

BOWtie, a course-planning tool

http://hfid.olin.edu/sa2012/s_engr3220-ajax/team.html

Human Factors Interface Design (HFID)

Fall 2011, Olin Year 3

Aim: HFID is a class in which we explore the design and development of user interfaces. We take into account the realities of human perception and behavior, the feasibility of computer interaction, and aim to build a usable interface.

Design: My team Ajax is working to **improve the tri-college cross-registration experience between Babson, Olin, and Wellesley colleges**. They have been trying to improve cross-campus interaction and we wanted to help.

The lesson we learned from our users is that the small details of planning & logistics to take a course at another school builds a large activation energy. We created BOWtie as a catalyst to reduce this activation energy by taking care of the smaller details and helping the student focus on the important things - the classes.

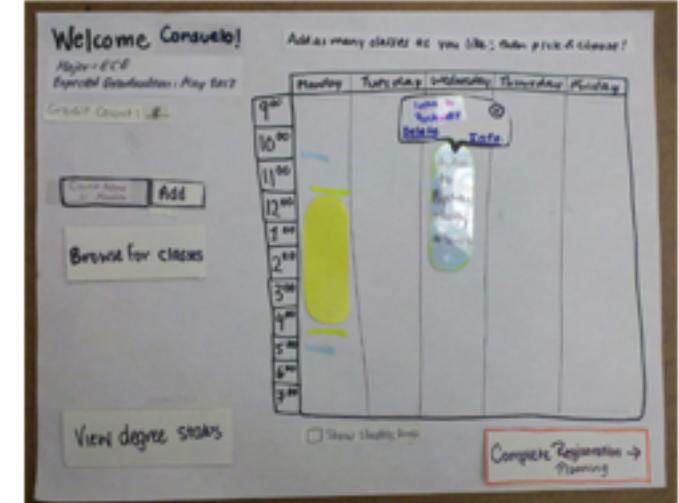
In the design process, **we conducted user interviews** to get student perspectives on cross-registration and then developed personas. Based on the needs and wants of personas, **we created a paper prototype** of our interface and got user feedback on the paper version. With this feedback we created an initial prototype. With **usability tests and heuristic evaluations**, we refined our prototype.

The final hi-fidelity prototype was done in **HTML5, CSS, JavaScript, and JQuery**.

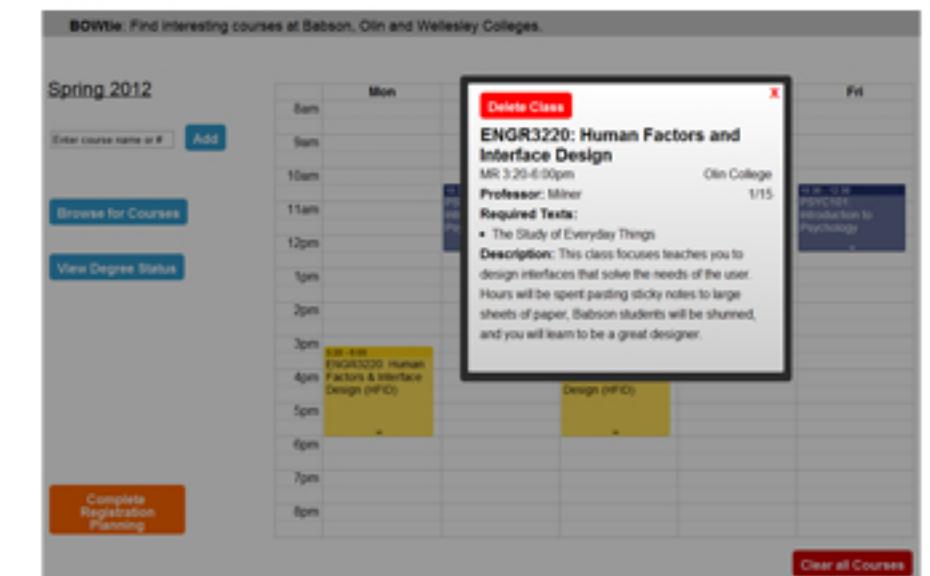
I was the user interaction and interface design lead for the team.



Developing persona:
'Diana the Driven'



Paper Prototype: the first iteration
of the Home page



The final version of the Home Page on BOWtie