PORTFOLIO

Abdul Raoof B

User Experience Designer

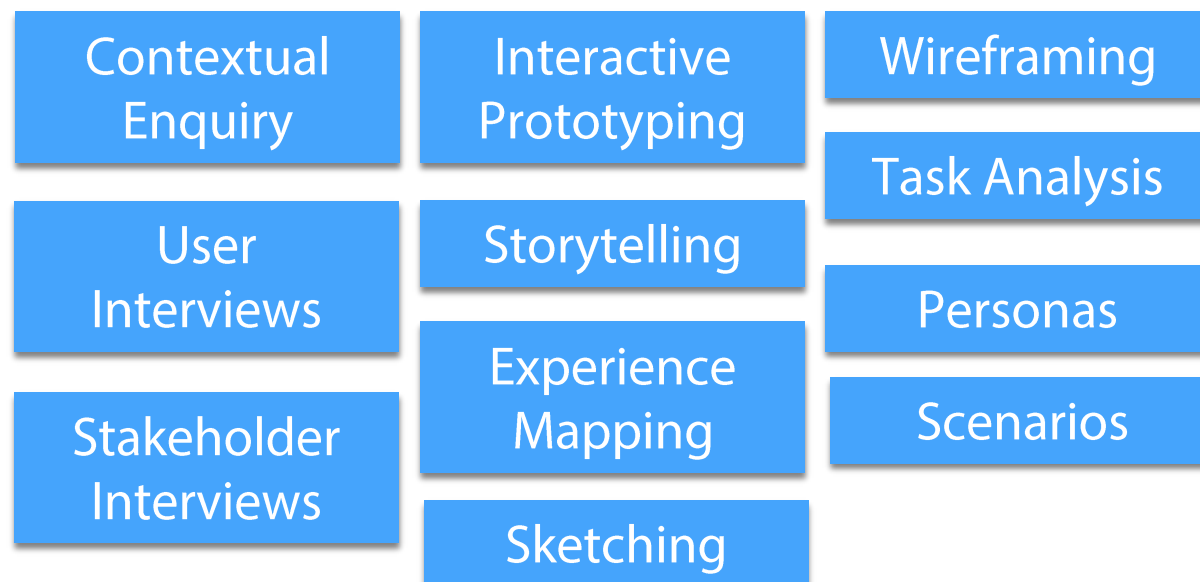abdulraoof.com

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Things I love to do.

User Research

Interaction Design

Prototyping

UX Evangelism
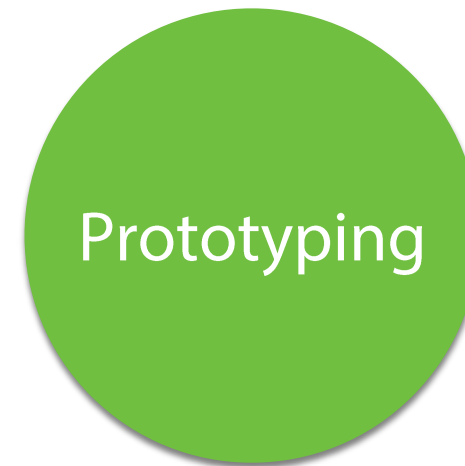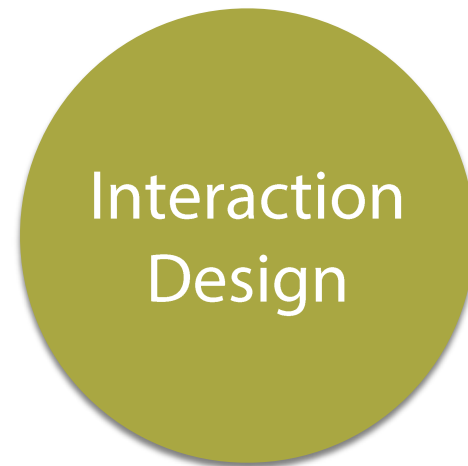
Methodologies I frequently follow.

