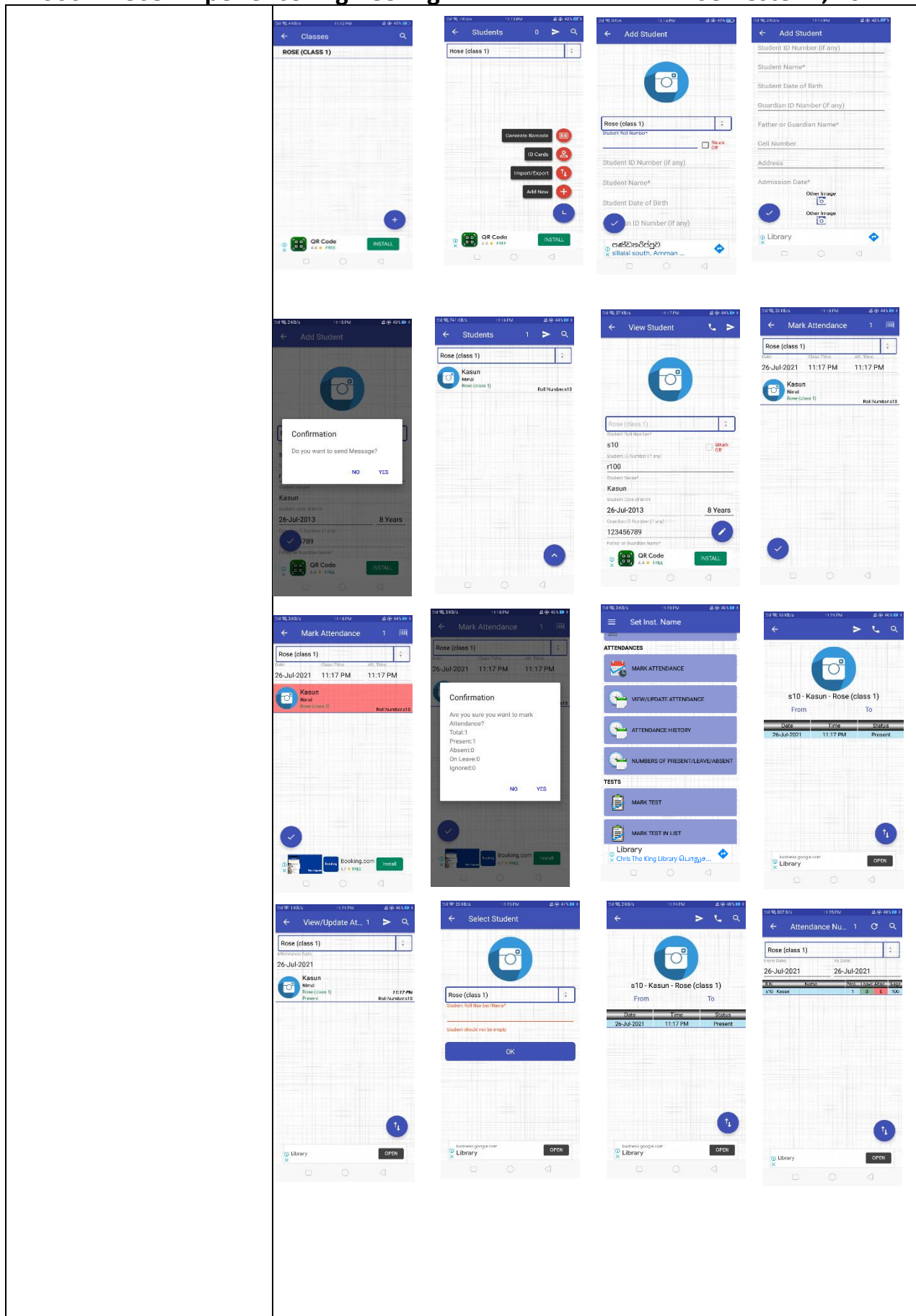


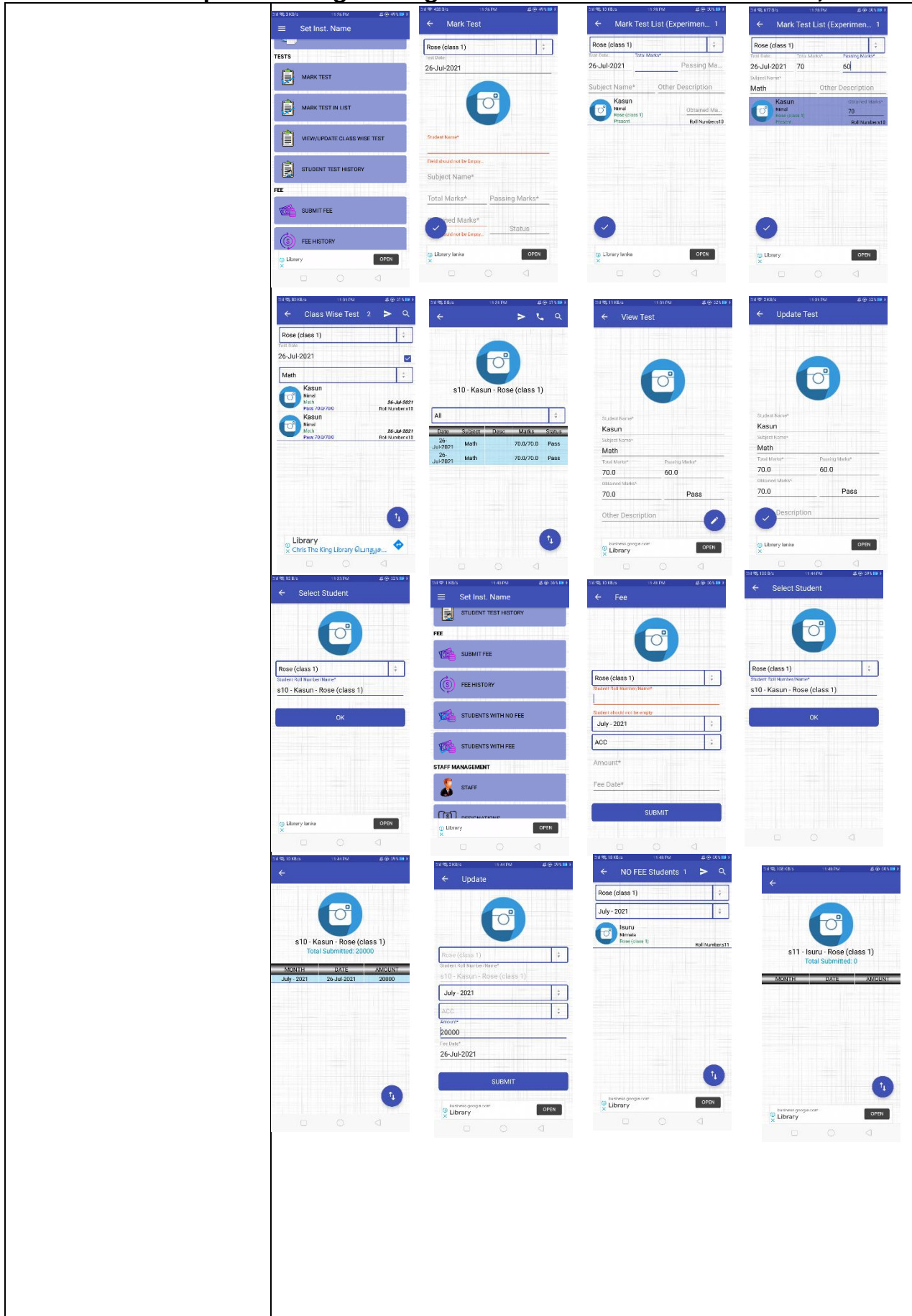
Lab Practical 02 - Project Selection & Supervisor feedback

