

UniSwap: Phase III: Interactive Prototype

Group Name: TheSix

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URL of Our prototype (Figma) :

<https://www.figma.com/design/qWJnSJfVpX0d3ArfxpyH1h/CSCC10-Prototype-for-Phase-3?node-id=0-1&t=mRyVgp5971j1hs47-1>

Please let us know if this link does not work for you, Thank you!

Description of 3 Tasks and Step-by-step Instructions

1. Task 1 (Flow 1 in Figma) : Sign up and Verification

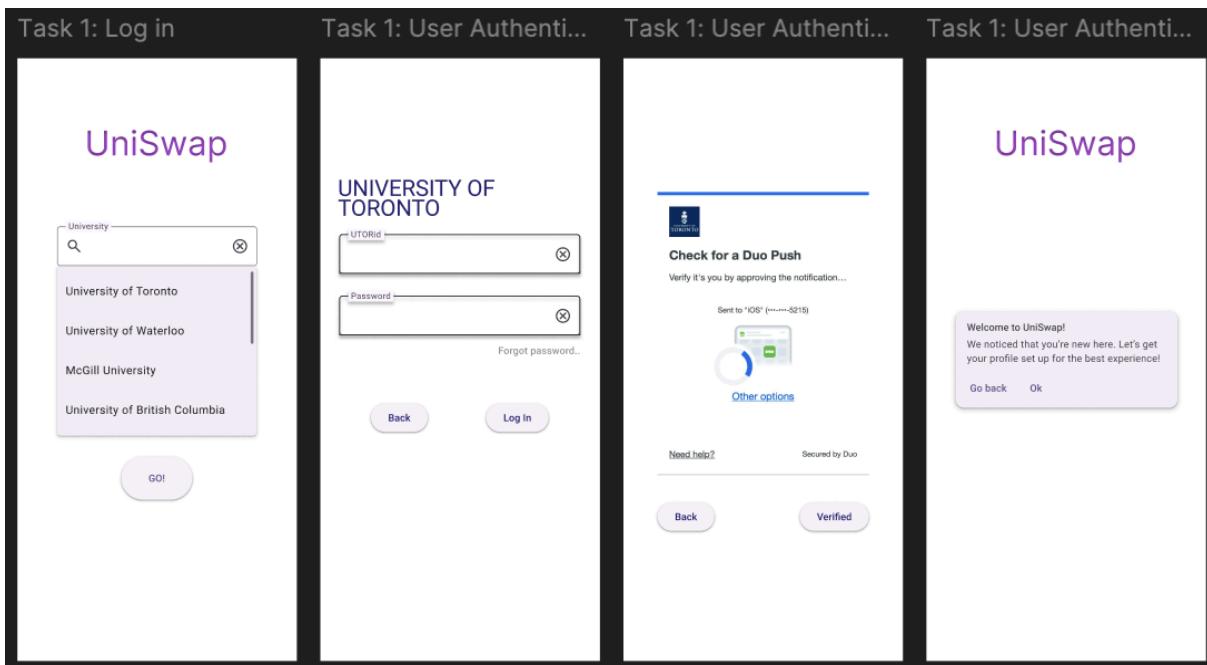
1.1 Description:

