

Otakurino

Progress Report #2

An ultimate one-stop app for anime and manga fans, offering streaming, manga reading, and merch integration all in one place.

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Course

CSIS 3375-001 : UX Design in Web & Mobile App

Git: [Otakurino](#)

Figma: [Prototype](#)

Work Logs

Date	Number of Hours	Description of Work Done
March 06, 2025	0.5	<p>Team planning for the milestones for the next step – Personas and Requirement.</p> <ul style="list-style-type: none"> Mar 9, make Persona from each person; Mar 11, make Requirements in a meeting;
March 08, 2025	2	<p>Connected two of my friends to gather their cartoon and animation behaviors.</p> <ul style="list-style-type: none"> The first one (my former colleague) likes cartoons but not that fit for a Persona interview. What his favor is does not match as a common user. He uses illegal websites. The second one (my desk mate in high school) is a streamer: <ol style="list-style-type: none"> Made note in message with him: what his hobby and what app and website he uses to watch manga and anime. Live style and some trivial matters. I tracked his bilibili channel to get what he usually watches, which other channels he is following, and what his routine he shared online. <p>https://space.bilibili.com/687229726?spm_id_from=333.1387.fans.user_card.click</p> <p>Then, summarize his background into the persona document and think about how our anime/cartoon app may be useful for him.:</p>

Mar 10, 2025	1.5	<p>Analyzed two personas created by Reiben and generated requirements based on it. (See details below.)</p> <p>Persona 1 - Persona analysis</p> <ol style="list-style-type: none"> 1. Not young in age 2. busy (nurse, works all the time) 3. Middle class (Well-paying) 4. Specific audience 5. Collector 6. Animal friendly 7. Tracking hot spots 8. traditional fan 9. fashion 10. Insiders 11. physical buyer 12. Pay carefully 13. Only free in weekends 14. Only Anime no cartoon 15. real person feedback (prefers dubbed version vs subbed version) 16. not pursue brand 17. like Collector's Edition 18. Moderate sharing <p>Persona 2 - Persona analysis</p> <ol style="list-style-type: none"> 1. Still young 2. lack of money 3. both anime and manga, famous Japanese follower 4. solo, has more free time 5. Limited Collection 6. One man army 7. Game Master 8. prepare original design first 9. live in small place or minimalists 10. Strong hands-on ability 11. Curiosity in some illegal resources 12. exploration 13. brand important 14. like reading <p>Requirements</p> <ol style="list-style-type: none"> 1. Login/ Registration 2. Recommended nearby activities/GPS 3. Hobby Record 4. Subtitle Audio Selection 5. Interesting Tracking
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		6. Online-shopping + Physical store navigation 7. Studio news 8. Second-hand market & Limited Edition 9. Multi-user immersive interactive design 10. Deep Search (maybe illegal resource but in a temp way) 11. hands-on tutorial 12. Class the users by payment
March 13, 2025	0.5	Team planning for the next step: <ul style="list-style-type: none"> • Requirements Document • Make a Figma project for app's prototype
March 14, 2025	2	Go through all of the requirements and combine them together for what our app needs. In Figma, made some prototype: <ul style="list-style-type: none"> • Searched for some useful moodboards for our app, and collected color ideas. • Found potential Logo font online. • Used Krita to make Logo • Made the Login pages
March 16, 2025	0.5	Report time log. Check update.

Summary

From **March 6 to March 16, 2025**, I tried my best to find the most suitable candidate to get the reliable Persona. Shared the survey on social media to get more participants. Pushed some parts of the prototype on Figma and made some assets that could be used for the final version.

Closing and References

This section acknowledges any individuals or institutions that contributed to the development of this project. It also provides a list of references used throughout the proposal, ensuring proper citation of relevant literature, industry reports, and sources that support our research and analysis.

References:

Otakurino Group 9. (2025). *Otakurino visual analytics, 2025*. Canva.
https://www.canva.com/design/DAGhwCBPJ74/44QxuGjcGrDGzyrHX7KNqA/view?utm_content=DAGhwCBPJ74&utm_campaign=designshare&utm_medium=link2&utm_source=uniquelinks&utlId=h6248f9e2b6

Otakurino Group 9. (2025). *Anime and Manga Experience Survey (Responses)* [Unpublished raw data]. Google Sheets.
https://docs.google.com/spreadsheets/d/1WgXkCmwhWiTeb2UyB5uPcZyuzVxSw9TOuUfh8bQzSjM/edit?usp=drive_link