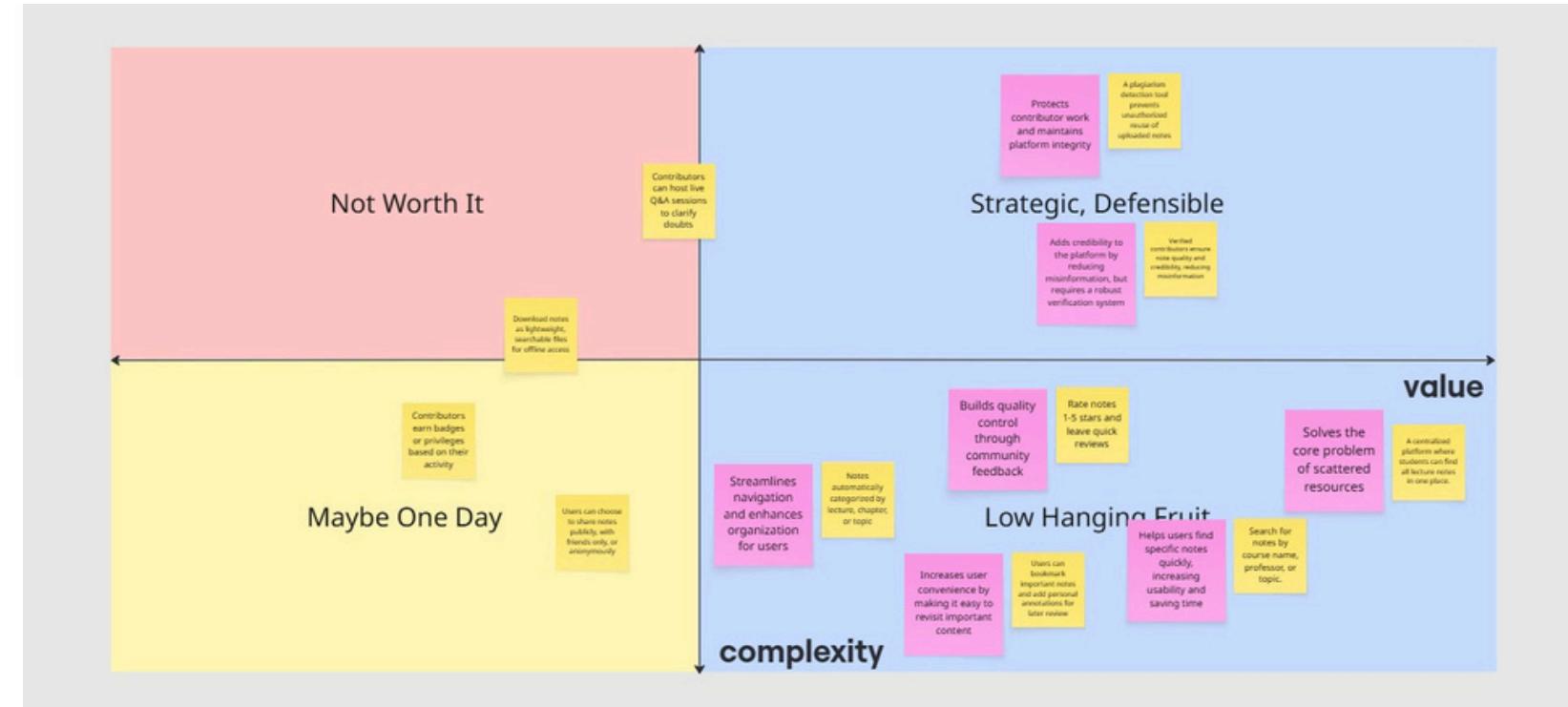
Discovery: Research & Analysis

Research Approach:

- 5 Semi-structured interviews (30 minutes each) to understand current note-taking and sharing behaviors
- Survey with 50+ responses to validate findings at scale
- Competitive analysis of existing platforms (Masaaq.net, WhatsApp groups, Google Drive)

Key Research Insights:

1. Finding #1: Notes are scattered across 3-5 different platforms per student
2. Finding #2: 70% of students need quality indicators (ratings, verified uploaders) to trust shared content
3. Finding #3: Students want to contribute but fear judgment about note quality
4. Finding #6: Gamification elements motivate high-quality contributions



(P2) "I spend more time looking for notes than actually studying them"

Design: Concepts & Sketching

Concept Development Process: Based on research findings, I sketched multiple approaches to organize and present study materials:

Key Design Decisions:

