

# PeerNotes



**Classmate Notes, Just a  
Tap Away**

## Note-Share Platform

Organized, Trustworthy Study Materials  
for Students

Haneen Alhajali

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).



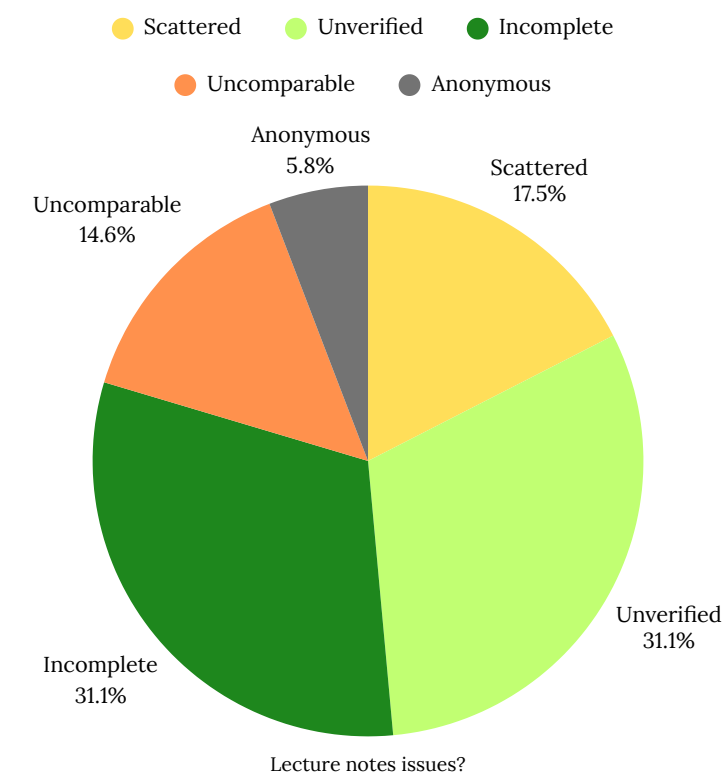
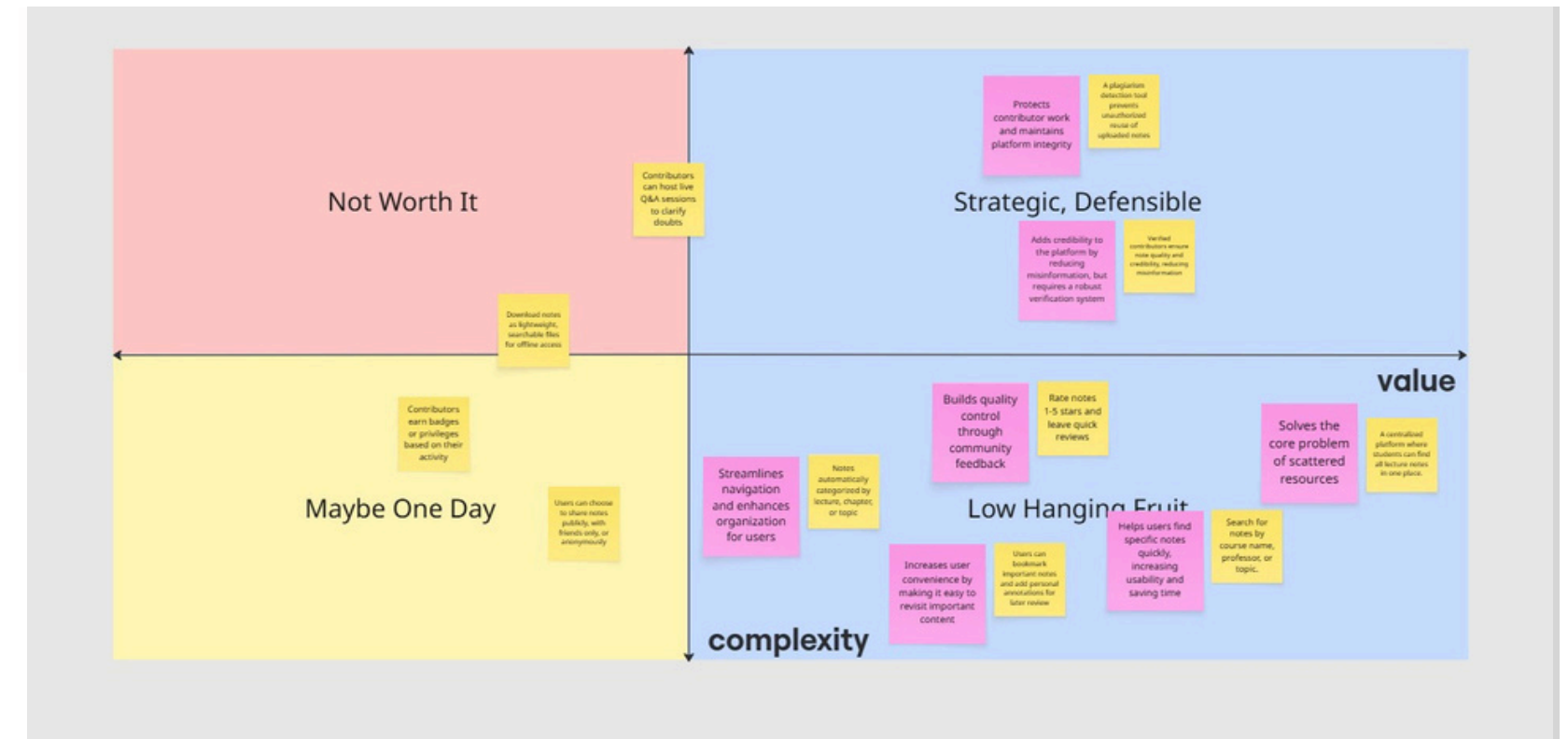
# Discovery: Research & Analysis

