

Design Sprint

Michaela Semanova

XD Prototype Link

(individual)

<https://xd.adobe.com/view/4cb964e1-0a22-4e73-5180-e7086dc86508-3a88/>

XD Prototype Link

- Map
- Sketch
- Decide
- Prototype
- Test

Documentation : Your work and your workflow- represented by e.g. pictures of all your design sprint task.

Members of our group: Peter (Desider), Maryam, Tomáš, Me(Miša)

We tried to make Fronter more user-friendly and most importantly - mobile-friendly. It is fact when I say, that students use mostly their smartphones. That is why our group chose this way of improvement. Fronter is just not responsive and useable on mobiles. We decided to improve one part of Fronter - communication. The result is interconnection between mail and messenger.

First part of our project

How could we fail?

1. Too big goals - we want make it in time
How can we make a goal that we can make in time?
2. Useless and worse than Fronter
- How can we create a platform that's user friendly?
3. Too little research and experience in UX
4. Group disagreements - How do make agreement inside the group?
5. Limited sharing of group work
6. Not realistic ideas
7. If we don't split works

1A

2A

3A How can we get more experience in UX research

4A

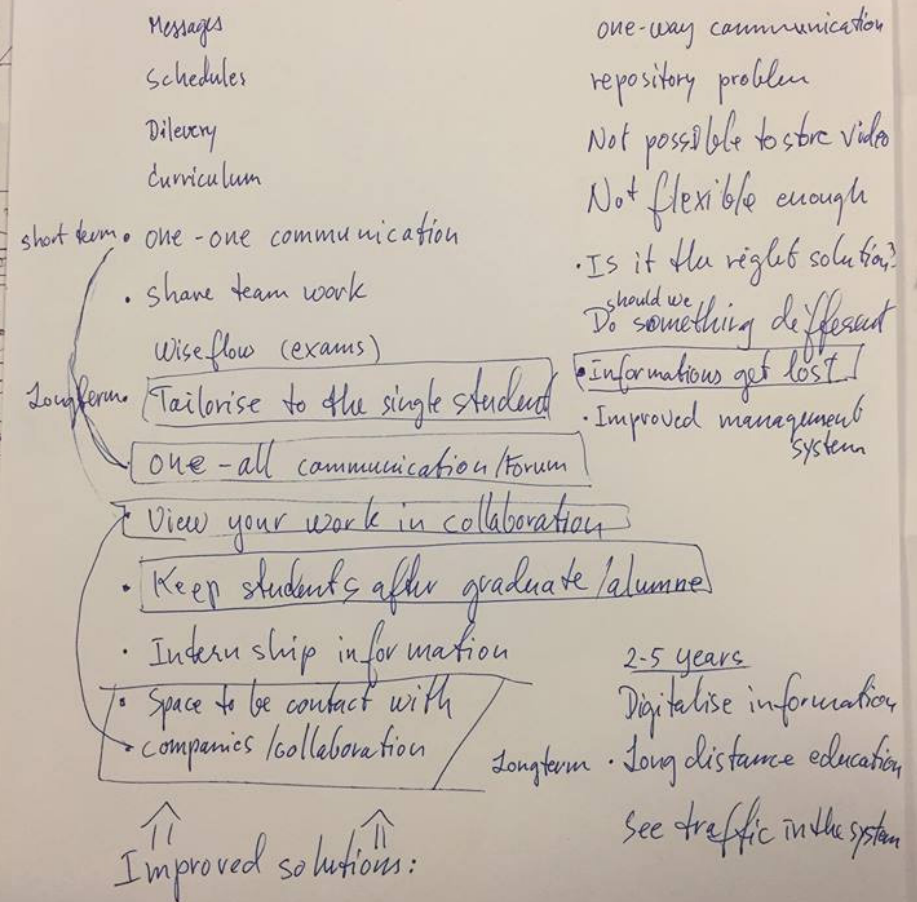
5A How and where can we share our work?

6A How can we create simple and realistic idea?

7A How can we split the assignment?

