

**FIT3175 Usability / S1 2025**

**Submission 2 - Storyboarding and Low-Fidelity  
Prototypes**

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# Introduction

Designing and developing an application required significant time and resources. To ensure that the final product meets user needs and provides a seamless user experience, it is important to incorporate early-stage design techniques such as storyboarding and low-fidelity prototyping. This usability report focuses on the design of an app that allows users to book cooking classes online. Using storyboards explored the context in which users might engage with the app, including their goals, environment and emotional responses. Low-fidelity prototypes were then developed to quickly test and iterate on design ideas, helping to identify usability issues early and refine the interface before progressing to high-fidelity development. This report documents the findings and insights from this process to inform future design decisions.

# Persona Explanation

The largest demographic to answer this questionnaire was those in the age bracket of 18-25; hence, this persona is a university student who is living with others of his age. Being young and having grown up with technology, using an app or website will not be an issue, but wants a cooking app that gets to the point, and any form of instructions are easy to follow and straightforward.

This persona demonstrates that the average student is experiencing adulting for the first time, and so many things are overwhelming and new, so finding shortcuts is something he craves; this app would help with this need. Most participants in this age bracket also answered that they “**learn new recipes**” so that they can add to their cooking repertoire. The employment status and the 18-25 age bracket also highlighted that most were unemployed or had casual jobs, meaning they are more money conscious than other age groups, so making cheap and affordable meals is a must. ( See Figure 1)

## Justification for Persona Revisions

The revised persona for Nick Drevelis integrates insights from both the survey explanation and feedback to better reflect the realities, motivations and constraints of the 18-25 age demographic. The following adjustments were made (see Figure 1):

1. Added Specific Lifestyle Context
  - Why:
    - The original persona lacked detail about where Nick lives and how his lifestyle affects his cooking habits.
  - Changes:
    - Nick is living in a shared apartment with other students near the university, and often shops or eats with housemates. This aligns with the survey findings that many in this age group are new to living independently.
2. Incorporated Financial Constraints
  - Why:
    - The previous version made assumptions about tech ease without nuance.
  - Change:
    - Mentioned Nick works a casual retail job, which limits his income. This supports his need for cheap, affordable meals.
3. Addressed Usability Needs Through Accessibility
  - Why:
    - The previous version made assumptions about tech ease without nuance.
  - Change:
    - Introduced that Nick has mild dyslexia, which justifies the need for a visually clear, simple app interface despite being tech-savvy. This makes the need for ease of use a real user need, not just an assumption.
4. Added Emotional & Motivational Depth
  - Why:
    - The original feedback noted a lack of human elements and shallow empathy.
  - Change:
    - Included motivations like the desire to change his mindset, wanting to eat better, and the stress of “adulting” for the first time, which links directly to his goals and pain points.
5. Clarified and Strengthened User Stories

- Why:
  - Feedback pointed out weak connections between stories and persona traits
- Change:
  - Each user story was revised to include a clear “why”, referencing survey data (e.g. learning new recipes) and Nick’s challenges (e.g. time-poor, visual learner, budget-conscious).

## Persona 2 User Stories

1. As Nick Drevelis, I want personalised recipe recommendations, so that I can cook meals that suit my taste, budget and what I already have at home. (MoSCoW: Should have)
2. As Nick Drevelis, who has dyslexia, I want the app to be easy to use, visual, and straightforward so that I can use it consistently without frustration. (MoSCoW: Must Have)