Contextual Enquiry

Interactive Prototyping

Wireframing

Task Analysis

User Interviews

Storytelling

Personas

Stakeholder Interviews

Experience Mapping

Scenarios

Sketching

Platforms/Technologies of Interest
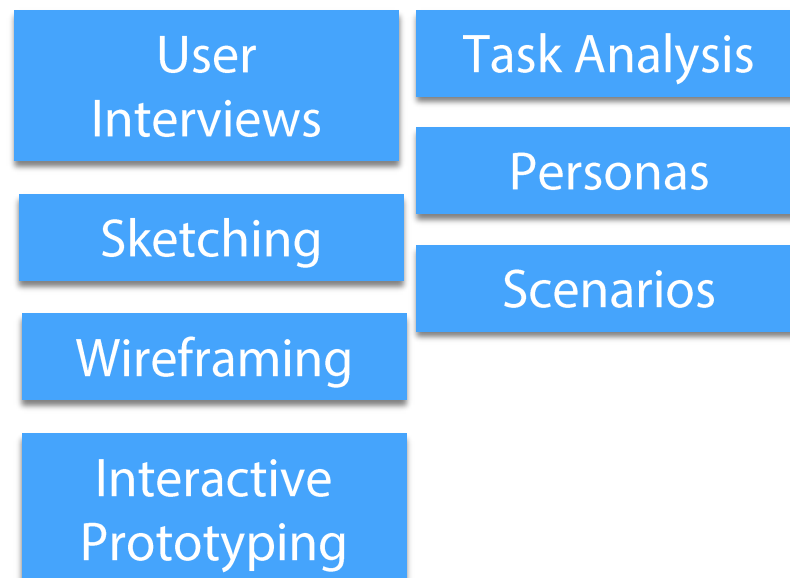
Connected Devices

IoT

Web

Mobile
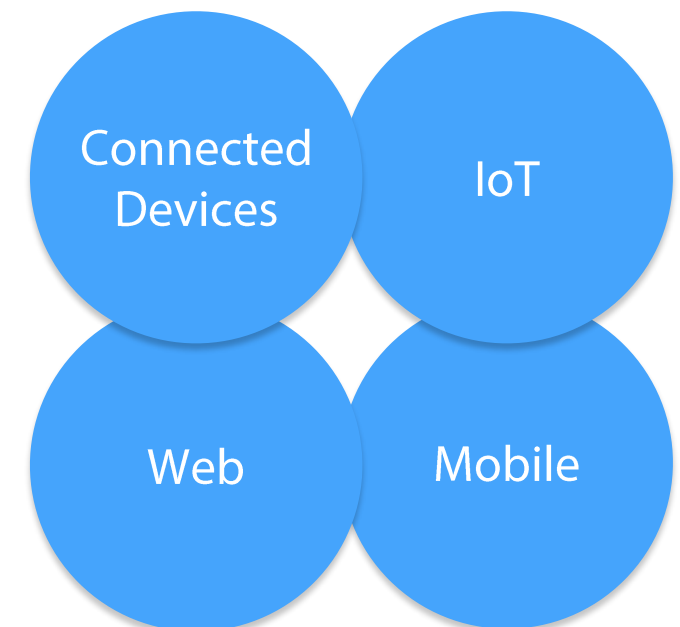
Easy Meetings

Overview:

Creating meeting is a hectic task because when attendees are spanning over geographies

The goal was to design a system which solves problems of the current meeting scheduler system of the organization.

Responsibilities:

User Interviews

Task Analysis

Personas

Sketching

Scenarios

Wireframing

Interactive Prototyping

Process:

The team went trough thorough evaluation of current tool in place. With the help of Contextual Enquiries and User Interviews team discovered the problem needs to be addressed.

The decision is made to make a mobile application to schedule meetings based on feedback.

Early sketching and valuation of paper prototypes were used to get user feedback.

Task Analysis Grid

Task Analysis Grid

Sub-task:	Receiving request for scheduling meeting	Selecting Participants	Selecting Date, Time and Location	Getting I
Scenario:	Neeta receives requests for scheduling a meeting from either the CEO or members of the senior management who want to meet to CEO.	User needs to select participants for meeting. Participants are spread across different geographies.	User needs to select date and date, time and location of meeting.	Participar on schedu
Applies to:	Neeta	Jeevan and Neeta	Jeevan and Neeta	Jeevan, N
Influencers:	Number of meeting requests. Priority of requests.	Number of participants. Geographies of participants.	Geography of participants, Time and duration of meeting. Availability of participants. Availability of meeting room.	Time and Whether
Pain points:	Scheduling received meeting requests with proper details	Select proper participants	Checking availability of participants. Find suitable time since participants spread across different	Getting n Getting n different

Few of user Interview Questions

I have split the questions in to three categories:

