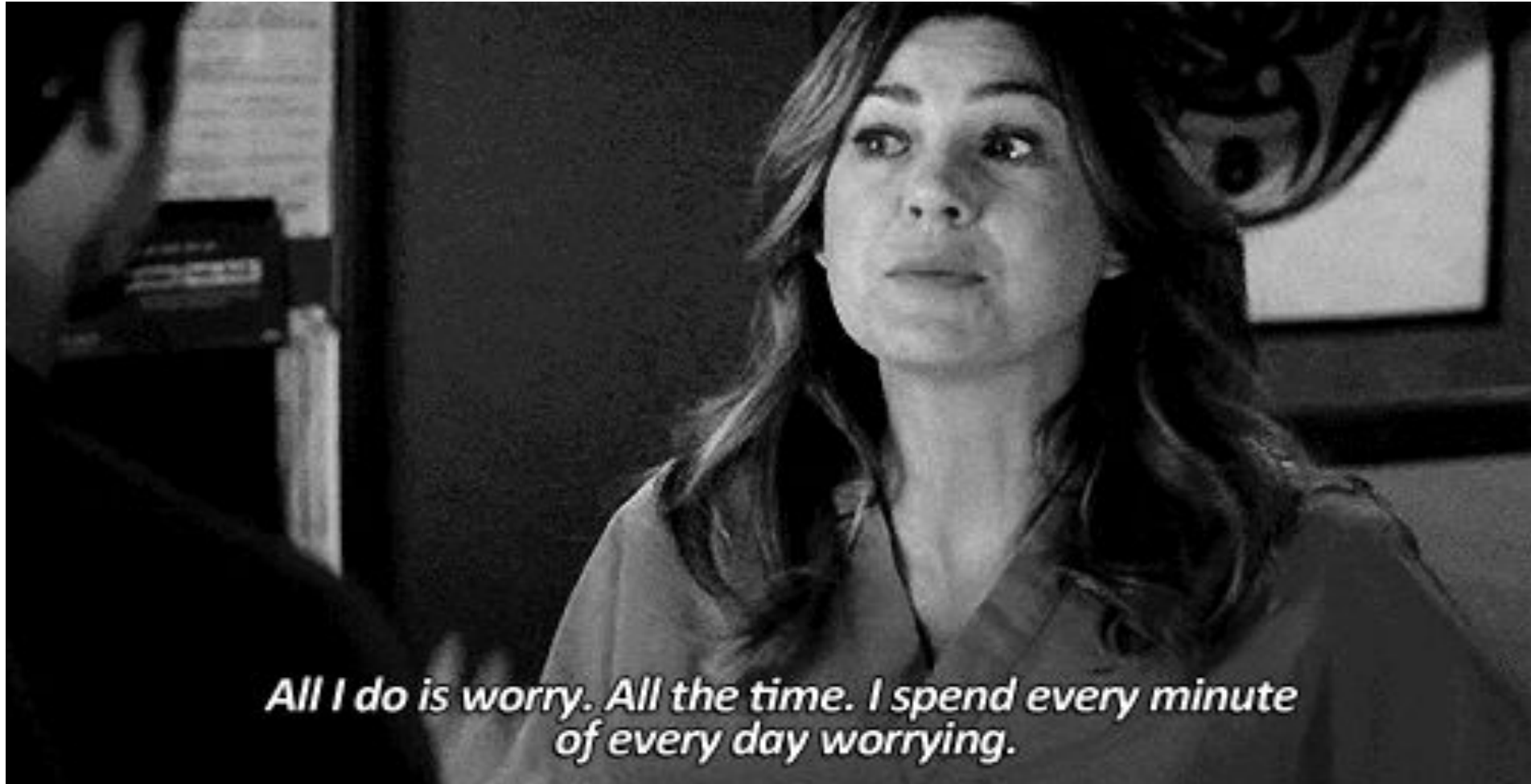
