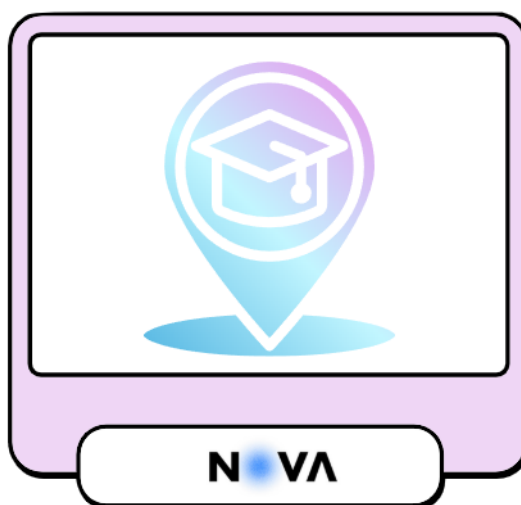


**Interação Pessoa-Máquina**  
**2025/2026**

# **Classroom Finder App**

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Stage 3: 1st Prototype



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**Lab class N° P1**

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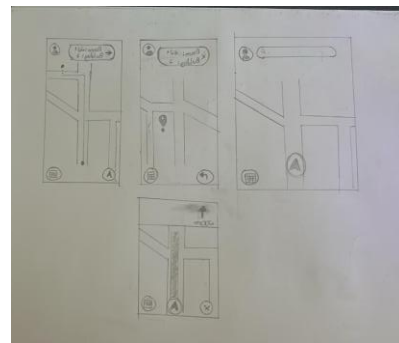
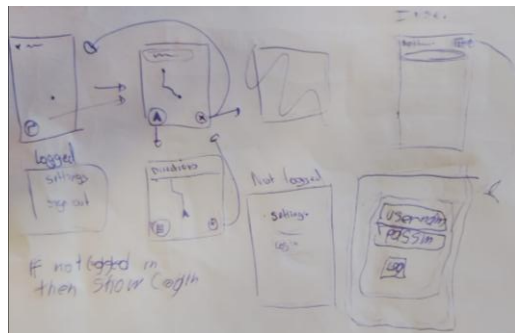
**Professor:**  
Teresa Romão

November 03, 2025

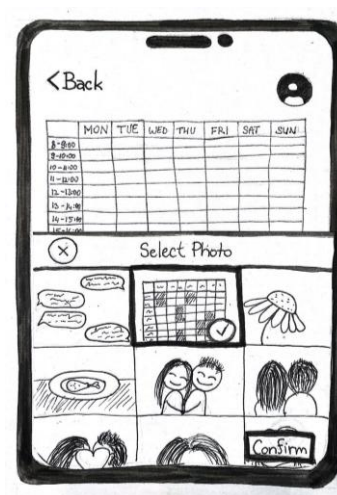
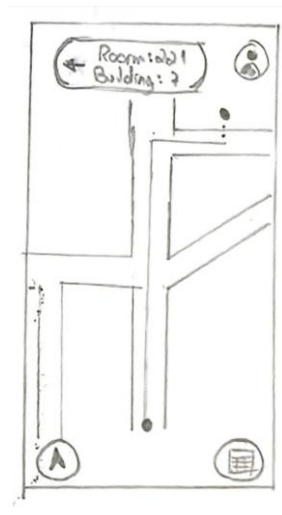
## Sketches

The first part of this stage was to draw some sketches to have an idea of what our prototype should look like.

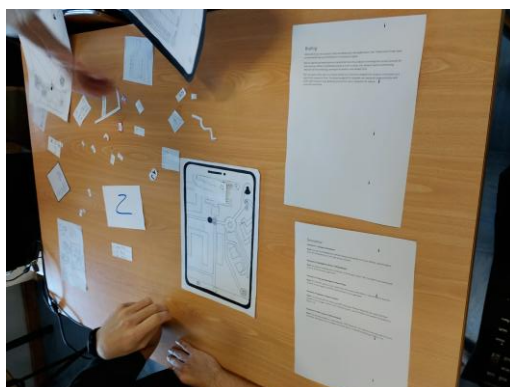
We drew sketches for the navigation, so we could get an idea of how many pages we would need for our prototype (below are some examples):



And then we sketched each page (below are some examples):