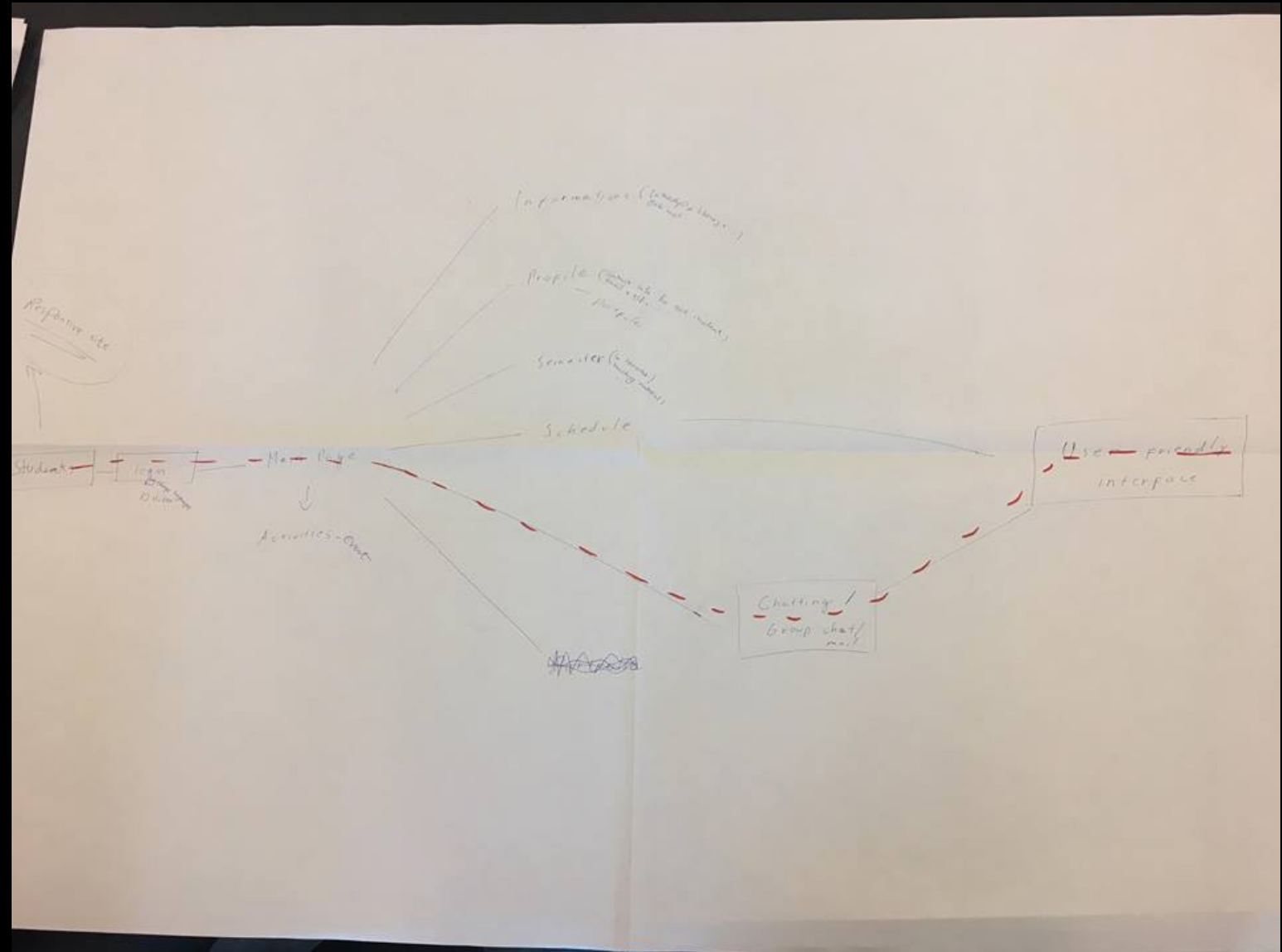
Fronter

Interview with Frederikke Ben

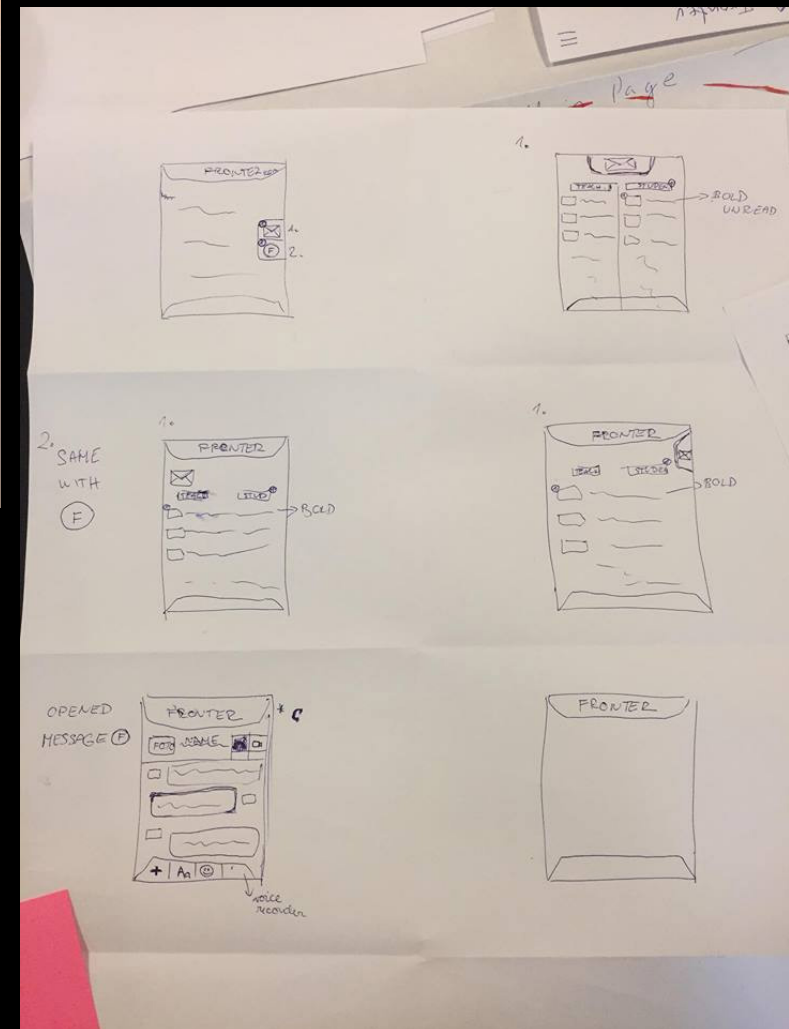
