Reading guide

This reading guide will walk you through our concept and how to access each documented POC's created for the Industry Project - Reflection App. Furthermore, detailed information on the technical aspect of the delivered code, including the designs and research material, will be explained in greater detail.

The reflection app is meant to help track the student's progress and also help record the most critical moments when they thought something was important to capture and that might be useful for their learning progress by asking one question, "What was a meaningful moment for you in which you gained an insight relevant to you."

Git Repository link : https://git.fhict.nl/I435621/reflection-app-final-project.git

Products

1. **Interviews**

After a better understanding of what we wanted the app to contain, we decided that it was time to conduct some interviews to ensure we were on the right track and that our concept would appeal to the users. A list of students we could reach out to for further questions was given to the group, providing necessary information on the concept and general information that can be used to develop the application further. Initially, we planned two interviews with two of the given students. The formulated questions were regarding general features as far as feedback and note-taking are concerned. After getting some feedback, we decided to use sketches and storyboards during the final questions of the interview in order to give the interviewee a visualization of what we mentioned. The questions asked during the interview are as follows:

Questions - Ralf / Tim

1. *Could you tell us your daily school routine?*
2. *Do you ever look back at past given feedback?*
3. *What are your thoughts on reflections? Do you find them unnecessary, like a chore, or do you enjoy them?*
4. *How many times a week do you fill in your feedback, if at all?*
5. *Are there any moments or situations that you would prefer to fill in feedback/input*
6. *Would you prefer the app to be personal, or would you prefer for it to be more generic?*
7. *What tools do you currently use to reflect on your progress?*
8. *How do you react to a notification on your phone?*
9. *Do you prefer to type your notes/reflections, or would you prefer to use a speech-to-text feature?*
10. *When do you usually fill in your feedback (day/ night/ on the train…).*
11. *Do you think a version of the app on a smartwatch/or other peripherals could be helpful to you (for example, to use the text-to-speech feature)?*
12. *Are you interested in a gamified type of app?*

Key Feedback - Ralf

1. Positive view on the speech-to-text feature for the application.
2. Smartphones as a preferred device.
3. Positive view on the iBeacon feature presented during the interview.

Key Feedback - Tim

1. Positive view on a progress bar feature for each reflection.
2. Positive view on tying the notes.
3. No smartwatch usage.
4. Neutral on a rating system for each reflection.

After noting down the given answers and presenting the findings to our client, a follow-up interview was arranged, including displaying the Low-Fidelity Prototypes to the student himself. The questions formulated for the follow-up interview are as follows:

Questions - Ralf

1. *What do you expect to be able to do with the prototype?*
2. *How do you expect the design to look?*
3. *What are your thoughts on the overall design?*
4. *Do you understand what the prototype does?*
5. *How does the design measure up to your expectations, and what are your overall thoughts?*
6. *Do you think the design should have more playful features?*
7. *Do you think it will be easy for you to navigate the app and reflect on your progress?*
8. *What are your thoughts on the extra pair of eyes feature*
9. *What are your thoughts on the one-minute reflection feature*
10. *What are your thoughts on the beacon feature*
11. *Is there any feature you would like us to add?*
12. *Is there any feature you think is unnecessary?*
13. *How likely are you to use this product once it is finished?*

Key Feedback - Ralf

1. Clear understanding of the presented prototypes.
2. Lack of interest in the peer feedback feature.

Products document :

Design

1. Storyboards

   We created a storyboard that showcased a user using the reflection app during their train commute; it showcases how the reflection app will smartly interact with the user by sending notifications during a specific time, including the train commute, so that the users can quickly reflect on the lesson they had earlier and if something meaningful happened that they would like to reflect on.
   The storyboard was also used during our initial interviews to visualize one feature we had in mind and make the interviewee understand it better.

2. Sketches

   We created a couple of sketches to showcase some of the gamification features we wanted to add to the reflection app, such as a track your progress and ear points doing tasks which is a feature that will allow users earn points by doing some personalized tasks , these points can be used to get rewards but sadly this feature wasn't met with positive feedback so we didn't go through with it.

3. Low-Fidelity

   After the first interviews were conducted with the students, low-fidelity prototypes were created, allowing us to display the primary features of the application, as well as the design and interaction of each page. We knew that our main feature was regarding reflection, so we decided to place it on the homepage to make it easily accessible to the users. Furthermore, a reflections history page was added, with all the past reflections, with "*feed-pulse"* inspired diagrams to show how the users felt about their reflections throughout the semester. Lastly, we have the feedback page, which is a page mainly created for the users to have a draft page and a place where they can add quick voice notes and one-minute reflections that they can have after each lesson to recap how it went quickly. The homepage, which features the reflection section, will allow users to input their reflections using text, speech-to-text, or image-to-text.

4. Styleguide

A brief style guide was created after the completion of the Low-Fidelity Prototypes. The information gathered from the Apple Styleguide and personal research on design methods resulted in a clear understanding of the font style used within the application's interface and a color scheme that would apply to all the developed pages. The document was created to elaborate further and define the design methods for creating the High-Fidelity Prototypes.

Realization

- Source code

In the git repository you can find all the source code of most of the proof of concepts we created during this project.

- High-Fidelity

After getting positive feedback on our wireframes we decided to follow the same design principles when creating our high-fidelity prototypes. Furthermore, the Apple Design guidelines were followed, with the creation of a personal styleguide. The high-fidelity prototypes allowed for a clear understanding of the features and the interactions of the users with them, as well as giving a better idea into the structure of the pages within the application.

Tools

- Teams : We used Teams to keep in contact with our teachers and one of the students we interviewed.
- Google Meets : Used for communicating with the given students, and more specifically used for interviews.
- Figma : We used Figma to create our wireframes and protoytypes and to test out the user interactions we had within the app.
- Xcode : Since we decided to implement the app with SwiftUi we used Xcode to implement our proof of concepts.
- Discord : Used to communicate with the group members on a daily basis.
- Trello : Used for task handling and task scheduling for each member.
- Miro : We used Miro as our brainstorming space and note board to keep track of our ideas and concepts we come up with.

Evaluation

- Demos : We had multiple demos during this project where we showed our progress and ideas to the client.
- POC Videos : You can find the POC vides in the project's git repository.

Based on the above material, accumulated throughout the project development, a few notes can be given to the client, for further development. These notes are as follows:

1. Merge all the POC's created.
2. Develop the pages, and more specifically the UI and design elements.
3. Implement a backend where users can save their reflections and have a view of past ones.
4. User test the features for a more intuitive product.