THI 6223 Human Computer Interaction

Assignment & Project Submission Cover Grading Sheet

(To Be Filled Out By the Student)

No	Student Name	Student ID	Major DCN/ST/BIA/AI/ Bio	Tutorial Session	Group
1	Yousef Ibrahim	1221303870	AI	2C	Group C
2	SHAHD MOHAMED BADRELDIN	1221302841	ST	2C	Group C
3	BA RAYAN ABDULLAH	1221301726	AI	2C	Group C
4	BRYAN CHIN YEW CHUNG	241UT2416C	AI	2C	Group C

** 4 members from **same Tutorial group**

Assignment Grading (20%)

(To Be Filled Out By the Instructor)

Evaluation Item	0	1	2	3	4	5	6	7	8	9	10
A detailed Step by step user manual to use Figma.											
Colours, Typography, Layouts, Element and Asset.											
Detail description of the whole business process for the chosen application - CLIC or Moodle.											
1 wireframes of the chosen app. (Min – 6 frames. The more detailed the better)											

Total Score (40%)	
Overall Score (40%/2 = 20%)	
Late Submission Penalty 2marks x_____Day(s)	
Final Score	

Project Grading (30%)

(To Be Filled Out By the Instructor)

Prototype Implementation	0	1	2	3	4	5	6	7	8	9	10
2 (TWO) Detail description of the concept of your design and the uniqueness of your own specific design. (Creativity)											
Draw 2 (TWO) user flow wireframes for your design. (The more detailed the better)											
2 (TWO) Figma prototype which adheres to UI Design guidelines.											
A/B Test Result and Discussion											
Distribution of tasks. (Contribution, synergy of team work and class participation)											
Presentation.											

Total Score (60%)	
Overall Score (60%/2 = 30%)	
Late Submission Penalty 2marks x _____Day(s)	
Final Score	

1. Not achieved (0) – Students are not able to achieve the specific task.
2. Minimally achieved (1-2) – Student have only produced minimally acceptable results in the specific task.
3. Poor (3-4) – Student have performed a poor work resulting in insufficient results in the specific task.
4. Moderate (5-6) – Student have performed moderately work resulting in typical results in the specific task.
5. Satisfactory (7-8) – Student have performed satisfactory work resulting in sufficient results in the specific task.
6. Excellent (9-10) – Student have performed a very thorough work resulting in extraordinary results in the specific task.

(TO BE FILLED BY STUDENTS)

DECLARATION:

We agree that all members deserve equal marks for this project. We confirm that we have contributed equally to produce an original report in our best effort.

Write down your ID (clearly) and sign (by all members):

Student ID:1221303870 Signature: yousef ibrahim

Student ID: 241UT2416C Signature: BRYAN CHIN YEW

Student ID: 1221302841 Signature: SHAHD MOHAMED

Student ID: 1221301726 Signature: karoyan

Declaration by Group Leader

I hereby declare that all group members' names are correctly included in the above section. I hold a copy of this assignment which I can produce if the original is lost or damaged. I certify that not part of this assignment has been copied from any other student's work or from any other source except where due acknowledgement is made in the assignment/project/etc.

Group Leader's Signature: YOUSSEFIBRAHIM

Group Leader's Name: YOUSEF IBRAHIM

Group Leader's ID: 1221303870

Date: 28/6/2024

Group Member's Declaration

(Each group member, including the group leader, must individually fill up and submit this form. This form has to be attached together with the assignment/ project submission.)

Group member's name: BRYAN CHIN YEW CHUNG

Student ID: 241UT2416C

For the purpose of completing this assignment, I have performed the following tasks:

Detailed user manual for mockplus.

SET1(A) V3 and prototype.

Conclusion

I hereby declare that I have assessed the final submission and I take full responsibility should there be any inaccuracies, incompleteness, omissions, delays or non-submission.

Group member's signature: BRYAN CHIN YEW

Group member's name: BRYAN CHIN YEW CHUNG

Group member's ID: 241UT2416C

Date: 28/6/2024

Group Member's Declaration

(Each group member, including the group leader, must individually fill up and submit this form. This form has to be attached together with the assignment/ project submission.)

Group member's name: YOUSSEF IBRAHIM

Student ID: 1221303870

For the purpose of completing this assignment, I have performed the following tasks:

Done SET 1(A) wireframe 2.

detailed description of the whole business process of the design. Final design as a prototype.

Description of the concept of your design and the uniqueness of your own specific design.

- Detailed user manual for mockplus.
- Report your Prototype SET1(A) and SET2(B) here, with interactions defined.

I hereby declare that I have assessed the final submission and I take full responsibility should there be any inaccuracies, incompleteness, omissions, delays or non-submission.

Group member's signature: YOUSSEF IBRAHIM

Group member's name: YOUSSEF IBRAHIM

Group member's ID: 1221303870

Date: 28/5/2024

Group Member's Declaration

(Each group member, including the group leader, must individually fill up and submitthis form. This form has to be attached together with the assignment/ project submission.)

Group member's name: SHAHD MOHAMED BADRELDIN
Student ID: 1221302841

For the purpose of completing this assignment, I have performed the following tasks:

Done Desktop wireframes.
• Wireframe SET2(B) V3 .

For the purpose of completing this assignment, I have performed the following tasks: Detailed description of the whole business process fro the chosen app.

I hereby declare that I have assessed the final submission and I take full responsibility should there be any inaccuracies, incompleteness, omissions, delays or non-submission.

Group member's signature: SHAHD MOHAMED BADRELDIN

Group member's name: SHAHD MOHAMED BADRELDIN

Group member's ID: 1221302841

Date: 28/6/2024

Group Member's Declaration

(Each group member, including the group leader, must individually fill up and submitthis form. This form has to be attached together with the assignment/ project submission.)

Group member's name: BA RAYAN ABDULLAH

Student ID: 1221301726

For the purpose of completing this assignment, I have performed the following tasks:

I have done the wire frame for v1 for the assignment

I have done the wireframe for v1and for the project I have done the wireframe for v2 for the project

Done Prototype SET 2(B).

I hereby declare that I have assessed the final submission and I take full responsibility should there be any inaccuracies, incompleteness, omissions, delays or non-submission.

Group member's signature: BA RAYAN ABDULLAH

Group member's name: BA RAYAN ABDULLAH

Group member's ID: 1221301726

Date: 28/6/2024

THI 6223 Human Computer Interaction Assignment

Submission Cover

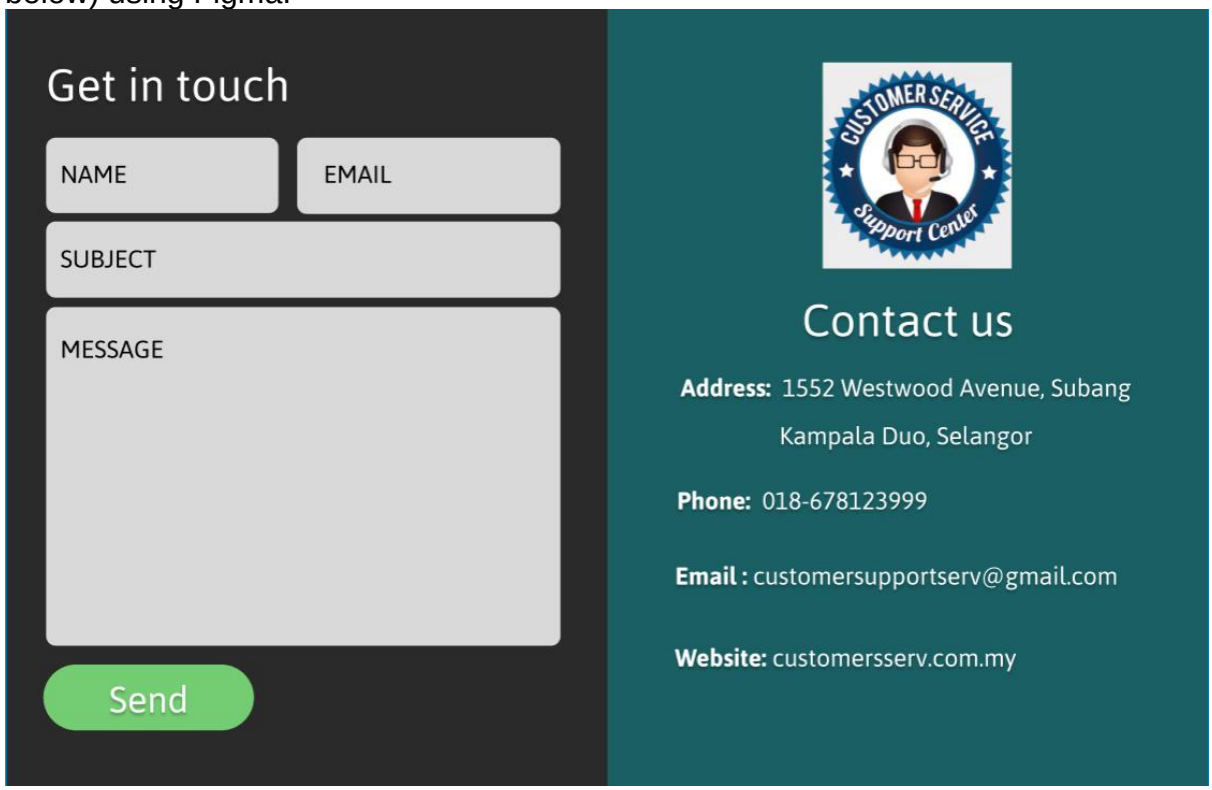
Trimester 1 – 2024

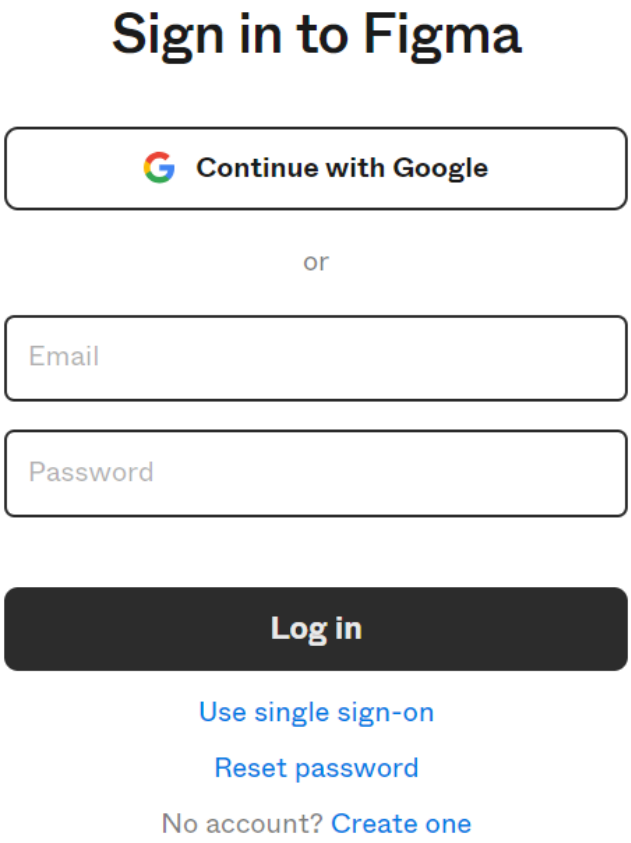
Contents

DECLARATION: 2
1.1 Task 1: Figma User Manual 9
1.1.1: Mastering Asset Generation (Button, checkbox, text fields, logo) 11
1.1.2: The Essentials of Typography 15
1.1.3: Color in design 20
1.1.4: Layout Fundamentals 25
1.1.5: Finaziling and compiling Into a finished project 29
2.0 Research on CLIC 38
2.1 Business Process 38
3.1 Task 2: Research on Educational App: CLIC 39
3.2.1 Mobile View Wireframe: Version 1 42
3.2.2 Mobile View Wireframe: Version 2 44
Project Submission Cover 45
1-Concept of the Design: 46
2-Business Process: 48
3-Wireframes: 49
SET1(A) 49
SET2(B) 52
4-Prototype Report: 55
5. A/B TEST 58
6-Final Prototype: 60
7-Conclusion: 62
8-References: 62

1.1 Task 1: Figma User Manual

In this section, we are going to teach you how to create a customer support page (as shown below) using Figma.





How to sign up for a figma account ? Here is the guide.

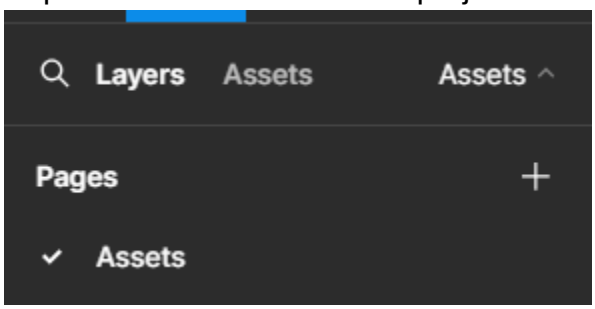
1. Go to https://www.figma.com
2. Click on ‘log in’
3. You can continue with a existing google account (if you have one), if not then you will need to enter your email address and password
4. Figma will send a confirmation email to verify your account, after you visit your email and confirm the verification, your account will be activated.
5. Go back to https://www.figma.com and log in with your details

After you have done registering for figma, lets start discussing how to use the software.

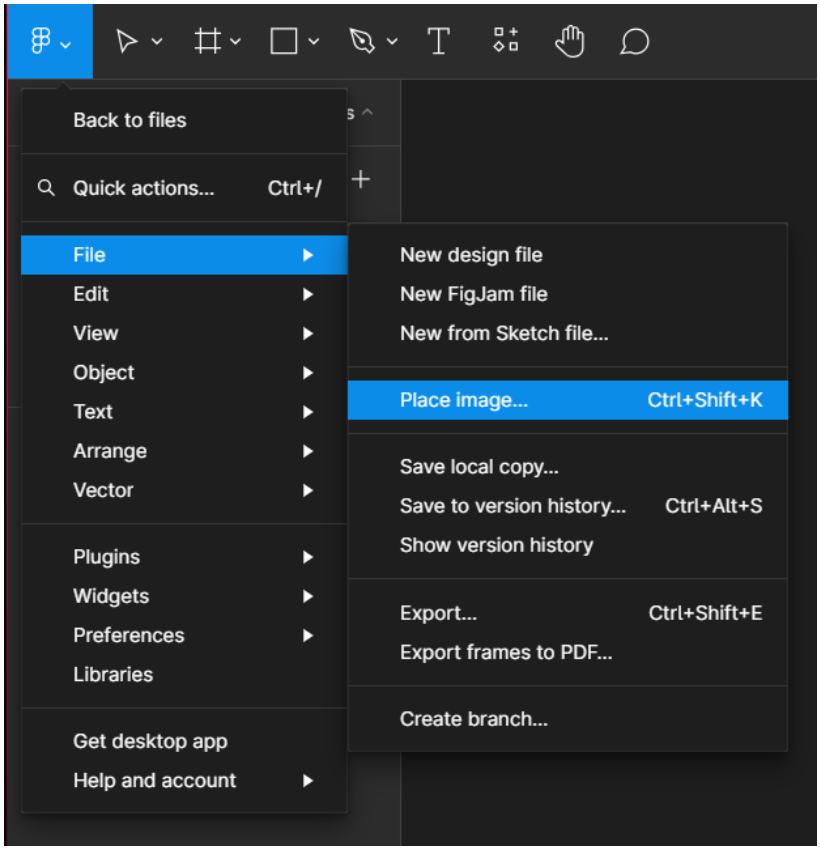
1.1.1: Mastering Asset Generation (Button, checkbox, text fields, logo)

Before starting with our design, we can import all the necessary assets required for our customer support page.

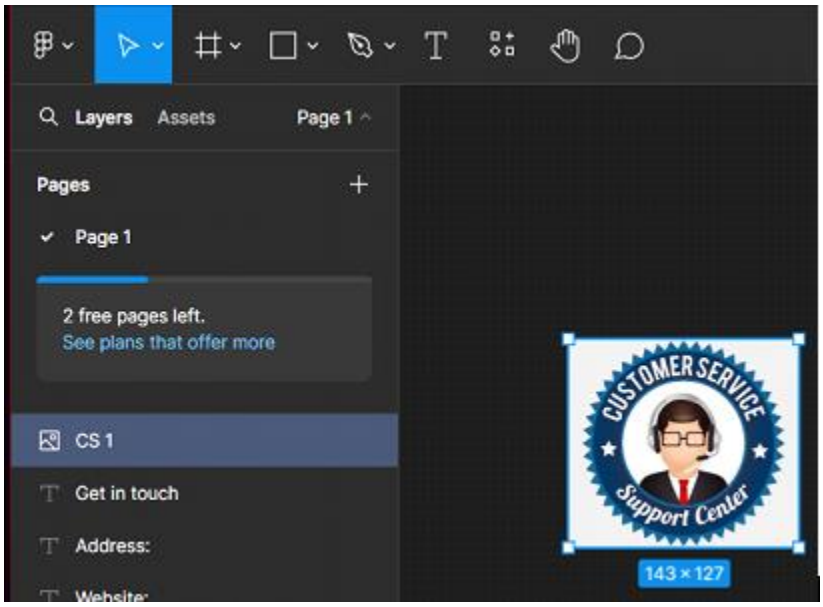
1. On the top left panel, create a page named “Assets” by clicking on the “+” icon. All required files needed for this project will be stored on this page.



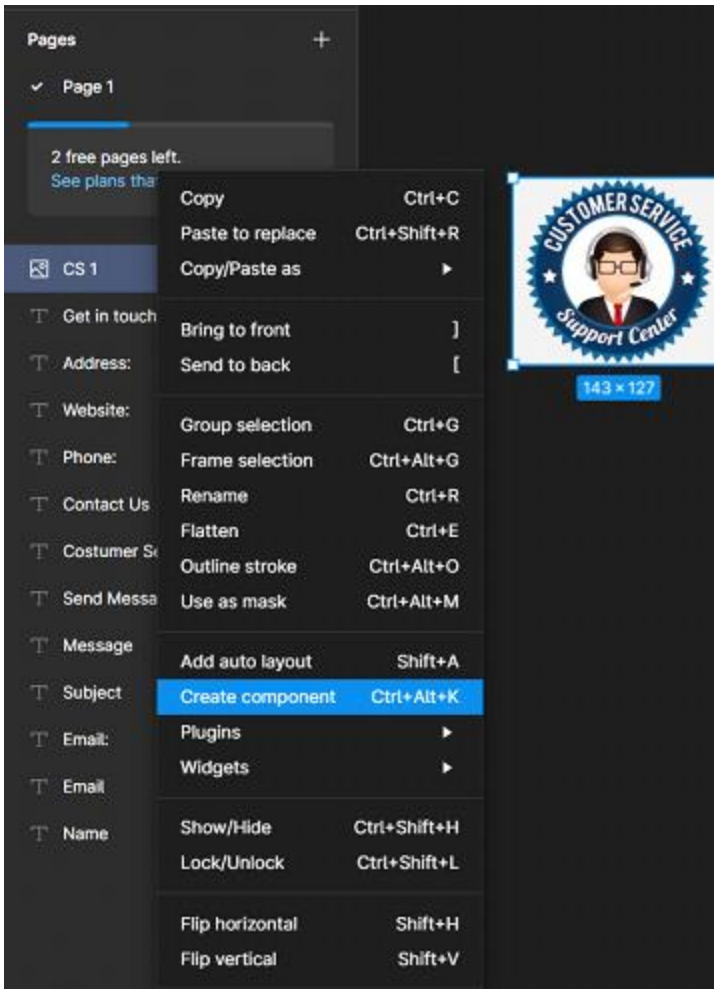
2. Add your company brand / logo
    a. First click on the top left logo, go to files and select Place Image Shortcut (shift+f+k)



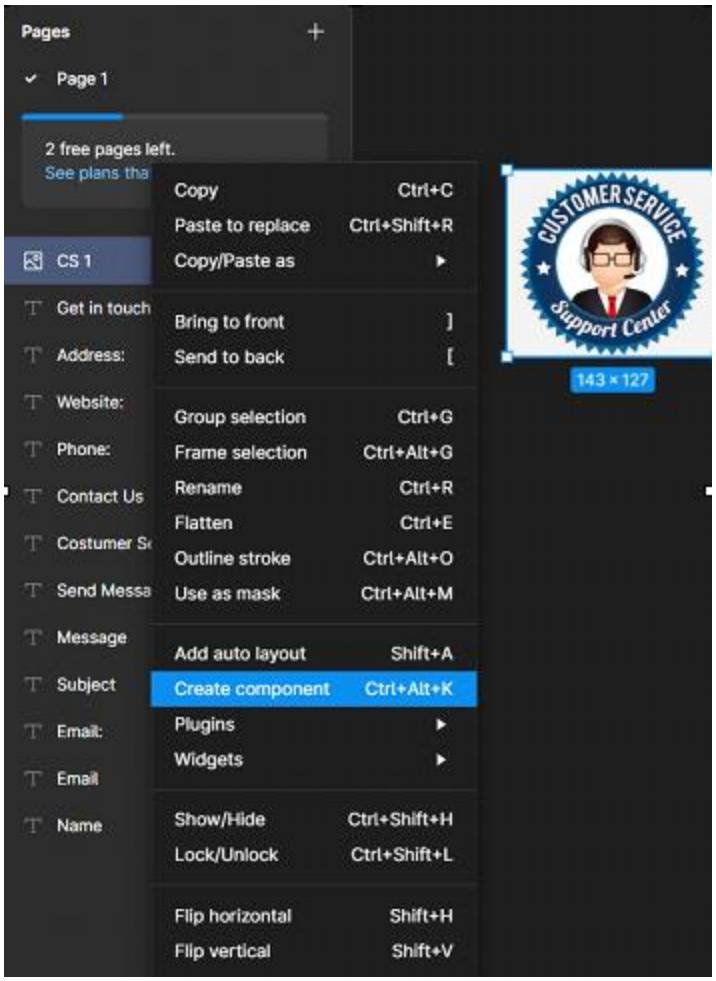
b. Select the image/logo you want to insert on the website. For example, here we select our brand's logo. The logo is placed as shown in the picture below.