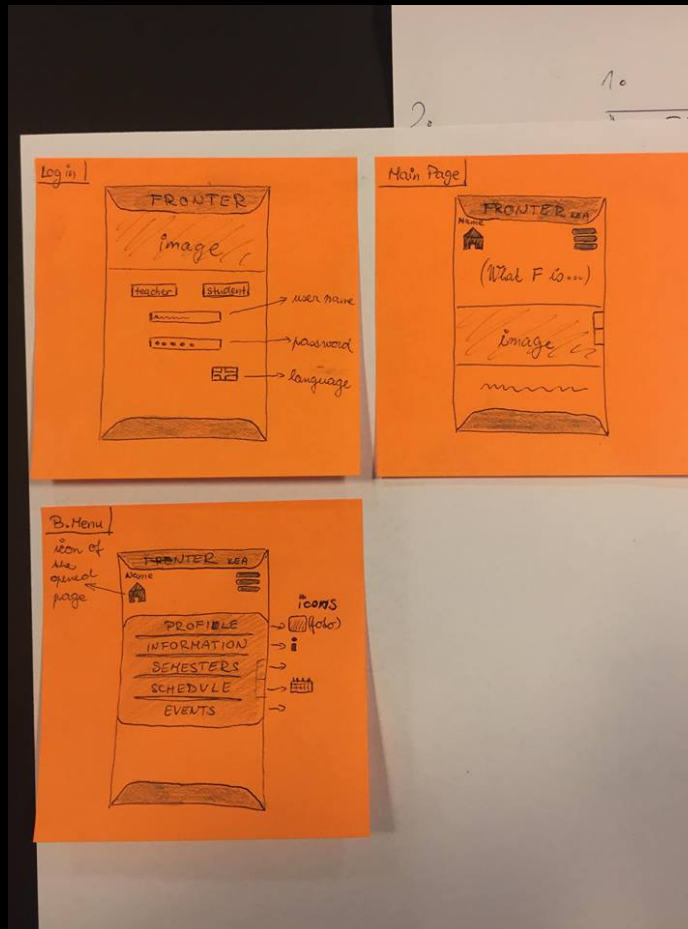


Map

Our map shows the way from log in until the user-friendly interface.