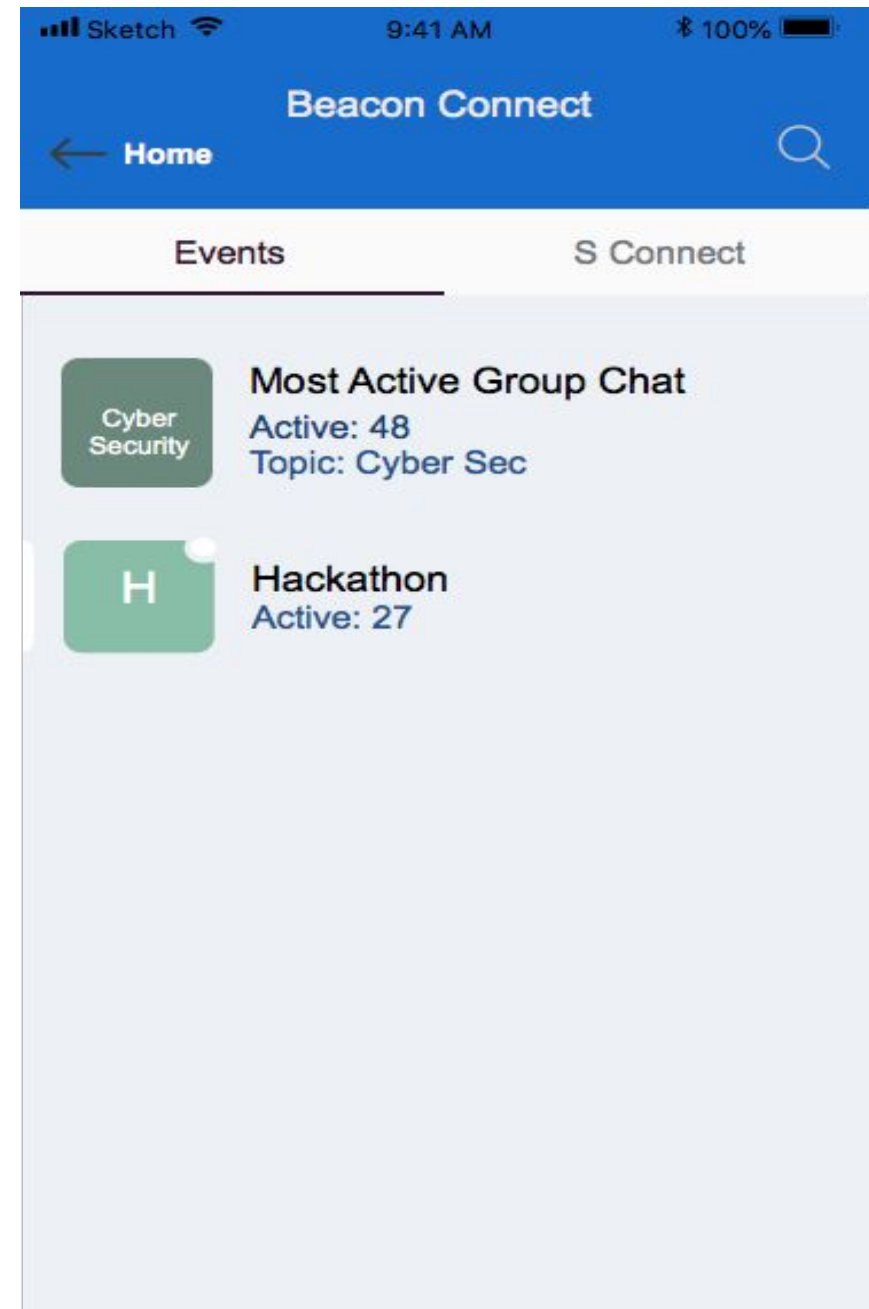


