User Interface Design

Final submission

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1 Application Description

Our application eliminates the search for contact information for the professor in charge of a certain course. It enables the student to ask a question, related to a course he follows, in a fast and straightforward manner. The application will also list the questions asked by his fellow students and the given answers. This way, a knowledge base per course is formed.

2 Users

The application is based on 2 existing user classes. It contains students who are taking courses on the one hand and professors in charge of said courses on the other. The application does not require a super user since the application is based in a university environment and all data should be imported from other already existing databases or applications.

2.1 User Classes

Student

Type	Primary User
Usage frequenty	Daily Use
Computer experience	Novice
Application familiarity	From novice as first degree bachelor student to competent performer in second degree master student. Application shows familiarities with other applications such as Pointcarre
Usage	discretionary
Number of users	12.000+
Motivation	• Positive – eliminates the search for contact information
tasks	• Watch overview of courses (number of new questions / new answers per course) • Watch overview of questions statust per course (answered, follow-up question unanswered, unanswered) • Ask a question regarding a course (public or private) • Mark a question as answered (only if he is the original person who asked the question) • Ask follow-up question

Professor

Type	Primary User
Usage frequenty	Daily Use
Computer experience	Novice
Application familiarity	Competent Performer due to similarities with other systems such as Pointcarre
Usage	Mandatory
Number of users	700
Motivation	• Positive – Questions, separated by class instead of cluttered in email inbox – Preventing duplicate questions by making a question public • Negative – Might prefer email
tasks	• Watch overview of courses (number off new questions, follow up questions per course) • Watch questions per course (unanswered new, unanswered follow up question, answered) • Filter questions (unanswered new, unanswered follow up question, answered) • Change private question to public • Answer (follow-up) question • discard question (refuse to answer)

2.2 User Models

2.3 Usability Requirements

- Users should be able to log in, within 10 seconds using their university credentials.
- Users should be able to navigate to the right course within 30 seconds.
- Students should be able to start the process of asking a question within 10 seconds. (Time on completing this task is dependant on the complexity

of the question).

- Professors should be able to start the process of answering a question within 10 seconds. (Time on completing this task is dependant on the complexity of the question).
- Users should be able to find a question within 10 seconds. (only if they're already in the right course. If not time required to navigate to the right course should be included making it 40 seconds)
- Users should be able to change the status of a question instantly, provided the question already has been found.
- Users should be able to change the visibility of a question instantly, provided the question already has been found.

3 CTT

4 Style Guide

5 Design Report

6 evaluation report