## 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)

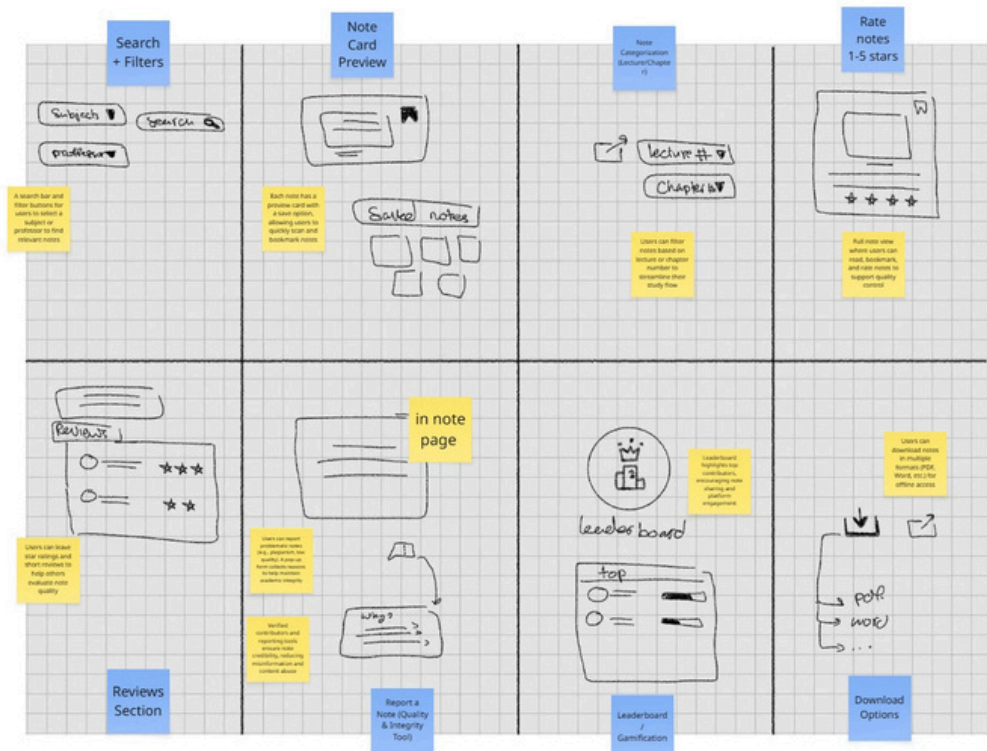
## **Hand-drawn Explorations:**

- 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





"I have a notebook each subject where I write detailed notes, but I don't share all of them because I'm afraid of sharing incorrect information."

(P5) "My note-taking style is popular because I write down everything the professor says, whether it's important or not."

(P5) "I have a notebook each subject where I write detailed notes, but I don't share all of them because I'm afraid of sharing incorrect information."