Each UX team should research and find a Mobile app

Fill the following table to show your findings

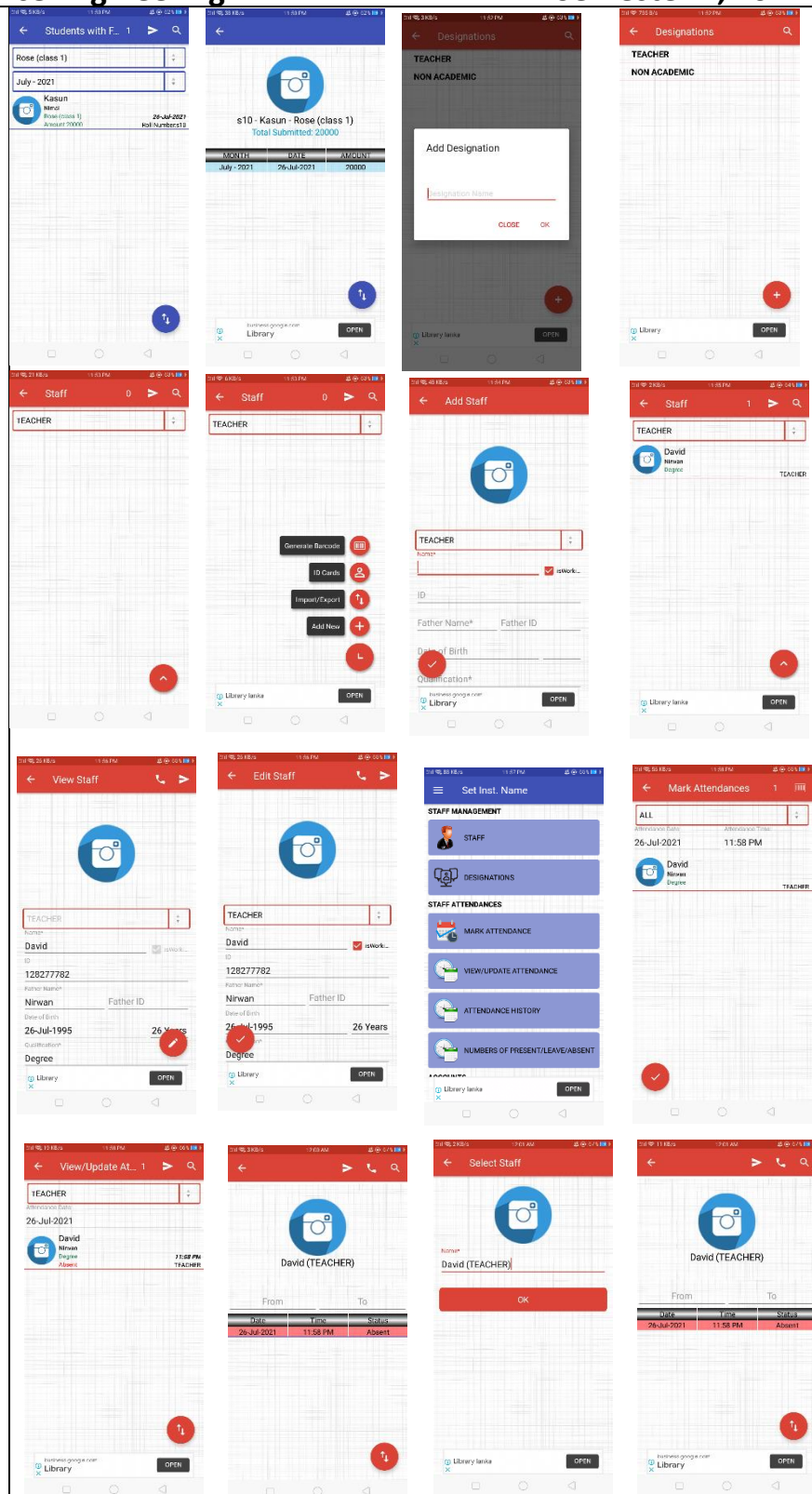
Mobile App	School Management System
Name:	2021S2_REG_WE_36
Developer	HQ Devs
Purpose:	Manage activities of School
Screenshot:	