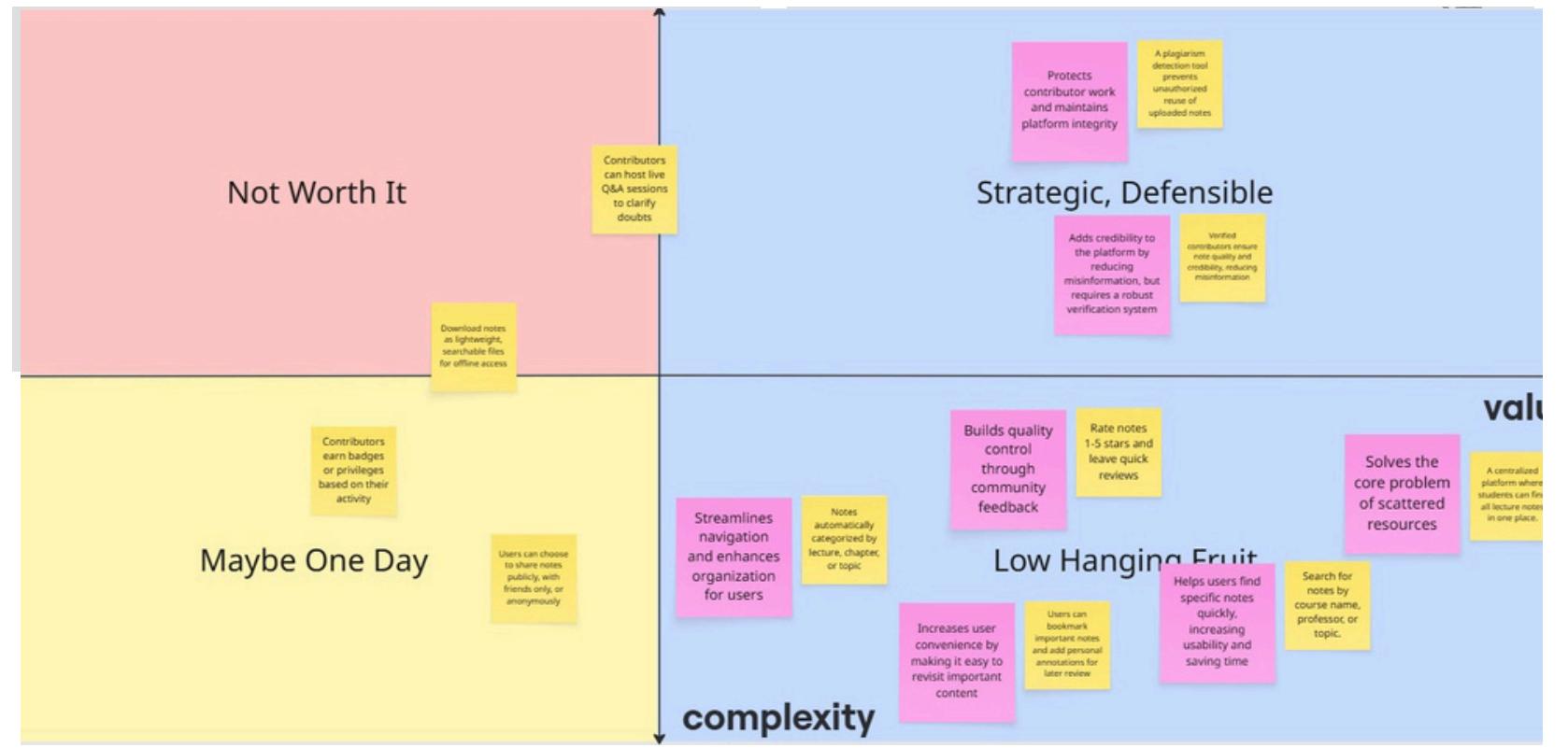
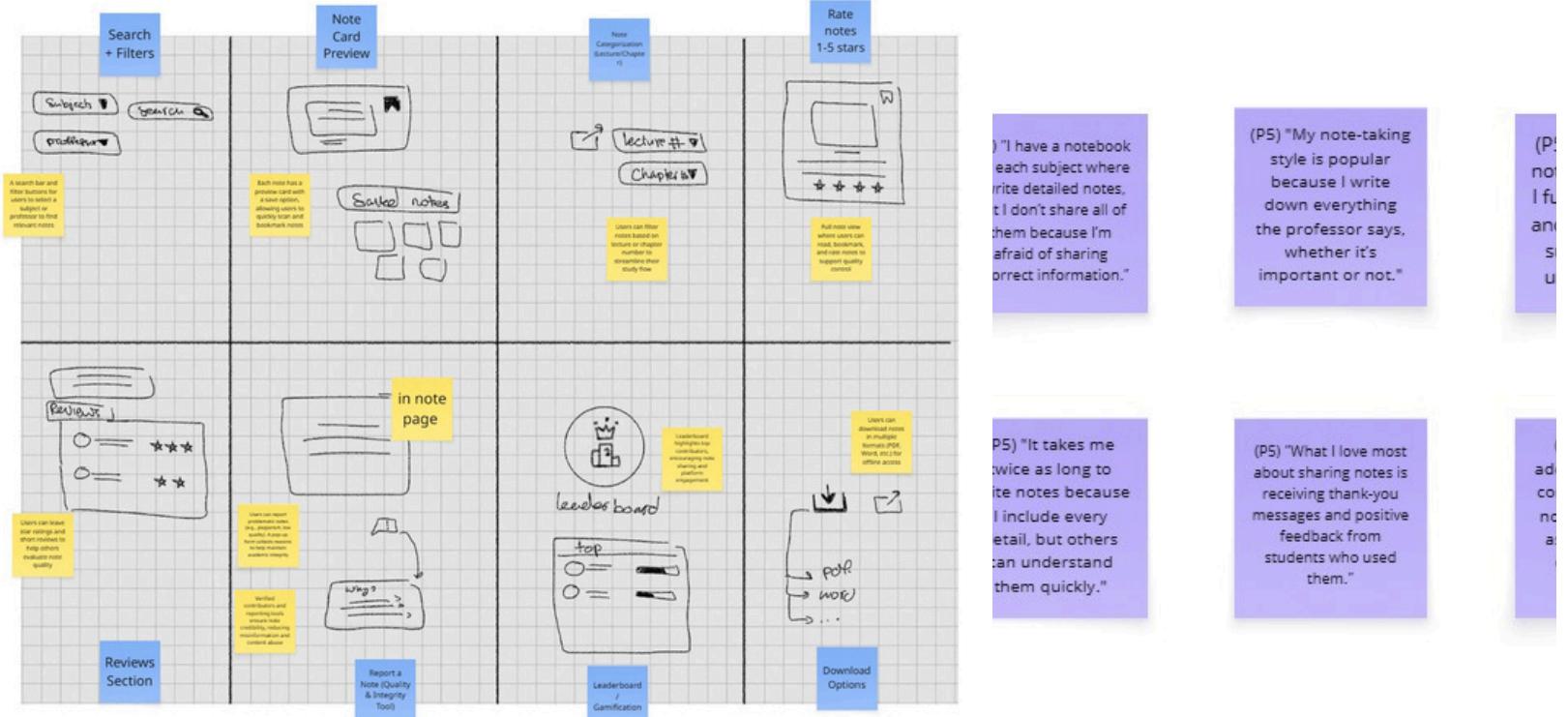
- Centralized subject browsing to address scattered notes (Finding #1)
- Trust indicators including ratings, verified badges, and author profiles (Finding #2)
- Supportive community features with reviews and recognition systems (Finding #3)
- Leaderboard integration for gamification motivation (Finding #6)