Seidenberg Beacon App

Problem Statement



WAIT BUT WHY





News Feeds



Search



Innovation Means Business

2hrs ago



Hackathon!

5hrs ago



Top 5 Work Place

12hrs ago



Upcoming Event at Pace

18hrs ago



Weekly Inspiration

18hrs ago

← News Feeds



UPDATED: APR 21,
2018 17:19 IST

Hackathon

hackathons are generally collaborative computer programming events which specifically focus on technologies and projects powering Wikipedia and thousands of MediaWiki installations. Wikimedia hackathons are essentially large development community meetups that attract many developers and designers who care deeply about the issues and technology impacting MediaWiki and the Wikimedia projects. You will get a chance to work together with other developers, designers and Wikimedians, in a productive, fun, and supportive environment.

Attending
Active Group chat



#hackathon



made:

<https://sketch.cloud/s/5n99y>



Kathy Payne 8:22 AM

I should be there after class



Kevin Lanceplaine 8:24 AM

Thanks!

Ill see you there



Kathy Payne 8:24 AM

Ok!



Kevin Lanceplaine 1:33 PM

great!



Nathan Kim 1:33 PM

see ya there!



Kathy Payne 1:34 PM

Enter Message



Send



Home

Student Connect



All

Active (24)



Anna Gilbert

Business Developer



Emily Peters

Information Tech



Frances Hawkins



Jennifer Simpson



Melissa Harvey



Nathan Kim

CEO



Raymond Moore



Samuel Schultz



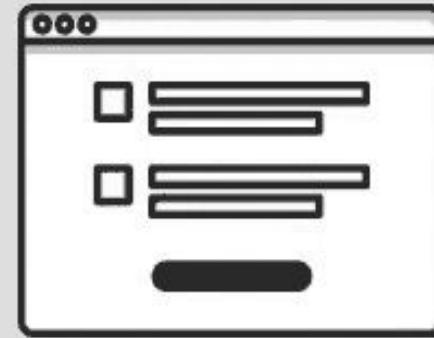
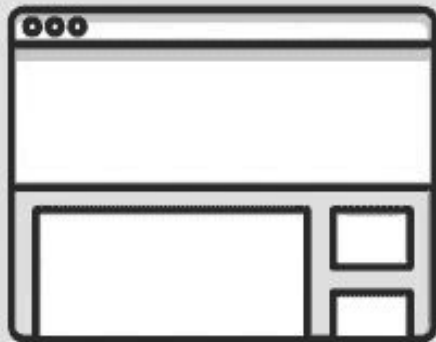
Shirley Elliott



Virginia Rivera

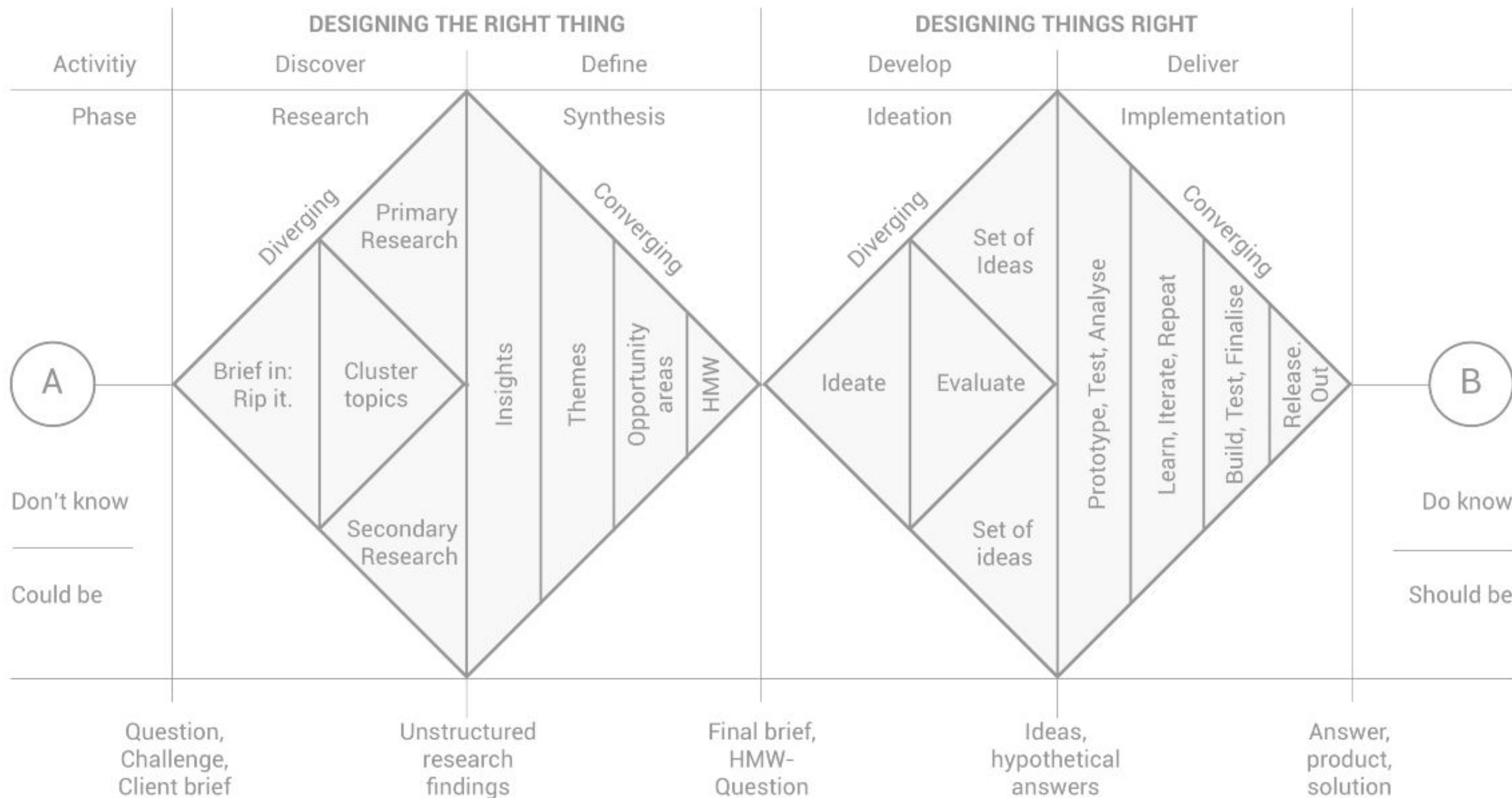
USER EXPERIENCE IS...