## Storyboard about User Story 1



Figure 2: Storyboard 1

## Storyboard about User Story 2

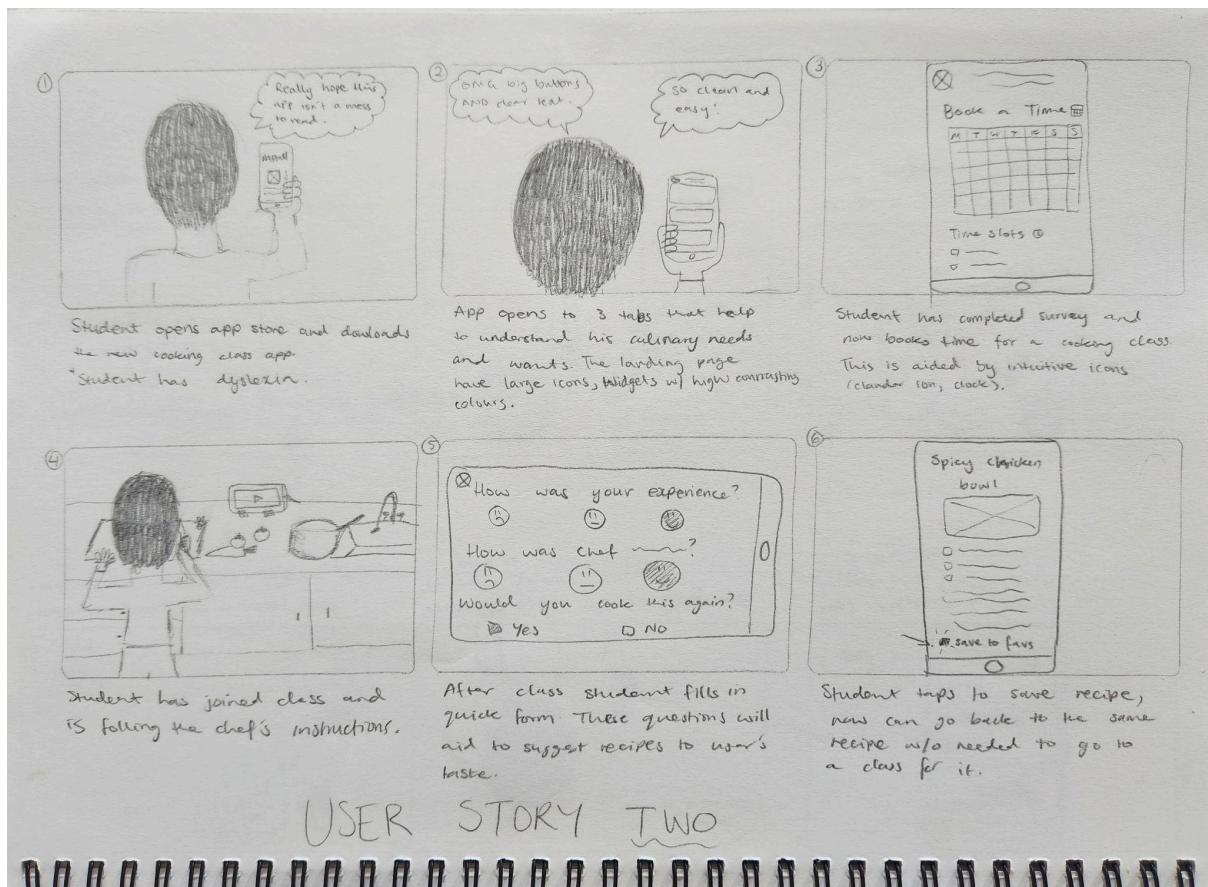


Figure 3: Storyboard 2

# Kanban Boards - List of Acceptance Criteria

## User Storyboard 1

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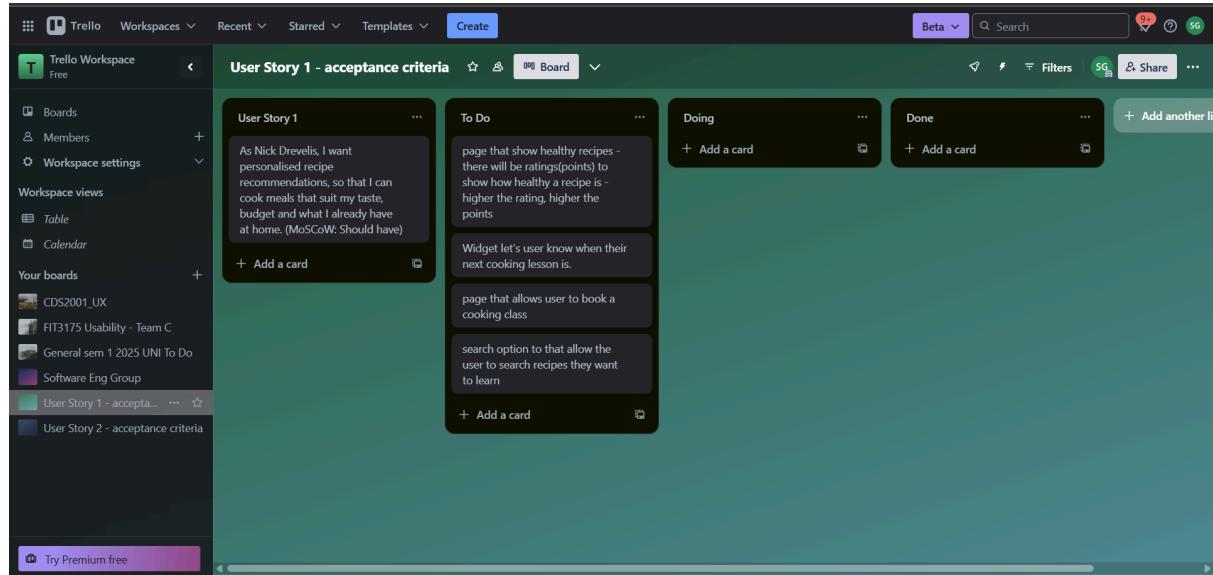


Figure 4: Initial Kanban board 1 with listed acceptance criteria.