Hand-drawn Explorations:

- Information architecture sketches
- User flow wireframes for finding and accessing notes
- Multiple layout options for note cards and details

Design Principles Applied:

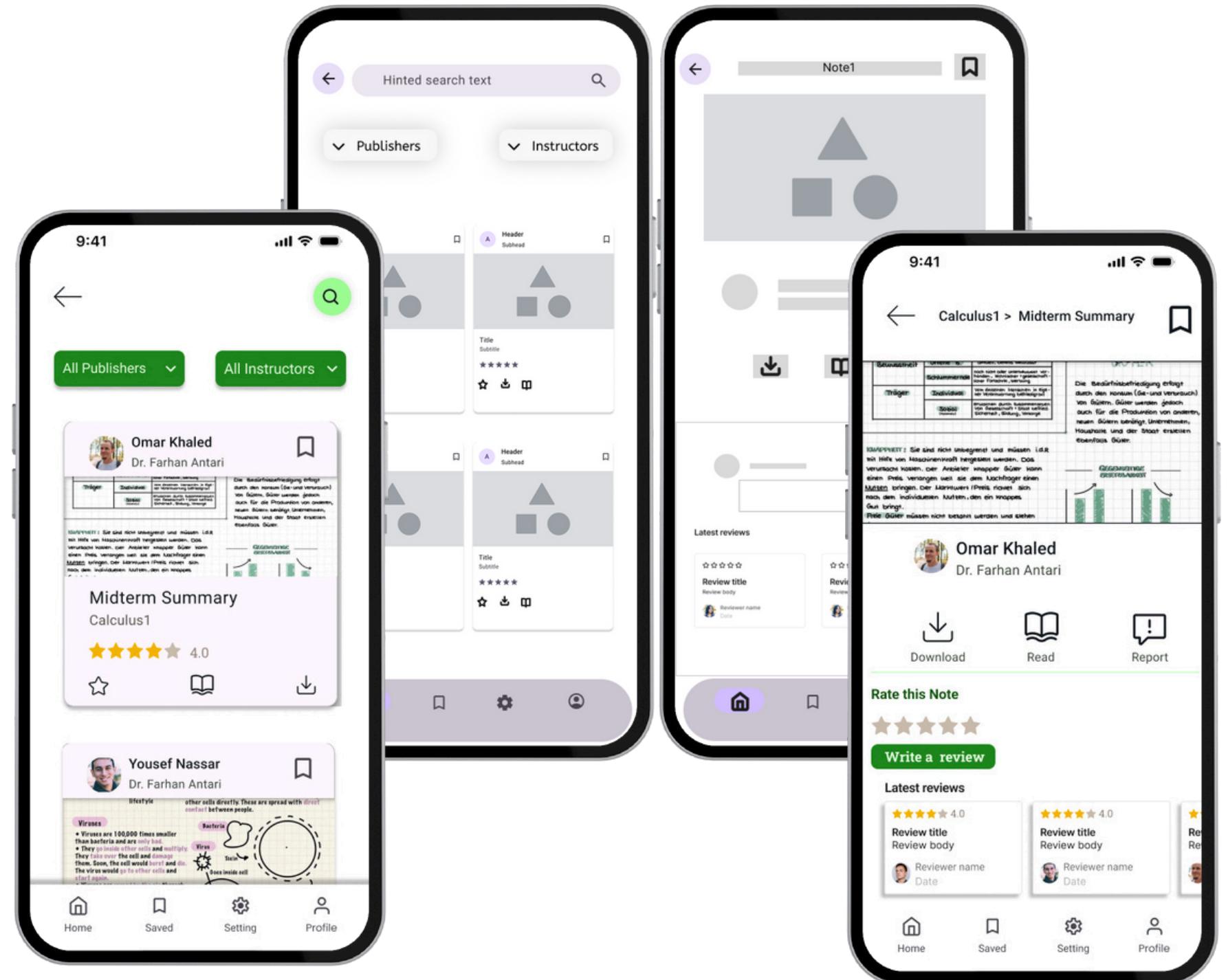
- Reduce Cognitive Load: Simple navigation and clear visual hierarchy
- Gestalt Principles: Consistent grouping and visual patterns
- Emotional Design: Trust-building elements and positive feedback loops