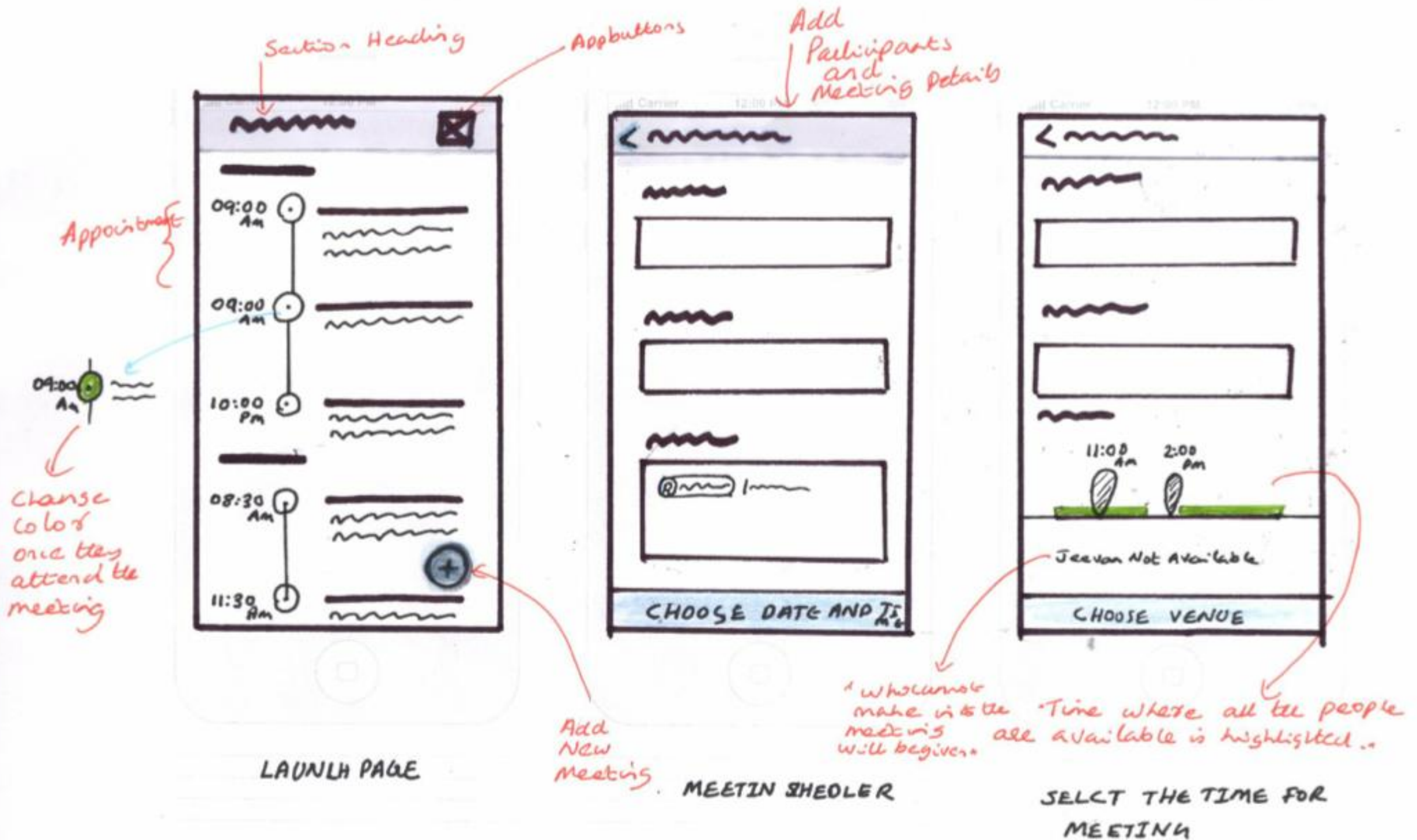(1 and 2) To find the difficulties or shortcoming of existing platform

(3 to 13)   To find the difficulties regarding scheduling the meeting

(14 to 16) To find the difficulties on getting notified about meeting

1. What are all the difficulties with existing system in scheduling meetings?
2. How effective the system you are currently using?
3. How often you schedule the meetings?
4. On average how many meeting you schedule or attend?
5. How do you confirm the availability of participants before scheduling meeting?
6. Can you explain me the process of scheduling the meeting?
7. What are all the approvals required on scheduling?
8. What will you do if some participants are unavailable?
9. How do you select the meeting place or location? Ex. Place, Office, Conference Room etc.
10. How often you travel across geographies?
11. How do you schedule meetings on the go?