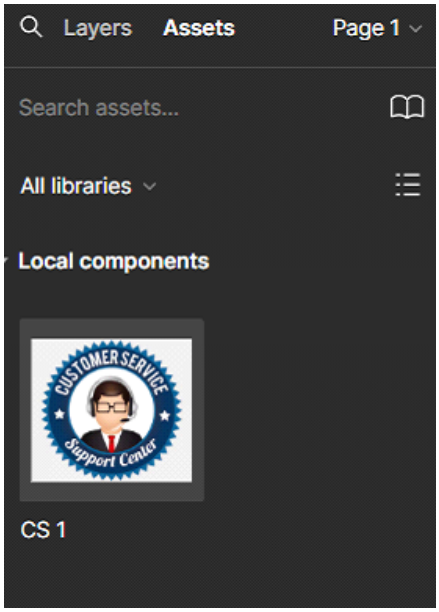
c. Right click on element, select ‘Create component’. This will allow us to reuse the picture in designing the customer service.



d. Right click on element, select ‘Create component’. This will allow us to reuse the picture in designing the customer service.



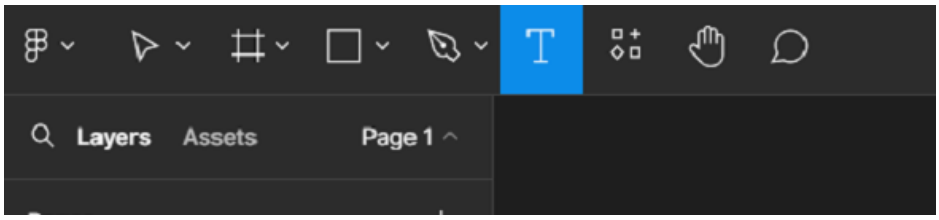
e. On the left panel, under Assets, the logo can be found under the local components as shown below.



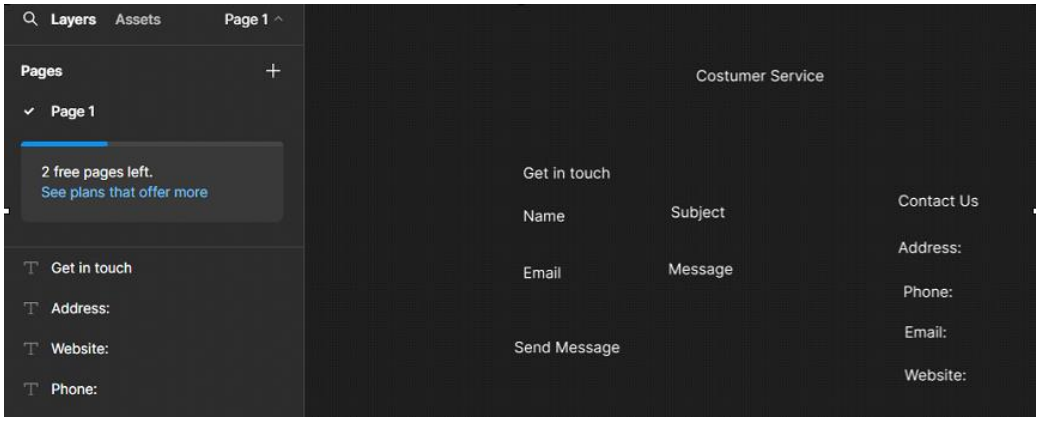
1.1.2: The Essentials of Typography

This is the section we will write about how to add text and change them
If figma

a. Click the text in the tool bar to add text to the interface.

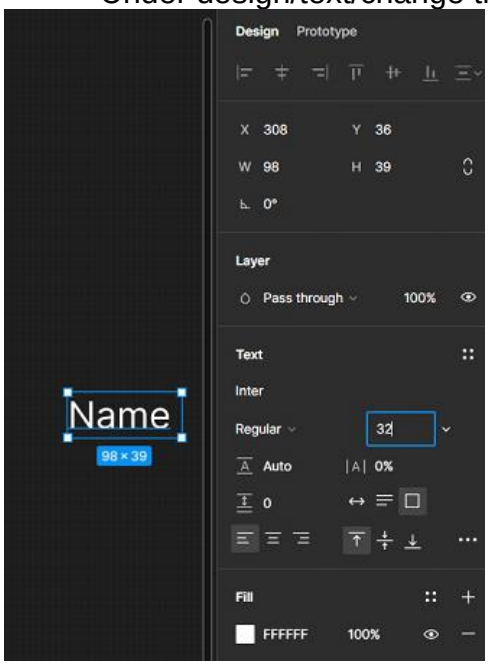


b. Include all the text appears in the interface by repeating the last step

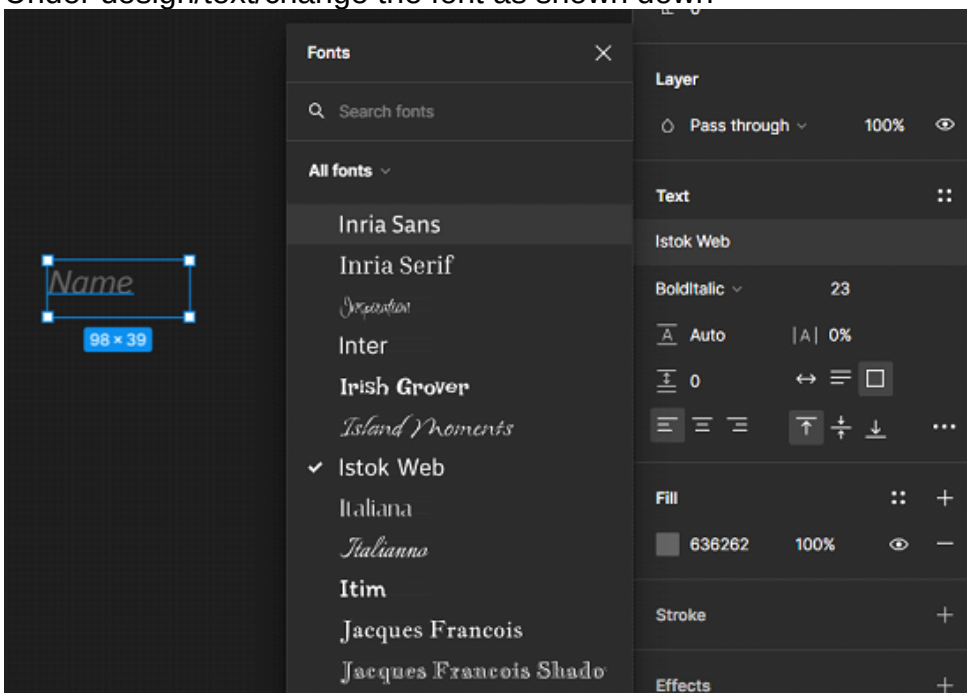


c. To change the font properties of a text, click on the text where you want to change the properties and then go to the right panel.

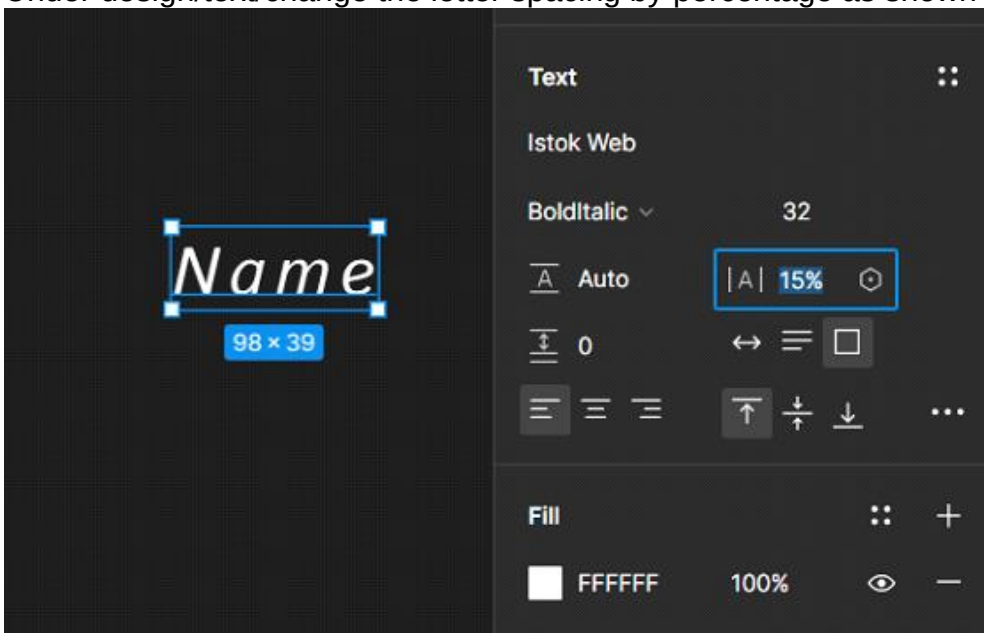
- How to change font size
  Under design/text/change the size as shown down.



- How to change font
  Under design/text/change the font as shown down

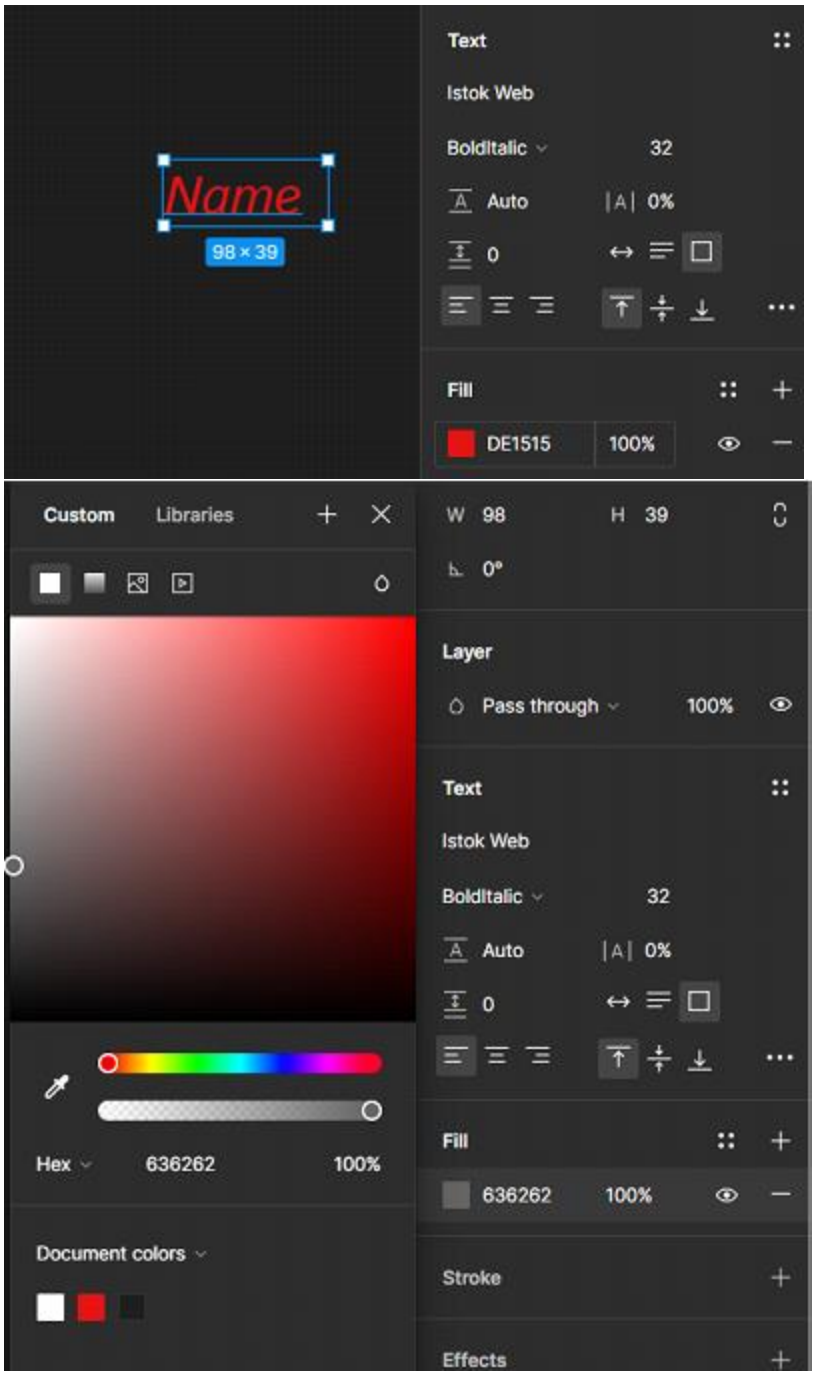


- How to change letter spacing
  Under design/text/change the letter spacing by percentage as shown down.

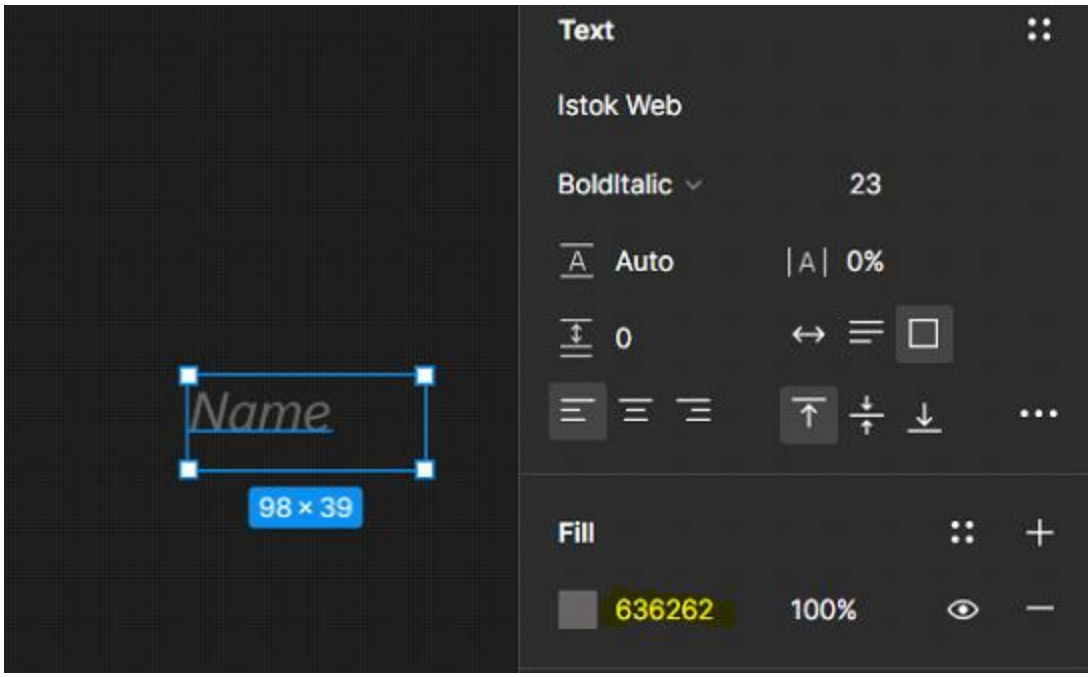


- How to change color of the text
  Under design/fill/change the color of the text there are 2 ways:

  By clicking the color box, then it will show color picker then you choose your color as shown down.

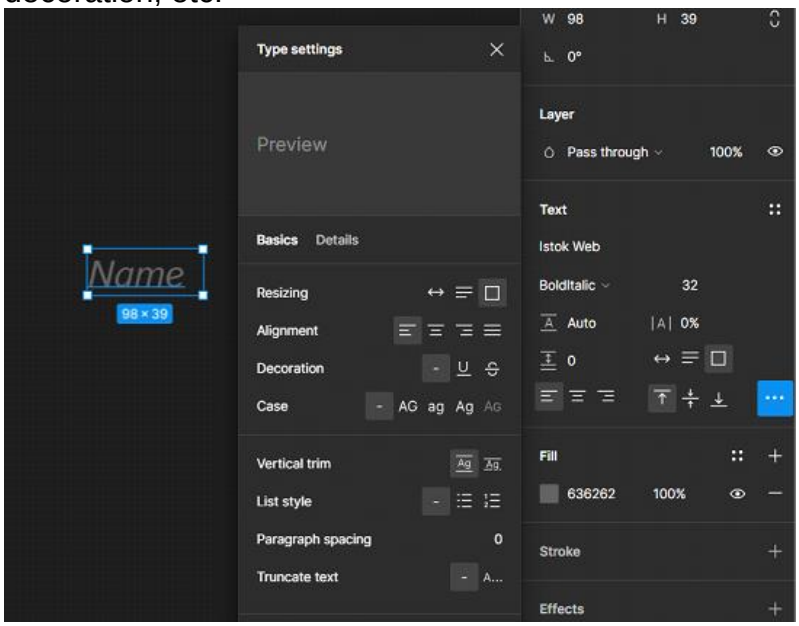


By changing the hex number of the color as shown down.



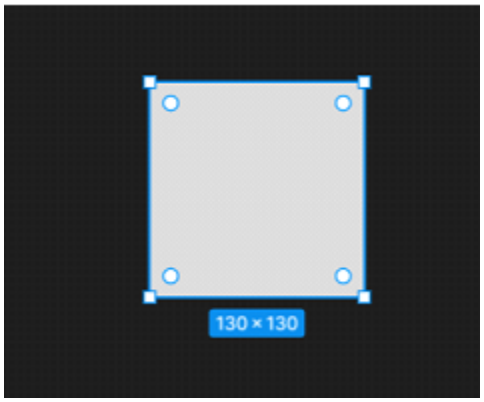
- How to change other properties

  Under design/text/click the 3 dots to change other properties ex: case, alignment, decoration, etc.

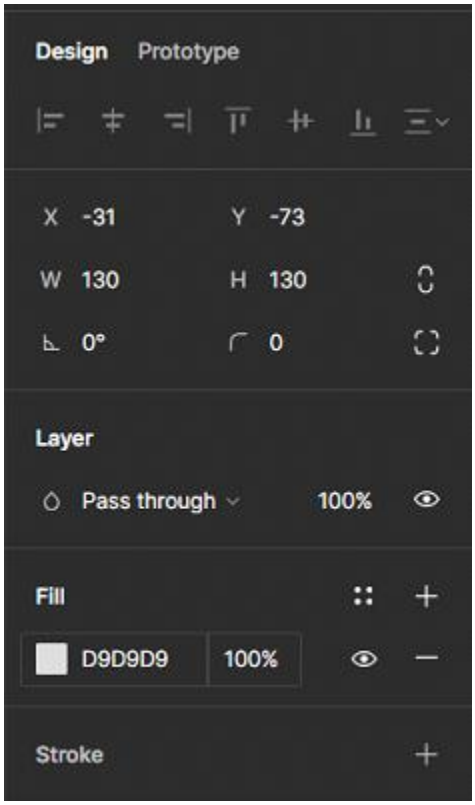


1.1.3: Color in design

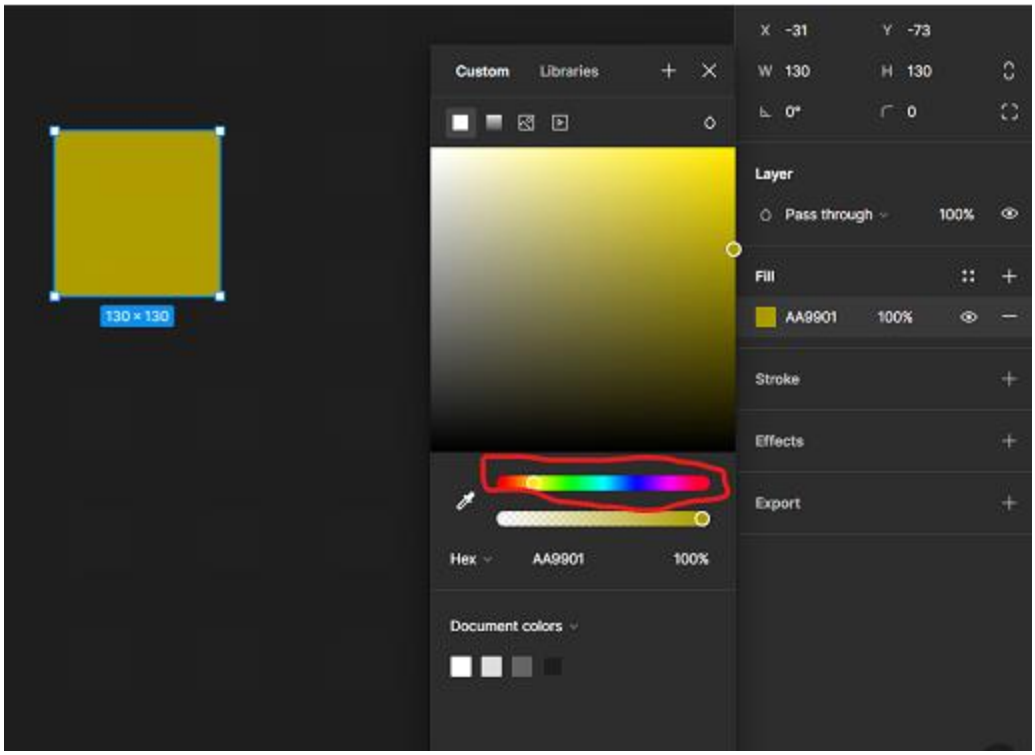
- Click on the assets that you want to add color on it (In this example, we will be using a square as shown below).