(P5) "It takes me twice as long to write notes because I include every detail, but others can understand them quickly."

(P5) "What I love most about sharing notes is receiving thank-you messages and positive feedback from students who used them."

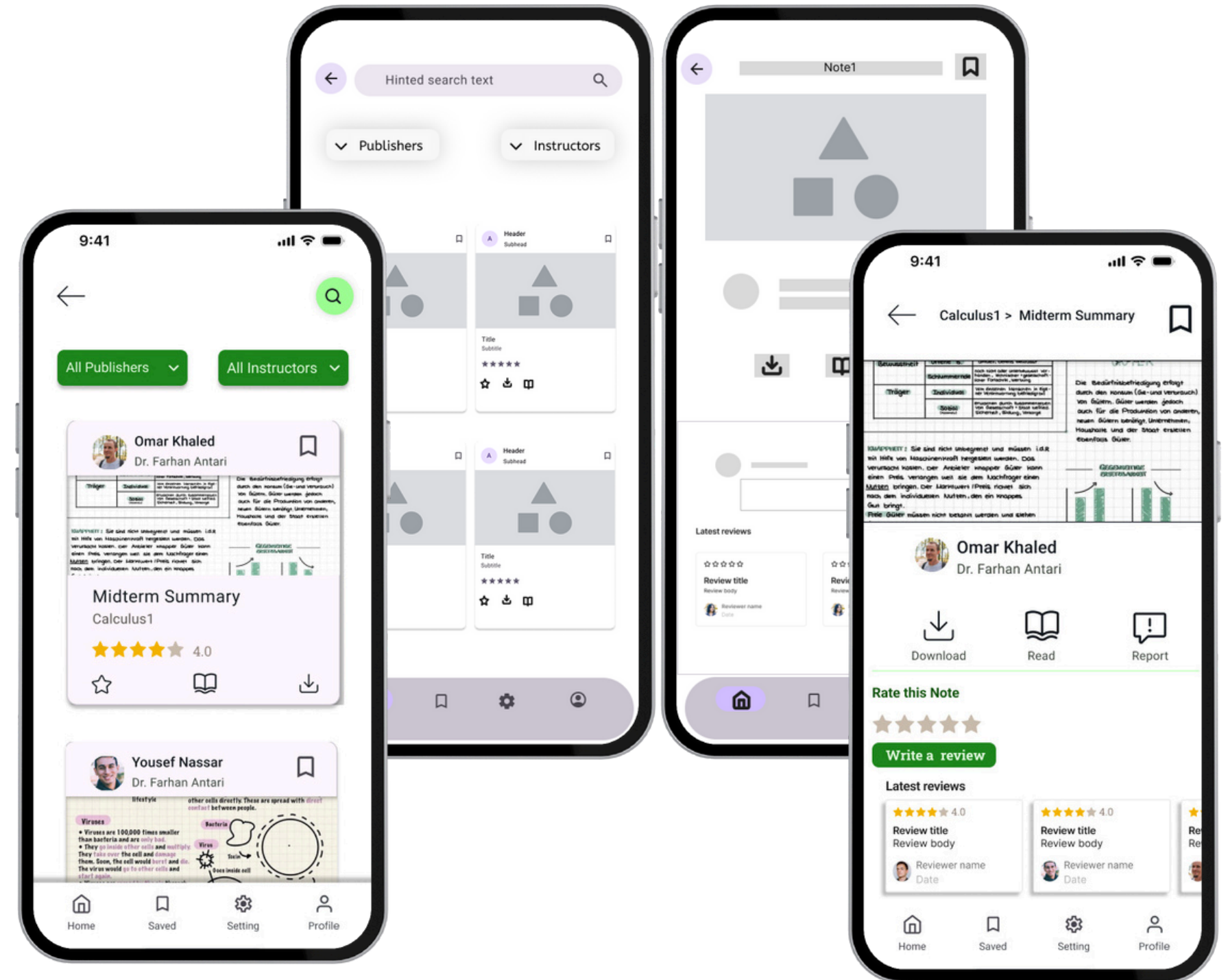
(P5) "I have a notebook each subject where I write detailed notes, but I don't share all of them because I'm afraid of sharing incorrect information."



