BÀI TẬP 1a: TẠO HỒ SƠ UX

# MỤC TIÊU

* **Tạo hồ sơ dự án**

# HƯỚNG DẪN

**instructorHQ project.com**

**1. Projectname:**

* instructorHQ.com

**2. Project Description:**

* Bring Your Own Laptop wishes to develop and test a platform to enable software trainers to host their own content on their own domain. This platform will enable people to own audience, take payments and receive training and integration with other marketplaces like Udemy& Skillshare

**3. Who is this for?**

* ***Software Trainers:*** This product is for teachers, tutors and technicians who currently teach software in live classes. This product will give them an easy space to create their passive income and tools and training to expand their reach through integration with existint marketplaces(udemy and skillshare) and marketing channels (youtube and facebook)

**4. Feature list (product requirements)**

* Easy onboarding
* Example | pricing | login | sign up
* Supporting other marketplaces.
* VPP (includes training as well)
  + How to get started as an online trainer list
  + What to do for every course list
* Instructor dasboard/ analytics
* Sharing life data
* No credict cards, no monthly fee
* Personalization screen
* App to view stats.

**5. Competitors and Product Inspiration**

* Teachable
* Thinkific

**6. Deliverables**

* Wireframes for client approval
* High fidelity prototype of tutor focused product
* User testing
  + For this test we’ll be using Hallway testing, Unmoderated remote testing
* Usability Report
* UI Assets for developers
* Not included: We will not be prototyping or testing the end user side of this product. This side of the product is where students sign up for courses from the tutor BYOL plans to use the existing front end

**7. Cost**

* $4000 total with $93 per/ hour for any additional work outside our brief
* 50% payment require to begin work

**8. Timeline/ Deadline**

* 10 November: UX research to be completed by Daniel
* 17 November : First wireframe delivered to BYOL
* 21 November: Feedback from wireframes due to Daniel
* 28 November: High Fidelity Prototype to BYOL for review
* 1 December – Feedback of prototype due to Daniel and begin final amends to UI
* 4 December – User testing begins
  + Allow for 2 weeks of user testing
* User testing completed and usability report presented at join meeting
  + Please make a note in all relevant feedback peoples diary that they wwill need to be reviewing the UX project on the above dates
  + While every effort iss made to ensure the timeline is adhered too. If you, the client, still have idea to work