MOBILE NEWCARD

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DESIGN OBJECTIVE

This application will serve as a substitution for the New School Card for Students and faculty. It will allow you to easisly access New School facilities, and pay for on-campus goods and services at the convince of your mobile devise.

INSPERATIONS & PRECEDENTS

- Apple Wallet
- Parsons app (colors, layout ex...)
- New School Card

Study Guide

Buttons: Nueu Regular 24pt
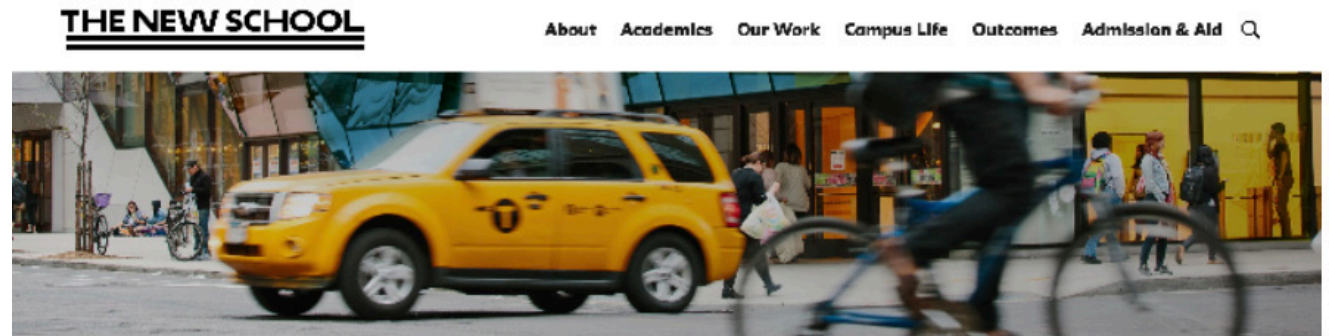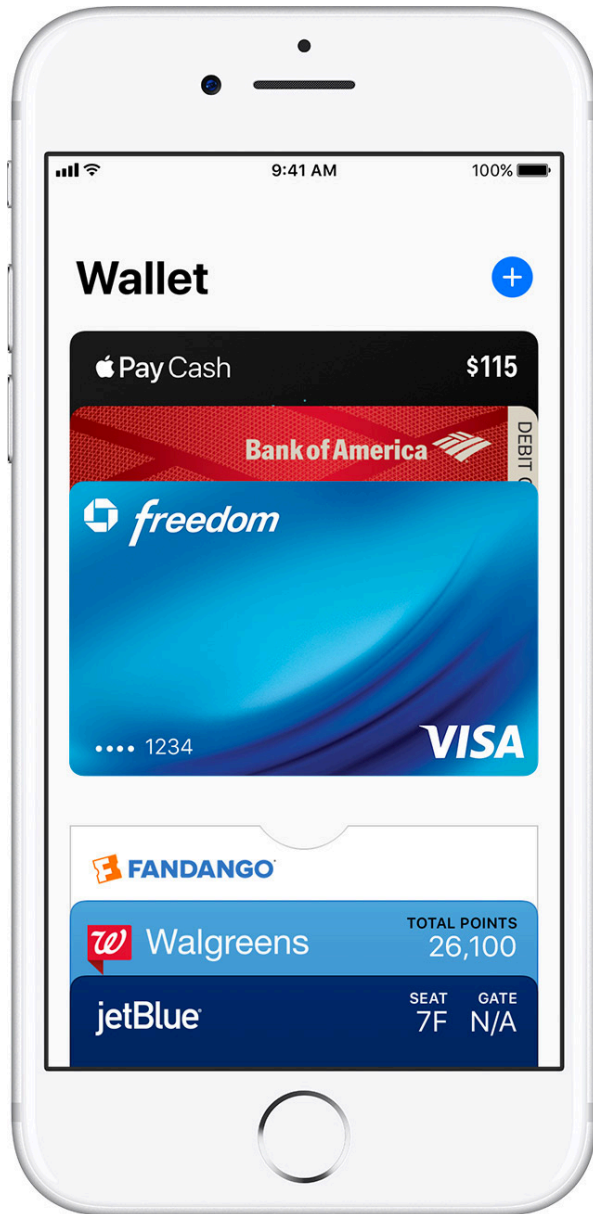## Navigation: Nueu Black 24 pt

Body: Nueu Black 18 pt

H2: Nueu Bold 20pt

Small Text: Nueu Regular 16 pt

Quote Text: SF Pro Bold 15pt

Quote Text: SF Pro Regular 13pt

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INTENDED AUDIENCE

Intended audience would be anyone that goes to the new school or is required to have the card to enter the campus and use its facilities ie teachers, students and facility.

