Jaryd Meek
Project Group – Elena Smith and Emily Parker (worked individually)
Group Name – ZU Grads

My task is to manage and track zoom meeting links (and other zoom meeting information) effectively, allowing users to have one place to find the right link for their meeting or class. In my prototype, you can see your classes, which class is "live" right now, as well as add a class. You can also "sign into" Gmail so that the application can pull zoom links automatically from your email. You begin on the main page that shows your added links as well as highlighting which one is going on at the current time. You can then "connect email" to go to the page to connect your email or hit "add a zoom link manually" to go to the page to add the information manually, then click "add zoom link" to store it.

Figma Prototype - https://www.figma.com/proto/hMv3suqCxlubUTdJ2RjWUg/Untitled?node-id=2%3A3&scaling=scale-down&page-id=0%3A1

Review Mine -
Noah Nguyen reviewed my prototype. Here are his notes –

> Overall, I like the idea and think that the prototype is effective in explaining how to add a Zoom link to one's class roster. The UI is clear and displays everything that it should without being overly cluttered. I only have two suggestions. First, I initially thought that the green highlight on the roster page was something that I was meant to click, rather than just an indication that it was the currently selected class I was "editing." Second, the "Added :)" text box on the final screen looks a lot like a button, so I tried pressing that as well.

My Notes -
> I liked the ability to see someone else's thought process when working through my prototype. I may change the look of buttons versus pop-up alerts. It seemed to be a bit confusing which buttons he could click, and which were alerts.

Review Someone Else's -
I tested Noah's prototype for an app to allow you to learn information and quiz yourself to maintain your knowledge.

> It went well, I liked the gamification of learning and checking your knowledge. It makes you want to keep learning more and keep playing, which is very useful for learning material. One thing I didn't like was the fact that if you get a question wrong, it doesn't explain why you got it wrong. Short statements on why the right answer is right would possibly aid in learning even more.

My Notes –
I liked being able to work through someone else's prototype and talk through it with their designer. I learned a lot about how someone can design an interface that is "intuitive" and how you can make a user interface better for the user.