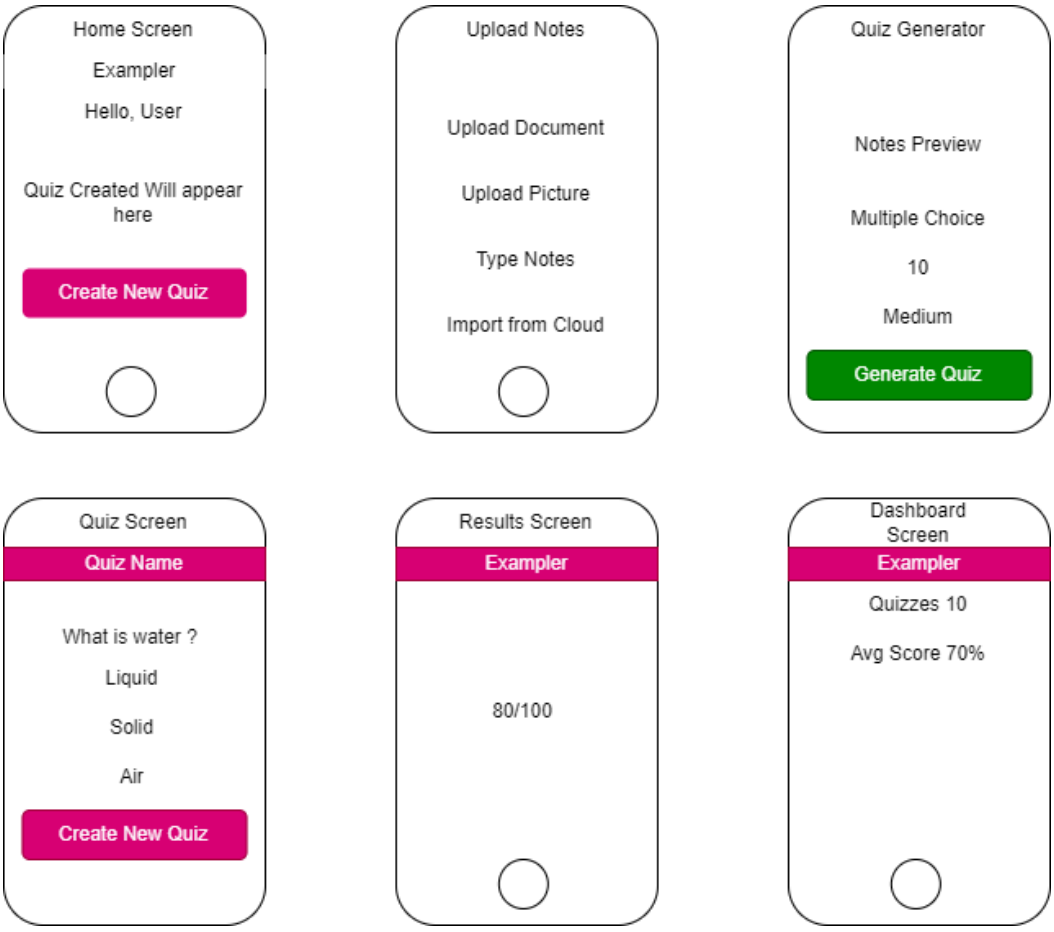
Project Title: Exemplar – AI-Powered Note-to-Quiz Generator