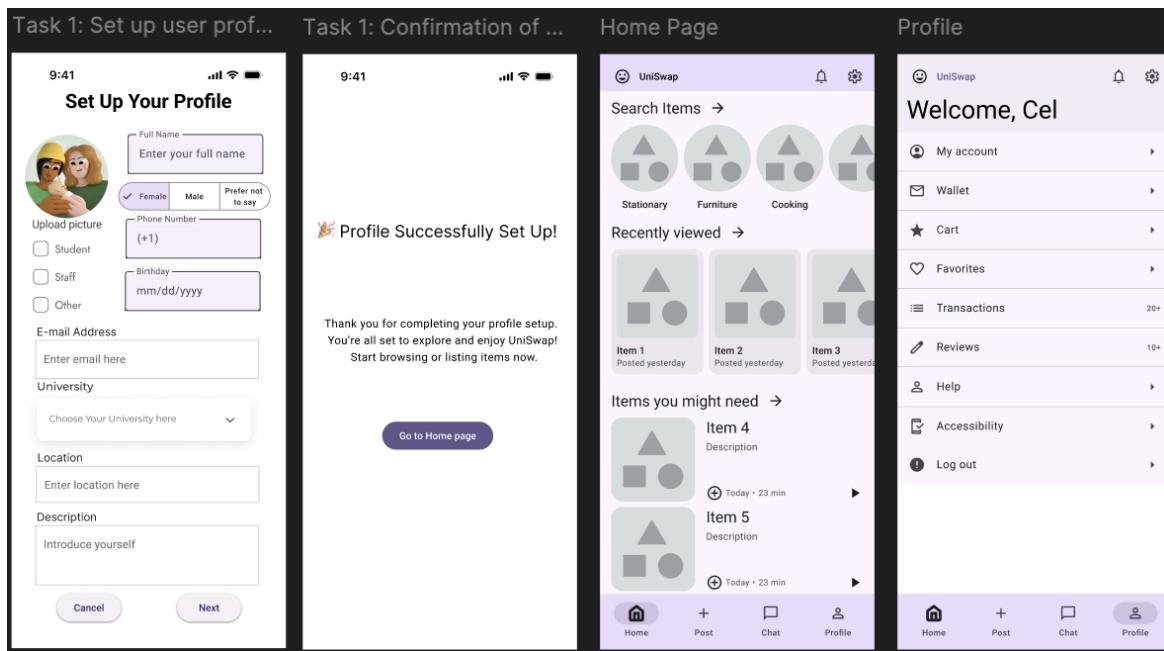
The UniSwap platform offers a seamless onboarding experience, starting from secure login with university account authentication. This method guarantees a high level of security and protects user data, ensuring that all transactions within the community are safe and reliable. After logging in, new users are guided through a straightforward sign-up and profile setup process. The setup page features an inclusive and modern design, where users can input essential details such as full name, gender, phone number, birthday, and university affiliation. The clean and accessible layout promotes ease of use, ensuring a welcoming experience for all members of the university community.

1.2 Step-by-step Instructions:

1. Navigate to the Login Page:
 - Open the UniSwap app.
 - Select your university from the dropdown list (e.g., University of Toronto, University of Waterloo, etc.).
 - Note, We only support University of Toronto in prototype for now, so no matter which university you choose, it will jump to the login page of University of Toronto
 - Click the “GO!” button to proceed to the login page.
2. User Authentication:
 - Enter your university-provided email/username and password.
 - Click “Log In” to proceed.
 - If you need help with your password, use the “Forgot password..” option.
3. Two-Factor Authentication:
 - You’ll be prompted to complete two-factor authentication for added security.
 - E.g. Follow the instructions to check for a Duo Push notification and approve it.
 - Once verified, click the “Verified” button to continue.
 - In reality, the page can jump to next page automatically after successful verification
4. Welcome Message for New Users:
 - If you're logging in for the first time, you'll see a welcome message: “Welcome to UniSwap! We noticed that you're new here. Let's get your profile set up for the best experience!”
 - Click “Ok” to proceed.
5. Set Up Your Profile:
 - Enter your full name.
 - Select your gender (Male, Female, or Prefer not to say).

- Upload a profile picture.
 - Choose your university role (Student, Staff, or Other).
 - Provide your phone number and birthday.
 - Fill in additional fields like email address, university affiliation, location, and a short description about yourself.
 - Click “Next” to save your profile information.
6. Confirmation of Successful Setup:
- You’ll receive a message: “🎉 Profile Successfully Set Up! Thank you for completing your profile setup. You’re all set to explore and enjoy UniSwap! Start browsing or listing items now.”
 - Click “Go to Home Page” to home page and start using UniSwap





