

Design Review

-Yan Zichu (Design Lead)

The evaluation type: Expert evaluation (I will not self-evaluate my own design here)

Cognitive Walkthrough:

1. Persona conclusion: For this part, I tried to **summarize** the personas' *Background*, *Goals*, *Motivation* and *Frustration* we have:

Background: 1. Optimistic and positive young Basketball player.(Nyle)

2. Conservative and traditional Physics lecturer.(Zichu)

3. Students who love learning, introverts and have experience in using related websites.(Weijia)

4. An active and enthusiastic computer science student who has been using PeerWise.(Yuheng)

Goals: 1. A platform can post questions and find some useful Q&A which can solve the problem of review.(Nyle)

2. When the lecturer and the student cannot meet, a tool is needed to ensure the student 's learning and that the lecturer receives real-time feedback.(Zichu)

3. Communicate with her classmates and answer various questions she encountered while studying.(Weijia)

4. Elliot has a high frequency of using Peerwise. He checks it twice a day, and interacts with Peerwise whenever a new update is released. (Yuheng)

Motivation: 1. Quick and easy to learn, don't need spend any time on learning how to use a web.(Zichu&Nyle)

2. Share solutions to complex questions with other students.(Nyle)

3. Wish to receive a notice when students post a question or students answer a question.(Zichu)

4. Willing to communicate with other students about any question in the course.(Weijia)

5. Elliot not only uses Peerwise to complete compulsory tasks but also learns from other students by asking questions and making comments.(Yuheng)

Frustration: 1. UI Interface is not reasonable and not tends to human being both in PC and mobile.(Zichu&Nyle)

2. Cannot post a question if a students have not been added in the course.(Nyle)

3. The operations of "create course" and "add students" are very cumbersome.(Zichu)

4. Navigation bar.(Zichu)

5. More advanced function in question sorting function.(Weijia)

2. Then I will use this super persona and his demand on each UI interface we done so far, and chose the Design template based on which one can cover more user demand.

| Design | PC/Mobile | Coverage(Goals/Motivation/Frustration) | Priority |
|--------------------------|-----------|--|----------|
| Nyle Ongi | PC | 100%/100%/80% | 1 |
| Wu Xianqiong&Chen Yuheng | Mobile | 100%/100%/80% | 1 |
| Deng Weijia | PC | 100%/100%/60% | 2 |