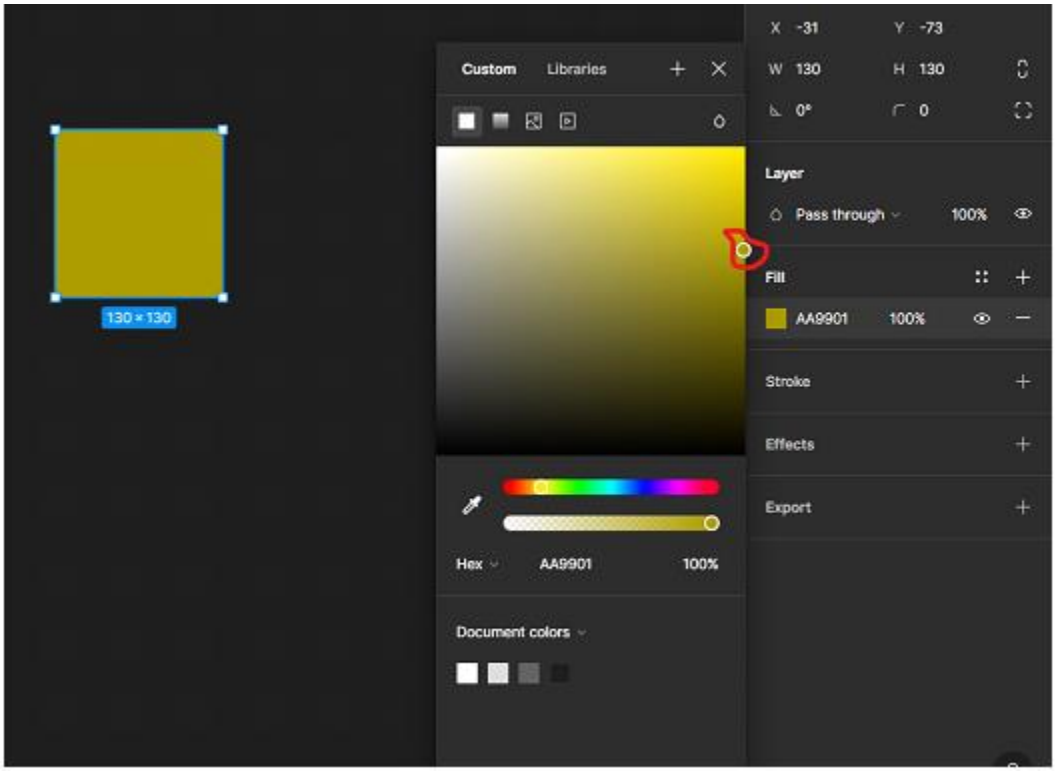
- Then, click on the color block under the ‘Fill’ section and it would pop out a window for selecting a color. Pick your own color.



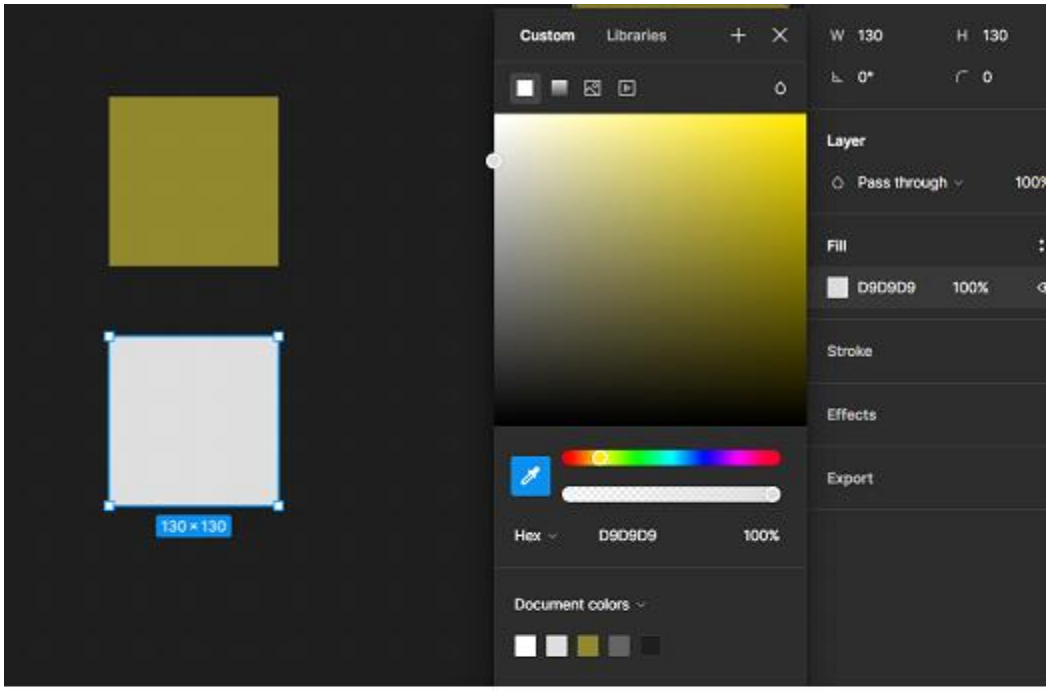
- Click on the color bar at the middle of the pop out window to change the color on the selected assets, “Move it right/left to change color”.

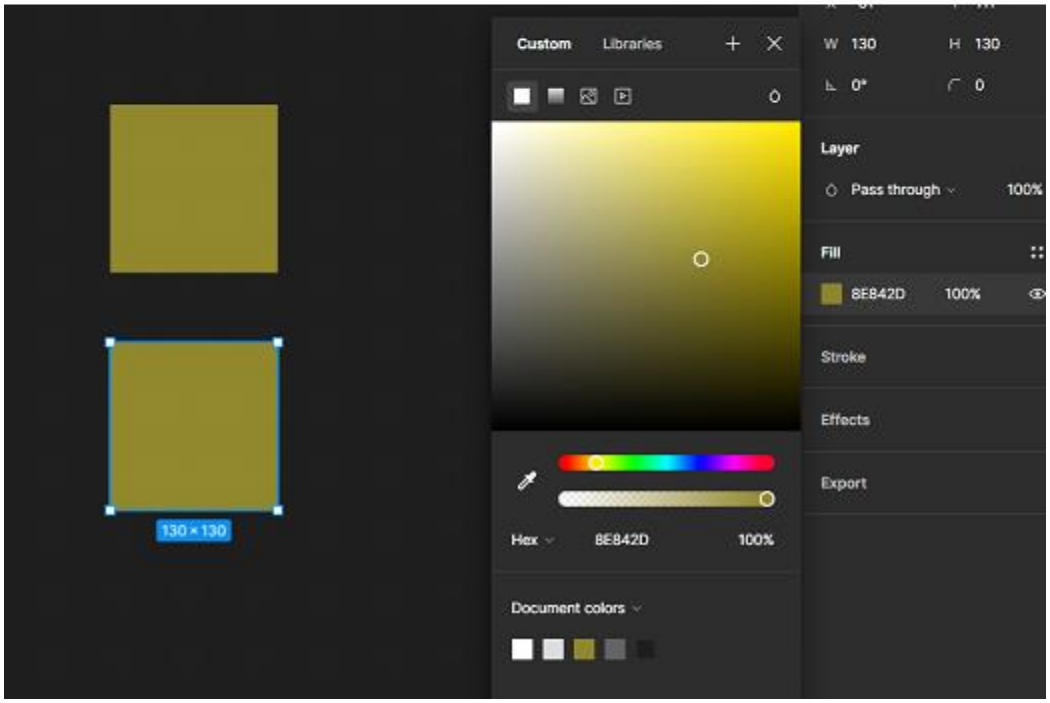


- Move the cursor on the color table to adjust the appearance of the color selected as shown below.



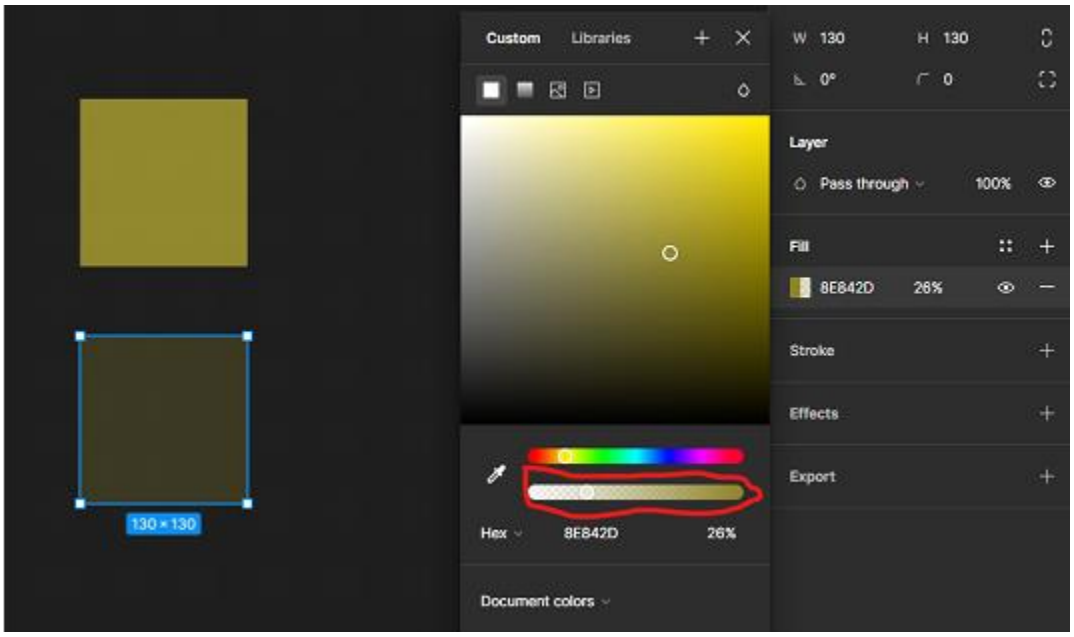
- We have created another square and we can edit the color by using the eyedropper. An eyedropper helps us to copy a color from another assets.



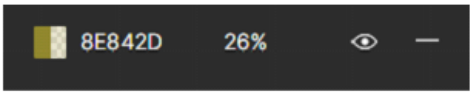


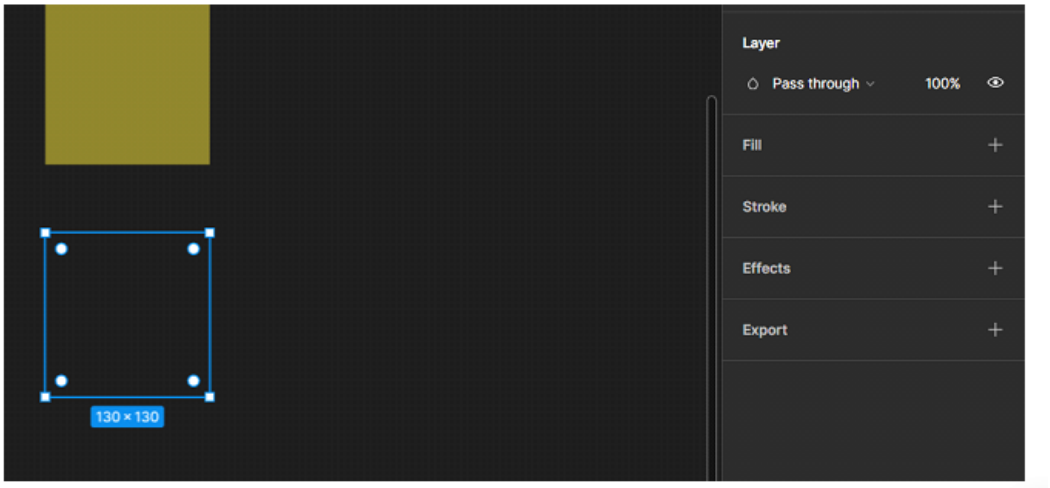
a. First we select the object/ assets (second square) we want to change color then we clicked on first square while holding the eyedropper, then it applies the color of the first square on the second square.

- We can change the transparency of the color by adjusting the transparency bar below the color bar by moving left to right.



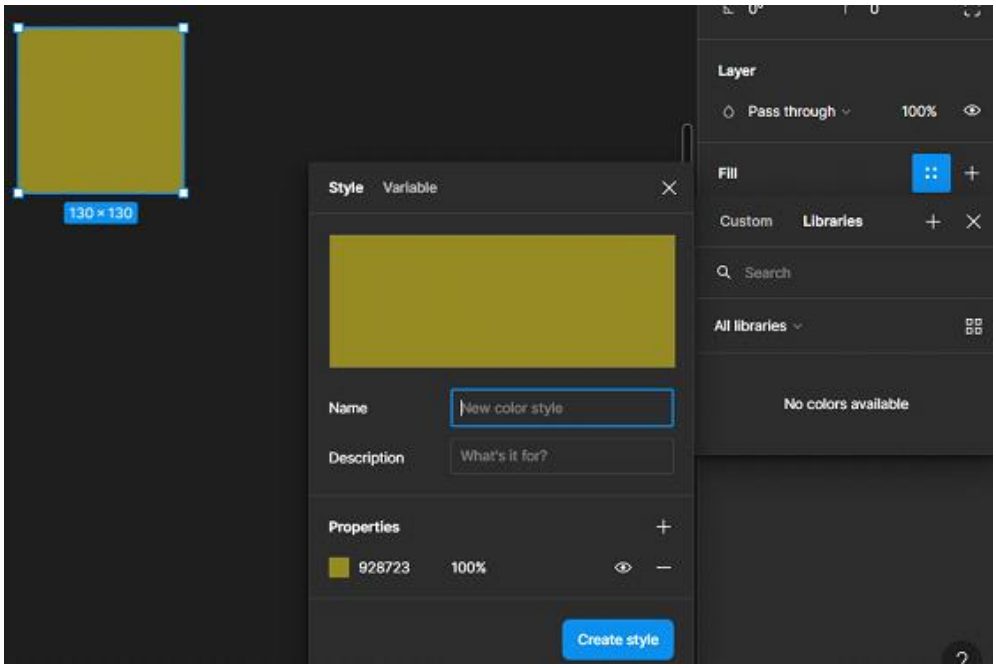
- If we need to delete the color of the selected asset, we may click on the (-) under the ‘Fill’ section on the design column. It will delete the color and turned default color.





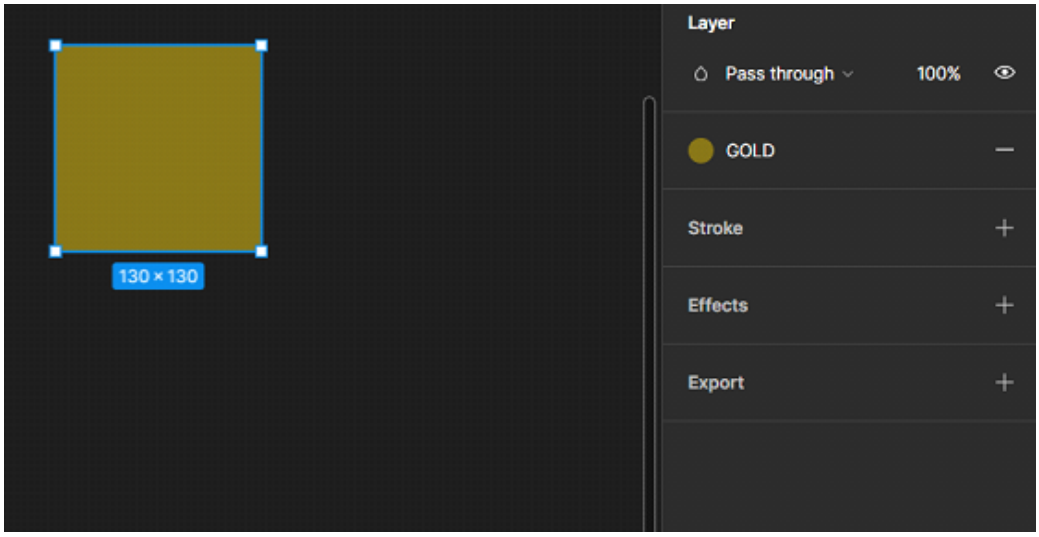
b. Color style

- Adding color style is a great tool to save set of colors for an easier use. We have to click on the 4 dots on the right of ‘Fill’ and the window will pop out.

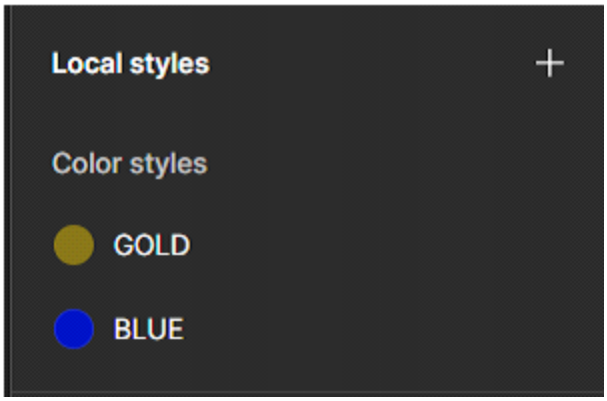


- Next, fill up the ‘Name’ section with a name of your chose then click on ‘create style’.

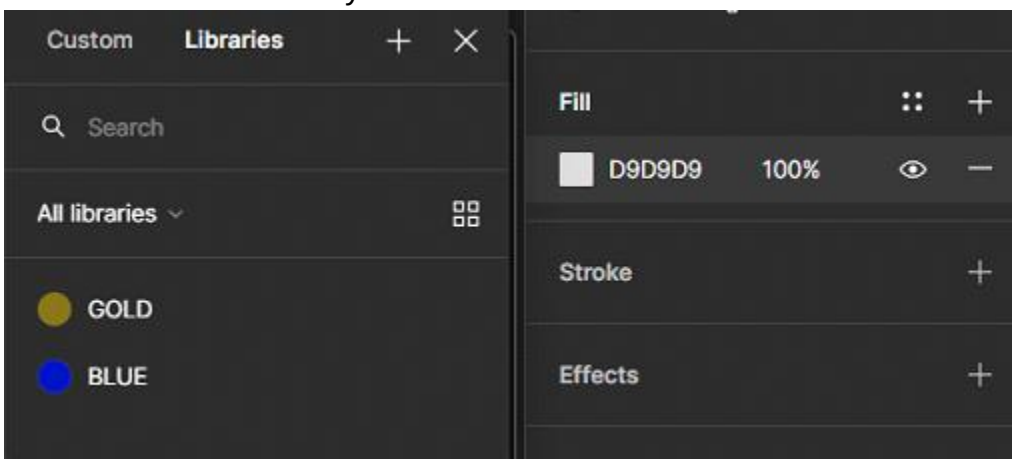
- The saved color style will show under the ‘Layer’ section.



- As ‘GOLD’ have been added to the color style, we do the same thing to the color blue and save it to another color style.



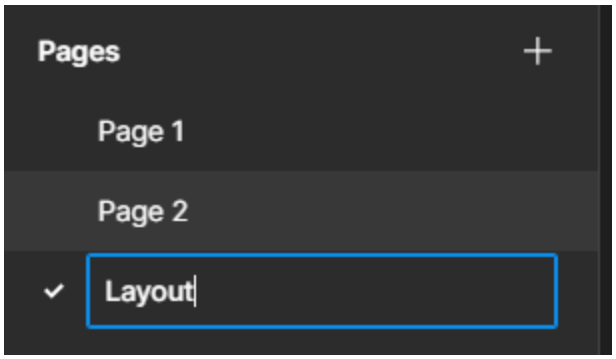
- If you want to choose one of the color styles on another asset you click on the color box under ‘Fill’ then you click libraries in the pop out, and there you will find and choose from the color style.