2. Task 2/4/5 (Flow 2/3/4 in Figma) : Complete transaction

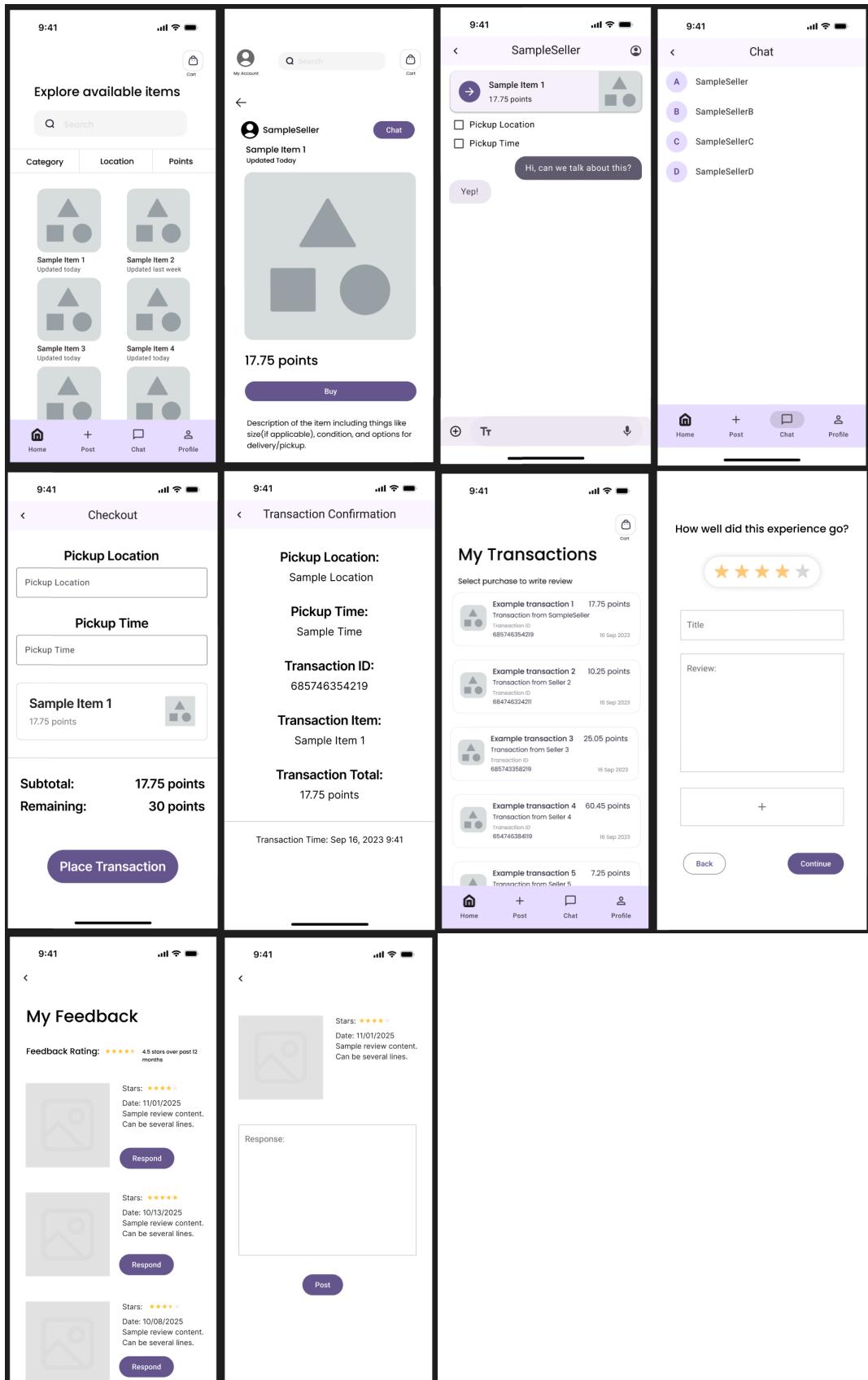
2.1 Description:

This task guides users through the full lifecycle of exchanging items within the platform. It starts with browsing or searching for items using various filters, allowing users to view detailed information and make a selection. Once an item is chosen, the user initiates the exchange by contacting the seller to confirm details and uses in-app points for the transaction. After arranging a convenient pickup location and time, both parties meet to finalize the exchange. Following the transaction, users are encouraged to rate and review the experience, providing feedback that helps maintain a trustworthy community. This process not only completes the exchange but also reinforces the quality and accountability within the platform.

2.2 Prototype:

Built in Figma, the prototype walks users through each essential step, from browsing and selecting items to finalizing an exchange and leaving feedback. The prototype is designed to enhance usability by ensuring clarity and ease at each stage, helping users understand the transaction flow without requiring prior knowledge of the platform. It supports a universally accessible experience, allowing users to quickly and confidently complete transactions while providing feedback to improve community trust.

2.3 Step-by-step Instructions:



- 1) By tapping “Search Items” at the Home Page, users can get into the explore page and

browse items.