LOOK + FEEL + USABILITY



INTERACTION DESIGN
FOUNDATION

[INTERACTION-DESIGN.ORG](https://www.interaction-design.org)



How Might We

Every problem is an opportunity for design. By framing your challenge as a How Might We question, you'll set yourself up for an innovative solution.



UX
& HUMAN BEHAVIOR

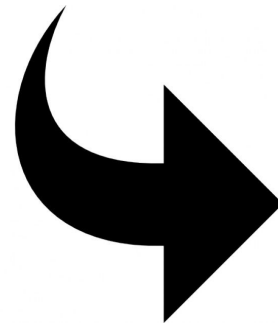


Should have

Must have

Could have

Would like



1. News field
2. Events → Tech / Business → Register
→ Career
3. Calender → Scheduling
4. Other student → Group chat
profile

10 Usability Heuristics



Visibility

Show system status, tell what's happening



Mapping

Use familiar metaphors & language



Freedom

Provide good defaults & undo



Consistency

Use same interface and language throughout



Error Prevention

Help users avoid making mistakes



Recognition

Make information easy to discover



Flexibility

Make advanced tasks fluid and efficient



Minimalism

Provide only necessary information in an elegant way



Error Recovery

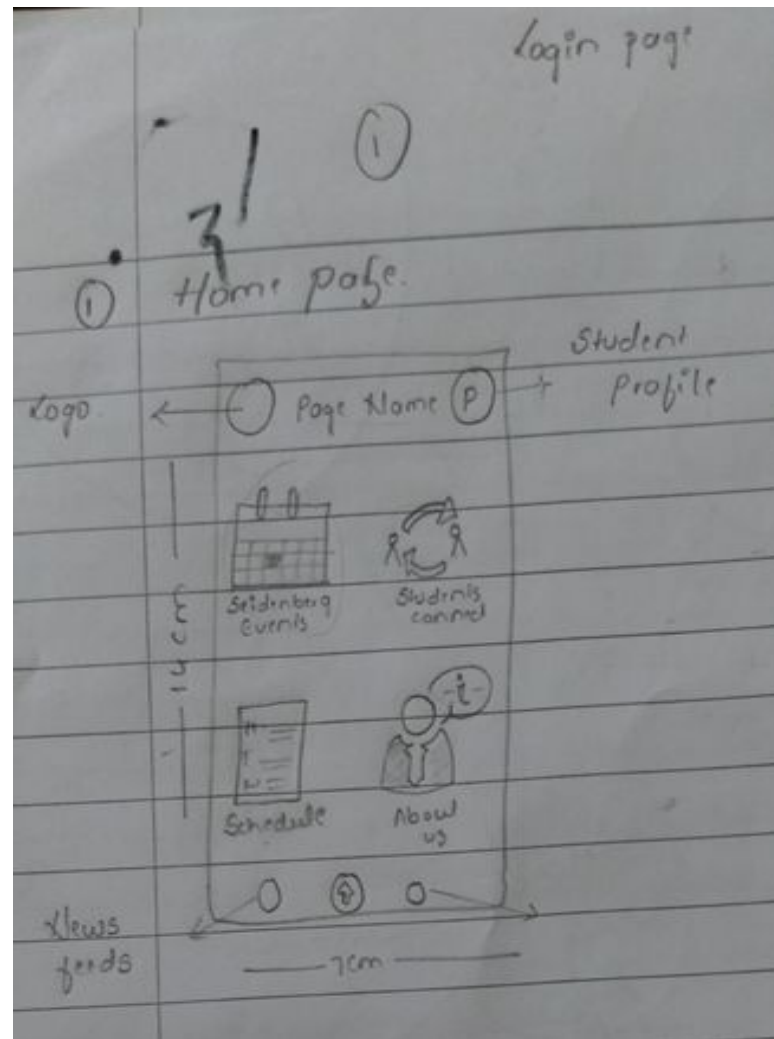
Help users recognize, diagnose and recover from errors