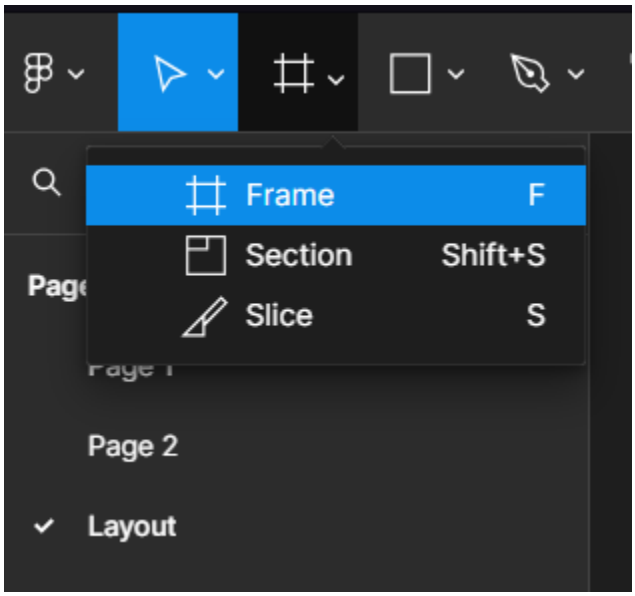
1.1.4: Layout Fundamentals

1. Create new page and frame

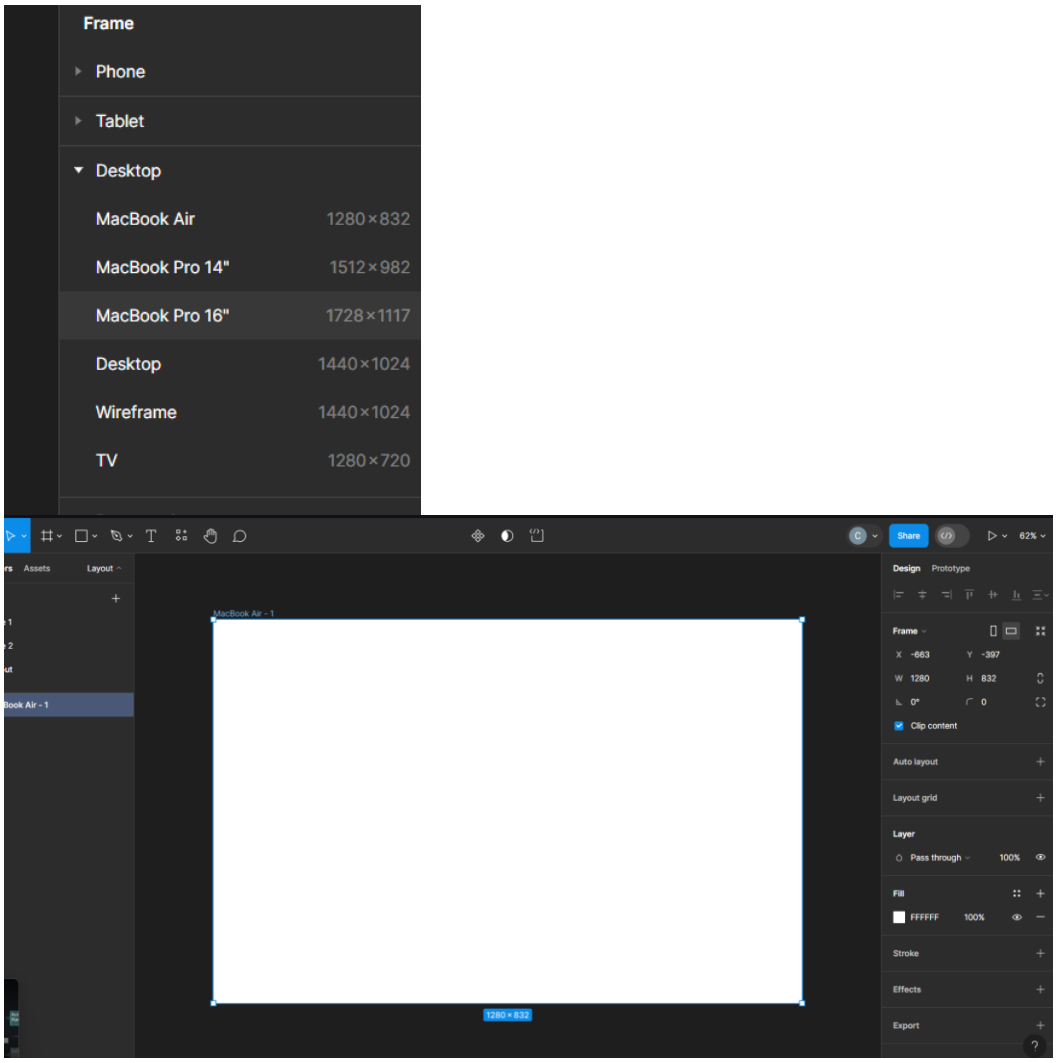
   a. On the left pane, go to Layers > Pages section, click on the “+” icon to add a new page, rename it to layout.



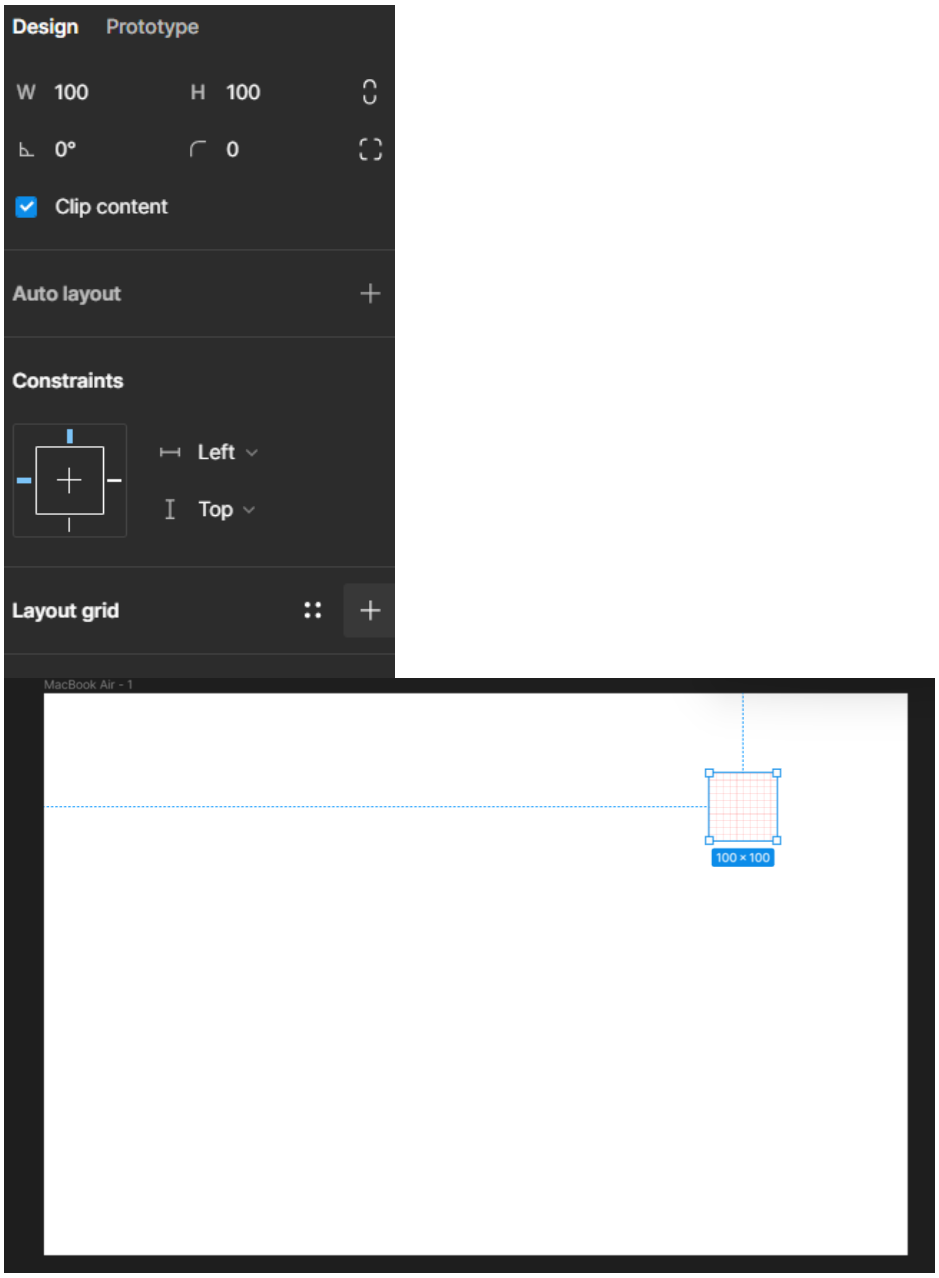
b. On the newly created page layout, insert a frame by clicking on the frame icon, it looks like a '#'



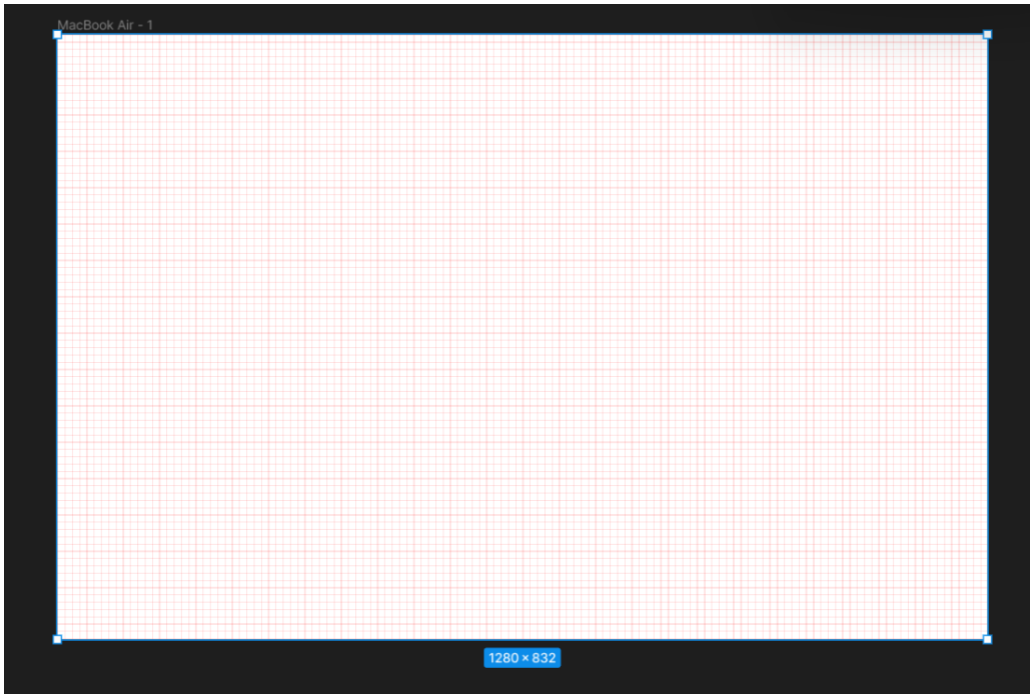
c. After clicking on frame, click the layout you want to use, for this example we are using MacBook Air



2. Enable the grid
   a. Click the frame first, on the right pane, go to Design > Layout grid section and click on the “+” icon. This will add a grid to help with aligning objects



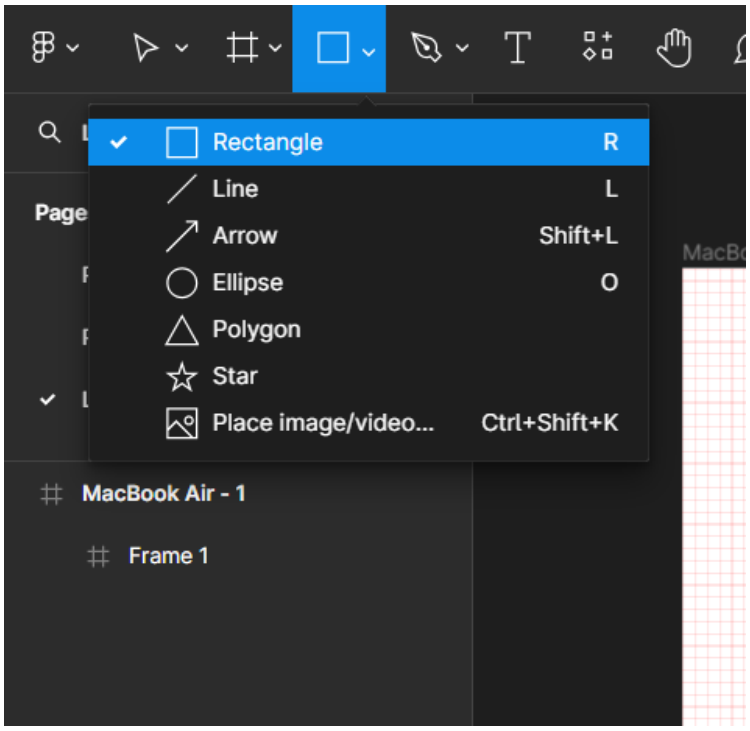
b. Drag and expand the grid to the entire field, or as much as you require in your project



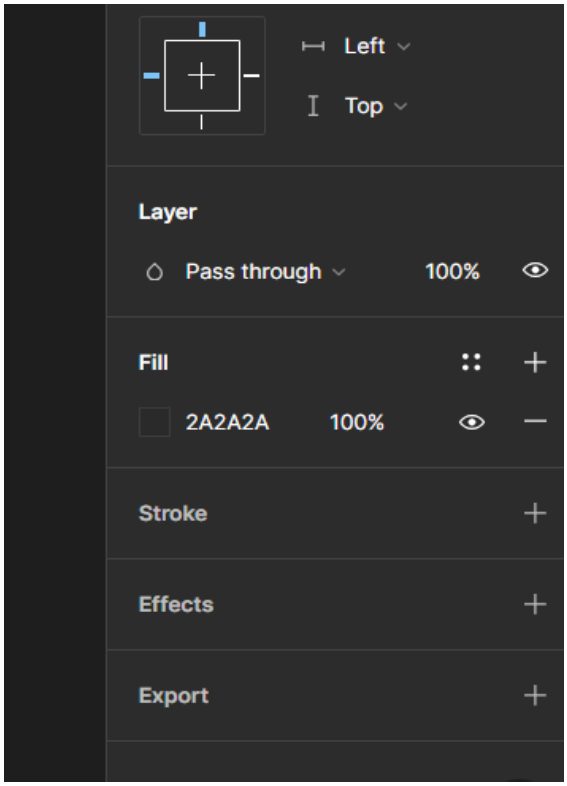
1.1.5: Finaziling and compiling Into a finished project

We will now use all the knowledge we have discussed previously and apply it into a project, here we will make a simple customer support page

1. Make a background by inserting a rectangle shape

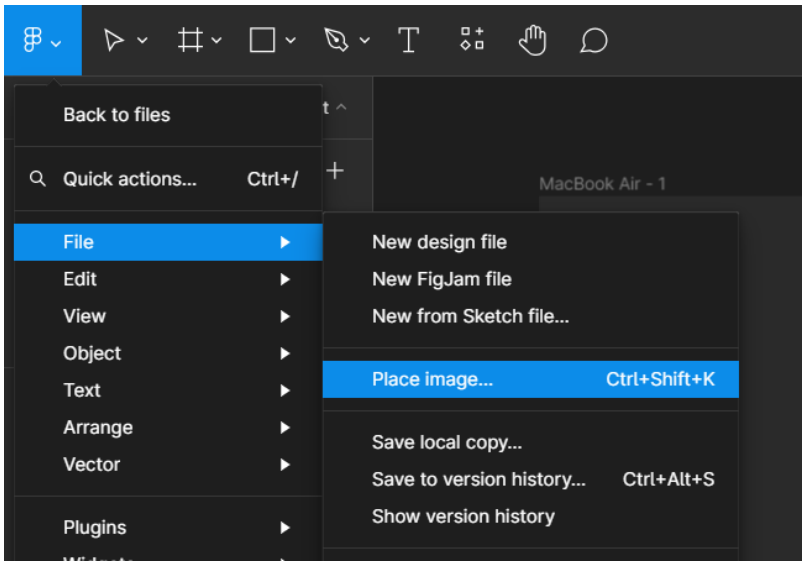


2. Change the background color to something dark by changing the color code on the right side.

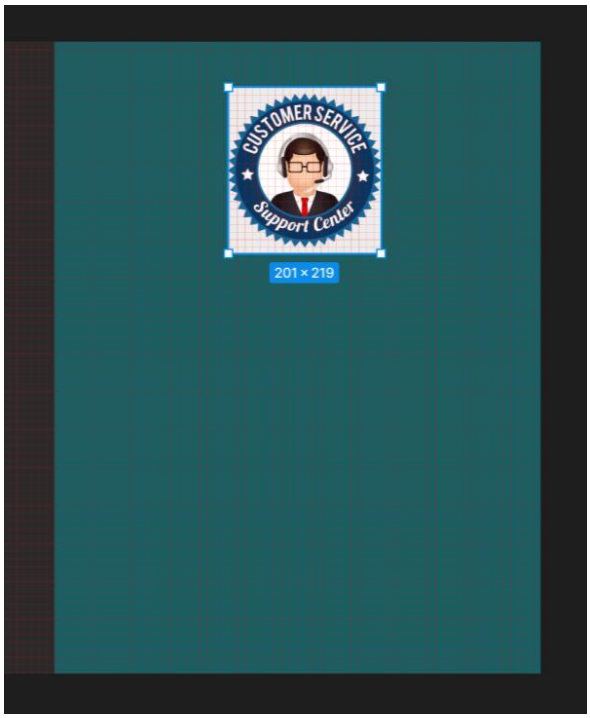


3. Add another rectangle to the right side to separate the page into 2 sections, and also change the color so it looks nicer.

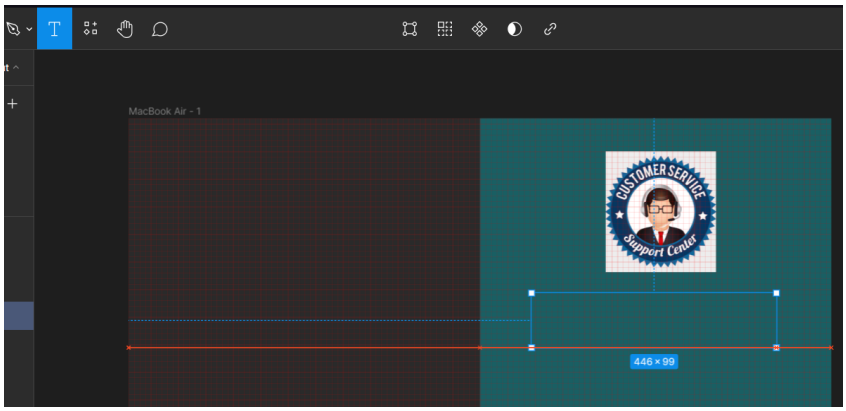
4. Import the logo into the project by clicking on file > place image, and select the image you want to insert.



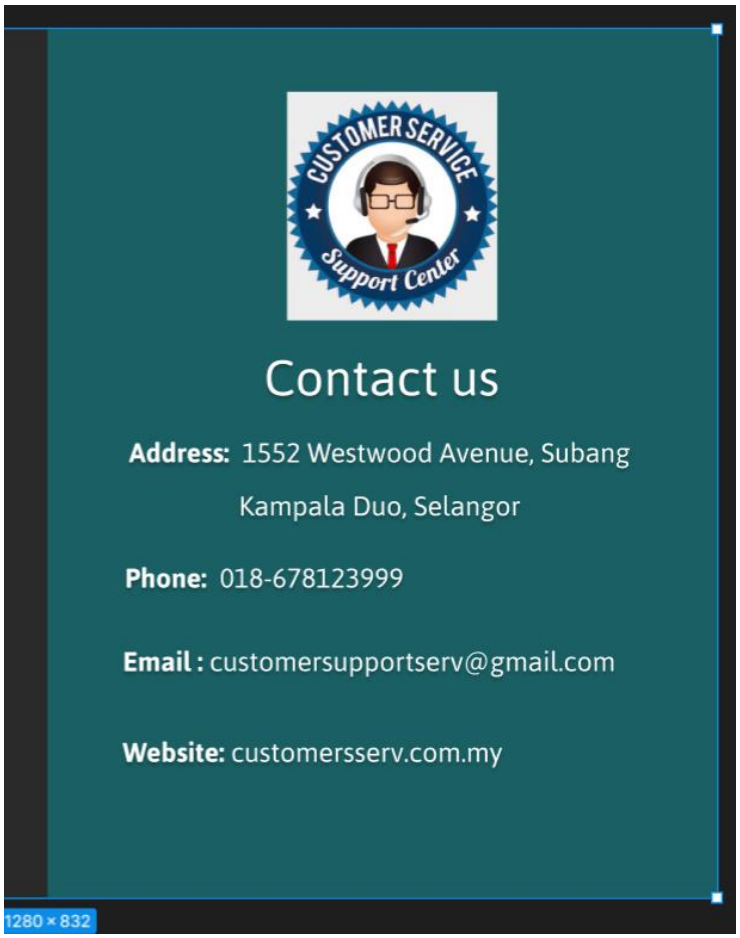
5. After you import your logo, drag and resize the image, and align it with the grid.



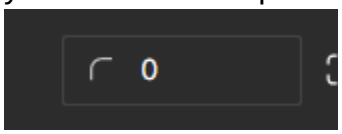
6. Insert text box by clicking the ‘T’ icon, and start filling it with information.



7. After inserting the textbox and doing some adjustments with resizing and font, this should be an example result.

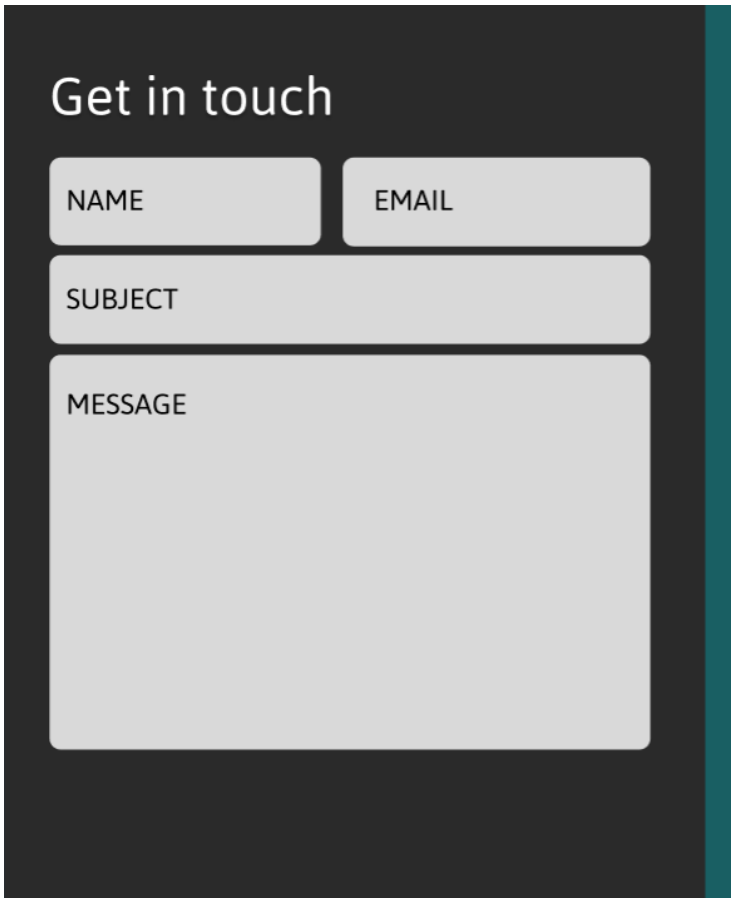


8. Next, create more rectangle shapes on the other side for input boxes, round the edges by changing the value on the icon below, this icon is located on the right after you click on a shape that u created.