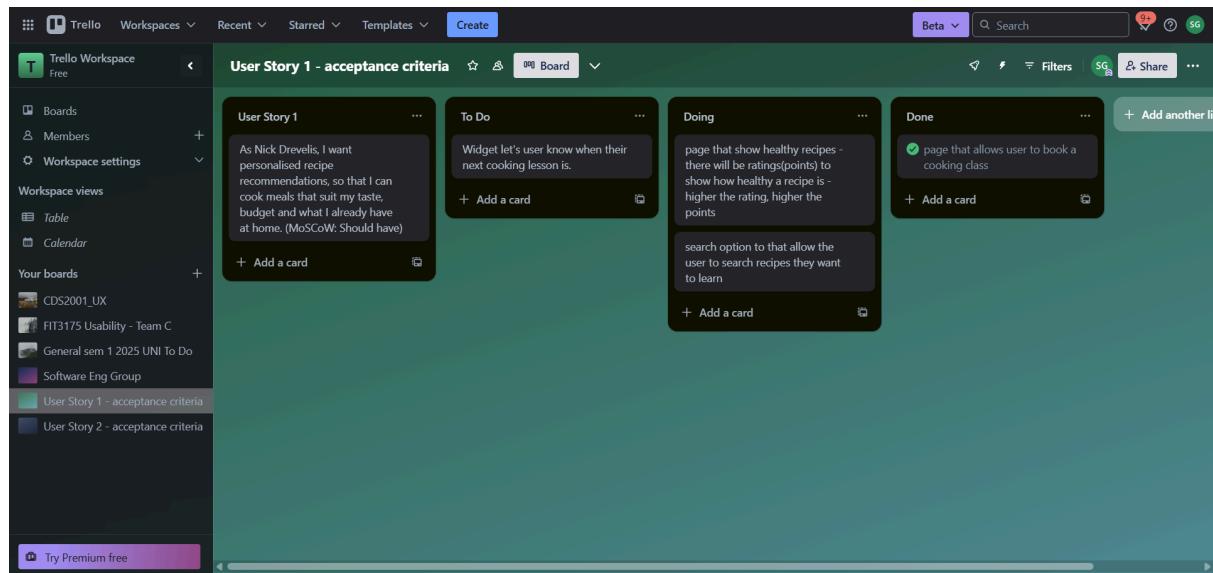


Figure 5: Ongoing use of Kanban board 1 with listed acceptance criteria.

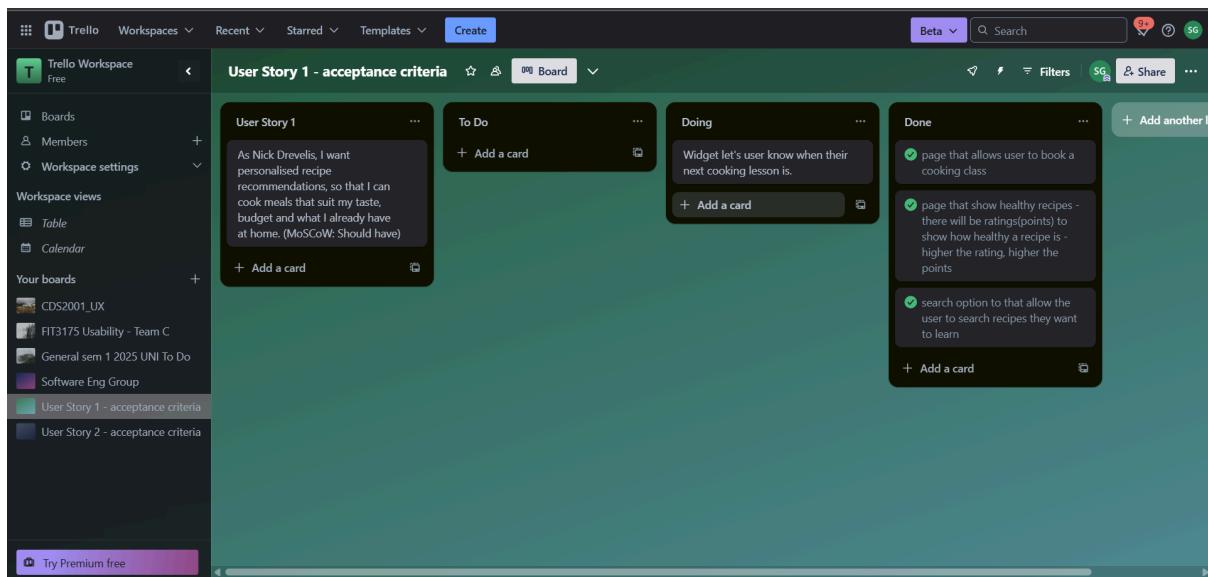


Figure 6: Ongoing use of Kanban board 1 with listed acceptance criteria, 3 criteria have been completed.