# 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

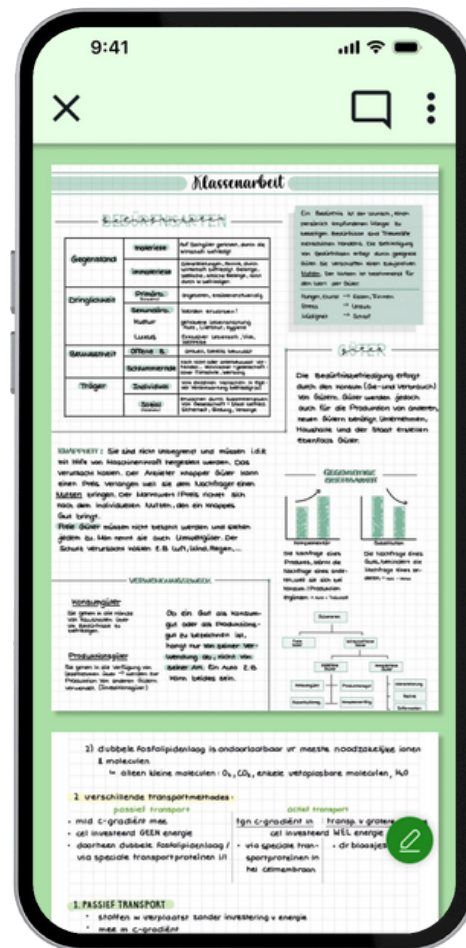
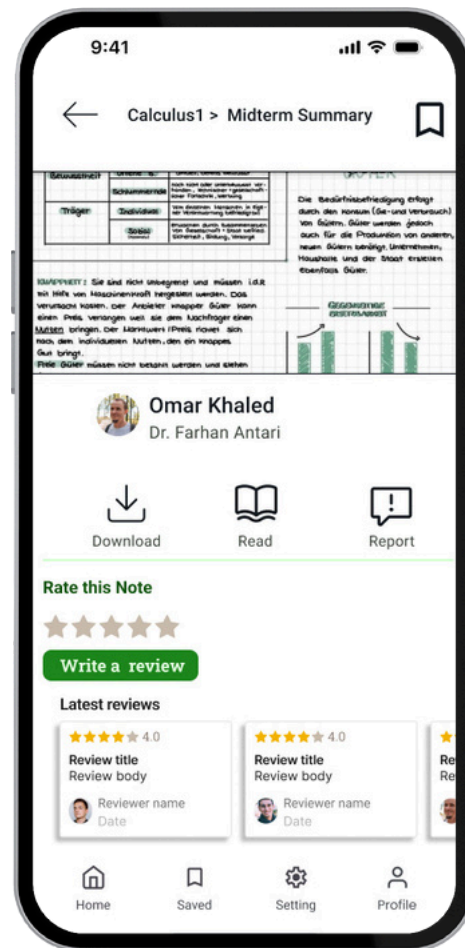
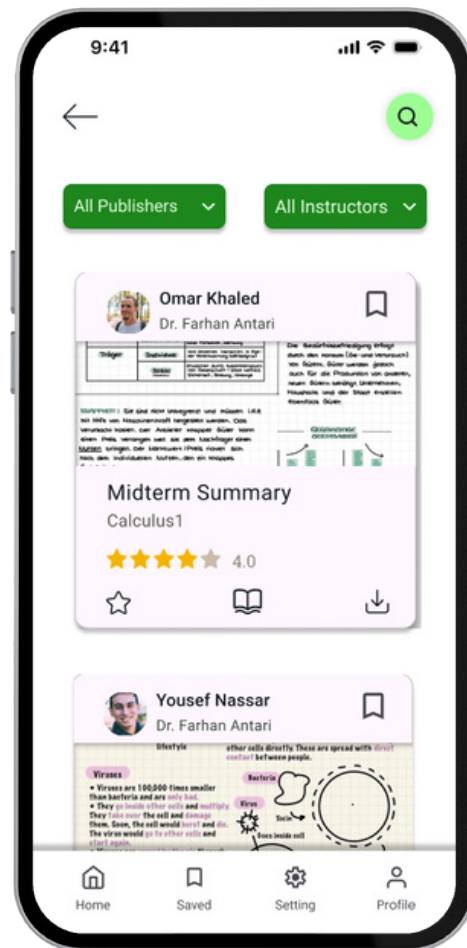