Few of the sketches

Section Heading

Appbuttons

Add Participants and Meeting Details

Appointment

Change color once they attend the meeting

09:00 Am

09:00 Am

10:00 Pm

08:30 Am

11:30 Am

Add New Meeting

CHOOSE DATE AND TIME

11:00 Am   2:00 Pm

Jeevan Not Available

CHOOSE VENUE

'Whosoever make is the meeting will be given.'

Time where all the people are available is highlighted..

LAUNCH PAGE

MEETIN SHEDLER

SELCT THE TIME FOR MEETING

Template Created by Matthew Stephens (matthewstephens.com)

Refinements are made based on paper prototypes.
As next step, digital interactive prototypes were made and it again
tested with users.

*Screens used for
interactive prototyping*
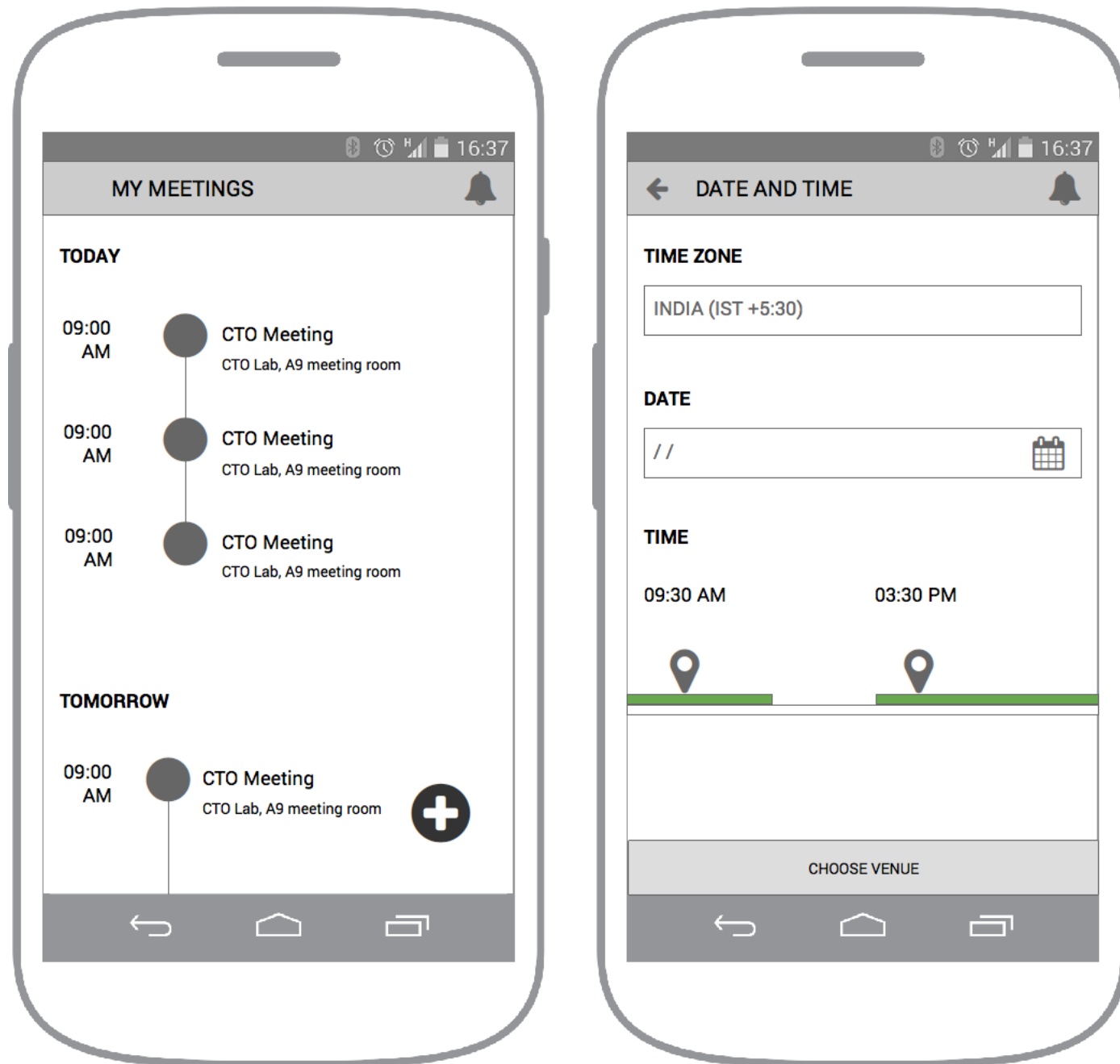
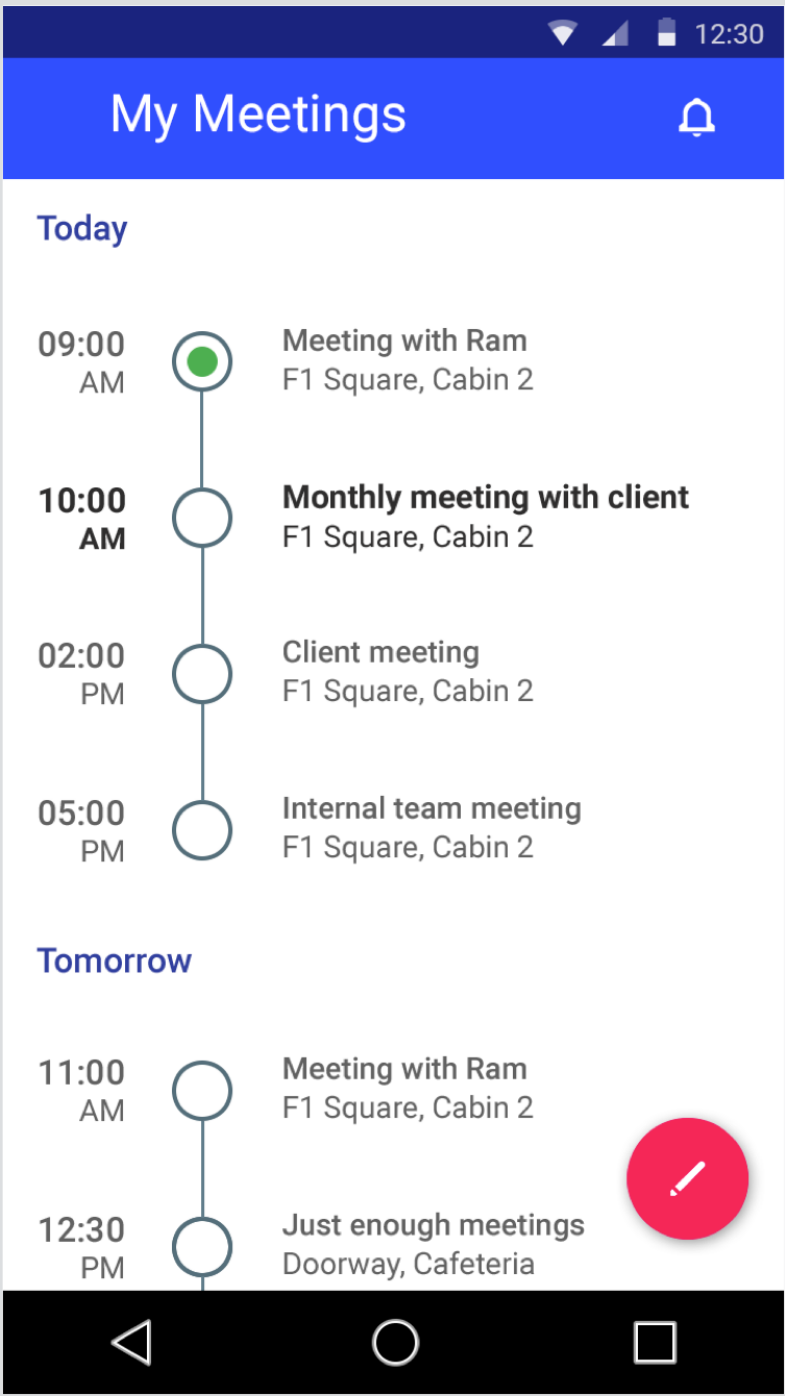Primary focus was on easy and usable interaction patterns that makes the booking process hassle free.