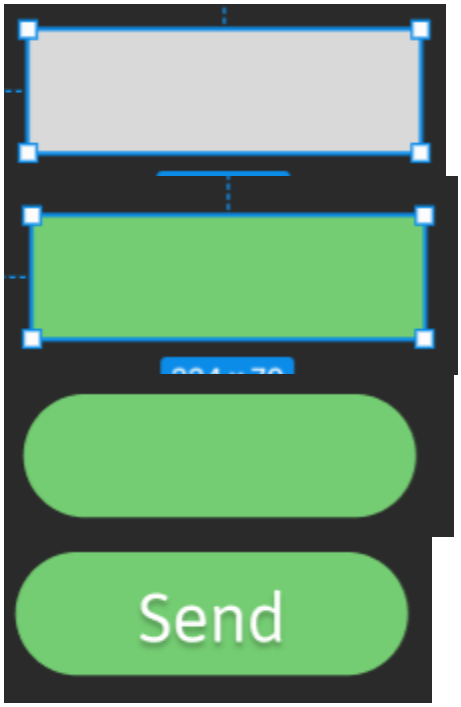


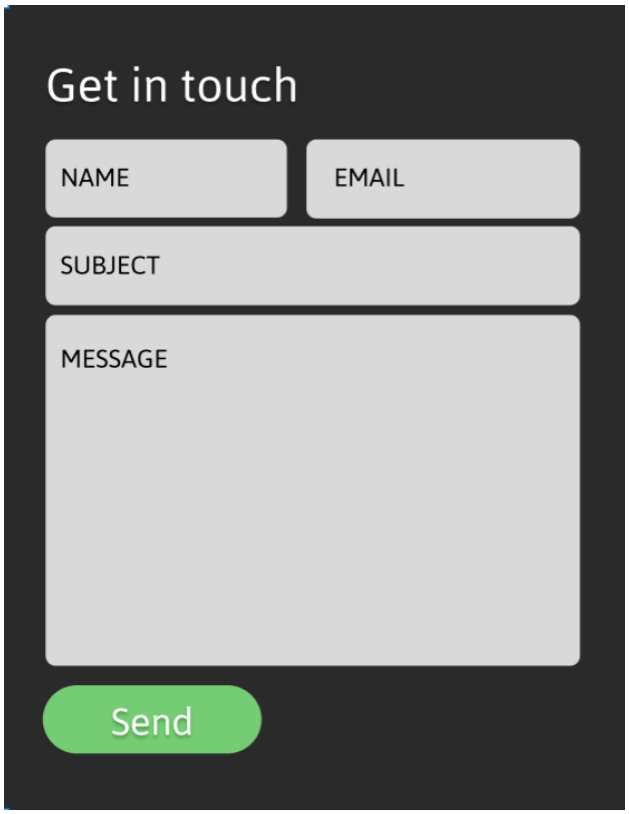
9. This is an example result of what we are trying to make, a place for user to fill in information.

10. Next use the textboxes again to fill in some information on requirements on what the user needs to input. The end result should look like this:

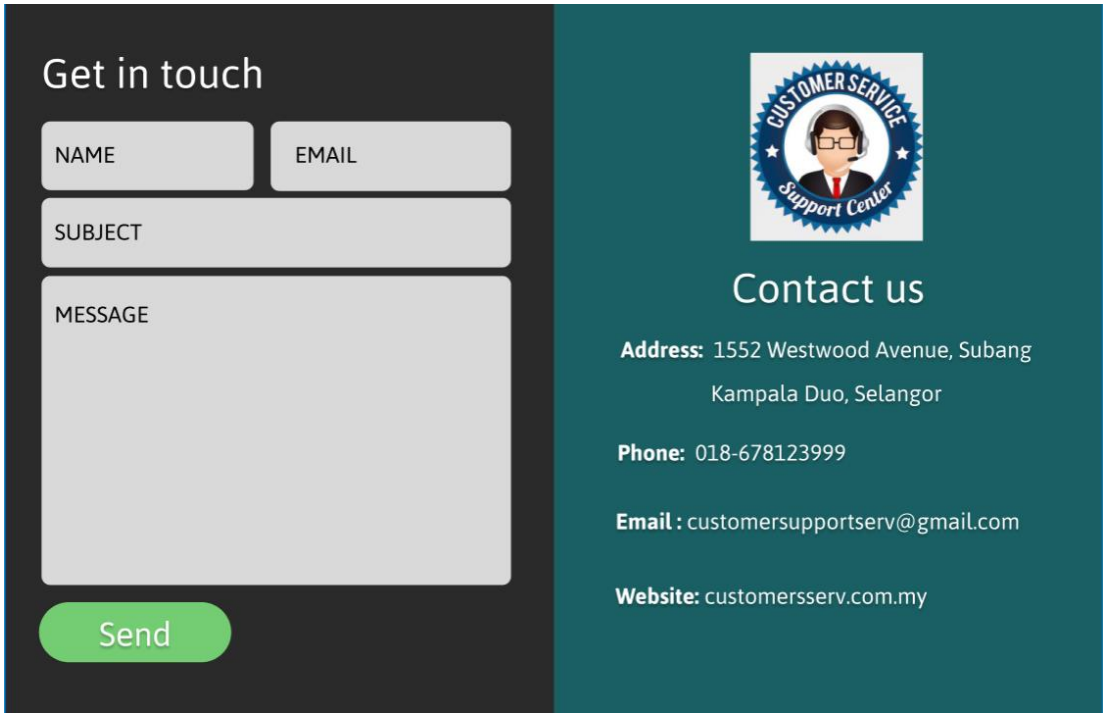


11. Lastly make another rectangle but smooth the edges a bit more, this is for the “send message” button at the bottom.





12. This is the final screenshot of the finished “customer service page” project.



2.0 Research on CLIC

2.1 Business Process

The business process we have chosen is from the Attendance Report Of CLIC .

A. Student Attendance Report:

Step 1: Log into CLIC

Step 2: Select Self Service

Step 3: Select Academics

Step 4: Select Course Enrollment

Step 5: Select Attendance Report

Step 6: Select Student Attendance Report. In this section, the user's Attendance Report will be shown.

B. Attendance Percentage by class:

Step 1: Log into CLIC

Step 2: Select Self Service

Step 3: Select Academics

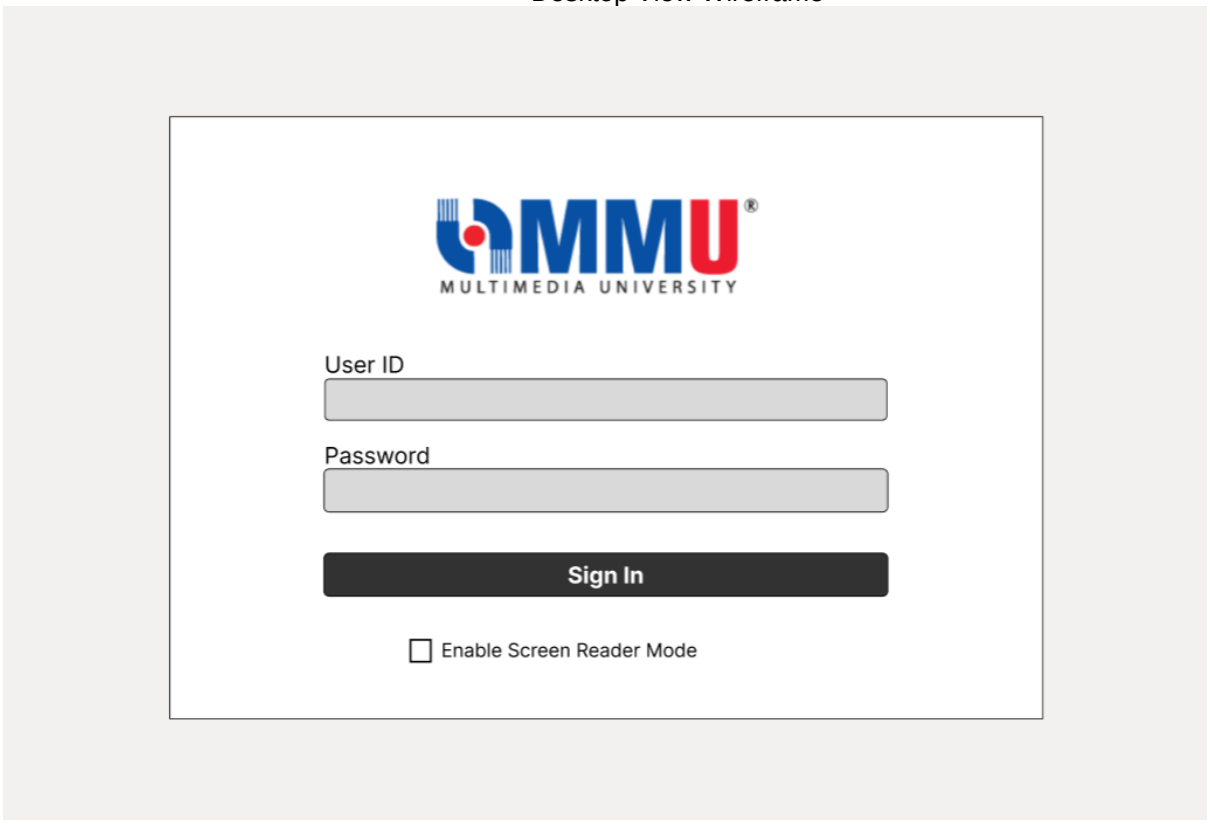
Step 4: Select Course Enrollment

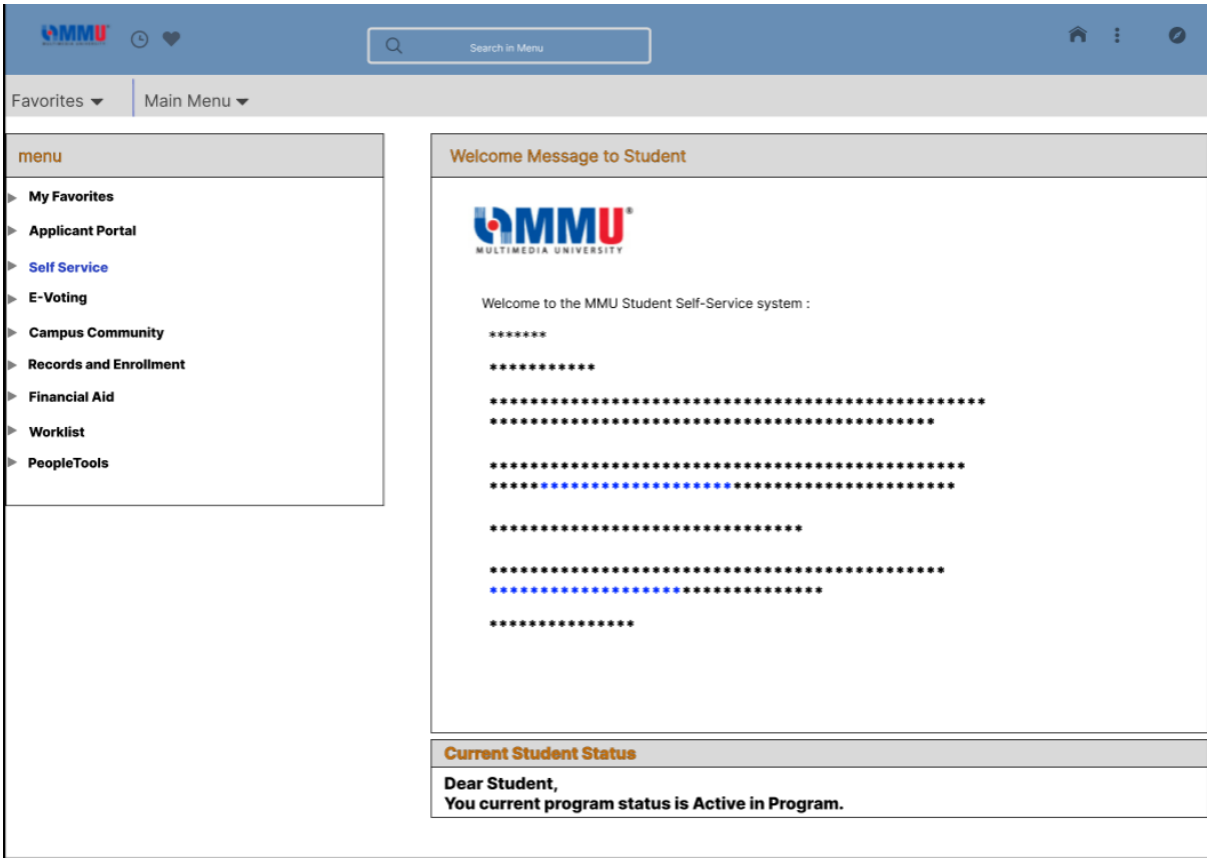
Step 5: Select Attendance Report

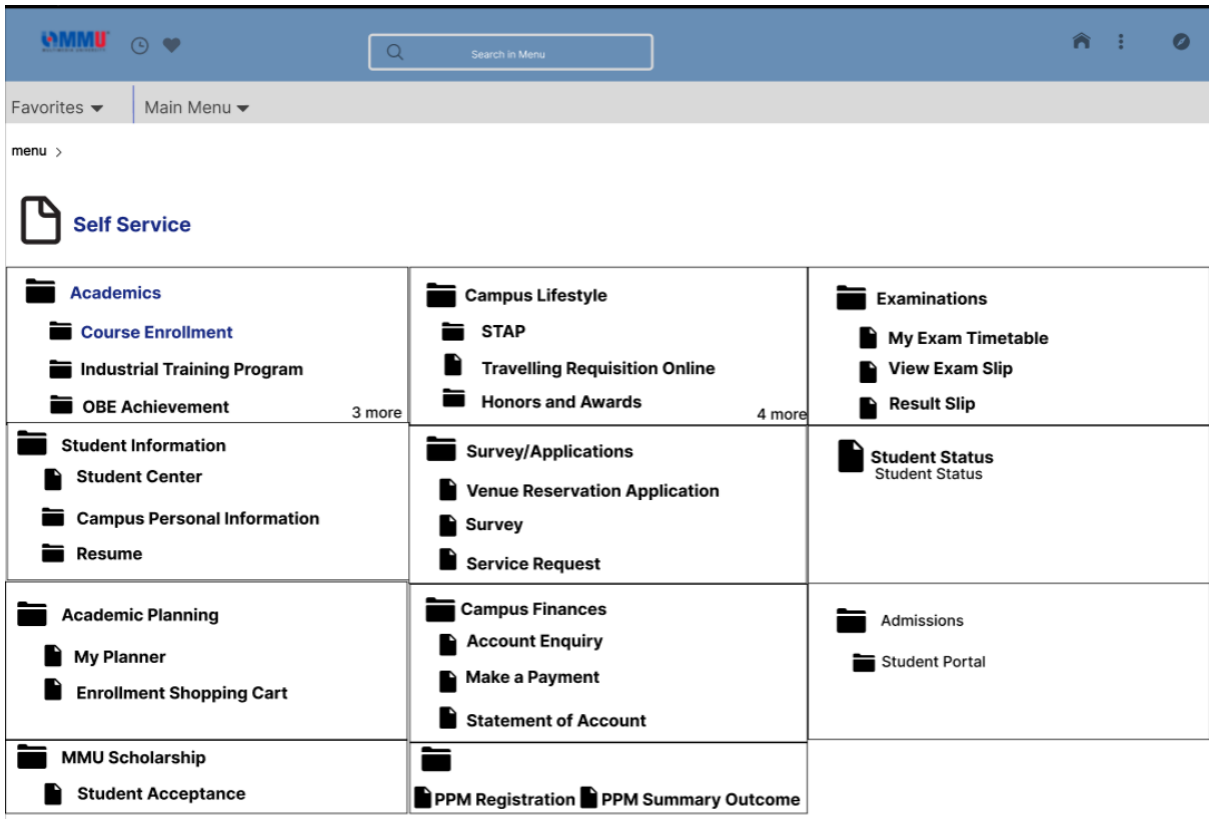
Step 6: Select Attendance Percentage by class. In this section, the user's Attendance Percentage by class will be shown.

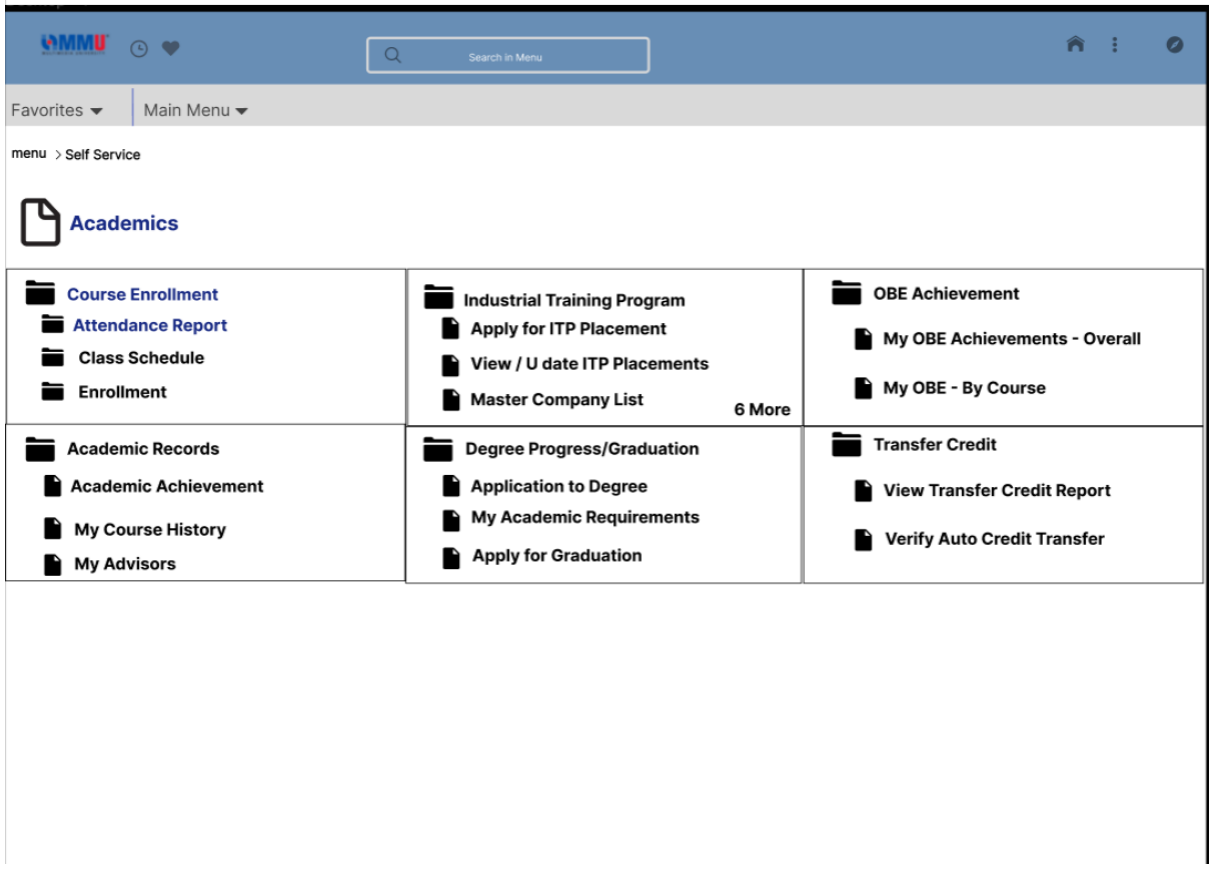
3.1 Task 2: Research on Educational App: CLIC