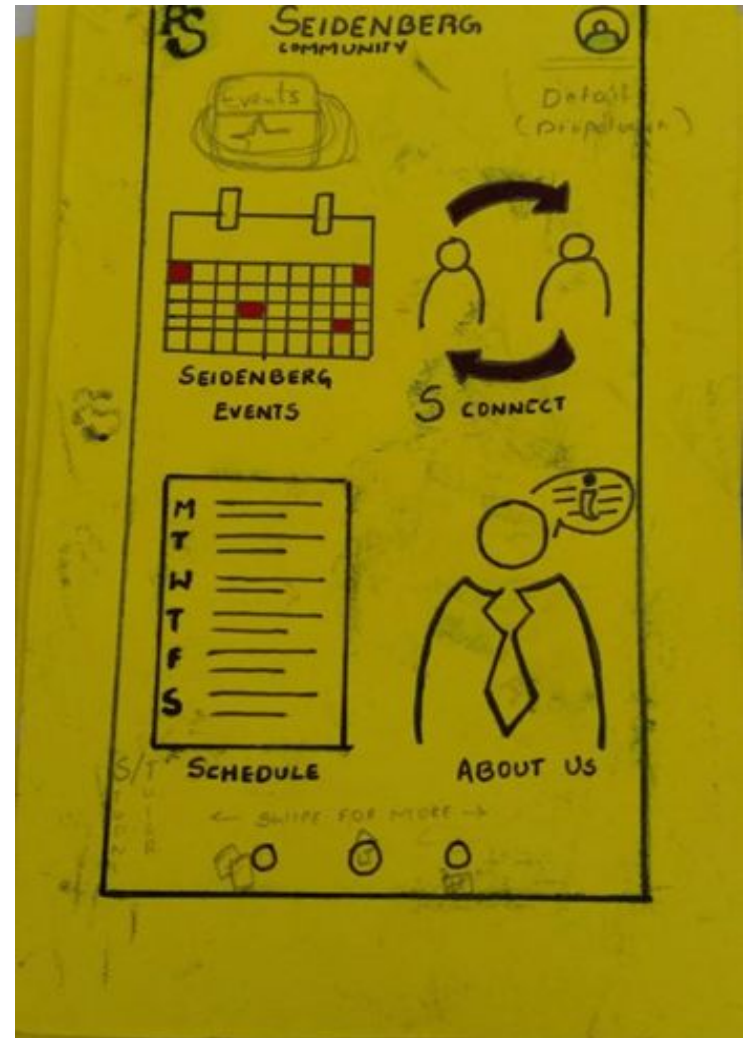
Help

Use proactive and in-place hints to guide users

Wireframes



Paper Prototype



User testing

Do users need my app?