Develop: Prototyping

I started with the low fidelity design , I used Figma to create my design which were based on the sketch I have did before. [lo-fi Figma prototype link](#).

Then after the surveys and interviews I developed my design to the final look [hi-fi Figma prototype link](#)



Test: Validation, Usability, Feedback

Usability Testing Method:

- 10 participants via Lookback (remote testing)
- Task: Find and open "Midterm Summary" note from Calculus1
- Duration: 15-20 minutes per session

Critical Findings:

- Task Success Rate: Only 30% completed the full task successfully
- Time on Task: 4-5 minutes (expected: 1-2 minutes)
 - Main Pain Points: Note cards too small (24x24px) - 100% of users struggled
 - Unclear action icons - 70% couldn't identify "open" function
 - Users got lost between screens - 60% confusion rate

User Feedback:

- "The cards are too small to read the text clearly"
- "I'm not sure how to actually open the note to read it"
- "I thought I was done when I reached the details page"

Design: Iteration

Data-Driven Design Changes: Based on 70% task failure rate, I made strategic improvements:

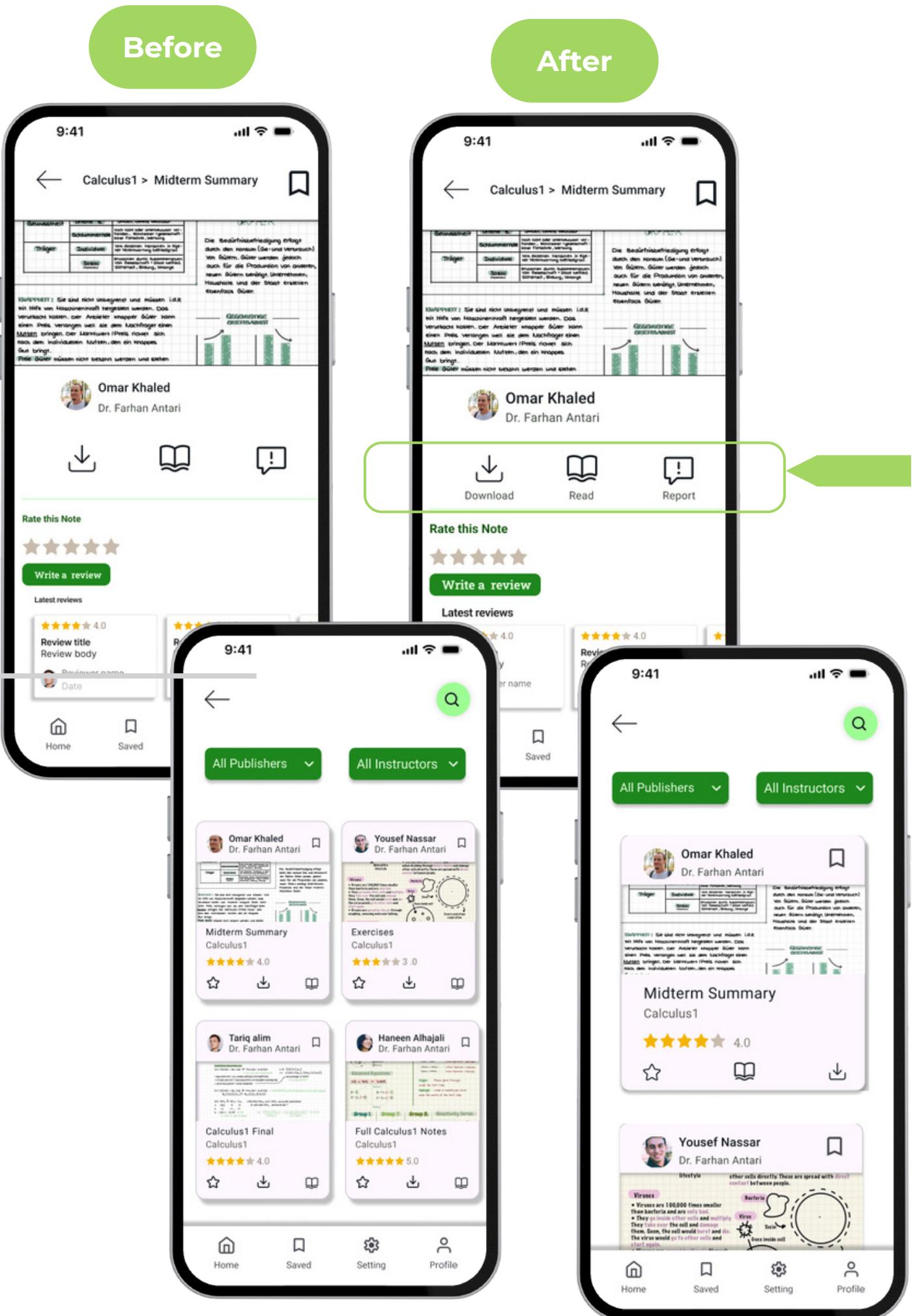
Before vs After:

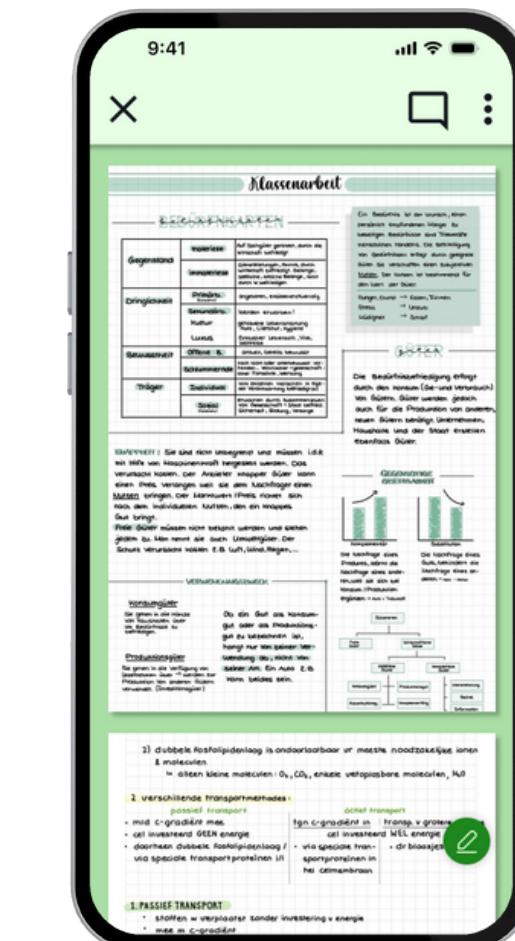
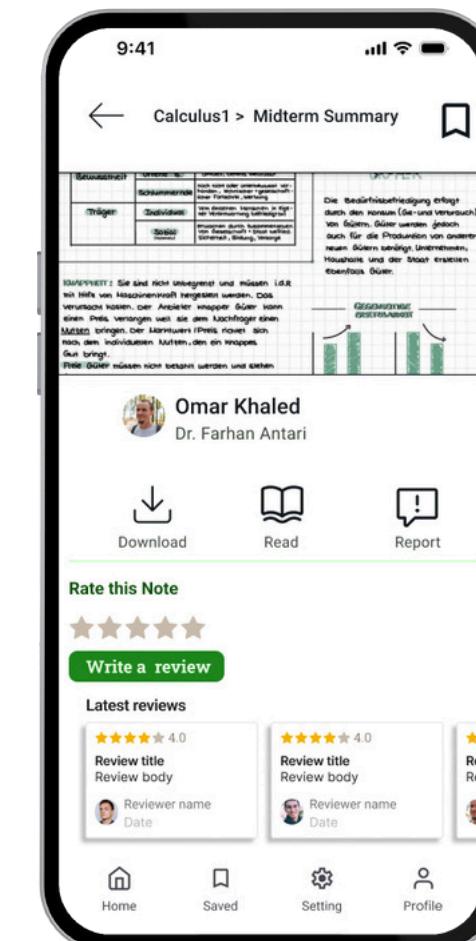
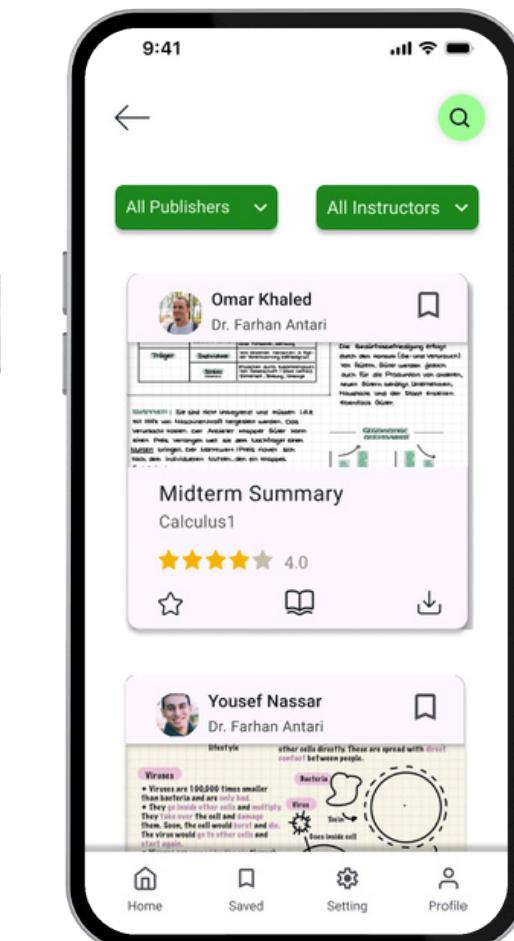
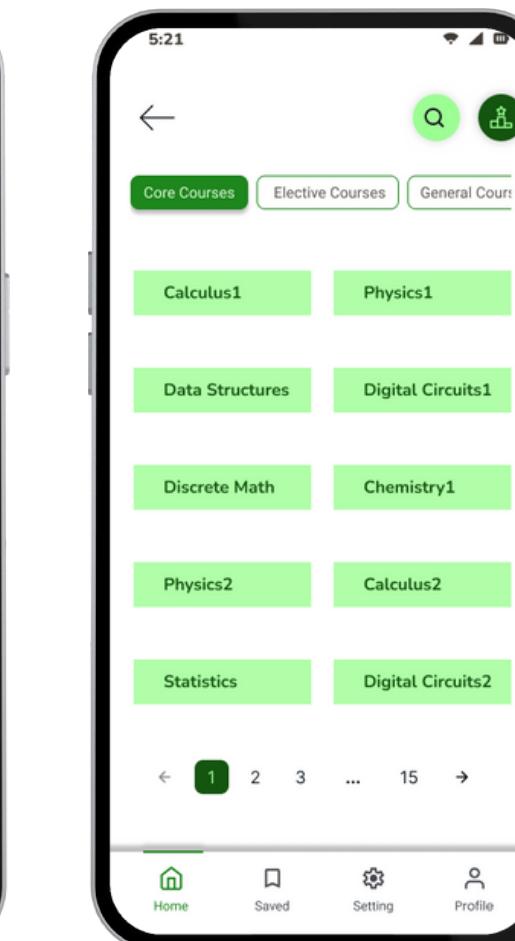
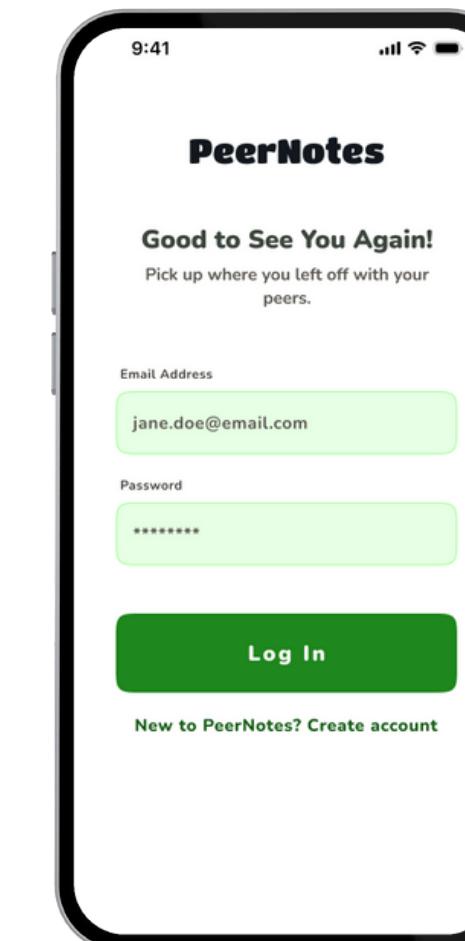
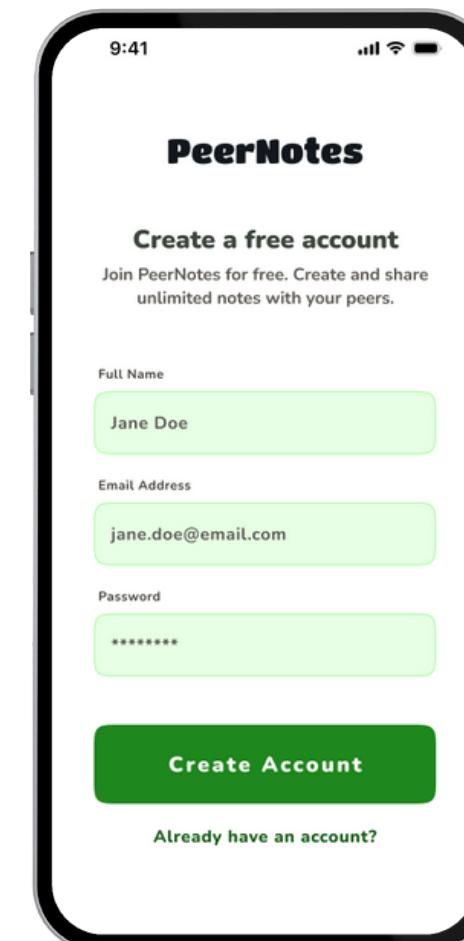