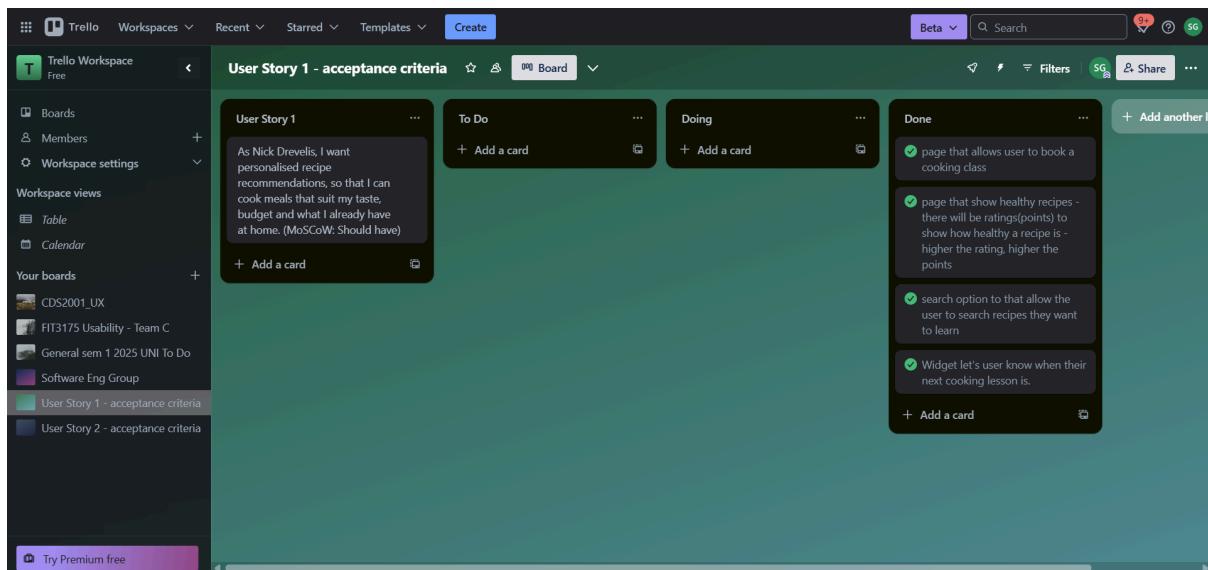


Figure 7: Ongoing use of Kanban board 1 with listed acceptance criteria, all 4 criteria have been completed.

## User Storyboard 2

<https://trello.com/invite/b/680a402f2ec25d414106f258/ATTI1dbb252700af1231a1899e26e293fa3334A3F643/user-story-2>