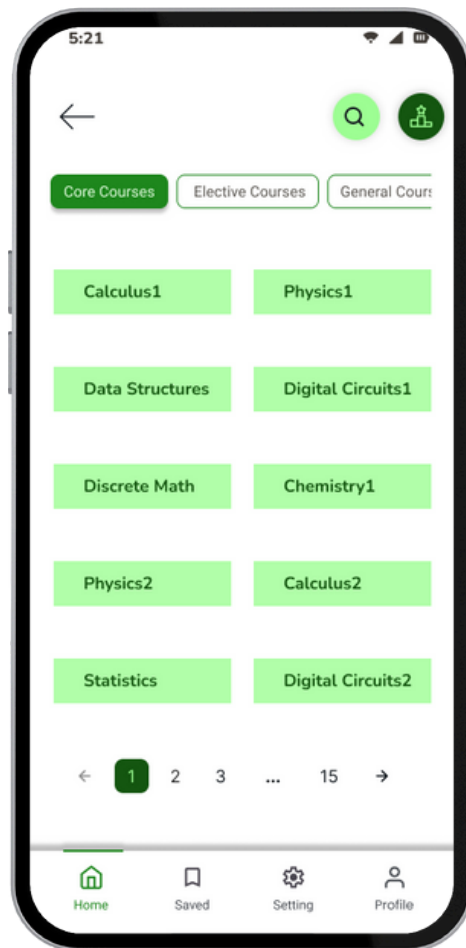
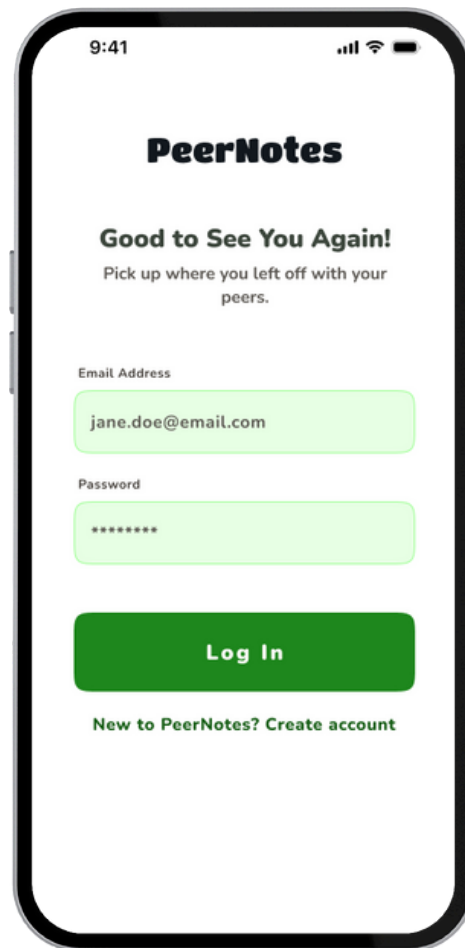
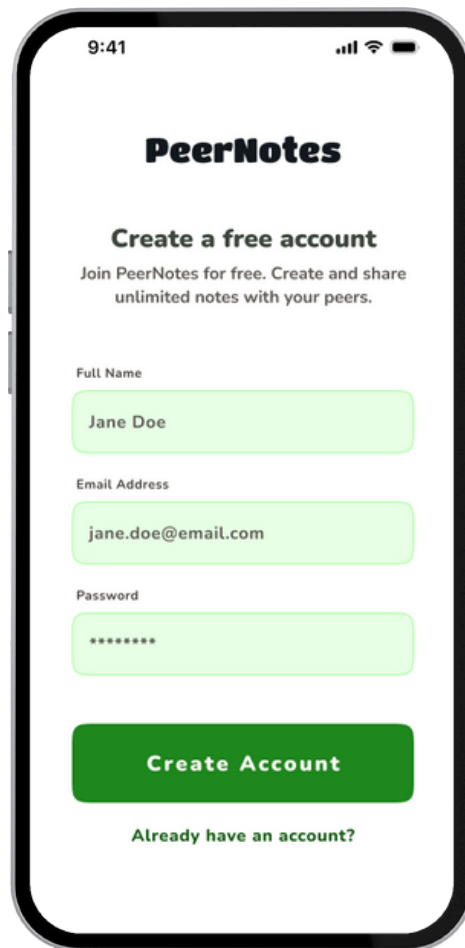
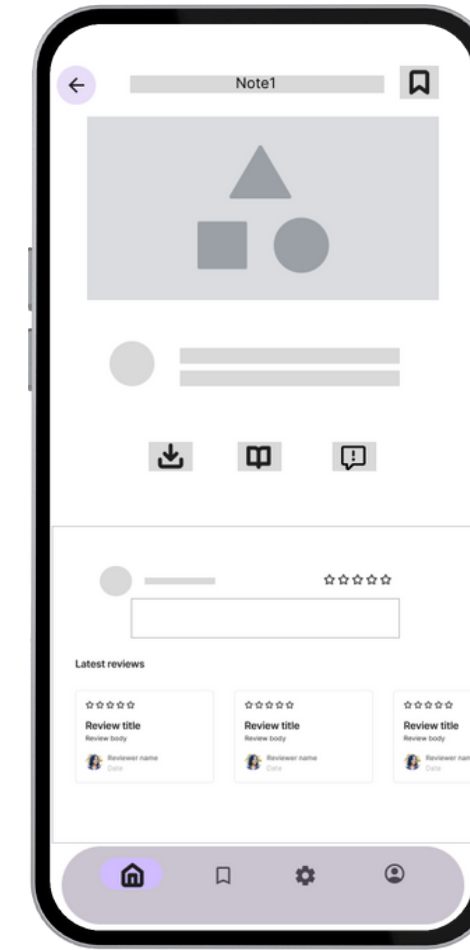
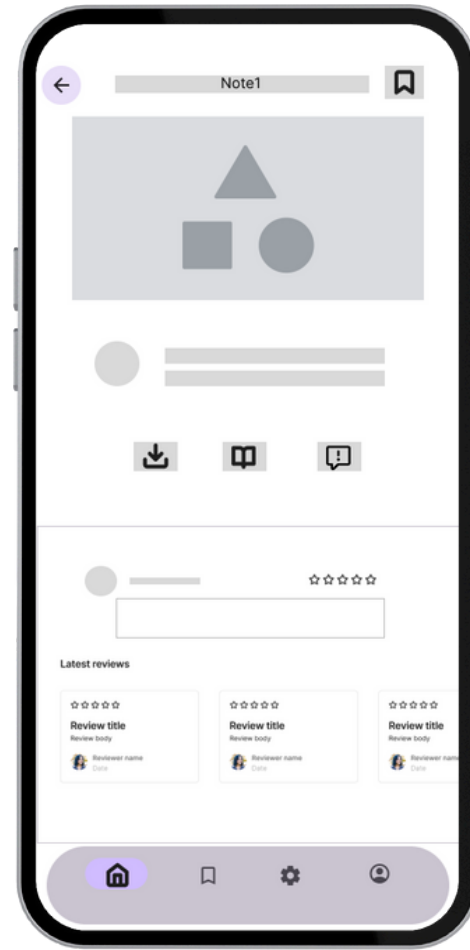