one of the interactions designed
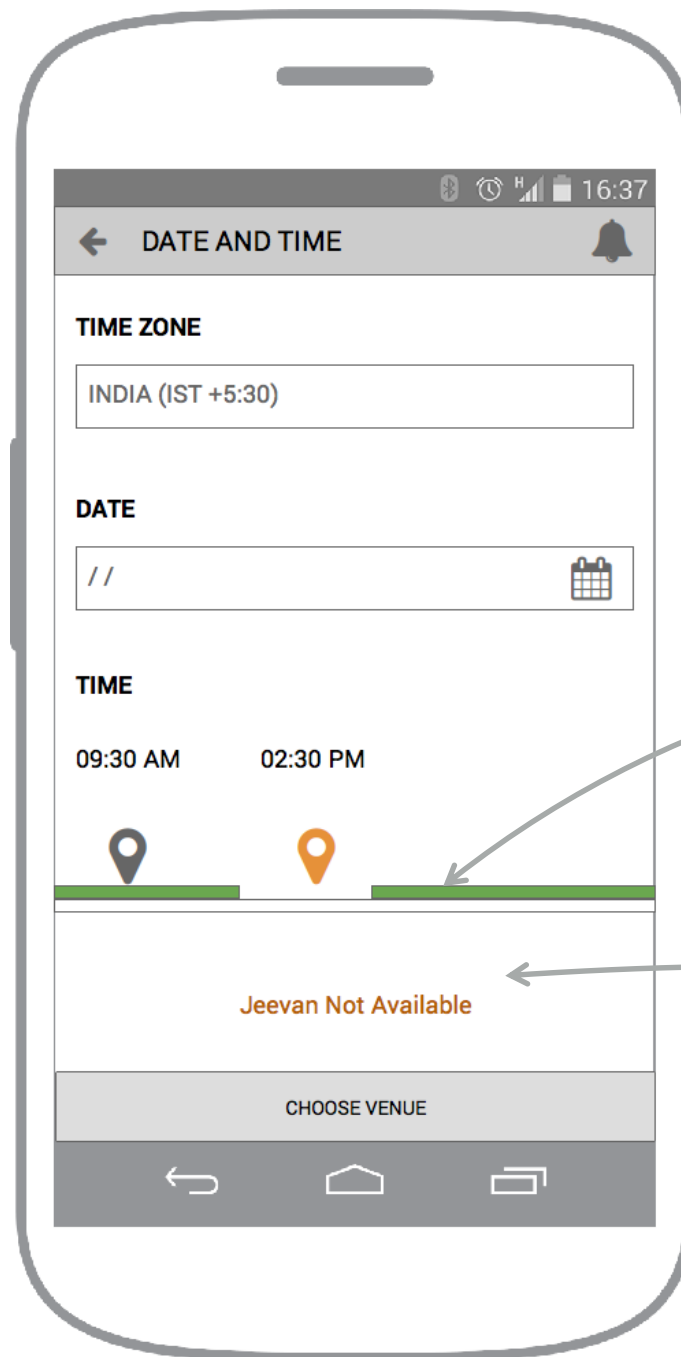
Based on availability of attendees, time line is highlighted.

