

UX FUNDAMENTALS

1.4 user flow & task analysis

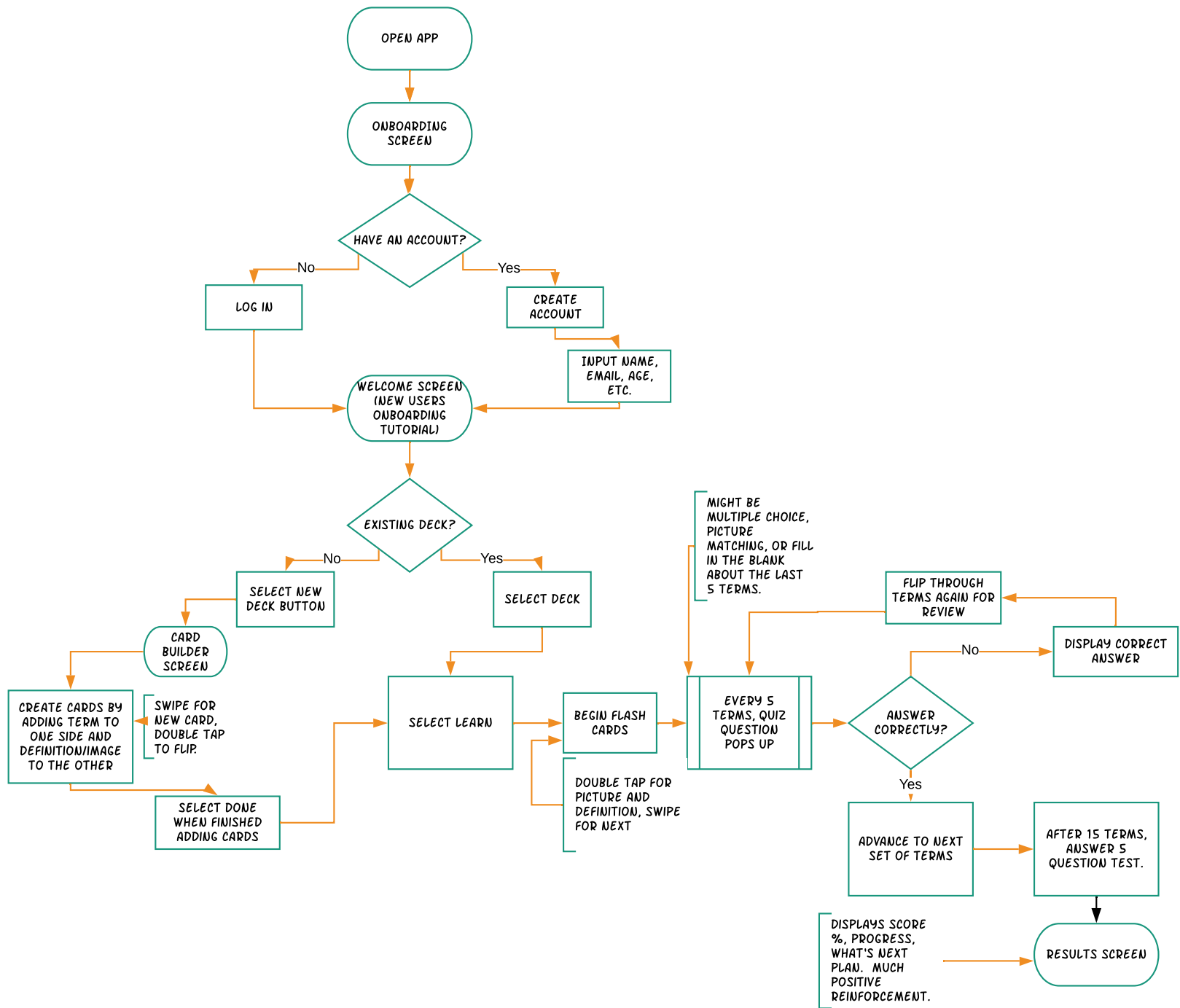
**TASK 1: LEARN
VOCABULARY USING
A STUDY DECK.**

ENTRY POINT : OPEN APPLICATION.

**SUCCESS CRITERIA: COMPLETE STUDY DECK WITH 100%
ACCURACY.**

TASK ANALYSIS:

1. Entry point—open application.
2. Login screen
 - a. If existing member, input credentials.
 - b. If new member, select “create account”
 - i. Input information (name, d.o.b., email, password).
3. Welcome/home screen
 - a. New members will be walked through onboarding tutorial to familiarize with application navigation and features.
4. Select deck.
 - a. Existing deck
 - b. Create new deck
 - i. Select “new deck” button.
 - ii. Input deck name.
 - iii. Build cards from the card building screen. Add terms to one side, double tap to flip to add context and images. Swipe for new card.
 - iv. Select “done” when finished editing.
5. Select “learn.”
6. Begin flash cards.
 - a. Double tap to flip for definition and image, swipe for next.
7. After 5 terms, quiz begins.
 - a. Answer question correctly to advance.
 - b. Repeat learning phase if incorrect.
8. After 15 terms, 5 question test begins.
9. Results page displays score %, progress, what’s next plan, positive reinforcement.



TASK 2: SET UP STUDY SCHEDULE

ENTRY POINT : OPEN APPLICATION.

SUCCESS CRITERIA: CREATE STUDY SCHEDULE PLAN WITH NOTIFICATIONS.

TASK ANALYSIS:

1. Entry point—open application.
2. Login screen
 - a. If existing member, input credentials.
 - b. If new member, select “create account”
 - i. Input information (name, d.o.b., email, password).
3. Welcome/home screen
 - a. New members will be walked through onboarding tutorial to familiarize with application navigation and features.
4. Select settings (gear icon).
5. Select “study schedule”.
6. Set goals.
 - a. Minutes per day (5, 10, 15, 20....minute options).
 - b. Days per week.
7. Select “notifications”
 - a. Option to choose between push notifications, calendar reminders, or both.
 - b. Set reminder times.
8. Select “done” to return to home screen.