Name: Joseph Boateng

Date: 03/23/2025

A. Design

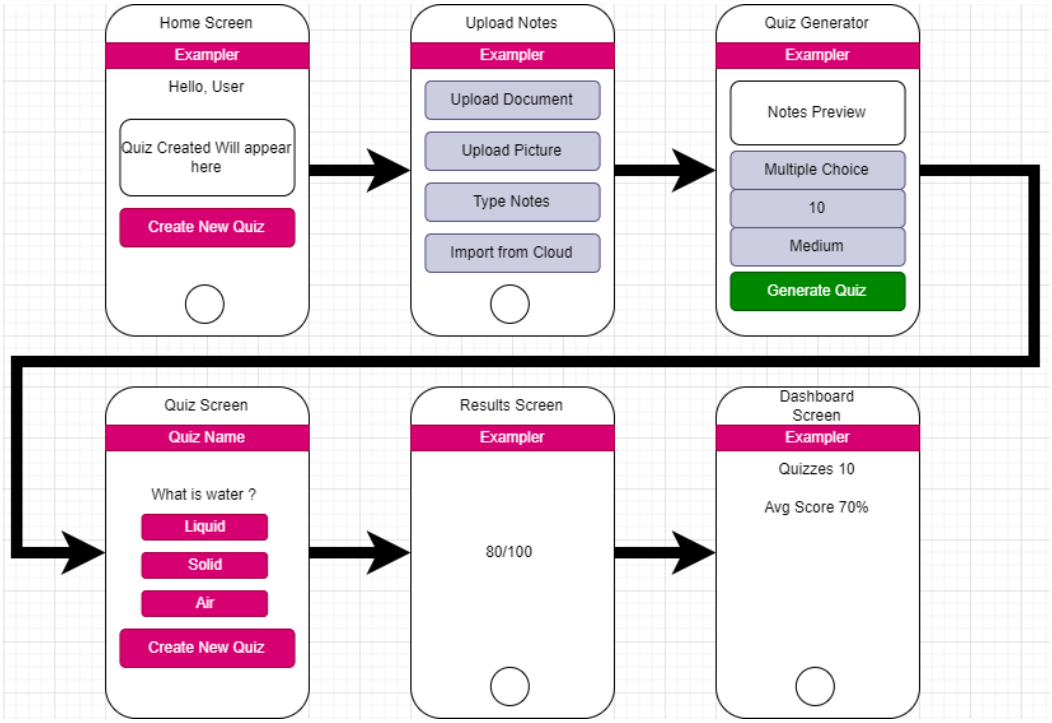
Prototype 1



Description: This prototype represents the user interface design for *Exemplar – AI-Powered Note-to-Quiz Generator*, a mobile application that helps students convert their notes into quizzes for study and revision. The design consists of six key screens. The Home Screen displays a welcome message and an area where generated quizzes appear, with a button to create a new quiz. The Upload Notes Screen provides options for users to upload documents, pictures, manually type notes, or import them from the cloud, serving as the primary input method for quiz generation. The Quiz Generator Screen shows a preview of the uploaded

notes and allows users to set quiz parameters such as question type, number of questions, and difficulty level before generating the quiz. The Quiz Screen presents quiz questions with answer options, simulating an interactive quiz experience. The Results Screen displays the user's quiz score, allowing them to track their performance. The Dashboard Screen summarizes user statistics, including the total number of quizzes taken and the average score. The prototype features a clean and simple design with prominent action buttons to facilitate navigation and usability.

Prototype 2



Description: This prototype illustrates the user flow of *Exemplar – AI-Powered Note-to-Quiz Generator*. Users begin on the Home Screen, where they can create a new quiz. They proceed to the Upload Notes Screen to add content via document upload, pictures, manual entry, or cloud import. The Quiz Generator Screen allows them to preview notes and customize quiz settings before generating questions. Once the quiz is created, users interact with multiple-choice questions on the Quiz Screen. After completion, the Results Screen displays their score, and the Dashboard Screen tracks their quiz history and performance. The arrows