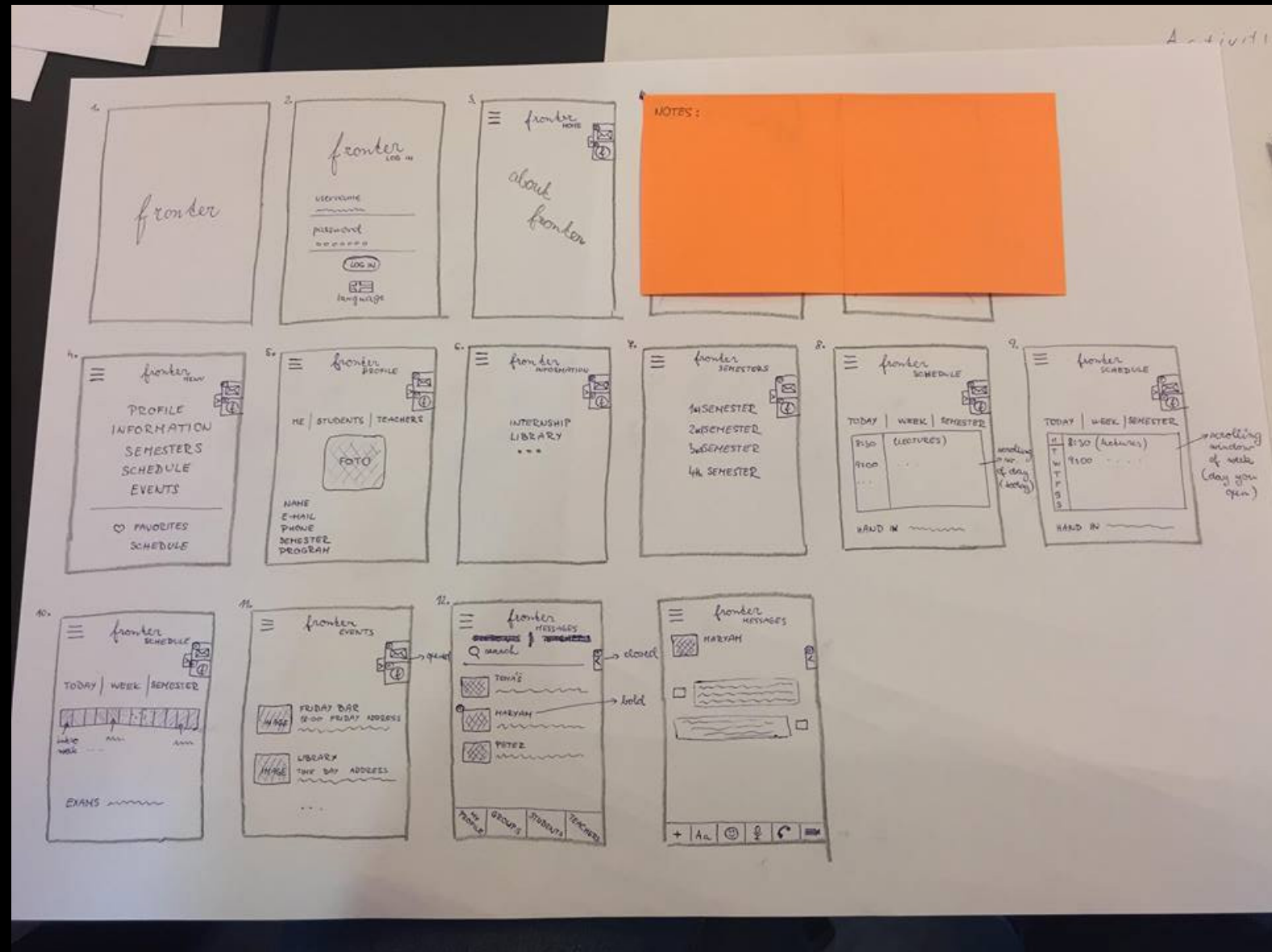


My first sketches
(individual),
according to our
group map
of the project.



Other sketches

My storyboard (individual)



Our final sketch
of our project
with details
ready for use in XD
to make
the prototype.
(storyboard)



Thank you for your attention