Usability testing

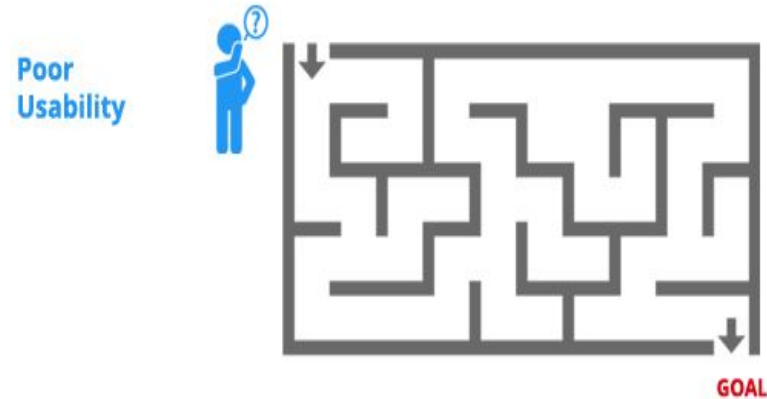
Can users use my app?

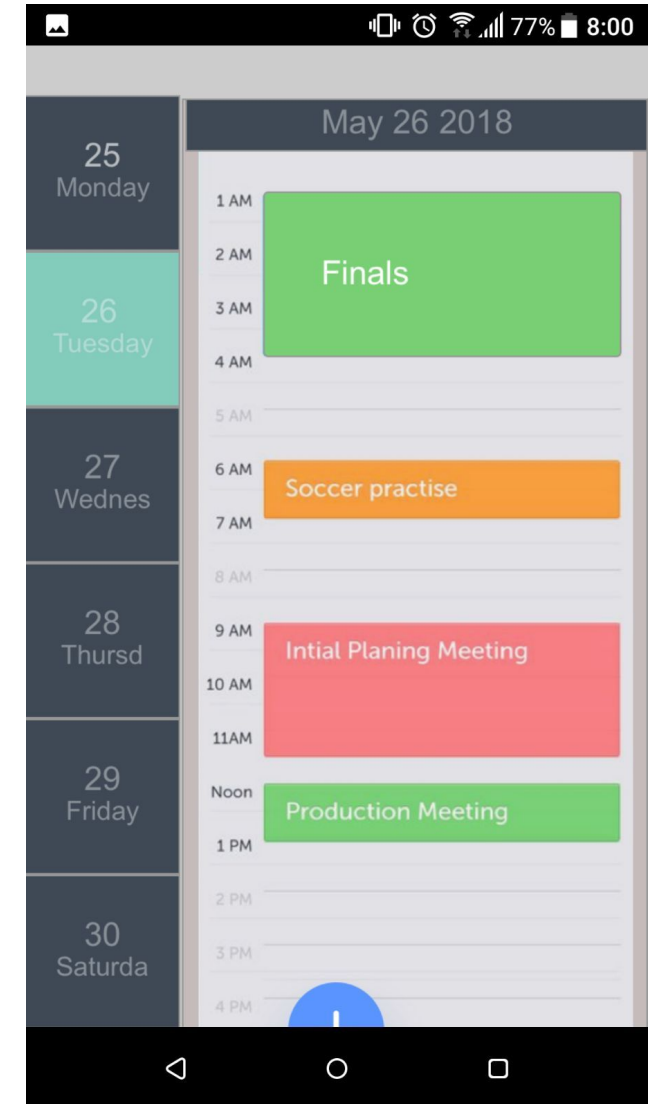