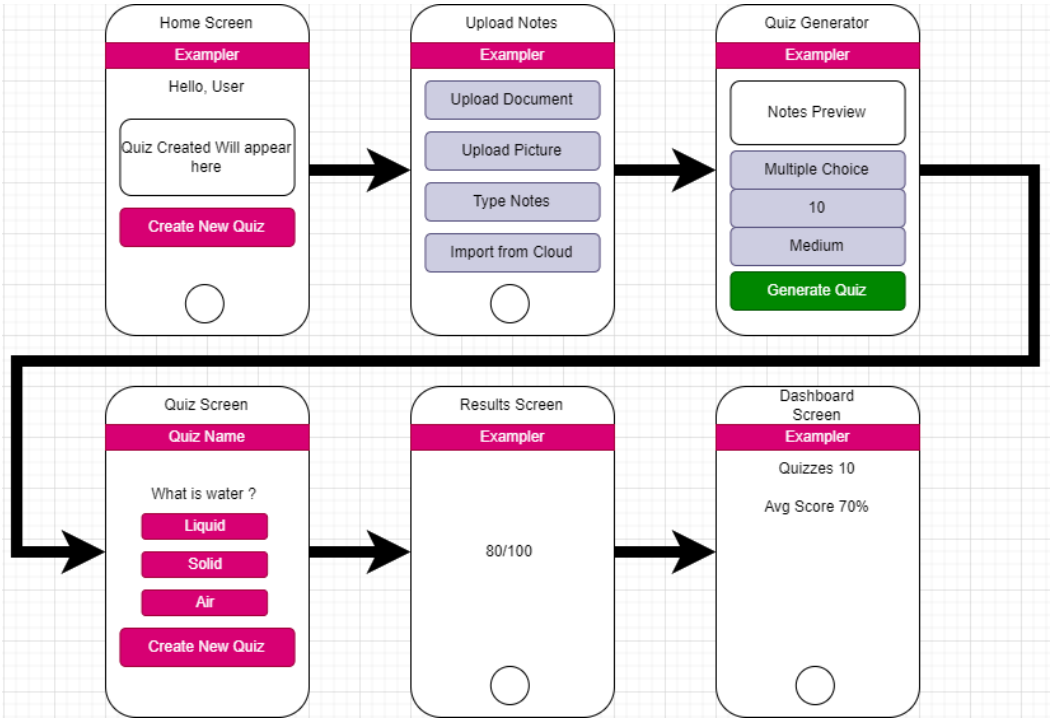
depict seamless navigation, ensuring an intuitive and efficient user experience.

B. **Evaluation:** The first prototype provides a basic app structure but lacks clear visual cues for interactivity. Buttons appear as plain text, making it hard to recognize actions. The absence of arrows and a clear navigation flow creates confusion, while the lack of color variation reduces emphasis on key elements. The second prototype improves usability with styled buttons, colored backgrounds, and borders, making interactive elements more recognizable. Arrows clarify navigation, ensuring a logical sequence of actions. The use of color enhances visual hierarchy, making the interface more user-friendly and engaging. Overall, this refined version offers better structure, clarity, and usability.

C. **Choice and Refinement:** The second prototype was chosen for future development due to its improved visual clarity and navigation. Key refinements include distinct buttons, structured screen transitions using arrows, and better color emphasis for important UI elements.The user base remains students looking to convert notes into quizzes, but the improved design better serves their needs by enhancing usability. While the planned tasks remain unchanged, these refinements ensure a smoother, more intuitive experience.

Finalized Design: The final physical paper prototype of *Exemplar – AI-Powered Note-to-Quiz Generator* follows an intuitive user flow, allowing students to easily convert their notes into interactive quizzes. Users start at the Home Screen, where they can create a new quiz. They then proceed to the Upload Notes Screen, where they can add content through document uploads, pictures, manual typing, or cloud imports. Once notes are uploaded, the Quiz Generator Screen previews the content and allows users to customize quiz settings, such as question type, number of questions, and difficulty level, before generating the quiz. The Quiz Screen presents multiple-choice questions for users to interact with. After completing the quiz, the Results Screen displays their score, helping them track progress. Finally, the Dashboard Screen summarizes overall quiz performance, including the number of quizzes taken and average score. The

addition of arrows and button styling ensures clear navigation and usability, making the interface more user-friendly and visually structured.



Lessons Learned: Through this process, I gained a deeper understanding of UI/UX design principles, particularly the importance of visual clarity, button recognition, and structured navigation flow. Initially, the first prototype lacked distinct buttons and clear screen transitions, which made it harder to follow. By refining these elements in the second prototype, I learned how crucial it is to make interactive elements visually recognizable and to guide users seamlessly through an interface. This project also shifted my perception of computer interfaces. I now recognize that even simple design choices, like color, borders, and arrows, can significantly impact user experience. Well-structured UI ensures usability, and minor improvements can greatly enhance the efficiency and intuitiveness of an application.