Instant feedback is given if the user is going to schedule a meeting with an attendee who is not free that time

*Home screen of the
application in production*

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Overview:

This is my personal website. The approach was to design it primarily for mobile devices. So I followed the *Mobile First* approach. Responsive web design is followed to assure hassle free rendering of the site on multiple devices.

To avoid complexities related to creating a blog authoring platform I chose Jekyll, a static site generator from Github. So that only front end development is needed.

Responsibilities:

User Interviews

Sketching

Wireframing

Interactive Prototyping

Development

Process:

The process started with user research. Which helped to get insights regarding motivations behind following blogs and websites by individuals.

At this stage the IA of the site also finalized. The site contains the following.
- Writings - collection of articles wrote by me
- Collection - collection of interesting found objects
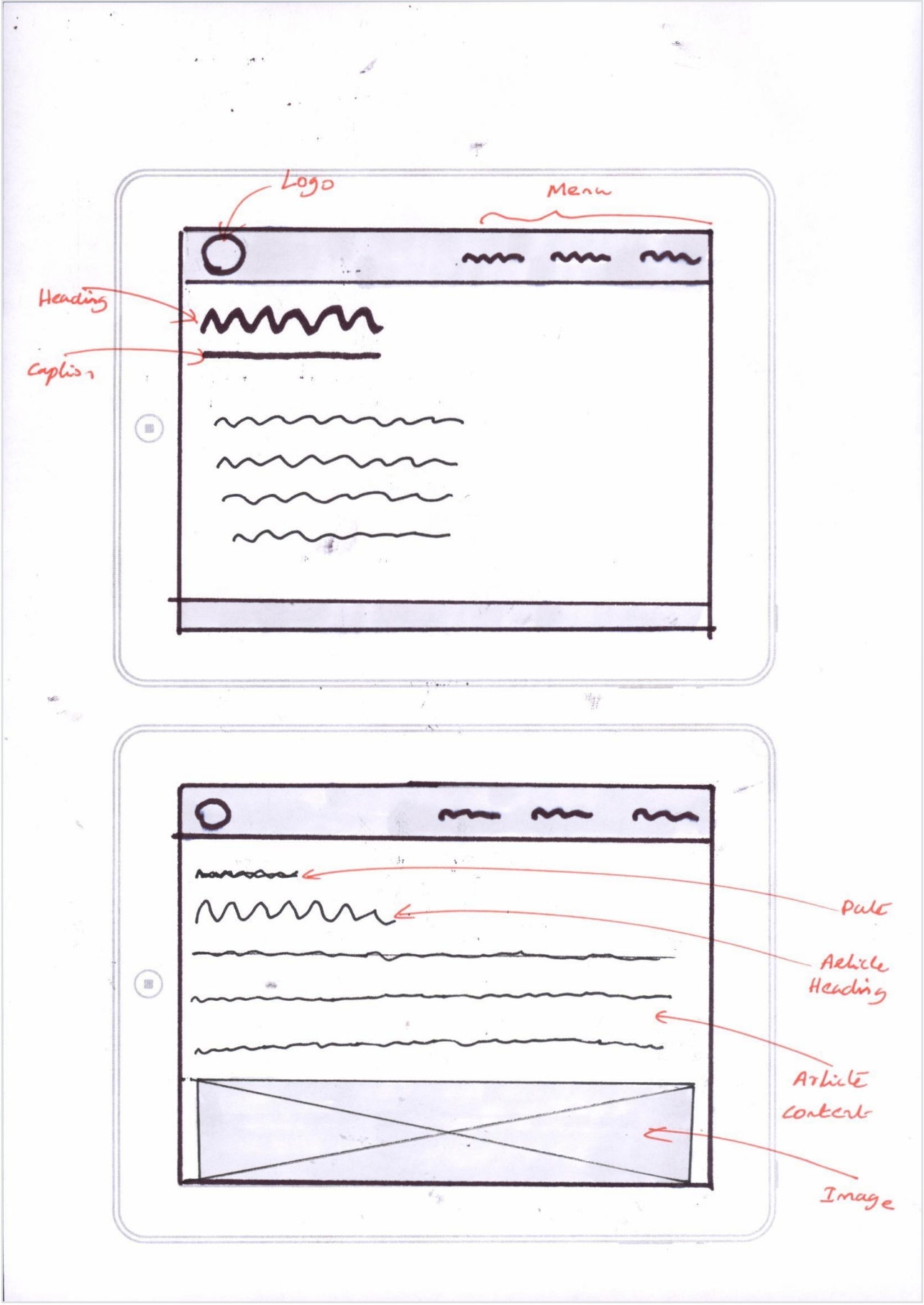- About - way of contact

After that process went through sketching. Primary focus were on navigation.

Numerous prototypes were created to test different navigation patterns. *Flinto* was the prototyping tool of choice because of its simplicity and simple nature of the project.