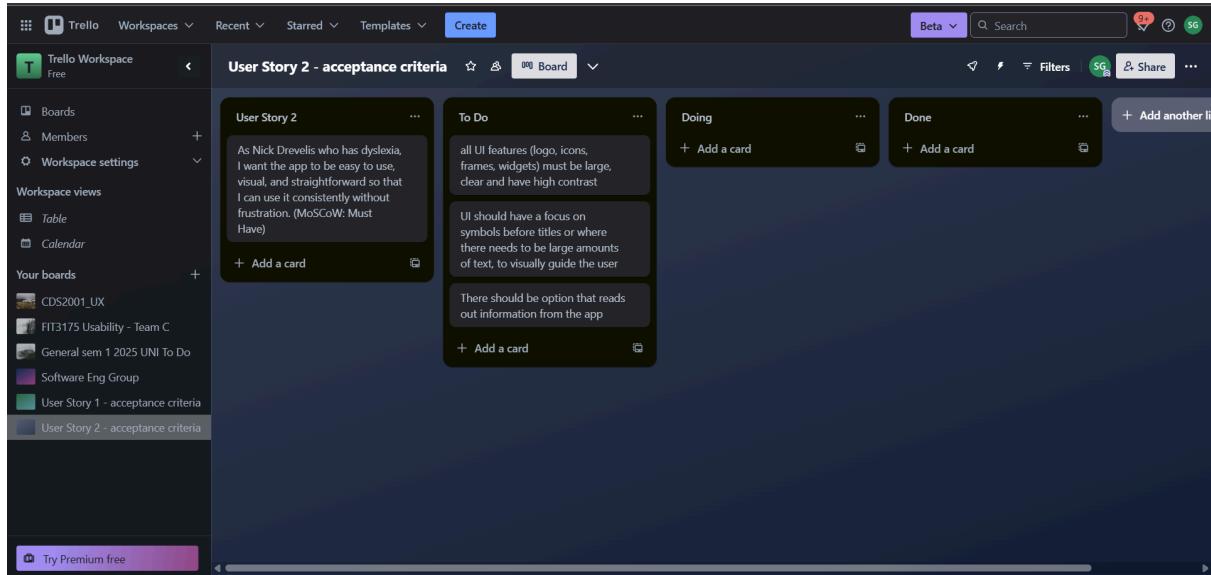


Figure 8: Initial Kanban board 2 with listed acceptance criteria.

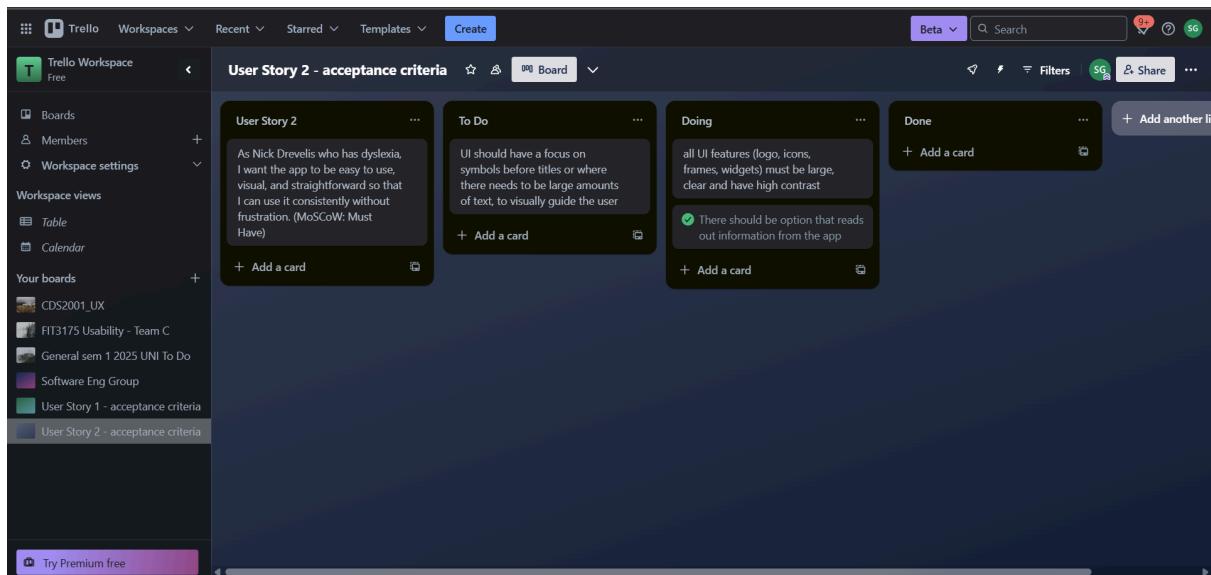


Figure 9: Ongoing use of Kanban board 2 with listed acceptance criteria.