- a) Users can filter by “Category”, “Location” and “Points”
 - b) Users can also search items using the search bar
 - c) Users can access item details by clicking the items. We took Sample Item 1 as the prototype sample
 - d) Users can get to the pages they want by the navigation bar
- 2) The detail page includes the photo, description, and seller information of the item.
- a) Users can go back to exploration by the back button
 - b) Users can initiate a chat with the seller by the “Chat” button
 - c) Users can go to the checkout page(i.e., decide to make the transaction) by the “Buy” button.
- 3) As there’s a need for users to communicate with sellers about the details of the item and pickup arrangement, we click “Chat” to get into the specific message page.
- a) There are also two interactive checkboxes to remind users of confirming pickup location and time.
 - b) Users can go to the “Chat” page which contains all the chats they have by the back button on the top left corner
 - c) Users can go back to the item detail page by clicking the item card on top
 - d) Users can go to the checkout page by clicking the forward button on the item card
- 4) The “Chat” page is able to be accessed from the Home Page
- a) Users can go back to the existing chats with sellers by clicking into the chat they want (SampleSeller as the sample)
 - b) Users can go back to the Home Page by the back button
 - c) Users can get to the pages they want by the navigation bar
- 5) Once the pickup location and time is decided and the users make the decision of making the transaction, they could get into the “Checkout” page from either the item detail page or the message page with sellers.
- a) Users are asked to input the pickup details and place the transaction after by clicking the “Place Transaction” button
 - b) Users can also go back by the back button
- 6) After placing the transaction, users will be navigated to the “Confirmation” page with transaction details and pickup arrangement for users to meet to finalize the exchange.
- a) Users can go back to the “My Transactions” page by the back button
- 7) “My Transactions” page is able to be accessed from the “Profile” page. This page includes all the transactions users have made.
- a) By pressing the specific transaction, users can go to the rate and review page (Transaction 1 as the sample).
 - b) Users can get to the pages they want by the navigation bar
- 8) At the “Rate” page, users can rate the transaction and leave comments.

- a) Users can type their comment title and content into the text box. Here by double tapping the box, a sample default value will be filled in. Users can also upload an image using the + button.
 - b) Users can go back to the “My Transactions” page
 - c) Users can go to the “Explore” page by clicking “Continue”
- 9) Sellers can access the “Feedback” page from the “Profile” page. This page includes all the feedback users received as sellers.
- a) Users will be navigated to the responding page by clicking the “Respond” button
 - b) Users can go back to the Home Page by the back button
- 10) Users can access the “Respond” page from the “Feedback” page.
- a) Users can type the response to the text box. Here by double tapping the box, a default value will be filled in
 - b) After clicking the “Post” button, users will be redirected to the “Feedback” page
 - c) Users can go back to the “Feedback” page by the back button