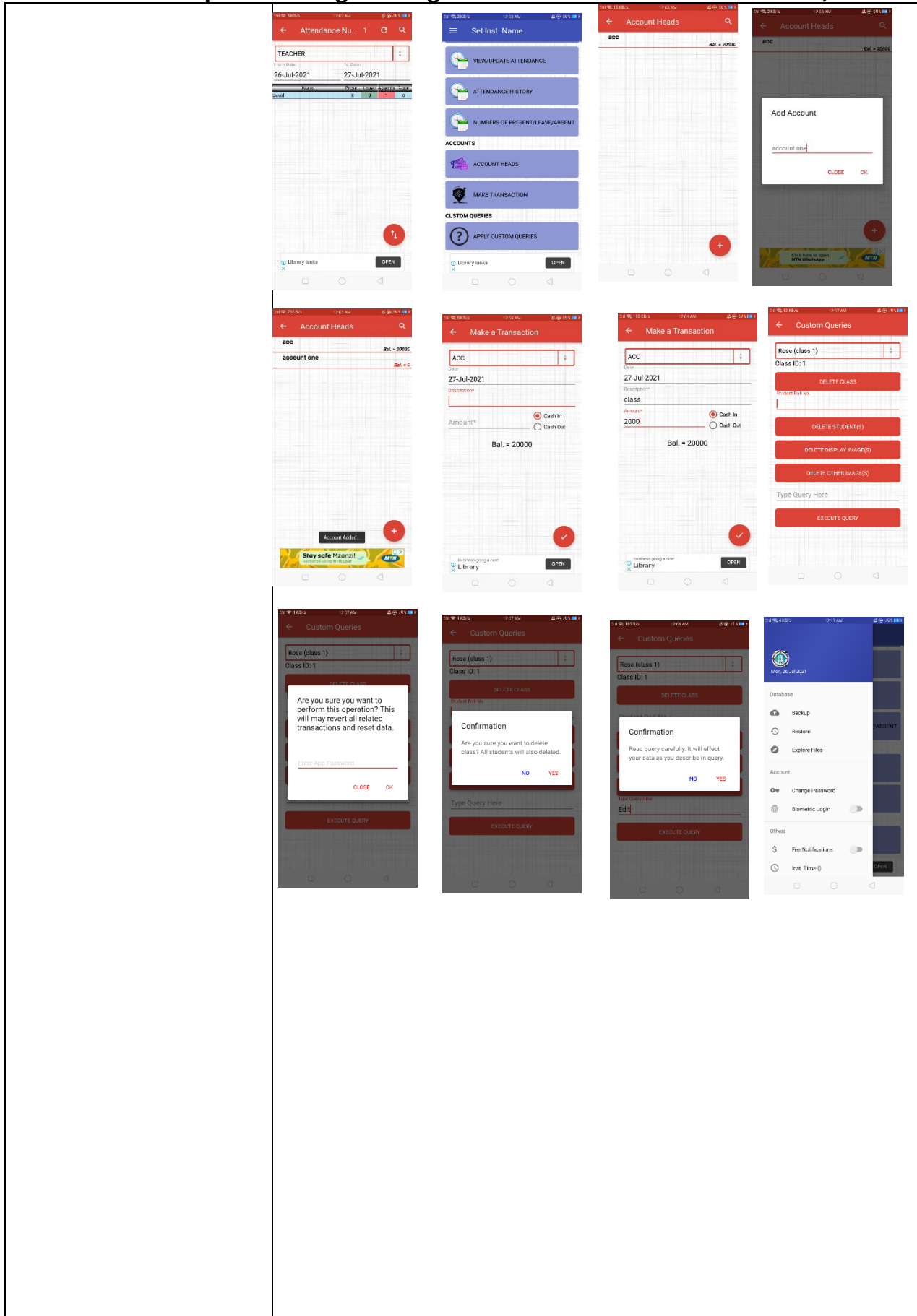




The screenshots illustrate the following app features:

- Set Inst. Name:** A screen for setting the institution name.
- Mark Test:** A screen for marking a test, showing fields for Test Name, Date, and Student Name.
- Mark Test List (Experi...):** A screen for viewing a list of marked tests, showing columns for Test Name, Date, and Status.
- Class Wise Test:** A screen for viewing test results by class, showing a table with columns for Date, Subject, Date, Marks, and Status.
- View Test:** A screen for viewing a specific test, showing fields for Student Name, Subject Name, and Marks.
- Update Test:** A screen for updating a test, showing fields for Student Name, Subject Name, and Marks.
- Select Student:** A screen for selecting a student, showing a list of students with their names and roll numbers.
- Fee:** A screen for managing fees, showing fields for Student Name, Date, and Amount.
- NO FEE Students:** A screen for viewing students who have not paid fees, showing a table with columns for Student Name, Date, and Amount.





The collage displays the following screens and actions:

- Attendance Nu... 1**: Shows a table with columns for Name, Date, and Status. A red notification bubble with the number '1' is present.
- Set Inst. Name**: A menu with options: VIEW/UPDATE ATTENDANCE, ATTENDANCE HISTORY, NUMBERS OF PRESENT/LEAVE/ABSENT, ACCOUNTS, ACCOUNT HEADS, MAKE TRANSACTION, CUSTOM QUERIES, and APPLY CUSTOM QUERIES.
- Account Heads**: Shows a list of accounts with a balance of 20000. A red '+' button is at the bottom right.
- Add Account**: A dialog box with a text input field for 'account one' and 'CLOSE'/'OK' buttons.
- Account Heads**: Shows a list of accounts with a balance of 20000. A red '+' button is at the bottom right.
- Make a Transaction**: Shows a form for 'ACC' with a date of '27-Jul-2021' and a balance of 20000. A red checkmark is at the bottom right.
- Make a Transaction**: Shows a form for 'ACC' with a date of '27-Jul-2021' and a balance of 20000. A red checkmark is at the bottom right.
- Custom Queries**: Shows a list of queries with a balance of 20000. A red '+' button is at the bottom right.
- Custom Queries**: Shows a list of queries with a balance of 20000. A red '+' button is at the bottom right.
- Custom Queries**: Shows a list of queries with a balance of 20000. A red '+' button is at the bottom right.
- Custom Queries**: Shows a list of queries with a balance of 20000. A red '+' button is at the bottom right.
- Confirmation**: A dialog box asking 'Are you sure you want to delete class? All students will also be deleted.' with 'NO' and 'YES' buttons.
- Confirmation**: A dialog box asking 'Are you sure you want to delete class? All students will also be deleted.' with 'NO' and 'YES' buttons.
- Confirmation**: A dialog box asking 'Are you sure you want to delete class? All students will also be deleted.' with 'NO' and 'YES' buttons.
- Database**: A menu with options: Backup, Restore, Explore Files, Change Password, Biometric Login, Fee Notifications, and Inst. Time.

IT3061 – User Experience Engineering

Semester II, 2021

Competitor Mobile apps	School Management - Education & Learning App, SMS (School Management System)
<p>Good design</p> <p>1. Place users in control of the interface</p> <p>2. Make it comfortable to interact with a product</p> <p>3. Reduce cognitive load</p> <p>4. Make user interfaces consistent</p>	<p>Keeping users in control makes them comfortable; they will learn quickly and gain a fast sense of mastery.</p> <p>Interfaces shouldn't contain information that is irrelevant or rarely needed</p> <p>Cognitive load is the amount of mental processing power required to use a product. It's better to avoid making users think/work too hard to use your product.</p> <p>Consistency is one of the strongest contributors to usability and learnability.</p>
<p>Design issues</p> <p>1. Poor Impression</p> <p>2. Colors are not matching</p> <p>3. Bad design for buttons</p> <p>4. Bad design for table</p>	<p>This is one of the most common issue with mobile app interface design. The first impression of the mobile app plays a very important.</p> <p>Color combination of the app is not perfect</p> <p>Shapes of the buttons are not perfect</p> <p>Colors and the design are not matching</p>