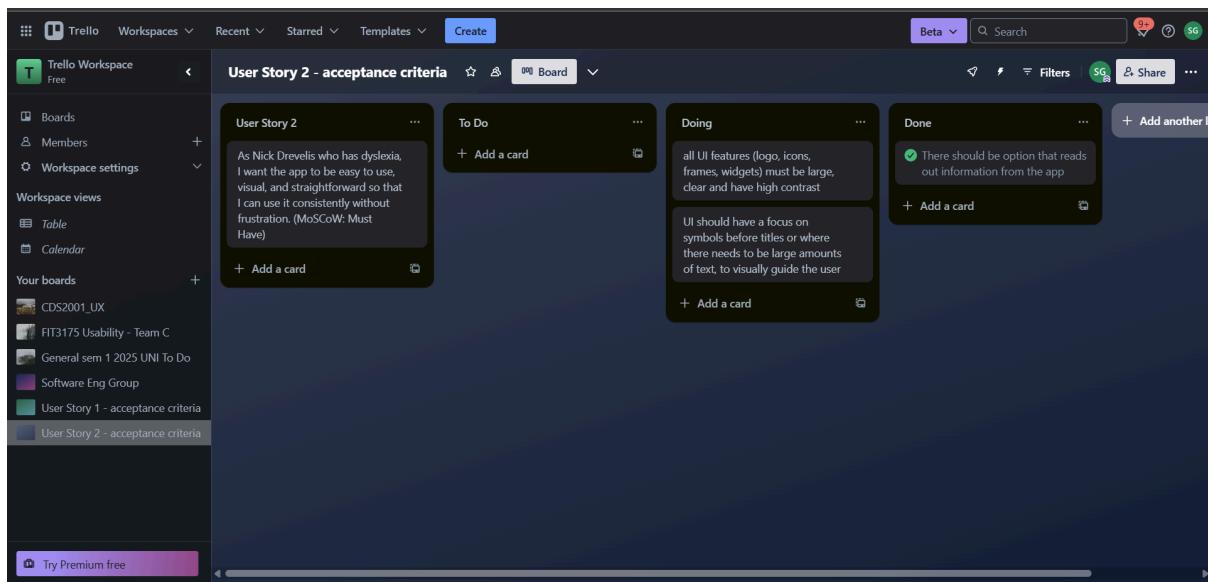


Figure 10: Ongoing use of Kanban board 2 with listed acceptance criteria, 1 criteria has been completed.

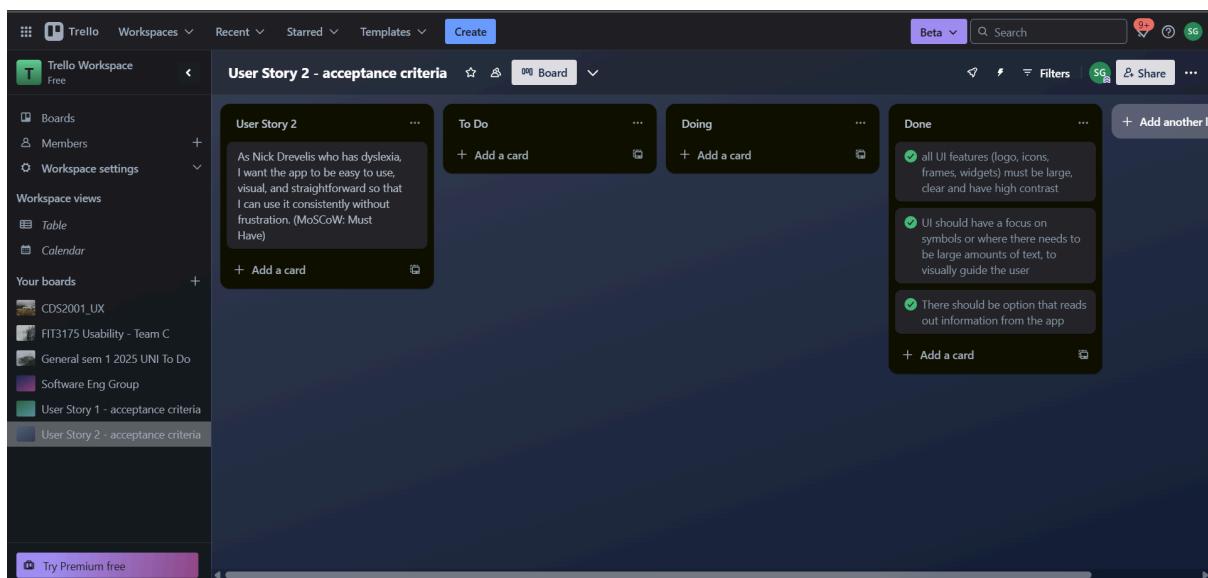


Figure 11: Ongoing use of Kanban board 2 with listed acceptance criteria, all 3 criteria have been completed.

