

The background features a dark gray field with a complex pattern of white and light gray hexagons. Some hexagons are solid, while others are outlined. A network of thin, glowing cyan lines connects various points across the hexagonal grid, creating a sense of connectivity and flow.

Sensible

Save Time. It's Sensible!

The Group App Designed to Get Things Done

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01

Requirements/Use Case/Scenarios
For Intended Support

Revised Use Case/Scenarios: Specifications

- P1 is a college student and a part time employee at a local restaurant. He is taking 9 credit hours. Sometimes it can be challenging as he has to balance between work and school. He is very outgoing and social. He also has a significant other who he spends time with. P1 can get a little disorganized and loses track of deadlines at times. A lot of times he finds himself cramming or rushing to try to meet deadlines. He uses his phone a lot to keep track of any notifications or messages. Although P1 isn't the best with managing his time, he still is able to do enough to maintain a B to C grade.
- P4 attends his first lecture which starts at 9am. He meets up with 3 of his classmates and discusses working on the class project together. Last week, the 4 of them had been assigned together to be in a group for the class project. They have a project proposal deliverable deadline coming up next week for their project. P4 and his group members plan on meeting during the night time at around 8pm since they are all free during that time, so they can start brainstorming and planning out their ideas. P4 knows that he won't be able to meet in person at that time because his commute takes him a little more than an hour and it's pretty late. For this reason, P4 informs the group of this. Another group member mentions that he also has a fairly long commute and won't be able to meet in person at that time either. The group decides that the meeting will be held online through a group meeting app.

Revised Requirements: Specifications

Specific requirements specifying user experiences intended for support:

- As a student, I want to stay organized, so I can keep up with the multiple classes that I have (User Study Persona 1).
 - Calendar allows for specific dates and ability to add tasks
- As a student, I want the option to format notes, so I can keep my class notes organized (User Study Persona 3).
 - Notes about will allow to create new notes and be formatted
- As a student, I want to be able to share links or documents, so that I can show interesting sources of work to collaborate on (User Study Persona 4).
 - Archive any links from the group chat
- As a student, I want to see usernames of participants of the group I am in, so that I know who is in my group (User Study Persona 4).
 - Group member names are visible upon joining the group

The background is a dark gray gradient. It is decorated with a complex pattern of white and light gray hexagons. Some hexagons are solid, while others are outlined. A network of thin white lines connects various points, some of which are highlighted with small, glowing cyan dots. The overall aesthetic is futuristic and technological.

02

Implications for Design

Implications for Design

- Affordance (Visual clues)
 - We want people to be able to use our app.
- Discoverability
 - There are a couple features of our app that are a little less than self-explanatory, like the notes section, so we put in helper text boxes.
- Memorability
 - Did not want to make navigating to any part of our app too confusing.

Implications for Design (Retroactive)

- Android Studio
 - Development IDE from Google
 - Google is widely used by many college students, which are the intended users for this app
 - This allows comfortability since many college students are use to google provided services
 - Having the app be usable on mobile devices is convenient

03

The User Experience

The User Experience

[Sensible Functional Prototype Demo](#)

04

What's Working and What's Not

What's Working

- Sign-In
- Group Creation
- Members List
- Calendar
- Notes

To Be implemented

- Group Sharing/Joining
- Message Sending
- Adding Members
- Archive

05

Key Aspects of Information Design

Information Design: Core Features and User Enhancements

- **Design Clarity:**
 - Intuitive interface with accessible group chats, notes, and calendar.
 - Emphasis on user navigation and content organization.
- **User-Driven Features:**
 - Feedback-incorporated updates like interactive calendars.
 - Advanced note formatting tools supporting organizational needs.
- **Communication Efficiency:**
 - Direct link/document sharing supporting collaboration requirements.
 - Real-time updates ensuring all users are informed simultaneously.
- **Challenges:**
 - Balancing feature richness with ease of use to prevent user overwhelm.
 - Integrating seamless group sharing/joining for effective remote collaboration.



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How Our Functional Prototype Does and
Does Not Yet Fulfill Our Specified Use
Cases / Scenarios and Requirements;

Evaluating Functional Prototype Against Use Cases and Requirements

- **Fulfilled Use Cases:**
 - User need for organization and event addition is supported by the functioning calendar feature.
 - Online group meetings fulfilled, aligning with the need for remote collaboration tools.
- **Met Requirements:**
 - Calendar and note-taking features aid students in staying organized.
 - Notes formatting capability supports organized note-keeping for users.
 - Users' ability to see group member names upon joining meets group awareness requirement.
- **Current Limitations:**
 - Group sharing/joining and message sending are essential but not yet functional.
 - Inability to add members or archive links/documents hinders collaboration and resource sharing.

07

How Our Functional Prototype Does and
Does Not Yet Fulfill Our Specified
Implications for Design

Evaluating Functional Prototype Against Design Implications

- **Affordance and Discoverability:**
 - Helper text boxes improve discoverability in complex sections like notes.
 - Visual cues guide user interaction, enhancing overall app intuitiveness.
- **Memorability:**
 - Navigational simplicity prioritized to facilitate ease of returning to features.
- **Areas for Enhancement:**
 - Streamlining choices and improving standardization of app navigation.
 - Potential integration of diagramming tools for enriched user interaction.
- **User Feedback Utilization:**
 - Active incorporation of user suggestions to refine calendar and note-taking features for enhanced memorability and efficiency.

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Our Plans for Revising our Functional
Prototype for User Study 2

Implementing Key Features

- **Fulfills Design Implications:**

- Easy discoverability and intuitive navigation match student needs for quick access and organization.
- Effective communication enabled through group chats, shared notes, and real-time updates.

- **Areas for Improvement:**

- Lacks a real-time collaborative tool such as a drawing board for visual explanations.
- Requires an enhanced calendar feature for detailed event and task scheduling.