3. Task 3 (Flow 5 in Figma) : Post an item for exchange

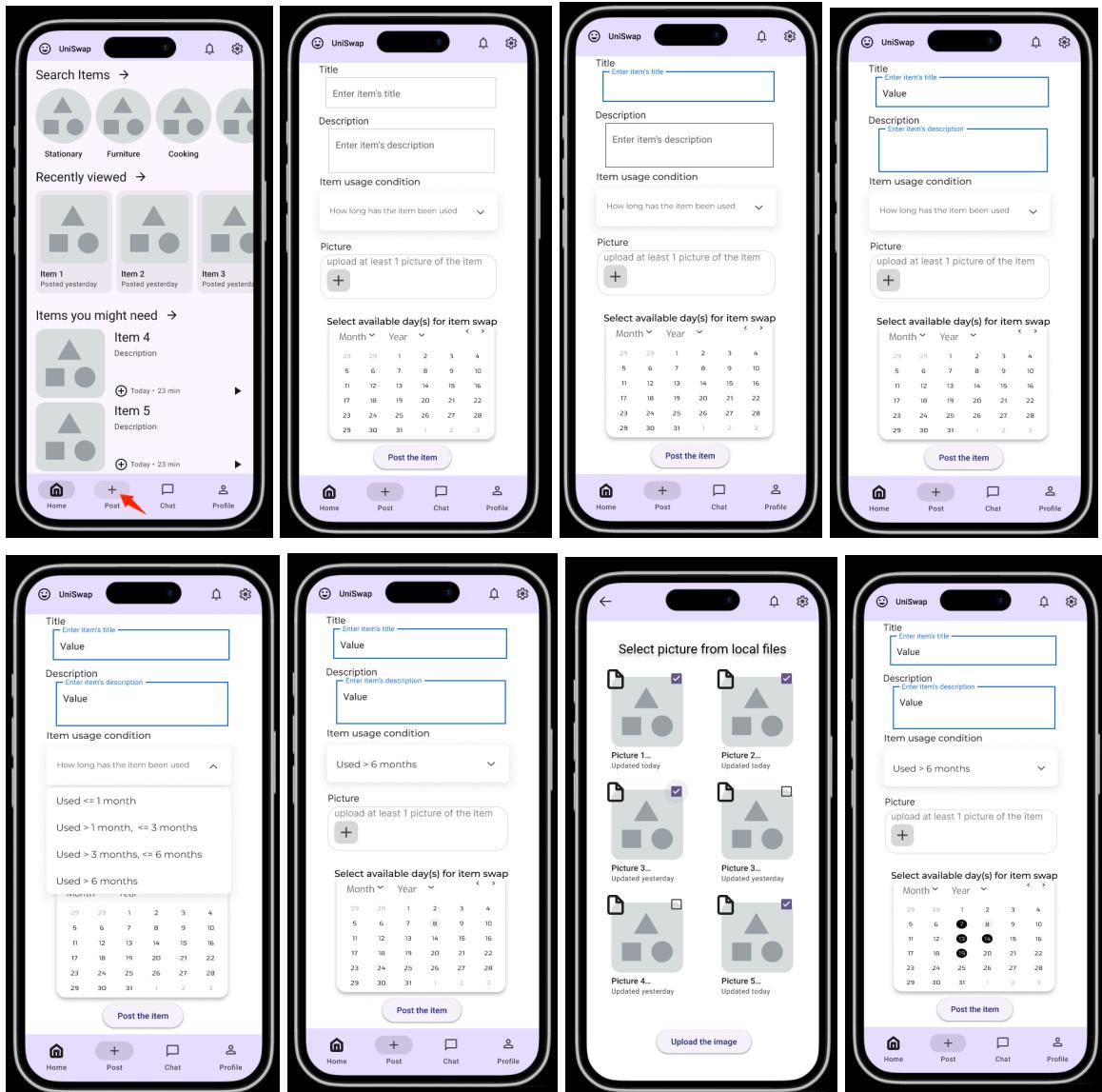
3.1 Description:

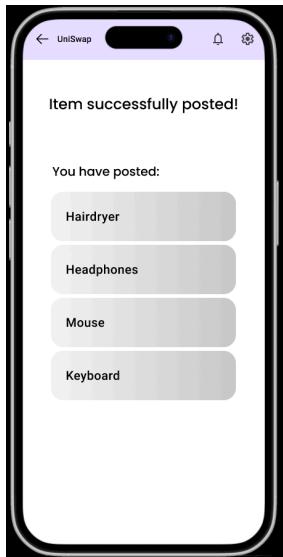
This task guides the user through the life cycle of uploading an item to the platform for exchange. Once logged in, it first allows the user to navigate to the corresponding "Post an item" section by clicking the "Post an item for exchange" button in the navigation bar at the bottom of the interface. It will then allow the user to describe more information about the item to be uploaded, including: the title of the item, type, use condition, description of the item information description, the point value of the item, and the photo of the item. In addition, the information interface for uploading items will ask users to select availability. Only after all the necessary information has been filled in, the user can click the post button to post an item for exchange, and the page will jump to the successful display page to provide feedback to the user.

3.2 Prototype:

Built in Figma, prototypes walk users through every important step, from selection to the post item interface, To guide the user to fill in the necessary title, item description, item status (dropdown select field and quantifiable criteria to make it easier for the user to judge), the specific date you can exchange with others, upload a photo of the item, and finally upload the item to the corresponding screen. Every effort is made to ensure that users are clearly guided and receive appropriate feedback during use.

The prototype is designed to enhance usability by ensuring clarity and ease of use at each stage, helping users navigate the item upload process without the need for prior knowledge of the platform. It supports a universally accessible experience, allows users to complete actions quickly and confidently, and facilitates the Swap of items within the community.