# Low-fidelity Wireframes

## Class Booking Page Wireframe 1

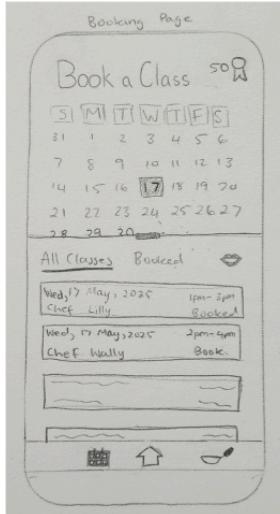


Figure 12: Wireframe 1, iteration 1

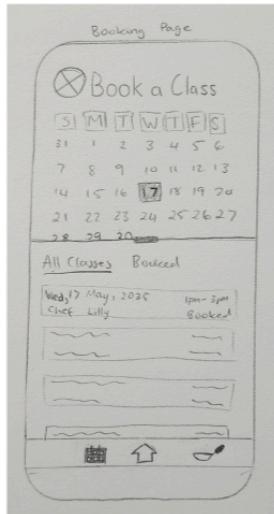


Figure 13: Wireframe 1, iteration 2

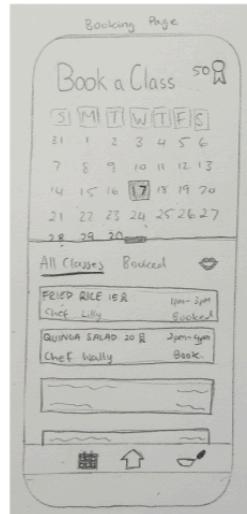


Figure 14: Wireframe 1, iteration 3



Figure 15: Wireframe 1, iteration 4

This screen demonstrates Norman's principle of constraints, which focuses on limiting user actions to prevent errors. While not interactive in the sketch, the calendar design implies that only valid (future) dates can be selected, likely disabling past dates. These constraints guide user behaviour by removing or disabling unavailable past dates. These constraints guide user behaviour by removing or disabling unavailable options, making the interface more intuitive and reducing the chance of mistakes.

The addition of a text-to-speech button supports the perceivable accessibility principle, which allows on-screen text to be read aloud. This ensures that users with visual impairments or reading difficulties can still access and understand key information on the booking page. By offering an alternative sensory channel (audio), the app makes context more accessible and inclusive. The presence of this feature ensures that the interface does not rely solely on sight, aligning with the core idea of perceivability: that information must be presented in ways users can perceive, regardless of their abilities.

## Recipe Search Page Wireframe 2

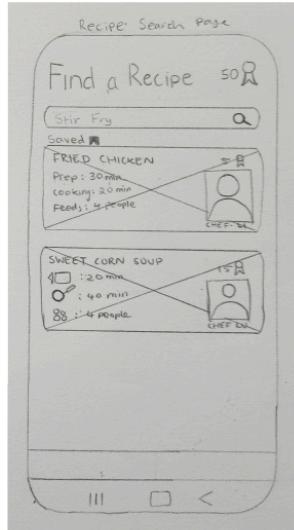


Figure 16: Wireframe 2, iteration 1

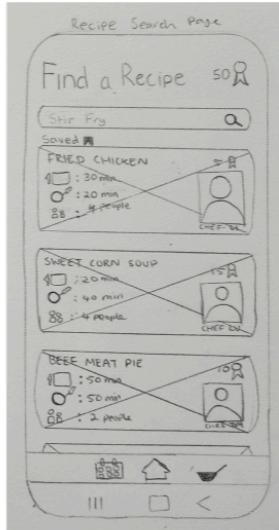


Figure 17: Wireframe 2, iteration 2

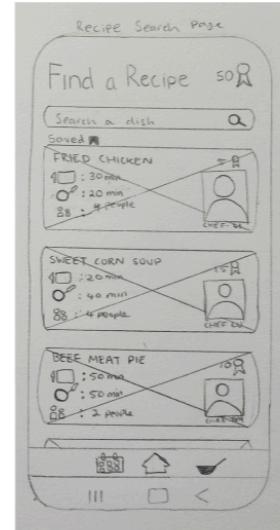


Figure 18: Wireframe 2, iteration 3

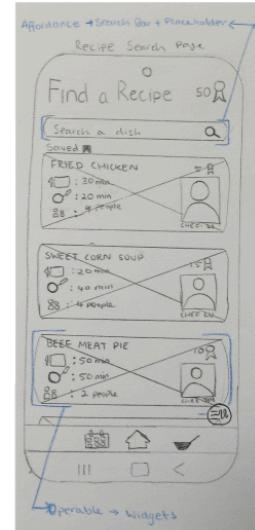


Figure 19: Wireframe 2, iteration 4

This wireframe applies Norman's principle of affordance through the design of the search bar. The placeholder text "Search a dish" clearly indicates that users can type to find a recipe, while the magnifying glass icon reinforces this purpose. These visual cues make the function of the element intuitively obvious, encouraging interaction and improving usability at a glance.

It also reflects the operable accessibility principle through the interactive widgets under the "Saved" section. Each recipe card includes clearly distinguishable and well-spaced elements, like the recipe title, icons, and health points. This separation allows for precise interaction, reducing errors and supporting users with motor impairments or those using assistive technologies. For instance, tapping the "FRIED CHICKEN" card would open the full recipe. By making key components touch-friendly and visually accessible, the interface ensures that all users can navigate and interact with core features easily and effectively.

## Home Page Wireframe 3



Figure 20: Wireframe 3

This wireframe supports the Understandable accessibility principle through its use of clear and concise language. Headings like “This Week” and “Trending Recipes” help users quickly comprehend the screen’s content and purpose. Labels such as “Mon 8 May” and “Stir Fry” are familiar and easily readable, ensuring that users, including those with cognitive or language processing difficulties, can interpret information without confusion. Simple, consistent phrasing across the screen enhances clarity and usability.