Few of the early sketches
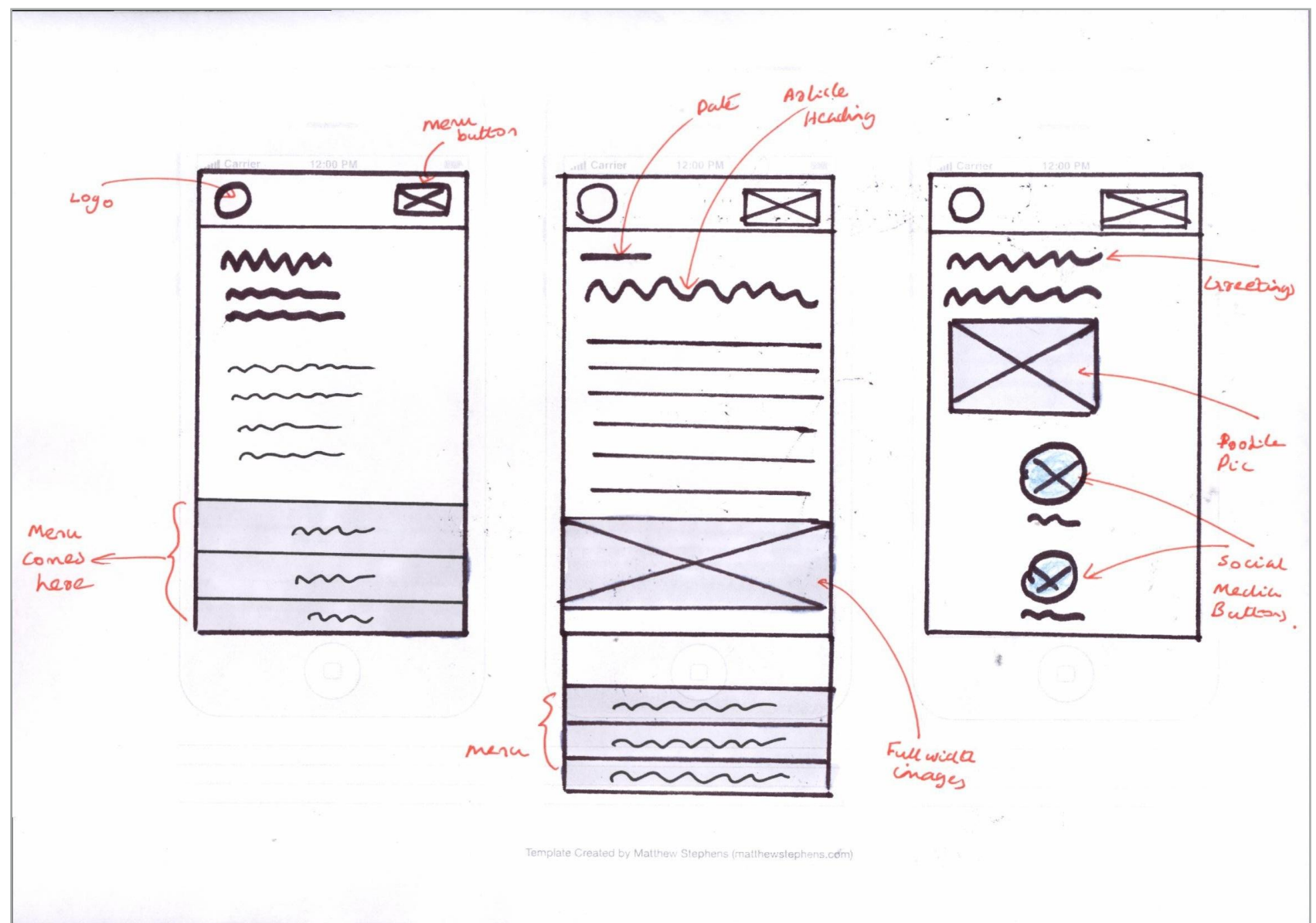
*Sketching for Tablet(right)
and Desktop(below)*

CASE STUDY:
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The prototype tested with people to collect feedback, based on that refinements are made.

Visual compositions used for testing

Screenshots of live sight : Small Screen version

Screenshot 1

MENU

WRITINGS

26 APR 2015
Designer's Mind

How people are coming up with ideas? Somehow, from some where they are getting the spark. But the conscious pickup of concepts, contexts, knowledge or experience affect the unconscious decisions...

26 APR 2015
Design is a Choice

In every design process generating pleanty of ideas is very importent. Single idea is always dangerous. Designer need to be creative, not only in generating ideas but also selecting most...

WRITINGS
COLLECTION
ABOUT

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Screenshot 2

MENU

26 APR 2015
DESIGN IS A CHOICE

In every design process generating pleanty of ideas is very importent. Single idea is always dangerous. Designer need to be creative, not only in generating ideas but also selecting most appropriate one from alternatives. From a talk by Bill Buxton.You can watch it **here**.

Design is a Choice
There are **two** places where one can be creative

1 Generation

2 Reduction

Creating meaningfully distinct things to choose from

Creating heuristics according to which one can make choice

Adapted from a talk by Bill Buxton at IITID. http://vimeo.com/5189134

WRITINGS
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Screenshot 3

MENU

HI THERE.

I'm Abdul Raoof.A designer from India.

You can reach me out on:

TWITTER

LINKEDIN

GITHUB

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Screenshots of live sight: Tablet version followed by Desktop

WRITINGS   COLLECTION   ABOUT

26 APR 2015
DESIGNER'S MIND

How people are coming up with ideas? Somehow, from some where they are getting the spark. But the conscious pickup of concepts, contexts, knowledge or experience affect the unconscious decisions we make every day.

Design decisions made by a designer largely depends on constraints. As designer grasp more constraints affecting the design problem, the design decisions becomes more effective (of course skill of the designer is a major factor).

DESIGNER'S MIND

constraints

ideas

CONSCIOUS   UNCONSCIOUS

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The above diagram is based on ideas from Moggridge, 2006. Conscious pickup of constraints results in unconscious synthesis of ideas.

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