

➤ User Interface Design

A. Visual Design and Layout

1. Fonts and Typography:

- Are the fonts used in the app clear and readable? Are there any suggestions for improving readability or accessibility?
- Do the font sizes and styles contribute to a comfortable reading experience?

2. Colours and Themes:

- How do you find the colour scheme of the app? Does it contribute to a calming or supportive atmosphere?
- Are there any colour contrasts that might affect visibility or accessibility, especially for users with visual impairments?

3. Icons and Graphics:

- Are the icons and images used in the app intuitive and helpful for navigation?
- Do the visual elements (icons, images) enhance the overall user experience or distract from it?

B. Layout and Navigation

1. Menu and Navigation:

- Is the navigation menu easy to find and use? Are the links clearly labelled and intuitive?
- Are there any suggestions for improving the navigation or layout of the different sections?

2. Consistency:

- Does the design of each page (Chat, Mood Tracker, Meditations, etc.) maintain a consistent look and feel?
- Are there any inconsistencies that could confuse users?

➤ **Functionality and Features**

A. Chat with Counsellor

1. User Interaction:

- How effective is the chat interface for communicating with a counsellor? Are there any features you think would enhance this interaction?
- Is the chat functionality user-friendly and easy to understand?

2. Response Time and Availability:

- How important is real-time chat versus asynchronous messaging for students?
- Are there any additional features you would like to see in the chat interface?

B. Mood Tracker

1. Ease of Use:

- Is the mood tracking feature easy to use and understand? Does it allow users to effectively track their moods?
- Are there any additional features or improvements that could make mood tracking more useful?

2. Privacy and Security:

- Do you feel that the mood tracking data is secure and private? Are there any concerns or suggestions regarding data privacy?

C. Stress Relief Meditations

1. Content Quality:

- Are the meditation videos and resources engaging and helpful? Do they meet the needs of students seeking stress relief?
- Are there any additional types of content or features that would enhance this section?

2. Accessibility:

- Is the content easily accessible and usable on various devices (e.g., mobile, desktop)?
- Are there any issues with streaming or playback of the meditation videos?

D. More Resources

1. Resource Relevance:

- Are the resources provided (articles, books) relevant and useful for students seeking mental health support?
- Are there any additional types of resources that should be included?

2. Organization:

- Is the organization of resources clear and user-friendly? Are there any suggestions for improving access to these resources?

➤ Overall User Experience

A. About Us and Contact Us Pages

1. Content Relevance:

- For the 'About Us' page, what kind of information about the development team would be most relevant and useful for students?
- For the 'Contact Us' page, what contact methods (email, phone, etc.) do students prefer? Are there any other contact options you would suggest?

2. Visibility and Access:

- Are the 'About Us' and 'Contact Us' pages easy to find and access?
- Would you prefer these pages to contain information about the development team or more about the app's support resources?

B. Overall User Satisfaction

1. Ease of Use:

- How satisfied are you with the overall user experience of the app? Are there any specific features or design elements that you find particularly helpful or frustrating?

2. Additional Features:

- Are there any features or improvements that you feel would significantly enhance the mental health support provided by the app?

Conclusion and Co-Design Ideas

A. Feedback on Prototype:

1. What aspects of the current prototype do you feel are most effective?
2. Are there any design or functionality changes you would suggest based on your experience?

B. Participation in Design Process:

1. Would you be interested in participating in future design and testing phases of the mental health tool?
2. How can the Student Council assist in promoting and integrating the mental health app among the student community?