AUDIENCE NEEDS

- User needs to be abble to show and access newcard and its info
- Users need the ablity to unlock card
- Users need to have acess to there card history
- User need to be able to add money to New card Accounts (food & Printing)
- Users need to be able to veiw accout balences
- Users need access to workshop stickers
- Users need to be able to open and use the application with ease

FUNCTIONAL REQUIERMENTS

– User can reveal their newscard, allowing it be scan-able by nearby bluetooth receiver or QR scan
– User can easily see when bluetooth scanning has worked (otherwise the need to scan a QR code)
– User can reveal workshop access stickers
– User can see the food account total and recent purchases activity
– User can add money to their food account
– User can see their print account total, recent printing activity and add printing creidits
– User can see their visit history of what buildings/dorms they've visited and when
– User can eassily access existing new school app
– User can eather unlock card with thumb scan or passcode

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INFORMATION ARCHITECTURE
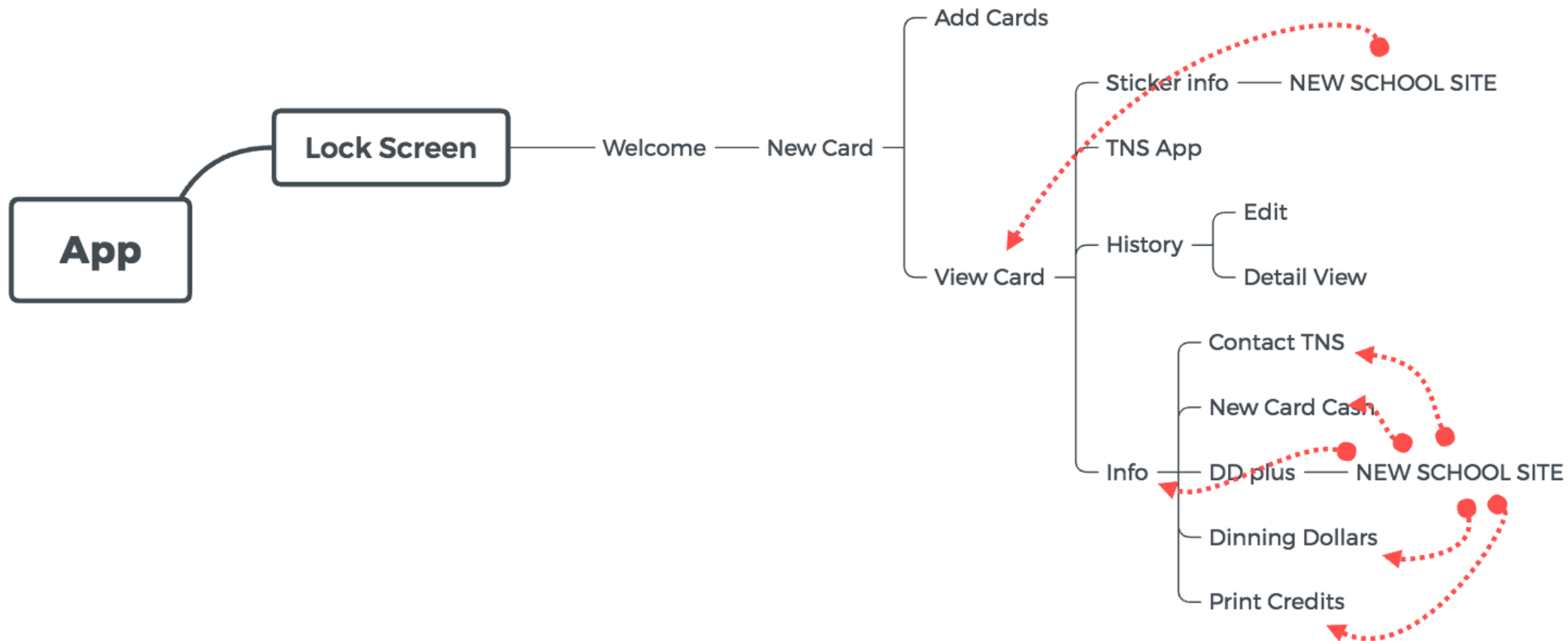
UI TESTING

Throughout my user testing I found that there is a lot that has to be considered while creating a mobile application.