Additionally, the screen applies Norman’s principle of Feedback through the navigation bar. Each icon is visually distinct, and the central home icon is filled in to indicate the user’s current location within the app. This immediate visual cue helps users understand where they are and what action has just occurred. The feedback mechanism reduces uncertainty, supports wayfinding, and provides reassurance, especially for users who rely on clear signals to navigate digital interfaces efficiently and confidently.

# Conclusion

The use of a storyboard and low-fidelity prototypes played a key role in shaping the design of the cooking class booking app. Visualising user scenarios early allowed for a clearer understanding of user needs, expectations, and pain points. While low-fidelity sketches enabled quick iteration, their hand-drawn nature lacked realistic detail, which limited the accuracy of visual feedback and made user testing less effective. Abstract layouts also made it harder for users to interpret and engage with the interface. Moving forward, high-fidelity prototyping will address these issues by introducing refined visual design elements such as colour, typography, and layout consistency. It will also simulate navigation and transitions between screens to better reflect real-world app interactions. These improvements will enable more accurate usability testing and provide stakeholders with a clearer sense of the app's final experience. Overall, this process lays a strong foundation for creating a more intuitive, inclusive, and engaging user journey.

# Appendix

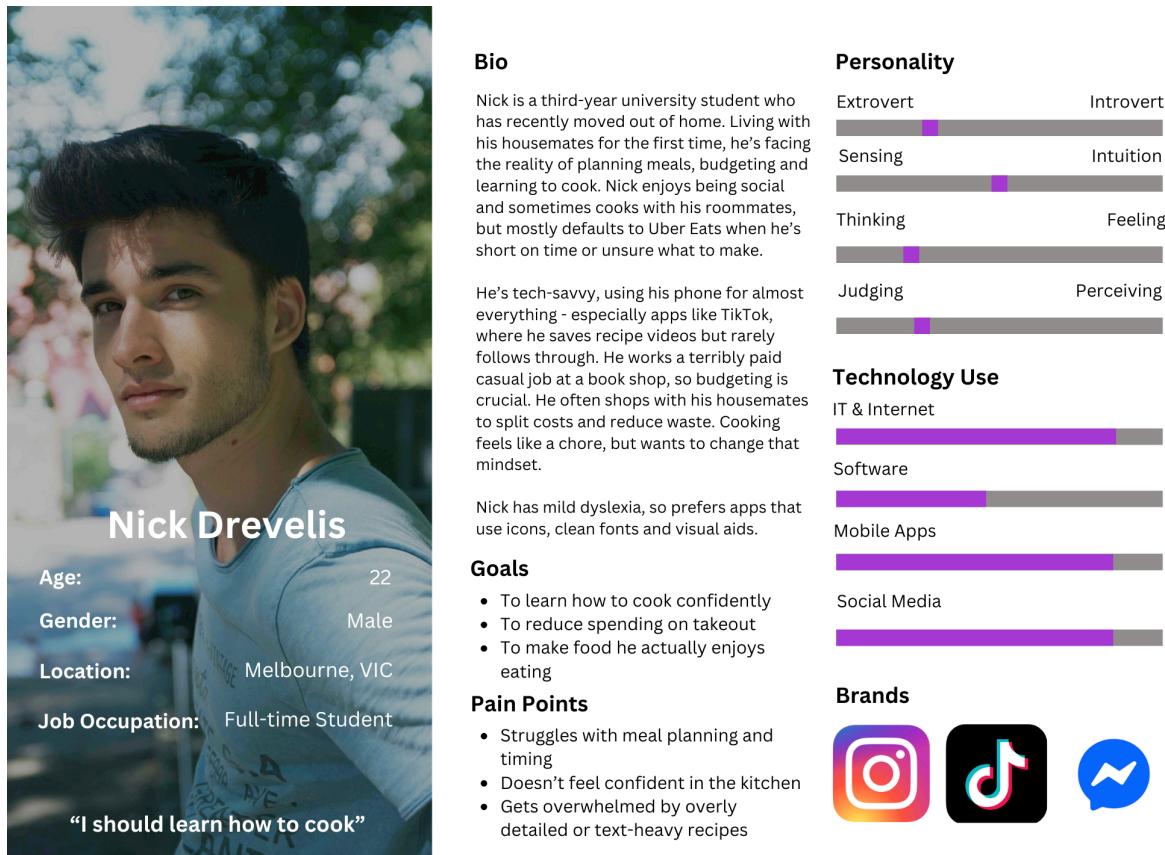


Figure 1: Persona, Nick Drevelis