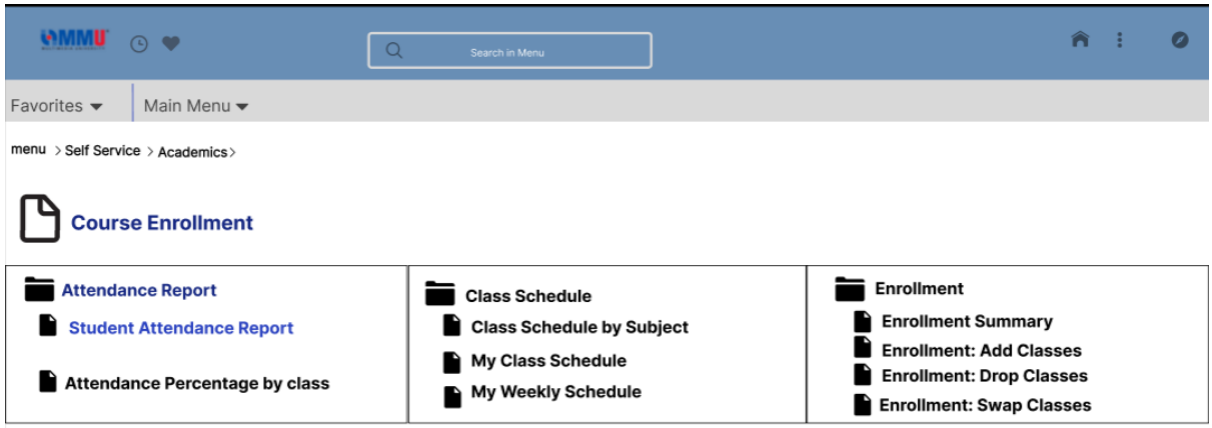
Desktop View Wireframe

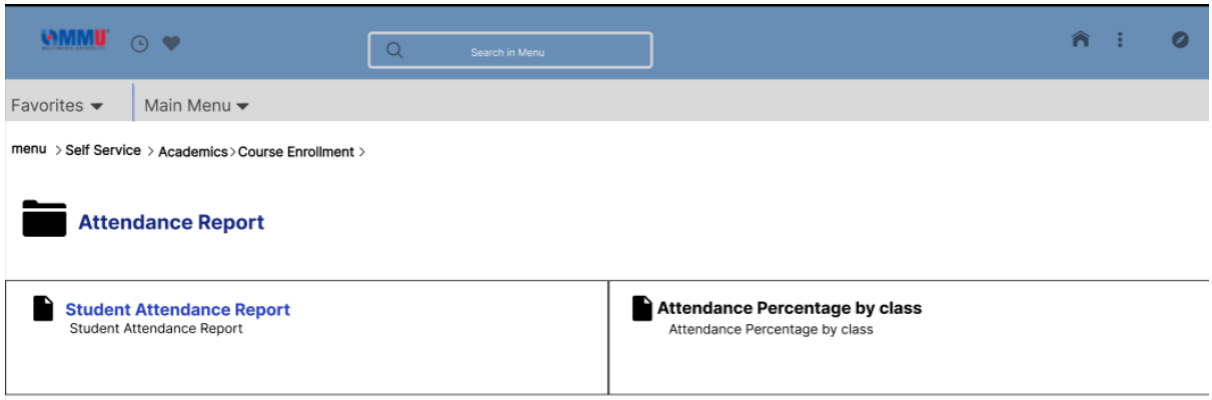


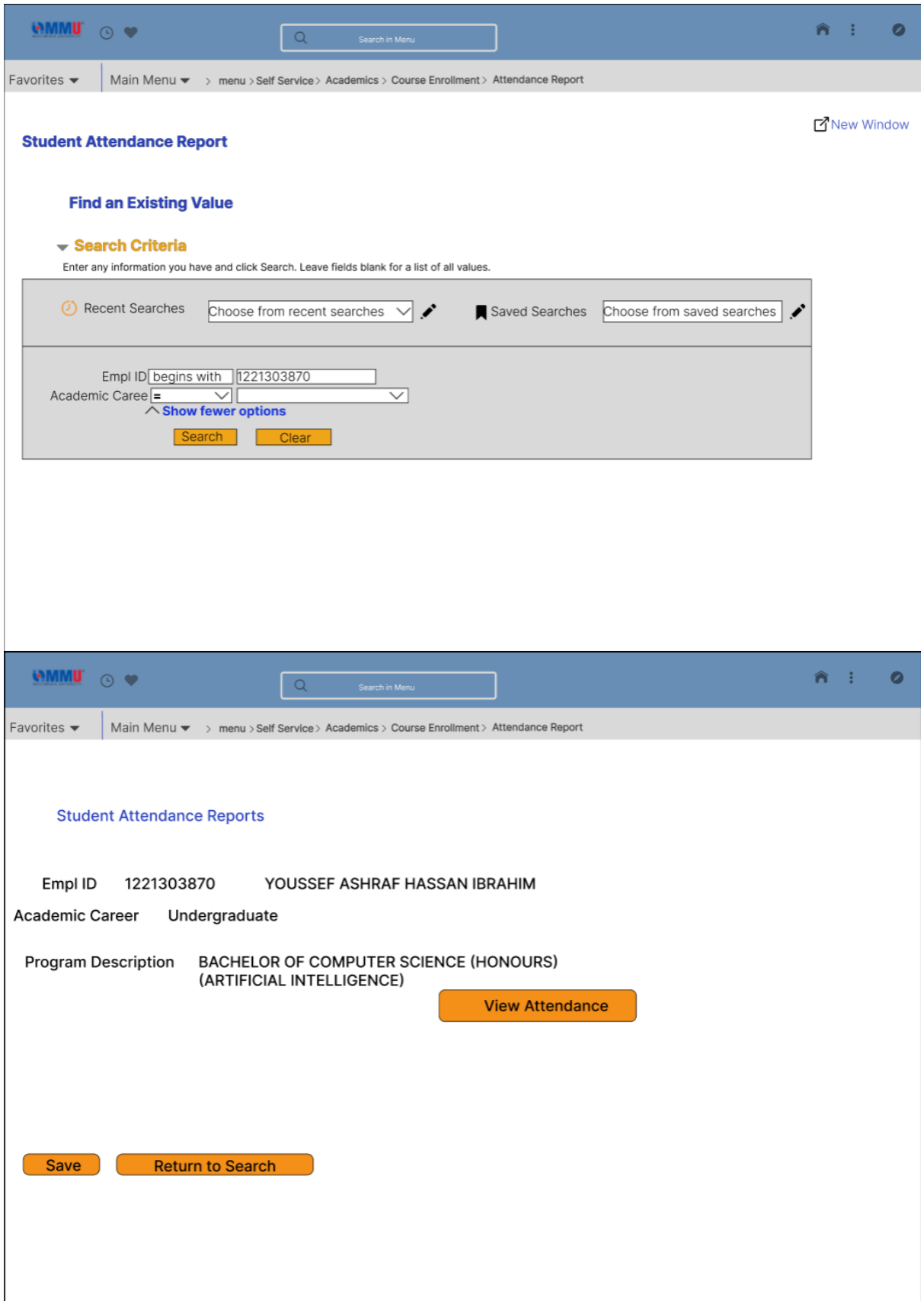



Search in Menu
Favorites
Main Menu
menu
Self Service
Academics
Course Enrollment
Industrial Training Program
OBE Achievement
3 more
Campus Lifestyle
STAP
Travelling Requisition Online
Honors and Awards
4 more
Examinations
My Exam Timetable
View Exam Slip
Result Slip
Student Information
Student Center
Campus Personal Information
Resume
Survey/Applications
Venue Reservation Application
Survey
Service Request
Student Status
Student Status
Academic Planning
My Planner
Enrollment Shopping Cart
Campus Finances
Account Enquiry
Make a Payment
Statement of Account
Admissions
Student Portal
MMU Scholarship
Student Acceptance
PPM Registration
PPM Summary Outcome

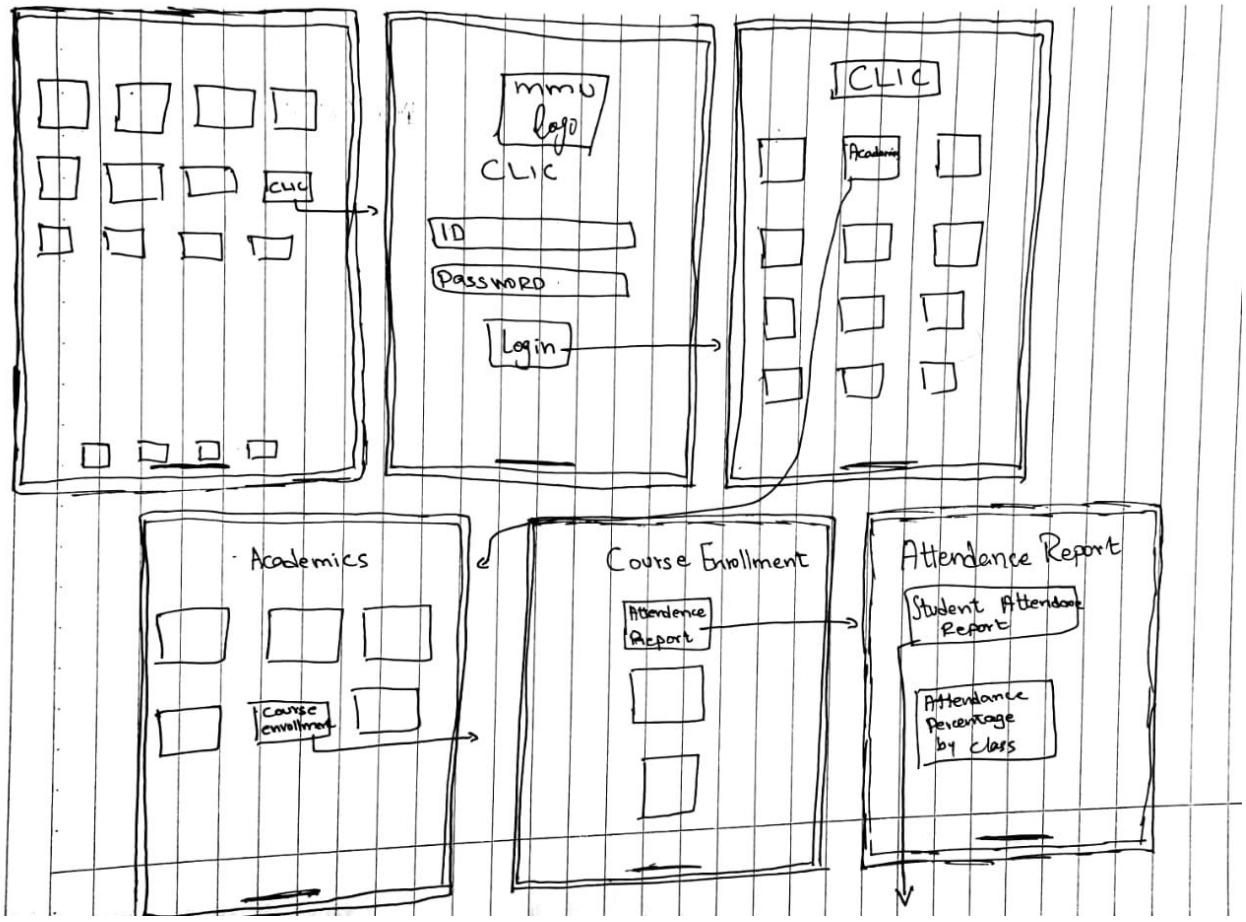

Search in Menu
Favorites
Main Menu
menu
Self Service
Academics
Course Enrollment
Attendance Report
Class Schedule
Enrollment
Industrial Training Program
Apply for ITP Placement
View / U date ITP Placements
Master Company List
6 More
OBE Achievement
My OBE Achievements - Overall
My OBE - By Course
Academic Records
Academic Achievement
My Course History
My Advisors
Degree Progress/Graduation
Application to Degree
My Academic Requirements
Apply for Graduation
Transfer Credit
View Transfer Credit Report
Verify Auto Credit Transfer

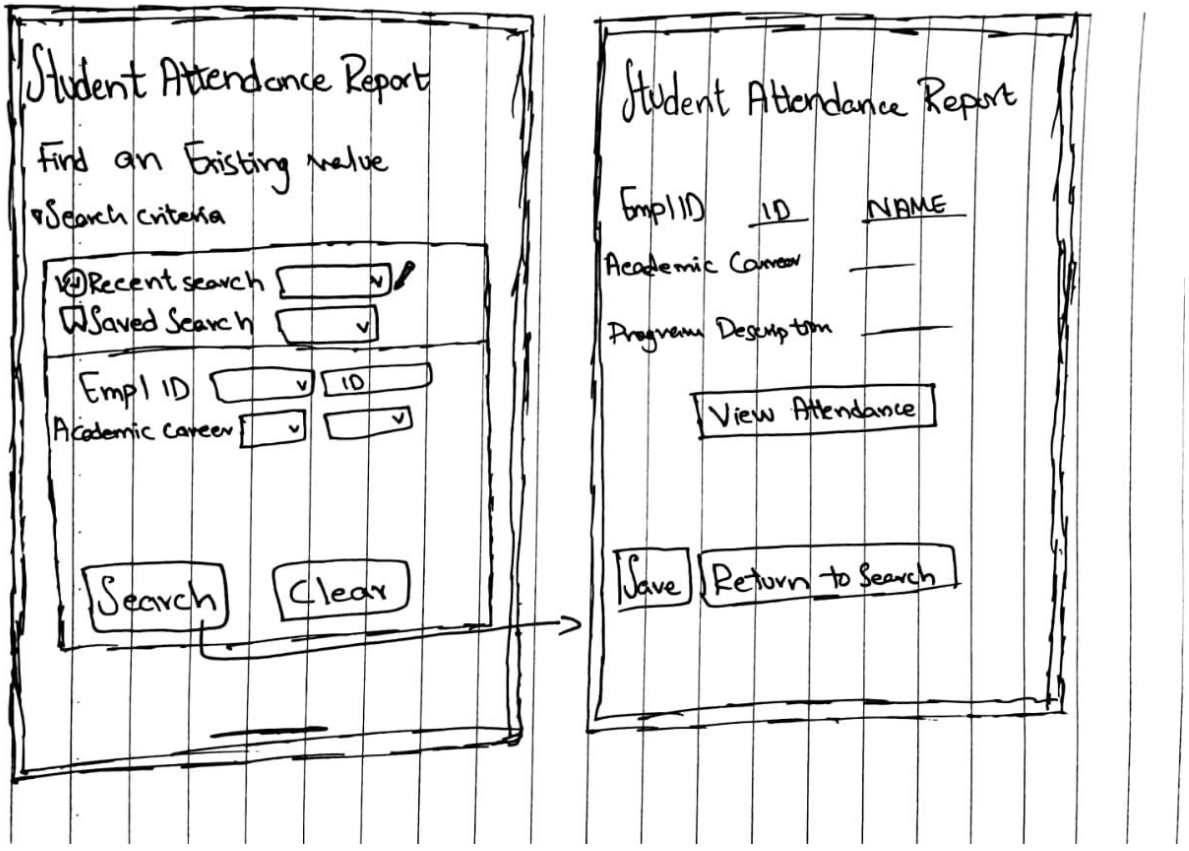

Search in Menu
Favorites
Main Menu
menu > Self Service > Academics >
Course Enrollment
Attendance Report
Student Attendance Report
Attendance Percentage by class
Class Schedule
Class Schedule by Subject
My Class Schedule
My Weekly Schedule
Enrollment
Enrollment Summary
Enrollment: Add Classes
Enrollment: Drop Classes
Enrollment: Swap Classes


Search in Menu
Favorites
Main Menu
menu > Self Service > Academics > Course Enrollment >
Attendance Report
Student Attendance Report
Student Attendance Report
Attendance Percentage by class
Attendance Percentage by class

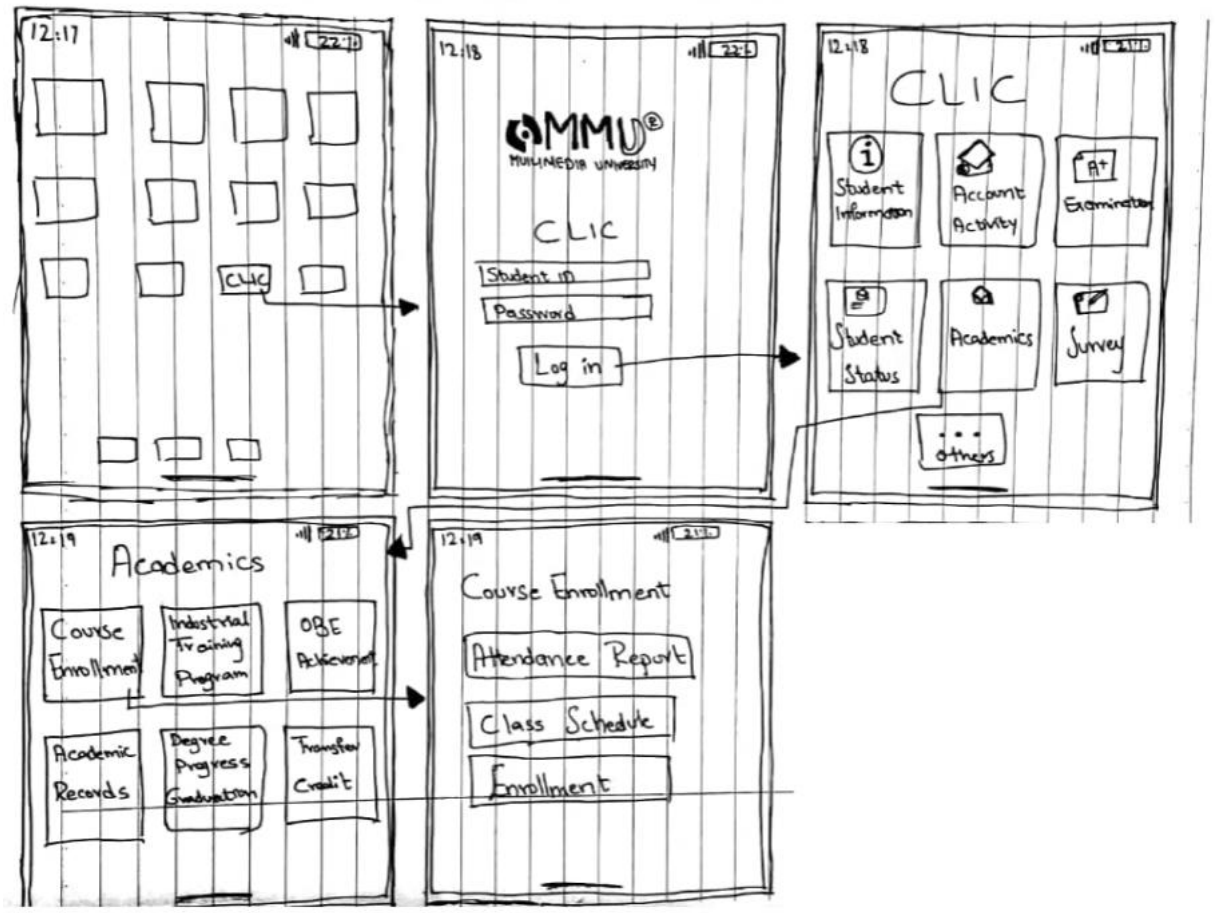


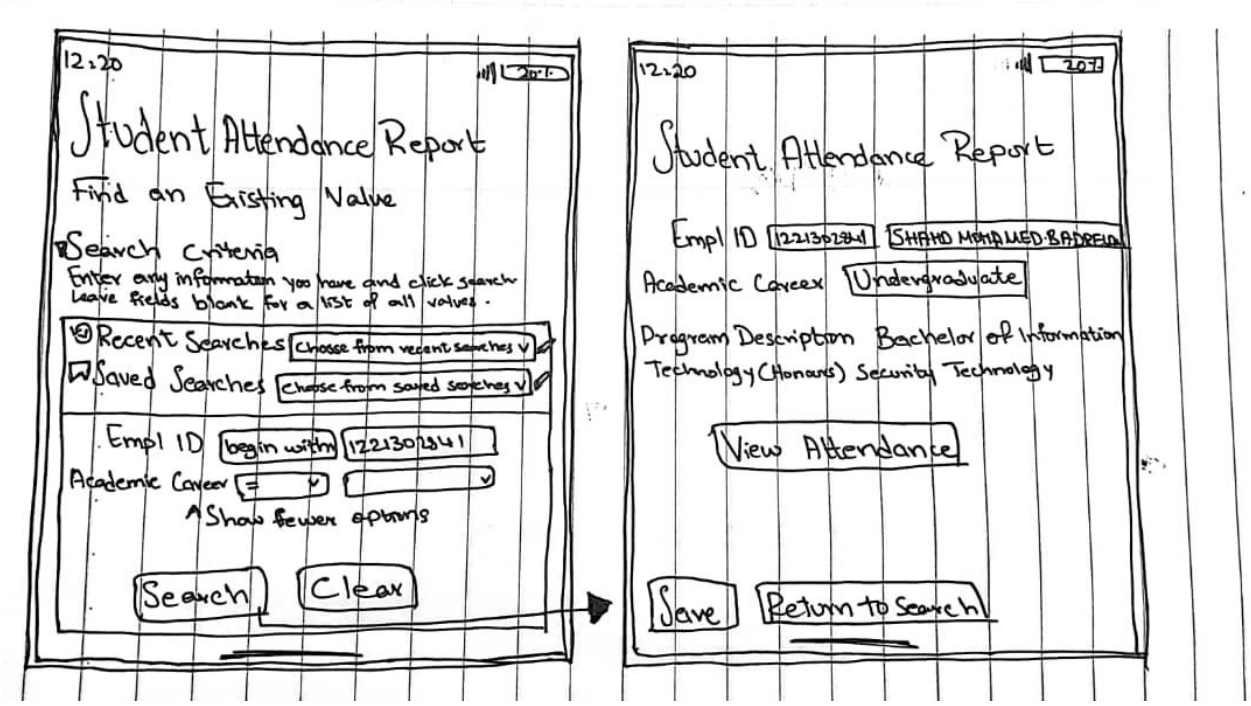
3.2.1 Mobile View Wireframe: Version 1


CLIC
mmu logo
CLIC
ID
PASSWORD
Log in
CLIC
Academics
Academics
course enrollment
Course Enrollment
Attendence Report
Attendance Report
Student Attendance Report
Attendance Percentage by class


Student Attendance Report
Find an Existing value
Search criteria
Recent search
Saved Search
Empl ID
ID
Academic career
Search
Clear
Student Attendance Report
Empl ID
ID
NAME
Academic Career
Program Description
View Attendance
Save
Return to Search

3.2.2 Mobile View Wireframe: Version 2





THI 2211 Human Computer Interaction

Project Submission Cover

Trimester 2 – 2023/2024

1-Concept of the Design:

Introduction

The newly envisioned MMU mobile application interface is especially Set 2(B) of the alternative design, which is a careful evolution of our academic management system to enhance the navigational experience and academic monitoring for university students. We intend to shed some light with this document on a few unique aspects of and reasoning behind the innovations introduced in Set 2(B) of the MMU app.

Conceptual Framework

Series 2B of the MMU application simplifies the process, increasing usability tremendously by reducing steps users need to take in order to get important academic information. The primary purpose was to lessen the load on working memory and allow the user to access the intended information through fewer interactions and more intuitively.