## Prototype photos:



## Storyboards:

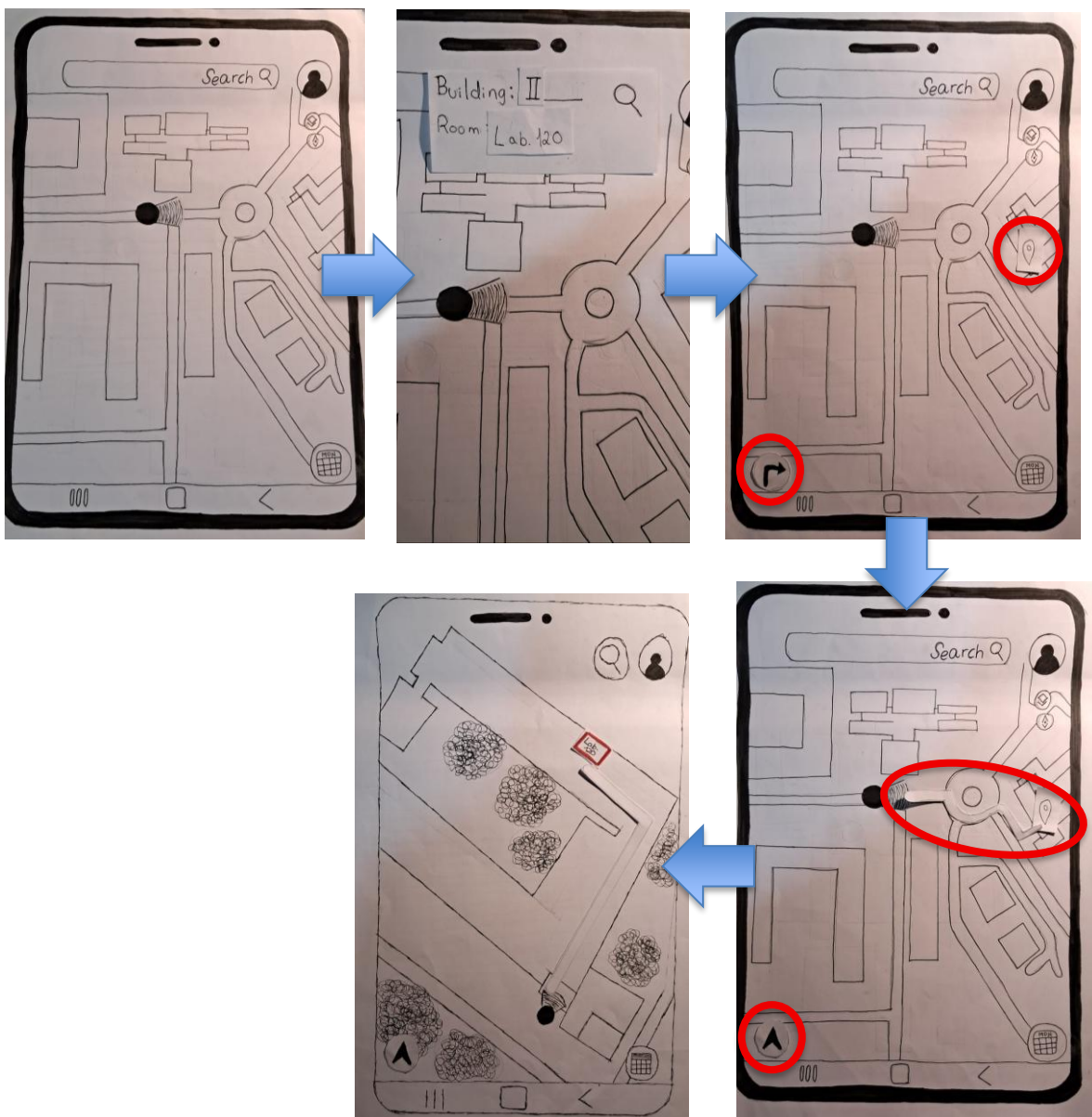
1. Navigate to a room by searching for it:

1.1 Search for the building and room

1.2 The app shows the location and a button appears, that when pressed, a path will be shown to that location

1.3 Once the button is pressed, the path to the location appears and a new button shows up, that when pressed will begin the navigation.

1.4 Once you get close to a building the screen changes so that you can see the building layout and where the room you searched for is, along with the path to it