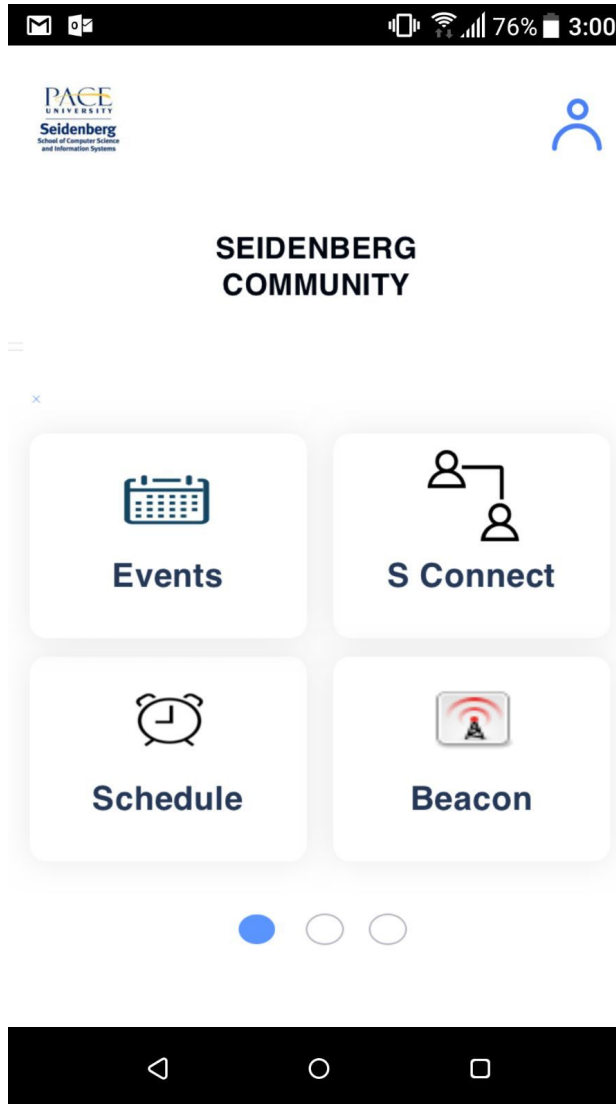
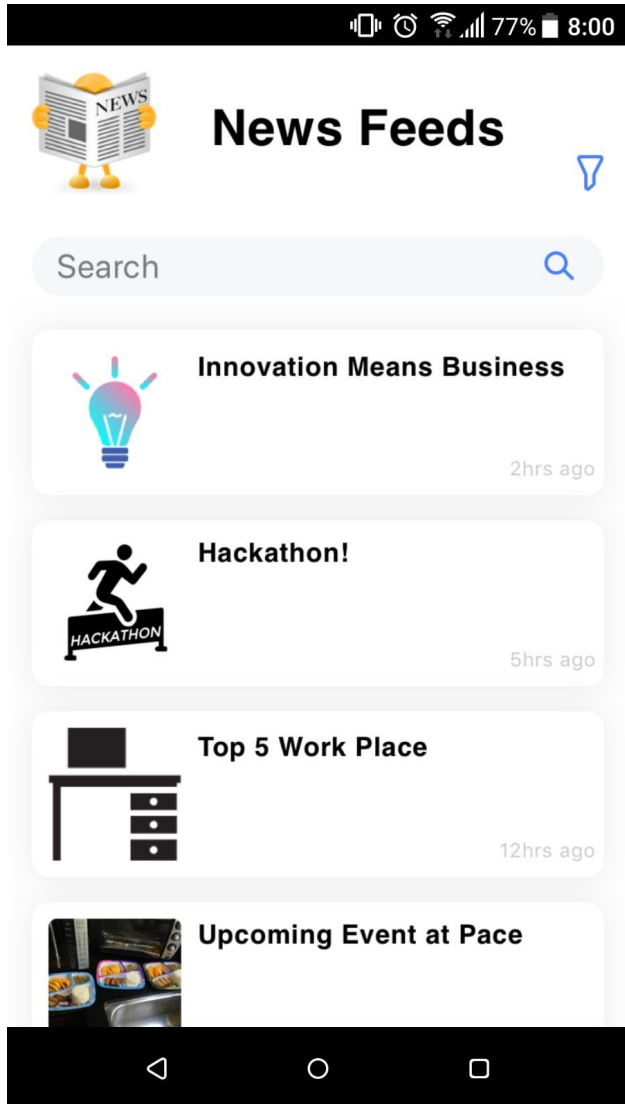