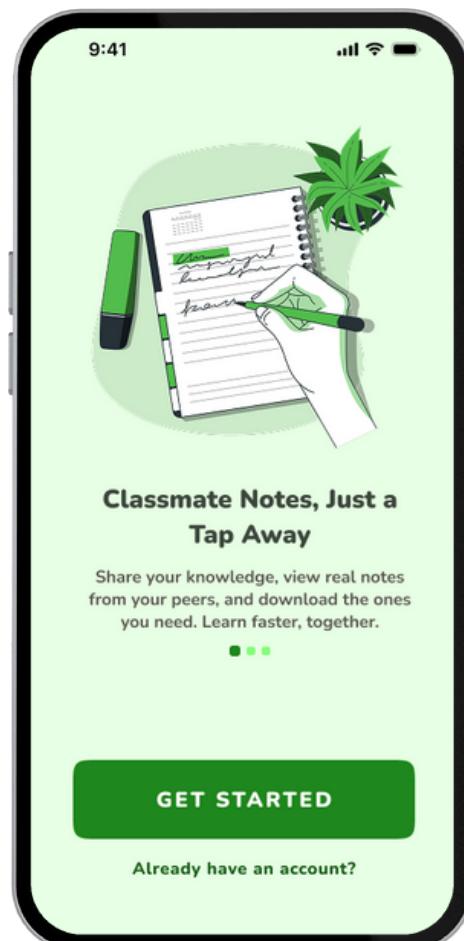
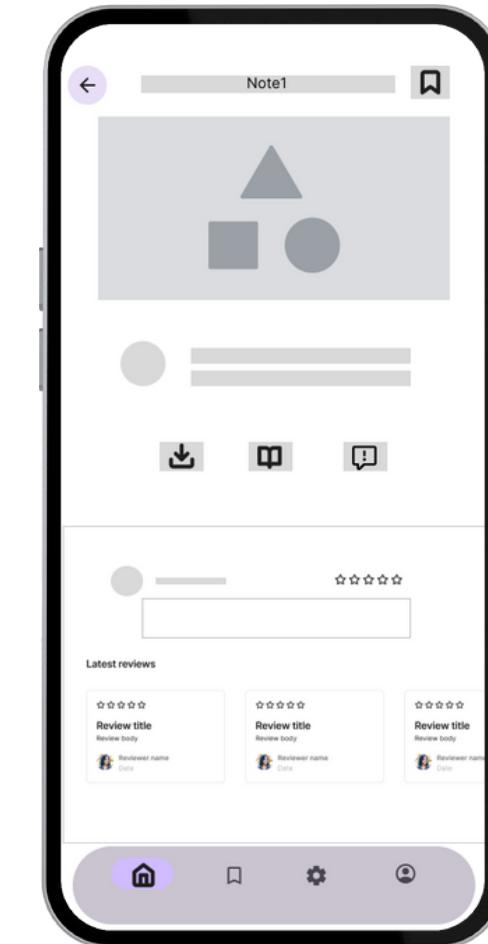
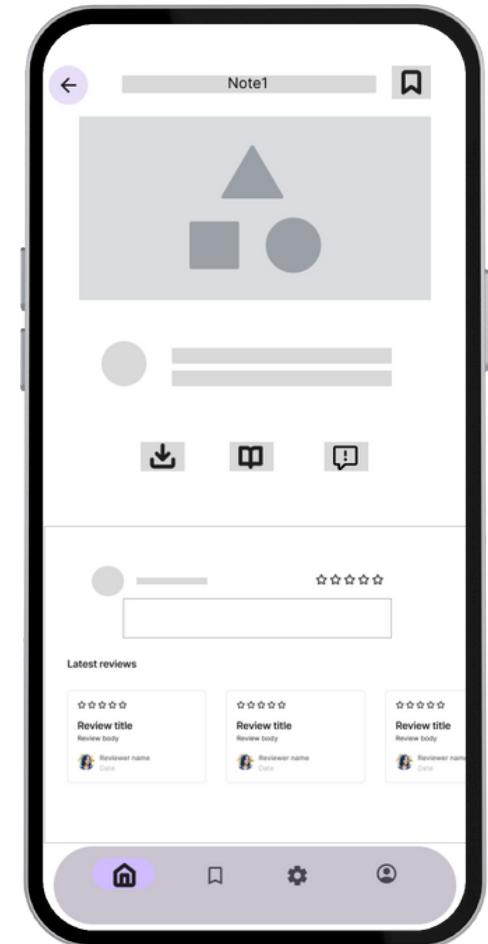
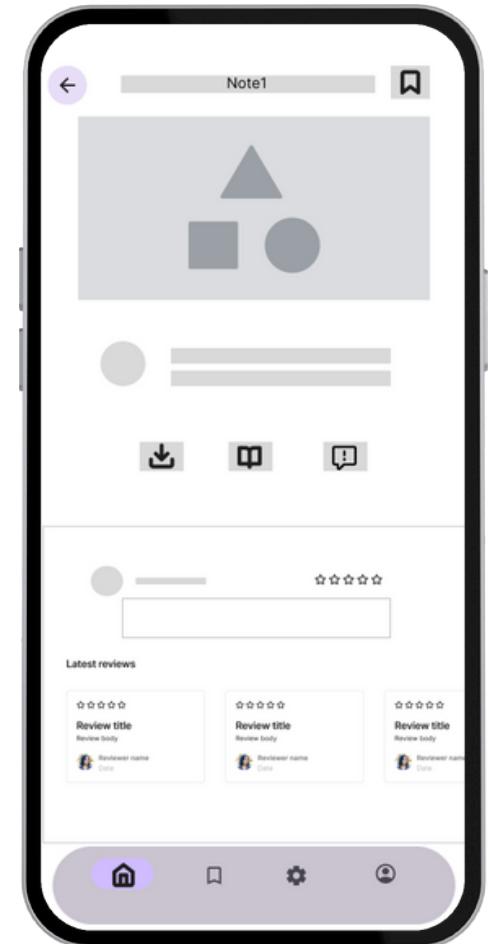
- Layout: 2-column grid → Single-column list for better readability
- Card Size: Increased from 24px to 44px touch targets (WCAG compliance)
- Action Buttons: Icon-only → Icons with text labels ("Read", "Download", "Bookmark")
- Visual Hierarchy: Enhanced contrast and typography for better scanning