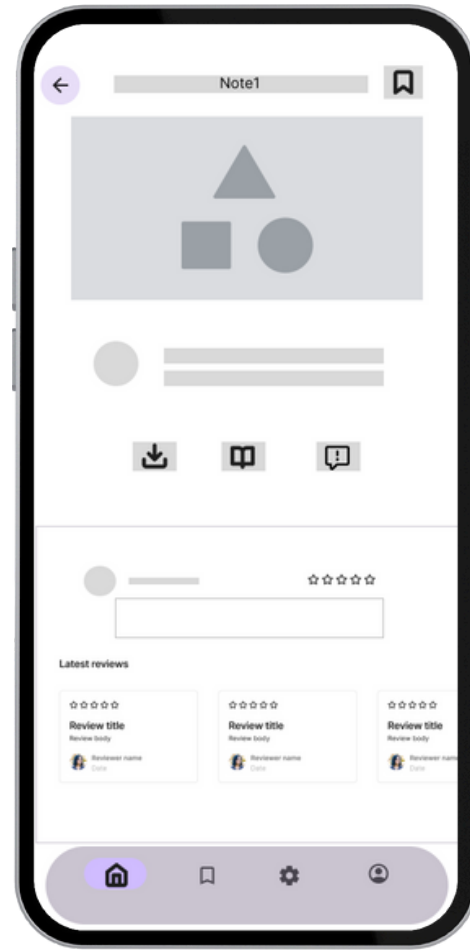
## Accessibility Improvements:

- 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](mailto:haneenalhajali2003@gmail.com)