3.3 Step by step instructions:

1. By clicking “post” in the navigation bar, users can be guided to the corresponding item-posting page.
2. On the item-posting page, the user would be presented with the following sections waiting for them to fill:
 - a) Title of the item, shown as an unfilled textview block
 - b) Description of the item, also shown as an unfilled textview block
 - c) Upload at least 1 picture of the item they are about to post, shown as an adding symbol, which will jump to the picture selection page once tapped.
 - d) The usage condition of the item, quantitatively measured by the amount of time the item has been used, shown as a selection bar, which will provide the user with several options to choose with once tapped.
 - e) The available time for the user to swap the item, shown as a calendar with which dates the user can select.

If the user chooses not to upload an item, he can move to another page at any time by clicking on the navigation bar below the item post page.

3. Once users tab the Title or the Description section of the page, they will be presented with a hint on top of the textview block, guiding them to input the corresponding value (title, description) of the item they are about to post.
4. When users tap the selection bar, there will be some drop-down options for users to select, with clear, quantitative measurements with regard to the usage condition of the item by asking for the amount of time the item has been used. If users select an option but change their mind, they can always re-select the correct option, and their ultimate answer will be presented in the

selection bar when the users have finished their operations, providing clear feedback for an end of an operation.

5. When users tap the “add” symbol within the picture-uploading section, they will be guided into a new page, letting them select 1 or more pictures from a local file to upload. If the user no longer wants to upload the item at this point, they can return to the item posting page by clicking the left arrow at the top left of the interface. If the user has selected the image, he can upload the image by clicking "Upload the image" at the bottom of the screen, and the image is automatically navigated back to the item-posting page.

6. The user will be guided by text instructions to make available day selections. The calendar makes it easy to operate, and users can choose one or more days, giving them more flexibility in their schedule.

7. When the user fills in all the information and clicks the eye-catching "post the item" button at the bottom of the screen, after the successful upload, it will jump to the "successfully posted" page, telling the user that the operation is complete and successful, and displaying the items that the user has uploaded for easy verification.

Evaluation Plan

In Phase IV of our UniSwap project, we are conducting a structured evaluation to measure how well our prototype fulfills user needs for secure, affordable, and convenient item exchanges. This phase focuses on both lab-based usability testing and real-world field studies, providing a comprehensive view of user interaction within controlled and natural environments. This mixed approach allows us to capture task performance data and emotional responses, delivering insights into the platform's usability and potential areas for improvement.

Our evaluation objectives include analyzing task performance, gathering user feedback on specific processes, and measuring overall satisfaction. For example, we will assess how easily users navigate core tasks, such as searching for items using category and location filters, listing products for exchange, and using the platform's point system for transactions. Tracking task completion times and logging errors will enable us to identify any friction points, such as potential confusion with applying filters for nearby items or managing points for transactions.

To achieve these objectives, we will conduct usability testing in a controlled setting with representative users, like budget-conscious students and international students who frequently need low-cost, short-term items. During lab sessions, participants will perform tasks such as posting an item for exchange, contacting a seller, or filtering results by proximity. Observers will document task efficiency and participant verbal feedback through the think-aloud protocol. Capturing these insights, particularly from students like Sarah who prioritize nearby listings due to mobility needs, will help us optimize our location-based features and streamline the experience.

For a more authentic perspective, we will also conduct field studies where users test the platform in familiar settings, such as student lounges and libraries. By allowing students to use UniSwap on their personal devices in campus locations, we can observe real-life challenges and successes, especially with our mobile interface. For example, Akira, an international student looking to sell items before returning home, would utilize the platform's listing and messaging system to arrange exchanges—these observations will inform improvements in mobile accessibility and engagement.

In parallel, a heuristic evaluation conducted by usability experts will focus on our platform's adherence to design principles, such as user control, consistency, and error prevention. Experts will evaluate specific features like the login page, where verification through university credentials ensures a secure environment, resonating with users like Zaira, who value the peace of mind provided by a university-specific platform.

Additionally, data logging and analytics will support our assessment by capturing click paths, task durations, and error rates. For instance, if users frequently make errors while navigating item categories or initiating exchanges, we'll gain clear indicators for refinement. Post-evaluation interviews and surveys will further quantify user satisfaction with aspects like ease of navigation and the intuitive design of the point-based system, allowing us to gather both quantitative data and qualitative feedback.