Accessibility Improvements:

- Improved color contrast ratios for WCAG AA compliance
- Increased touch target sizes for motor accessibility
- Added semantic labels for screen readers
- Enhanced font legibility (10px → 12px minimum)

Hypothesis: If we make note cards larger and add text labels to action buttons, task success rate will increase from 30% to 80%.





Solution & Impact Overview

Final Solution: A centralized note-sharing platform that connects Computer Engineering students with organized, trustworthy study materials through intuitive design and community-driven quality assurance.

Measured Impact:

- Task Success Rate: Improved from 30% to 80% (167% improvement)
- Time on Task: Reduced from 4-5 minutes to 1-2 minutes
- User Satisfaction: "I can now find trustworthy notes in half the time"

Key Features Delivered:

- Centralized subject organization with smart categorization
- Quality indicators through ratings and verified contributors
- Accessible design meeting WCAG AA standards
- Gamification elements encouraging high-quality contributions

Next Steps:

- Implement note request feature for missing content
- Expand to additional university departments
- Integrate with existing university systems



About Me

Haneen Alhajali

UX Researcher & Designer

Passionate about creating accessible, research-backed digital experiences.

I bridge user needs with thoughtful design through:

- User Research: Interviews, surveys, and usability testing
- Inclusive Design: WCAG compliance and accessibility-first solutions
- Prototyping: From hand sketches to high-fidelity Figma flows

My Approach:

Start with data, not assumptions. My student-focused projects (like NoteShare) prove how research-driven design solves real problems.

Currently: Completing UX Nanodegree with focus on educational technology.

Let's connect: haneenalhajali2003@gmail.com