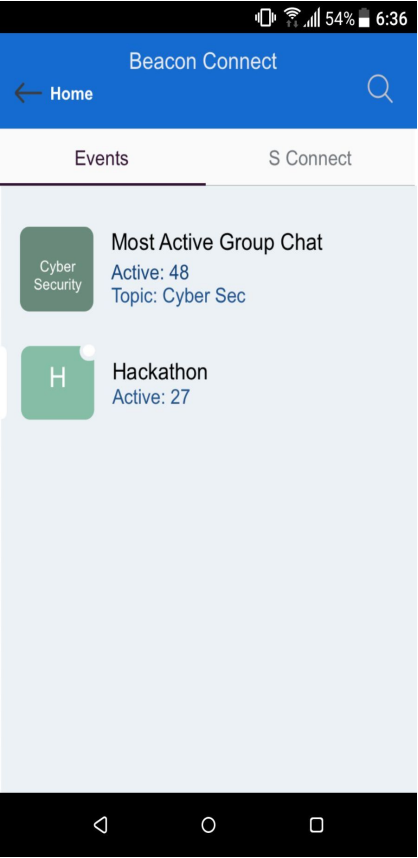
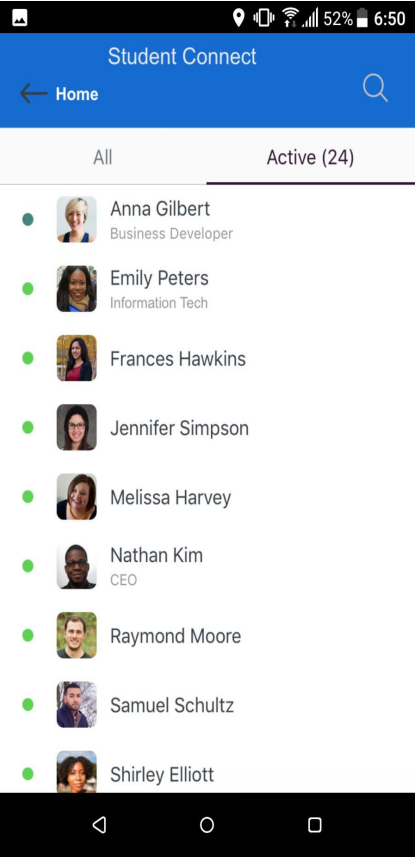
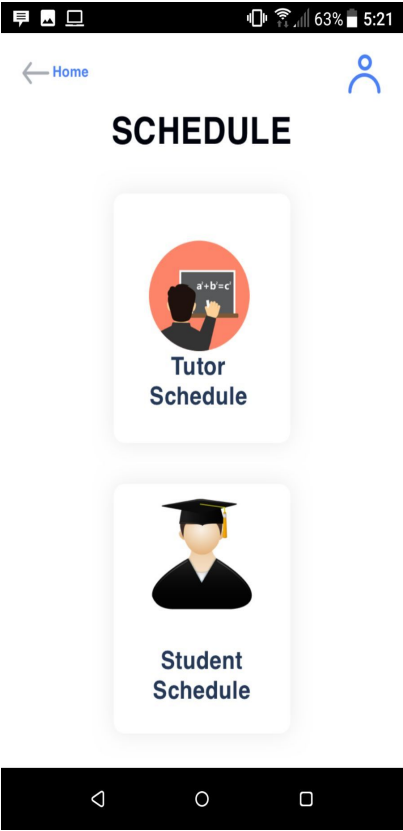
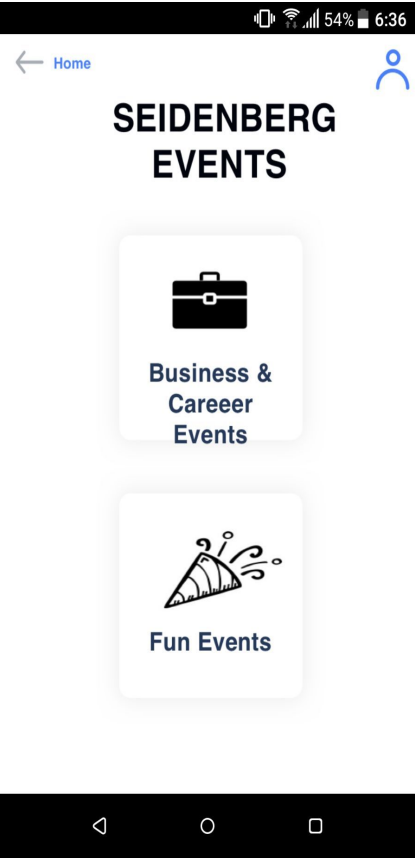


Usability Problems or Challenges

Usability Testing







Demonstration

A tall, cylindrical stone lighthouse stands on a dark, rocky island. The lighthouse has a spiral pattern of stones and three small, white-framed windows. At the top, a bright light emanates from the lantern room, casting a powerful, wide beam of white light across the sky towards the right. The sky is a vibrant mix of purple, pink, and orange, indicating a sunset or sunrise. The sun is a bright, glowing orb on the horizon, its light reflecting on the calm sea. The overall scene is serene and majestic.

Thank You!!!