Unique Design Features of Set 2(B)

1. **Simplified Navigation Path**: Unlike the previous version, Set 2(B) has a layered navigation model. It opens with a clean and concise login page and then proceeds directly to a detailed dashboard. This would be a central hub that takes care of efficiently funnelling the user into the different areas within academics and personal management.

2. **More Accessible Self-Service**: The restructuring in the self-service section is done to make easy access to the frequently used features, which are attendance reports, course enrollment, and academic records. This reorganization would put critical functionality at the front and reduce the time and effort needed to navigate through the system.

3. **Leaner Academic Modules**: The Academics module has been revamped in logic, adding two modules of focused functionality—Attendance Reports and Academic Progress. Students can access their attendance reports in depth and reassess their academic progress directly from the front page. This has targeted an approach wherein students are more inclined to take note of their academic standing and course requirements compliance.

4. **Interactive Attendance Reporting**: This is a new feature in the Attendance Report section, through which students can view their attendance percentage by class, with an excellent graphical illustration for every student's attendance record. This enables students to become more attentive to their academic work since it allows them to realize in which classes they need to improve in terms of attendance.

5.**Optimize User Interface for Mobile Devices**: Bring about a redesign to cater to the diverging screen sizes and resolutions in today's mobile devices to provide the same intuitive user experience across all platforms. This will be attained by refreshing its color palette with modern typography while conforming to MMU's visual identity, making it more pleasing to the eye and more accessible on readability.

Conclusion

The alternative design Set 2(B) of The MMU mobile application marks a quantum leap in bringing academia closer to the student. This design zeroes in on usability and accessibility, with every aspect of the application designed so that students need less effort but achieve maximum output for the smooth running of their academic life. The streamlined navigation, focused academic modules, and enriched self-service features are tailored to suit the changing congregating requirements of the diverse MMU student population. Set 2(B) has put students at the forefront of the academic journey by reducing steps to crucial information and by improving its presentation of educational data. This kind of approach is also intended to enhance the user experience, but more importantly, it aligns with the MMU goals of using technology to enable a supportive and effective learning environment.

2-Business Process:

1. **User Registration/Login**:

1- Users Login using User ID and password.

2- if successful Login, users are directed to the Main Menu.

2. Main Menu Selection:

1- Users select (Self Service) from the Main Menu.

3. Accessing Academic Details:

1- From the Self-Service menu, users select (Academics).

4. Course Enrollment and Attendance Reports:

1- Users select Course Enrollment to register their course selections.

2- For attendance details, users select Attendance Report which leads them to detailed views.

5. Generating Attendance Reports:

1- In the Attendance Report section, students can generate reports that show attendance details.

2- Users can specify criteria such as date range, specific classes, etc., to customize the report.

6. Navigation Buttons:

users have access to navigation buttons at the top of each page: (Home), (Back), and (Logout).

The (Home) button redirects to the Main Menu.

The (Back) button navigates one step backward in the navigation path.

The (Logout) button securely exits the system.

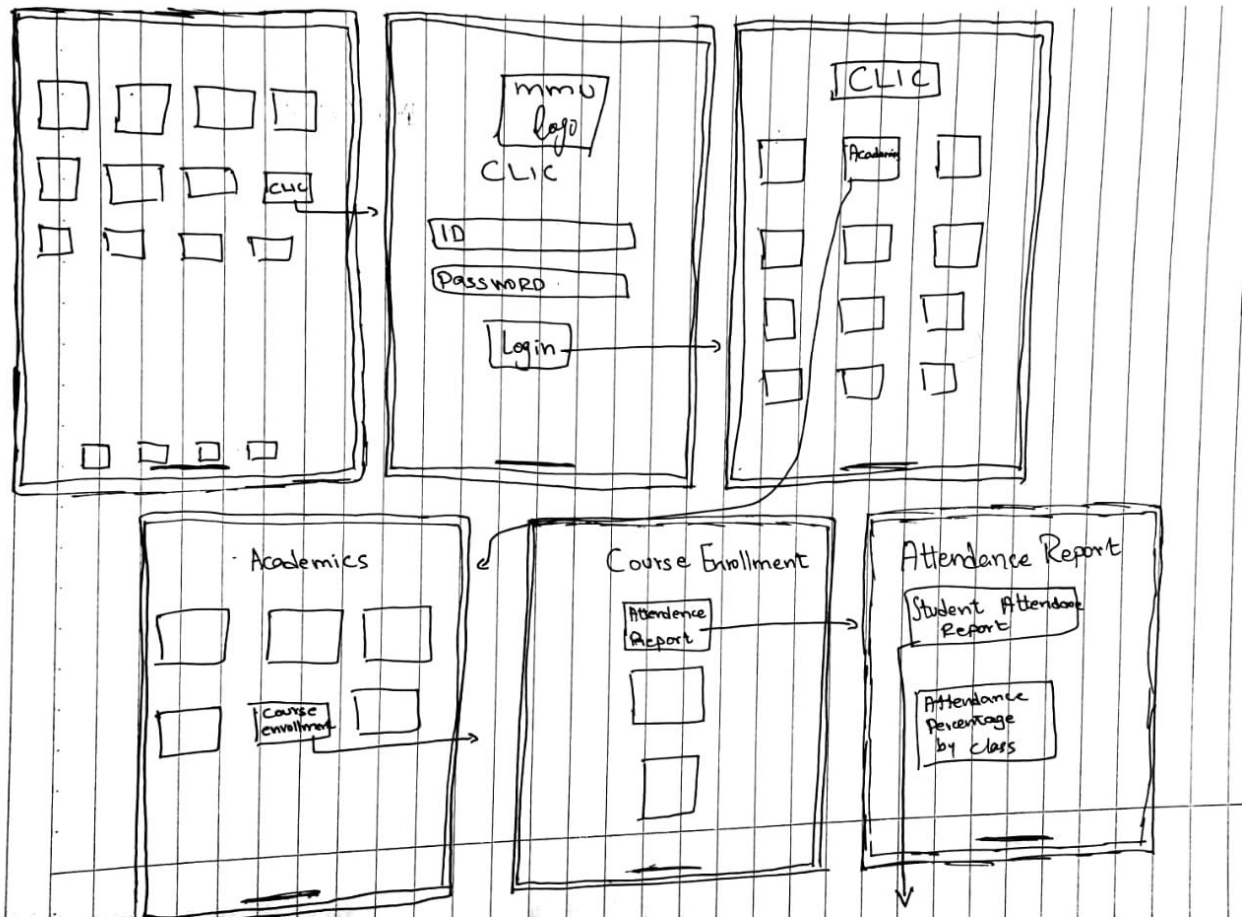
Conclusion

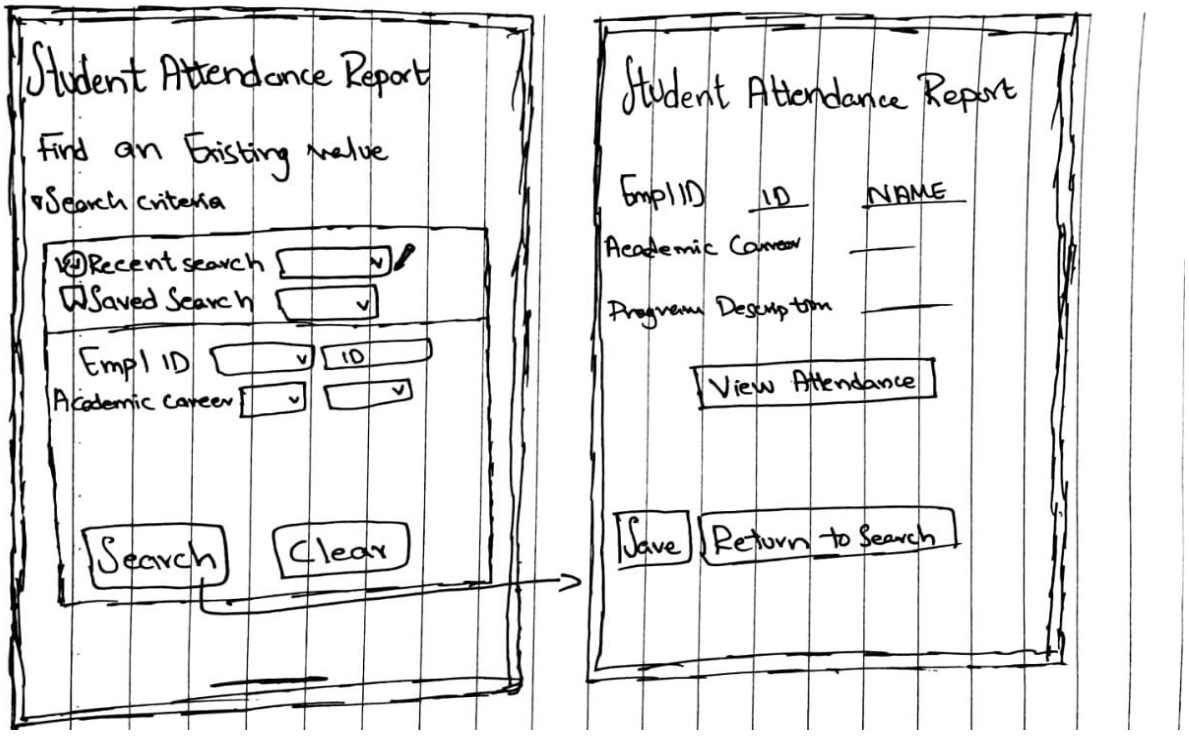
This is a lean business process in Set 2B, emphasizing the user-friendly interface that enables fast access to critical academic and administrative functions, giving a better experience in educational management at MMU. It supports students' needs to monitor their academics efficiently by minimizing navigation complexity and allowing more shortcuts to frequently used functions.

3-Wireframes:

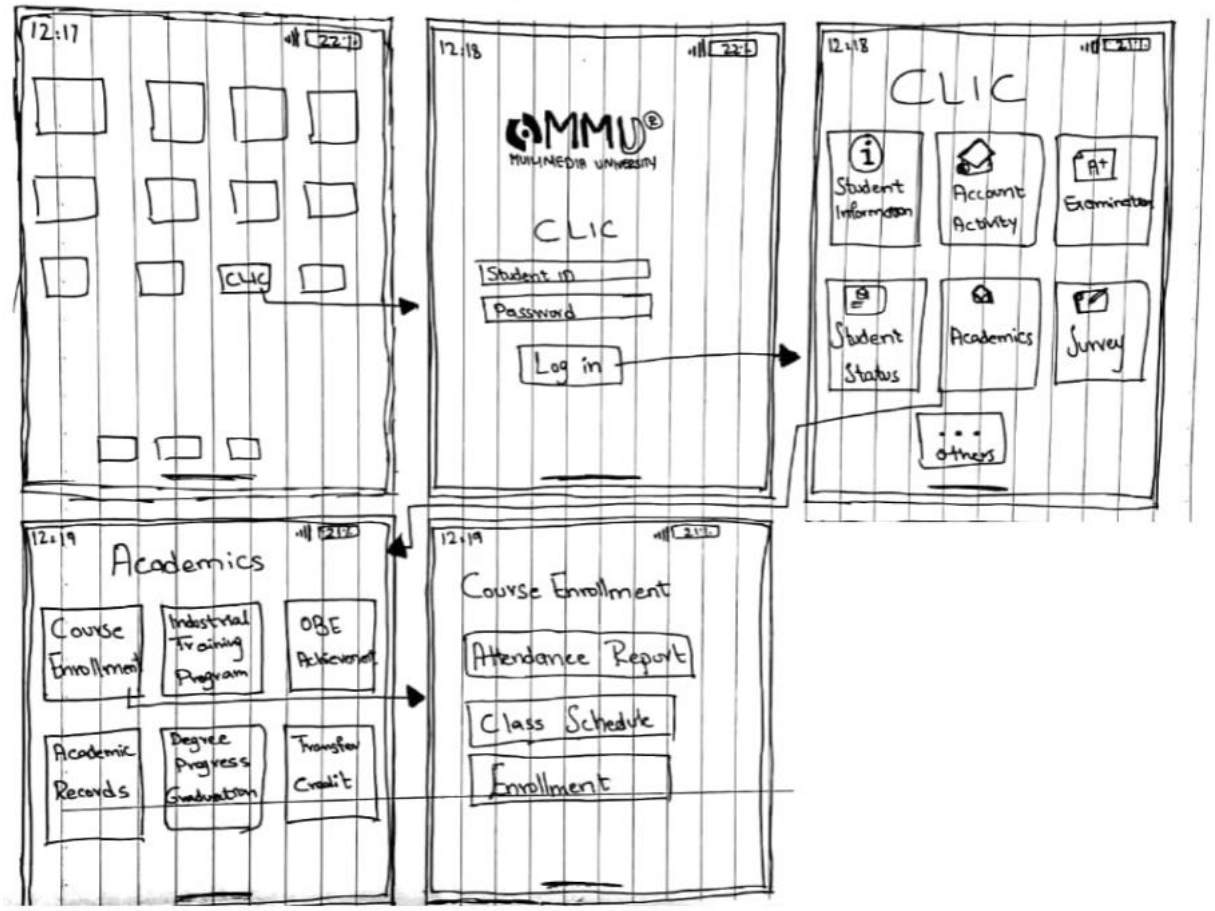
SET1(A)

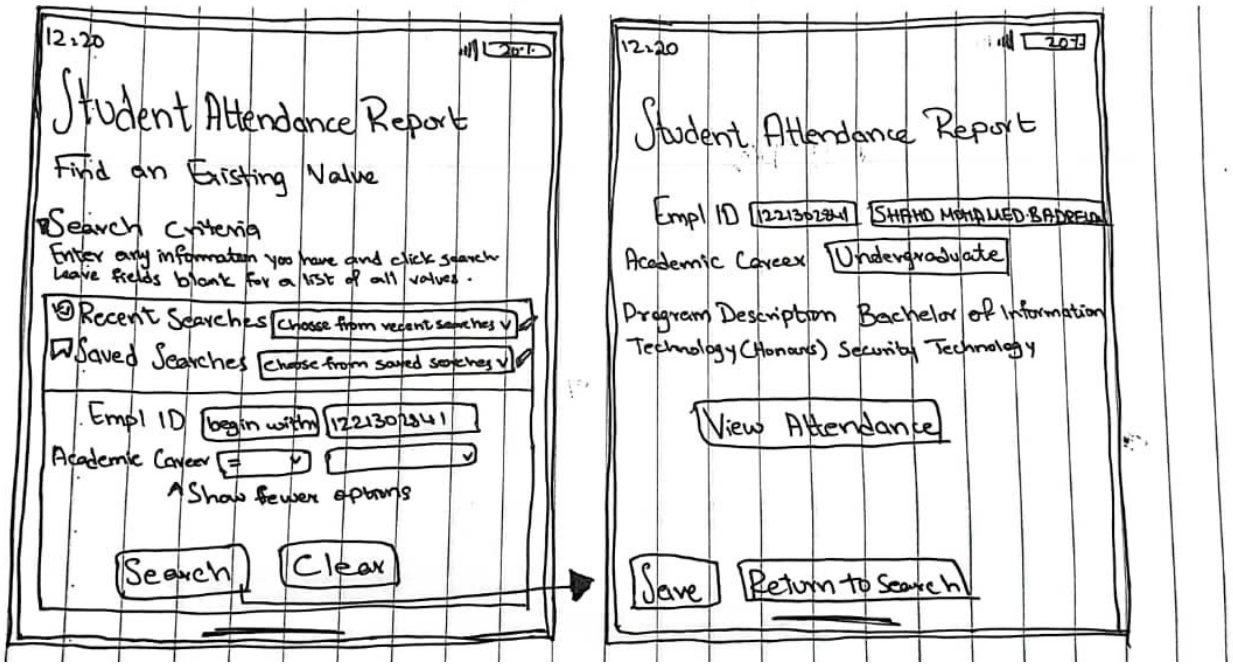
V1



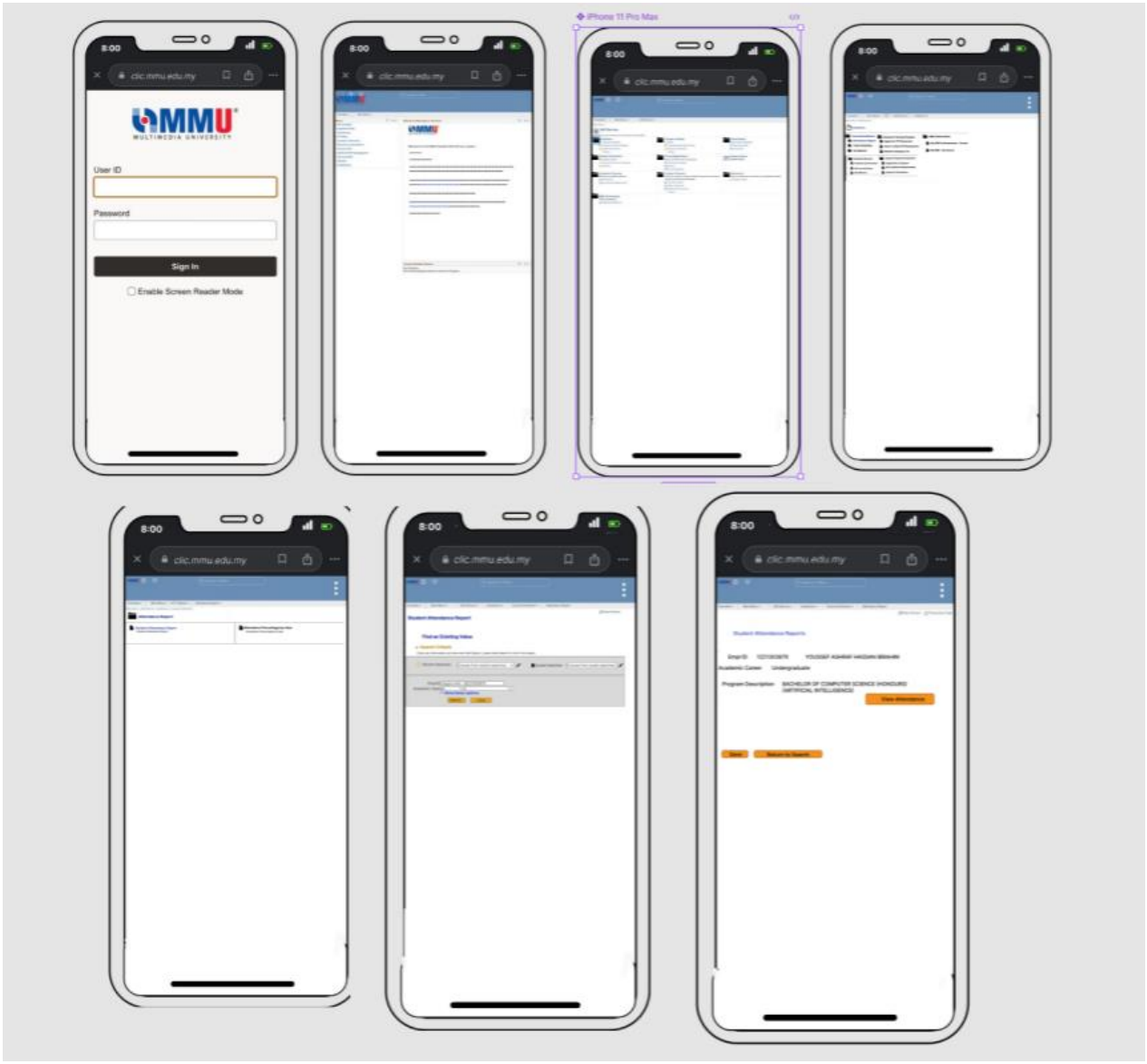


V2:


12:17
CLIC
12:18
MMU
MULTIMEDIA UNIVERSITY
CLIC
Student ID
Password
Log in
12:18
CLIC
Student Information
Account Activity
Examination
Student Status
Academics
Survey
others
12:19
Academics
Course Enrollment
Industrial Training Program
OBE Achievement
Academic Records
Degree Progress Graduation
Transfer Credit
12:19
Course Enrollment
Attendance Report
Class Schedule
Enrollment