## 2. Upload a schedule:

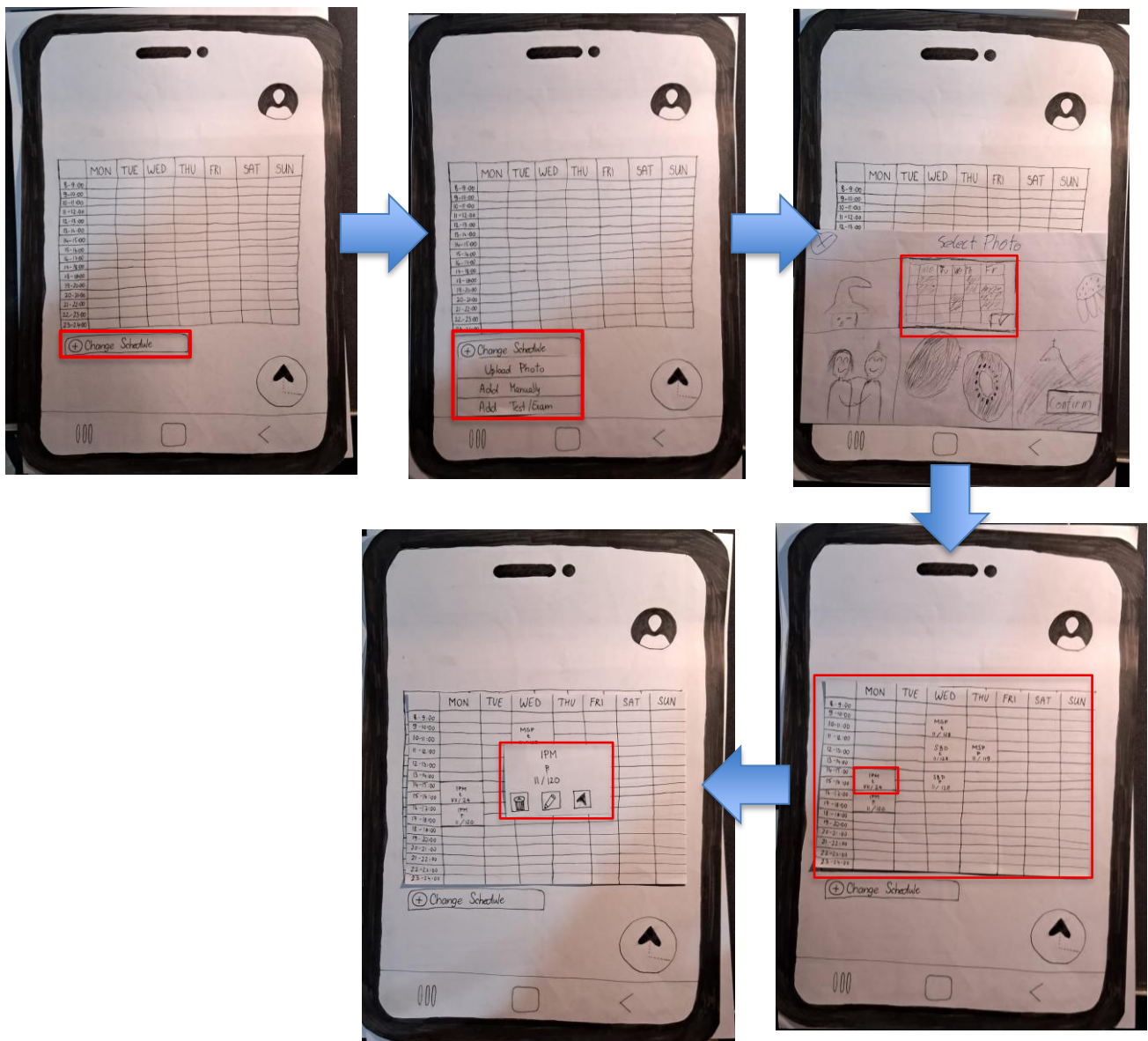
2.1 By pressing the "Change Schedule" button a dropdown menu will appear with different options of how you can change the schedule.

2.2 By pressing the "Upload Photo" option you can select a photo of your schedule.

2.3 Select the photo

2.4 Uploaded schedule

2.5 If a class is pressed a modal will show up with the option to delete, edit and navigate to it.



**Briefing:**

The briefing is the context provided to the users during testing:

"Welcome to our test session. We are developing a new application, the "Classroom Finder App", and we would like your feedback on our early prototype. New students and teachers on campus often face the problem of finding the correct location for their lectures. While a schedule provides a room number, the campus layout and building interiors can be confusing, leading to frustration and wasted time. The main goal of this app is to help students and teachers navigate the campus more easily and reach their classes on time. The app is designed to integrate your personal class schedule with a GPS-style campus map, guiding you directly to your classroom to reduce confusion and stress."

**Scenarios:****Scenario 1: Upload a Schedule**

**Goal:** You just downloaded your official class schedule file onto your phone. Use the app to save this schedule so you can see all your classes.

**Scenario 2: Navigate to Room 128 Building 2**

**Goal:** You have a meeting with a professor in Building II, Room 128. You aren't sure where that room is. Find out how to get there.

**Scenario 3: Find and Navigate to Next Class**

**Goal:** It's 3:55 PM, and you can't remember where your next class is. Use the app to find the location of your today's 4:00 PM class and see how to get there.

**Scenario 4: Update a Class Location**

**Goal:** You just received an email: your IPM (Interação Pessoa-Máquina) lab class has been moved. It is no longer in Room 120. Find that class in your schedule and update its location to Room 119.

**Scenario 5: Add a class to the schedule**

**Goal:** You've just enrolled in a new elective, 'MSP Theoretical'. You need to manually add it to your schedule. The class is on Thursdays from 9:00 AM to 11:00 AM in Building II, Room 118.

**Observations:****Participant 1**

This participant wanted to edit the timetable right away but couldn't, because it had to be uploaded as a photo first. They did not realize that the schedule shown was an image and not directly editable.

Possible improvement:

Make empty schedule editable or don't show it when it's empty.

**Participant 2**

This person used the app smoothly overall. They completed tasks easily. However, they were unsure about the icon used to start navigation and found the direction arrows unclear.

Possible improvement:

Replace the navigation icon with a simple button labeled "Start" or "Go".

**Participant 3**

This participant spent more time on the main screen because it wasn't clear what to do after logging in. They didn't notice what day was being shown, were unsure why the empty schedule was an image.

Possible improvement:

Highlight today's date and same update as with participant 1.

**Participant 4**

During the second task, instead of tapping a class on the schedule, they deleted the entire schedule and entered a class manually. They also noted that the timetable felt plain and lacked color, and the edit features were not obvious.

Possible improvement:

Use colors and obvious buttons and make the *Edit Schedule* option more visible.