

Document of Assignment 1

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1. Introduction
2. Explanation of Page Design
 - a. Global Guidance
 - b. Quick Room Selection
 - c. Room Guidance

1. Introduction

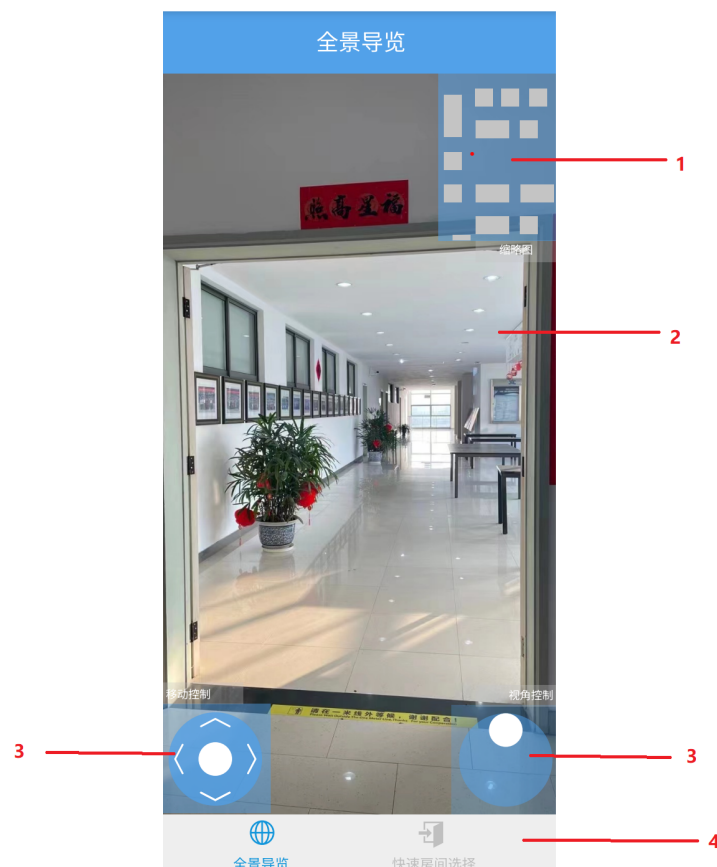
I am going to design pages for a guiding mobile APP of the 4th floor of Jishi Building. The design tool I used is Figma and icons of the APP is from the Figma plugin 'Iconify' and <https://www.iconfont.cn/>

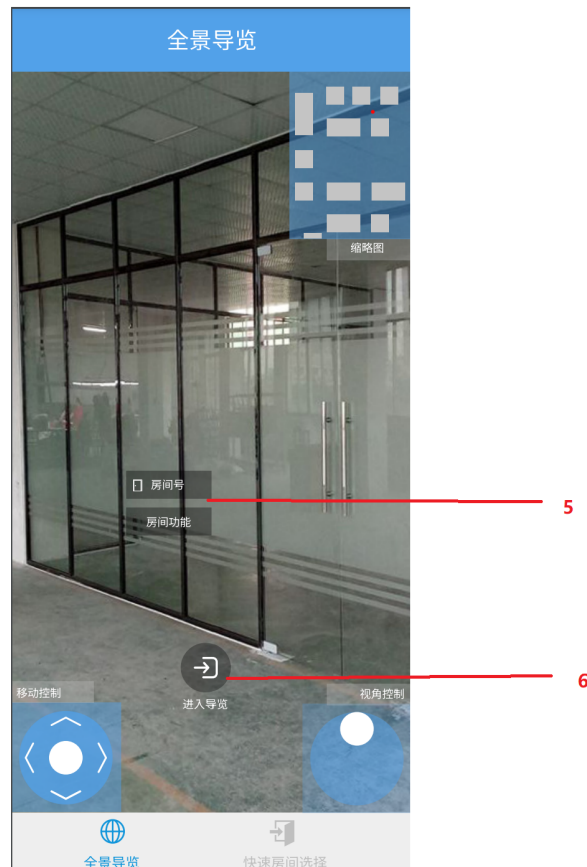
2. Explanation of Page Design

There are 3 main functional pages in this APP and I've designed 7 page prototypes to explain what they exactly do. Here are the explanations:

a. Global Guidance

In this page, users can virtually move around the 3D reconstruction of this floor or select a room to visit when approaching it.