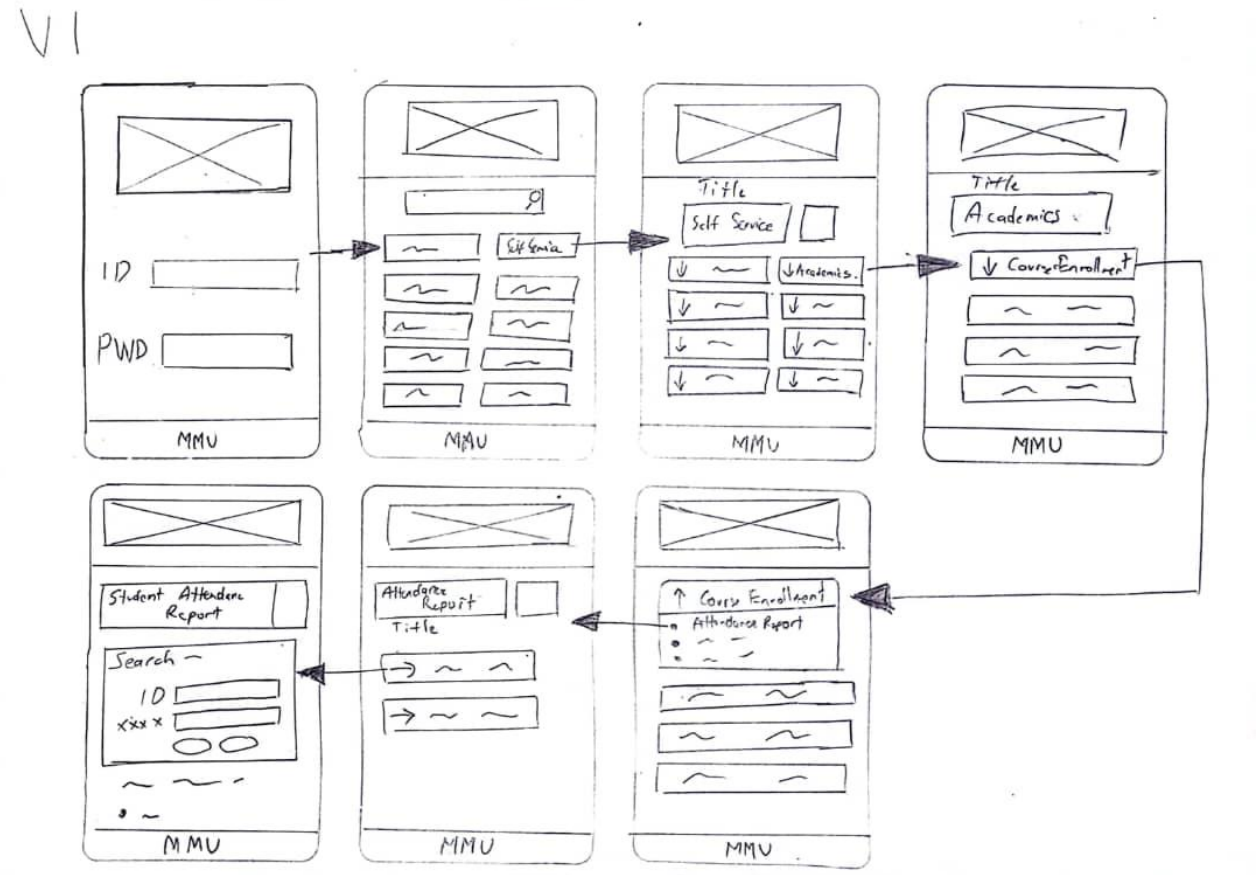

12:20
Student Attendance Report
Find an Existing Value
Search Criteria
Enter any information you have and click search. Leave fields blank for a list of all values.
Recent Searches
Choose from recent searches
Saved Searches
Choose from saved searches
Empl ID
begin with
1221302841
Academic Career
Show fewer options
Search
Clear
12:20
Student Attendance Report
Empl ID
1221302841
SHAHD MOHAMED BADRELDIN
Academic Career
Undergraduate
Program Description
Bachelor of Information Technology (Honours) Security Technology
View Attendance
Save
Return to Search

V3:

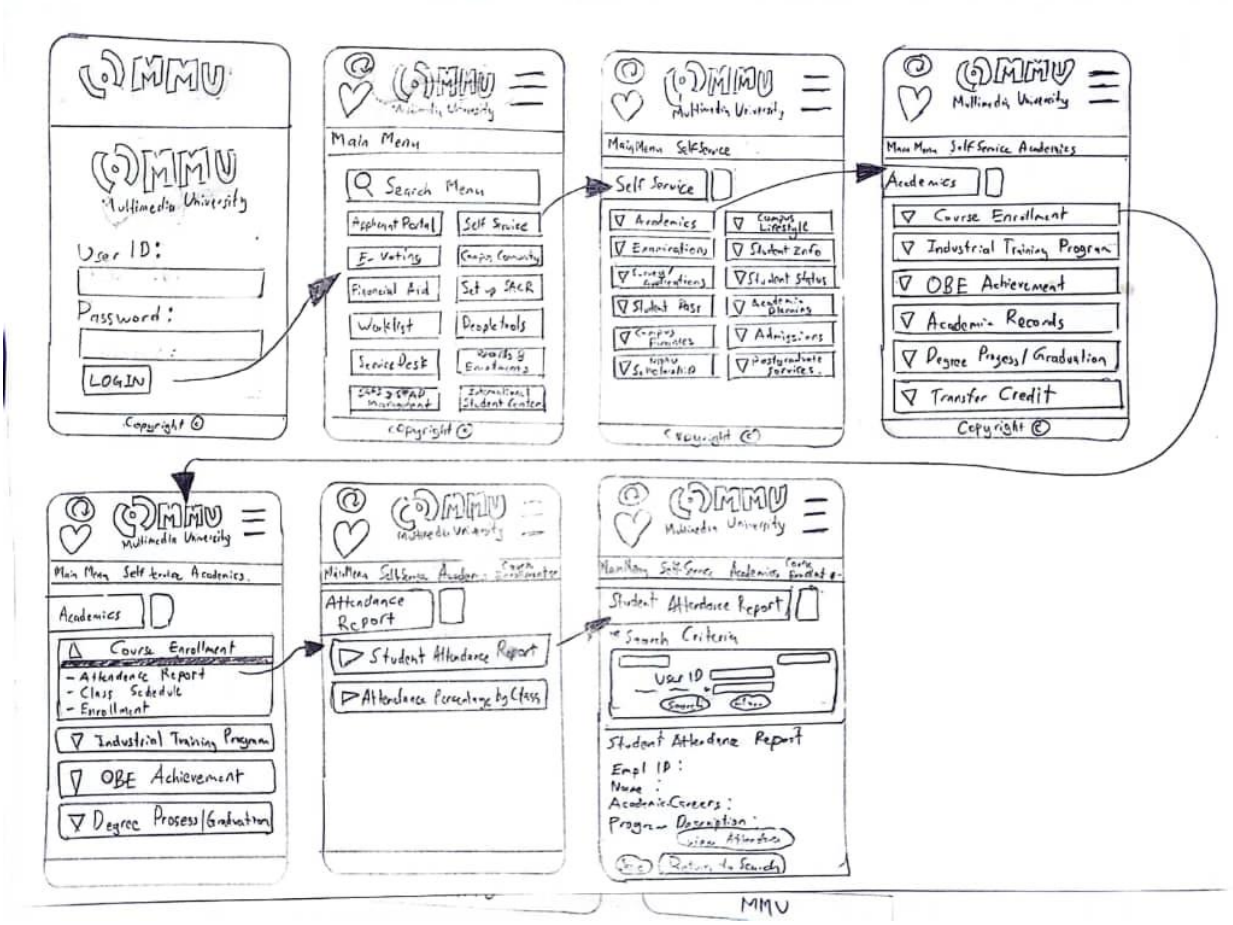

8:00
clic.mmu.edu.my
MMU
MULTIMEDIA UNIVERSITY
User ID
Password
Sign In
Enable Screen Reader Mode
iPhone 11 Pro Max

SET2(B)

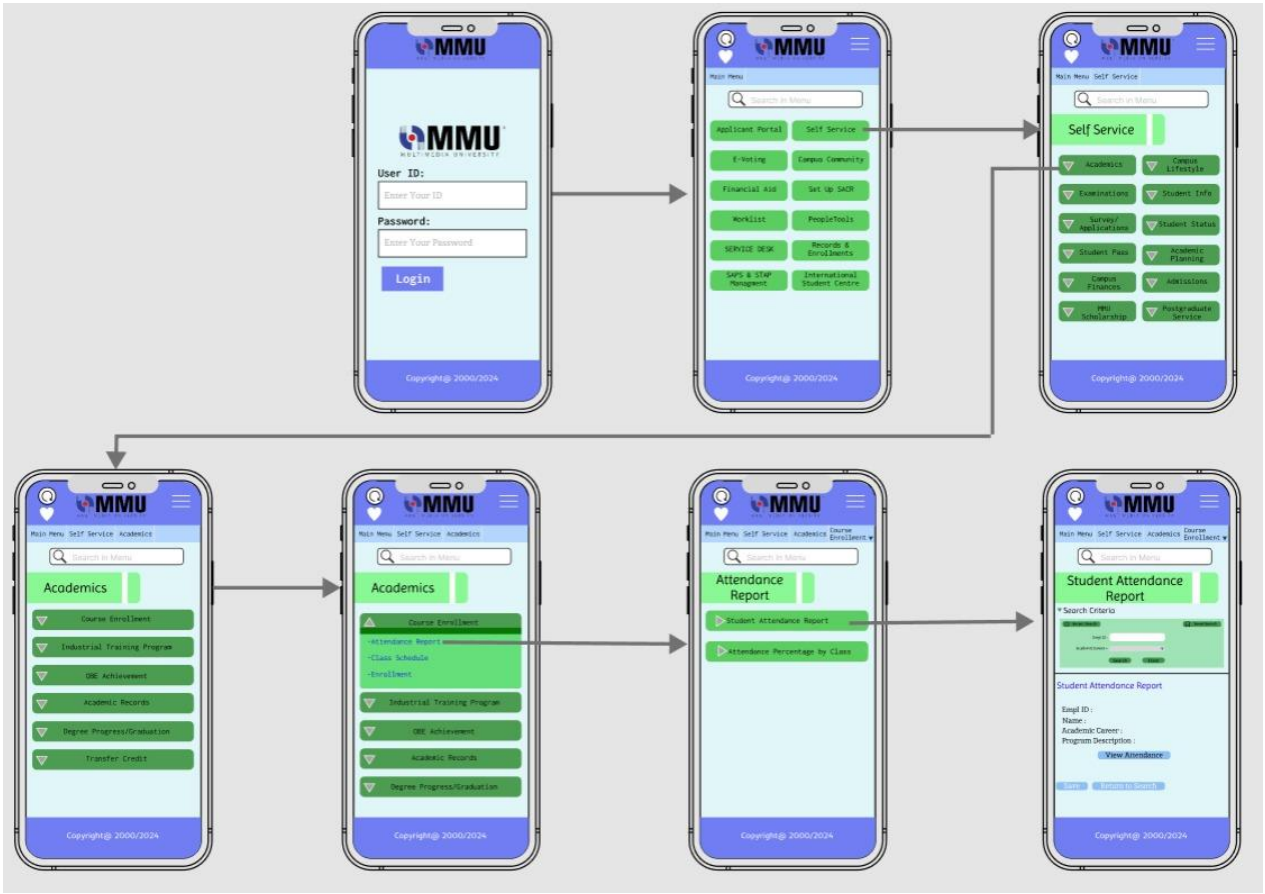
V1:


V1
ID
PWD
MMU
Title
Self Service
Academics
Course Enrollment
Student Attendance Report
Search
Attendance Report
Title
Course Enrollment
Attendance Report

V2:


MMU
Multimedia University
User ID:
Password:
LOGIN
Copyright ©
Main Menu
Search Menu
Applicant Portal
Self Service
E-Voting
Campus Community
Financial Aid
Set up SACR
Worklist
Deepletools
Service Desk
Rewards & Enrollments
Self Service
Academics
Campus Lifestyle
Examinations
Student Info
Student Status
Student Pass
Academic Planning
Campus Finances
Admissions
Postgraduate Services
Academics
Course Enrollment
Industrial Training Program
OBE Achievement
Academic Records
Degree Progess/Graduation
Transfer Credit
Course Enrollment
- Attendance Report
- Class Schedule
- Enrollment
Industrial Training Program
OBE Achievement
Degree Prosess/Graduation
Attendance Report
Student Attendance Report
Attendance Percentage by Class
Student Attendance Report
Search Criteria
User ID
Student Attendance Report
Empl ID:
Name:
Academic Careers:
Program Description:
Return to Search
MMU

V3:


MMU
User ID:
Password:
Login
Applicant Portal
Self Service
Self Service
Academics
Course Enrollment
Industrial Training Program
ORE Achievement
Academic Records
Degree Progress/Graduation
Transfer Credit
-Attendance Report
-Class Schedule
-Enrollment
Attendance Report
Student Attendance Report
Attendance Percentage by Class
Student Attendance Report
Empl ID :
Name :
Academic Career :
Program Description :
View Attendance

4-Prototype Report:

SET1(A)

Prototype Report: CLIC Mobile Web Interface

SET1(A): This is Set 1A, targeting the 'Student Services' section of the CLIC mobile interface. It contains several frames that enable some specified academic and administrative tasks to be performed effectively. Let us see all of these in detail:

1. Login Page:
This frame is where the user will enter their User ID and password.
Click on the 'Sign in' button after inputting to access the student portal.
The addition of the 'Create Browser Reader Mode' option greatly enhances accessibility for all users for convenience.

2. Main Dashboard:
This frame serves as the window to several primary student services, such as 'Student Info,' Enrollment,' 'Academic Records,' and 'Financial Accounts.'
Each section can be expanded or collapsed for a clean and compact interface.

3. Enrollment:
Users can manage their course registration within this frame.
It contains features such as 'Add or Drop Courses' with the steps to be taken and what to do.
Enables one to return to the main dashboard through its 'Back' button.

4. Academic Records:
This frame allows students to view and manage their academic history.
Recovery and review of grade records, transcripts, and other documents related to academics are easily facilitated among users.
A simple 'Save' option ensures that the changes or requests are stored.

5. Accounts in Finance:
In this frame, students can check their financial status regarding tuition fees, scholarships, and payments.
Detailed entries are displayed for transparency and better financial planning.
It has features such as including payment and scholarship apps with actionable options.

6. Class-Schedule:
Shows current and future schedules for classes.
Users can navigate through semesters, manage changes, and get a feel for their class setup weekly. - Each entry is interactable for details and additional options.

Usability Enhancements:

Responsive Design: It will make the interface autoscale in several device screens for best usability.
Accessibility Features: Aid people with disabilities by showing text bigger or in high contrast.
Interactive Feedback System: Real-time feedback at an interface-level that aids continuous improvement.
The CLIC mobile web interface Set 1A is designed to make business activity related to the university

efficient for completeness and usability. It showcases the commitment to a frictionless digital experience: well-structured mobile interface support for academic and administrative tasks that will engage users better in supporting academic success and administrative convenience. Note: A single interface is designed for all sections; the points are navigated by clear buttons like 'Home,' 'Log out,' and 'Back.' Indicators for Wi-Fi and battery life help the user to use his device smartly. This prototype has been optimized for the screen of the iPhone 11 Pro Max for a refined and practical display.

SET2(B)

SET2(B): The MMU Mobile App prototype improves the overall academic and administrative experience of a university student within a context that is mobile and under the paradigm of a user-centric mobile interface. It aims to illustrate a situative and continuous understanding of hassle-free navigation to access essential functions/requisitions of academic records, student services, and features of the campus community. This one is wholly layout-optimized for the iPhone 13. It is compatible and visually appealing as well.

Design Concept:
The MMU Mobile App has an interface tailor-made in a student-friendly way and is thus easy to navigate. It offers a student a myriad of self-service features that allow ease in maintaining personal and academic tasks from one's convenience through their mobile device.

Prototype Interactions

1. Login:
The user logs into their accounts by entering the student ID followed by a password.
Provided authentication is successful, the home screen will then be displayed, presenting the user with primary navigation options.

2. Home Screen:
The home screen contains navigational buttons for Home, Log Out, and the Main Menu, making it easy to switch from one section to another.
Wi-Fi and battery status indicators are shown, thus keeping the user aware of connectivity and device status.
Instant access is provided to sections such as "My Favorites," "Self-Services," "E-Voting," "Campus Community," "Student Admission," "Records and Enrollment," and "Work List."

3. Self Services
The main menu where a user clicks 'Self Services' leading to a new submenu mainly for academic and administrative purposes.
This menu will allow me to access all the features related to course management, enrollment processes, and academic records.

4. Academics Submenu:
Under 'Self Services,' click 'Academics' to get access to the functionalities that can be used about academics, enrollment for courses, schedules of classes, and degree progress.
The section is specially designed to provide all sorts of comprehensive academic management tools.

5. Student Info

The 'Student Information' section allows students to monitor and keep personal academic records. It provides detailed sections to users for the management of their personal information, such as demographic data and emergency contacts.

6. Managing Personal Information:

This feature allows students to update information such as their addresses, phone numbers, email addresses, and personal details.

The interface provides editing and saving of such updates, which are reflected immediately in the student's record.

7.Comprehensive Personal Information Sections:

Addresses: students can enter or update both their residential and mailing addresses.

Phone Numbers: A dedicated section for managing phone contacts, allowing additions or deletions.

Email Addresses: Students can better administer their email communications by adding more and removing existing addresses.

Emergency Contacts: Offers the service to enable one to change emergency contact information if needed.

Demographic Information: Displays uneditable but crucial information such as nationality and ID details.

8. Credentials and Participation:

Students will be taken back to the main menu from whence they started to enter or update under 'Credentials' work experience.

The 'Participation' tab provides details regarding extracurricular activity involvement, and hence, it offers the students the ability to keep track of and manage multiple engagements.

Conclusion The MMU Mobile App Set 2(B) prototype is very much designed with a well-built, user-friendly interface to manage university life and responsibilities effectively by the student. It pledges to guarantee that students experience a coherent sequence of services in a manner that will enhance their studies and development personally.

5. A/B TEST

SET (1)
A

1	What are your initial impressions of this prototype?	Poor	Fair	Good	Very Good	Excellent
2	Net Promoter Score (NPS) for this prototype (How likely are you to recommend this?)	Extremely Unlikely	Unlikely	Neutral	Likely	Extremely Likely
3	What do you like about the design?	• Familiar layout. • Clear structure and organization.				
4	What do you dislike about the design?	• Navigation felt outdated. Some elements were not intuitive.				
5	No of screens you stuck in for this prototype.	• Moderate number of screens where participants got stuck.				
6	What would you change about this prototype?	nothing				

SET (2)
B

1	What are your initial impressions of this prototype?	Poor	Fair	Good	Very Good	Excellent
2	Net Promoter Score (NPS) for this prototype (How likely are you to recommend this?)	Extremely Unlikely	Unlikely	Neutral	Likely	Extremely Likely
3	What do you like about the design?	• Modern and clean design. • Simplified navigation and better accessibility.				
4	What do you dislike about the design?	• Some new elements were not immediately intuitive. • A few participants preferred elements from Set A.				
5	No of screens you stuck in for this prototype.					

6	What would you change about this prototype?	Fewer screens where participants got stuck compared to Set A.

Overall, do you prefer SET A or SET B?	nothing
Why do you prefer that Set?	Overall, participants preferred **Set B** due to its modern design and improved navigation, despite a few suggestions for further improvement. The feedback indicated that Set B better meets the goals of enhancing usability and user experience for academic management.

Evaluator 1 Name: belal joud	Sign:	Date: 27/6/2024
Evaluator 2 Name: Al-Hatemi Amir	Sign:	Date: 27/6/2024

6-Final Prototype:

The final prototype for this project incorporates the information collected from users and employs gradual enhancements to generate the most top-tier experience of the learners to handle their education-related responsibilities in universities. Following are the descriptions of the final prototype with respect to various aspects of functionalities and features it has.

Concept of the Design

The MMU Mobile Application seeks to streamline academic and administrative activities of the university student. This area is aimed to be as functional as possible, thus the design issues are concerned with the ways users can accomplish their tasks without much effort. The main advantage of our design is well thought-out structure and the clear navigation with the simple and attractive design that corresponds to the different screens of the devices.

User Flow Wireframes

Wireframe 1: Sign in and Home page navigation

- **Login Page:** They then type their credentials, that is, User ID and password and click on the Sign In button to be redirected to the dashboard.
- **Dashboard:** This is the core point through which the 'Student Info', 'Enrollment', 'Academic Records', and 'Financial Accounts' interfaces can be reached.

Figure 1: Login Page Wireframe

Figure 2: Dashboard Wireframe

Wireframe 2: Attendance Report Workflow

- **Attendance Report Page:** Among the features of this app, users can see their attendance records, select the date, and the classes to filter.
- **Detailed Attendance Page:** Gives a summary of attendance in from of graphs and also a details summary of attendance according to class and date.

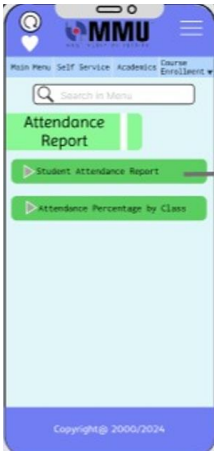


Figure 3: Attendance Report Wireframe

Figure 4: Detailed Attendance Page Wireframe

Prototype Development

The prototype was developed using Figma, following these steps:

- **Initial Sketches**: Some of the conceptual sketches are as follows: The first and second sketches depict the overall layout of the building that will be designed.
- **High-Fidelity Wireframes:** To embody the proposed design, the wireframes of each interface and the interactions between them were made.
- **Interactive Prototype**: All the prototype components were made in Figma and due to the interactivity feature of the platform, it was possible to simulate real user interactions with the product.
- **Feedback and Iterations:** The chosen prototype was piloted with a sample of users and comments and suggestions from the pilot were incorporated in the subsequent versions of the prototype.

7-Conclusion:

This project has implemented and reviewed an assessment of the user experience design of the MMU Mobile Application which improves the overall academic and administrative management for universities and more specifically concerning students' attendance. The final documentation demonstrates the major advantages and existing issues in the existing application based on the analysis process which includes wireframing and users testing.

That is why our university's MMU Mobile Application is focused on increased usability and accessibility; students can effectively monitor and manage their attendance records. The presented layout and the choice of the navigation paths guarantee effectiveness in finding necessary data without the additional load on the users' mental processes.

Key Findings:

- **Cohesive Design:** The application complies with the guidelines which make it easy to use and attractive to the eyes.
- **Intuitive Navigation:** Usability includes simplified paths which make it easier for the users to view attendance reports and different other features without much of ease.
- **Enhanced Usability**: Its responsive design and accessibility allows the application to be useful to a lot of different users making it as accommodating as possible.

The information presented in the documentation and analysis made through this project will be useful in future modifications and developments of the MMU Mobile Application. Ideally, use feedbacks will continue and will be highly beneficial for the improvement of the design as well as for the enhancement of its functions. All in all, this project is a valuable contribution toward maintaining the Academic Management System useful, effective, and responsive to the students' needs for organizing their attendance and the other academic demands.

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