1. This is a thumbnail figure of this floor, in which the gray rectangles represent rooms or elevator and the red point represents the current position of the user
2. The main part of this page is a 3D reconstruction of 4th floor on Jishi building, which the users can move around.
3. These are the UI tools of this page and 'Room Guidance' page. Users can use the virtual rocker labelled 'Move Control' to move around the scene and the rocker labelled 'View Point Control' to adjust the view point to view the scene in full angle, both by moving the white circle around. Different from the video Prof. Shen shared in the lecture, as there are no keyboards for mobile phones, it is much more convenient for users to control by virtual rockers.
4. This is the navigation bar. Users can switch between 'Global Guidance' and 'Quick Room Selection' pages by tapping the corresponding icons.

5 and 6. As the user is approaching a particular room, the room number and its function will be displayed in area 5 and a button labelled 'Enter the guidance' will appear in area 6. User can enter the 'Room Guidance' page of this room by tapping this button. If the user leaves this scene, these texts and button will also disappear (The image, which is from the Internet, was not taken in Jishi building since I cannot enter the building now because of the pandemic)

b. Quick Room Selection

In this page, users can check basic information of all the rooms or some rooms filtered by the keywords given by users. Also, users can quickly choose a room to visit.



1. This is the integrated search bar, in which users can input keywords (room numbers, functions or the name of staff in the room). If the bar is empty, all of the rooms will be displayed (In the prototype I just chose some of them). As it is a long list, users can swipe up and down to browse all of the list. If the search bar is not empty, the automatically filtered rooms will be displayed like this:



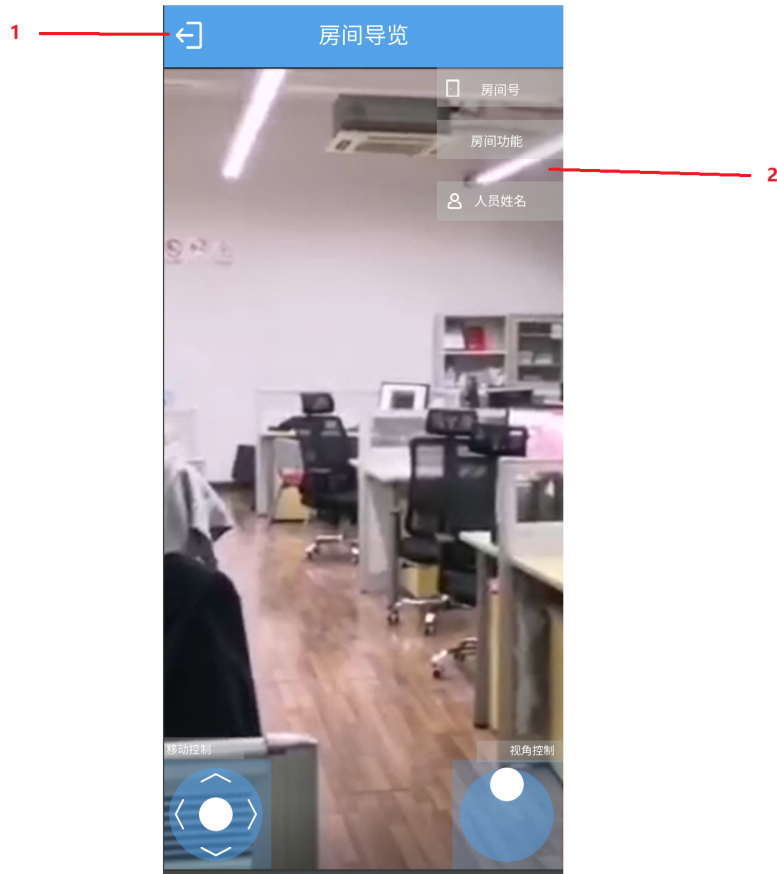
From left to right are examples of inputting:

- a. Room number
- b. Staff name
- c. Function of room

2. This is the room information card, on which the room number, the function of the room and the staff in the room are displayed. Users can also tap the blue bar labelled 'Enter Guidance' to enter the 'Room Guidance' page of this room.

c. Room Guidance

In this page, users can wander off a 3D reconstruction of a particular room on 4th floor of Jishi building.



1. This is the leave button. By tapping this, users can be navigated back to where they are from as users cannot enter this page directly from the navigation bar
2. When wandering off in a room, the basic information(i.e., the room number, the function of the room and the names of the staff in the room) will be displayed here.