Wireframe:

Wireframing is a way to design a website service at the structural level. A wireframe is commonly used to lay out content and functionality on a page which takes into account user needs and user journeys. Wireframes are used early in the development process to establish the basic structure of a page before visual design and content is added.

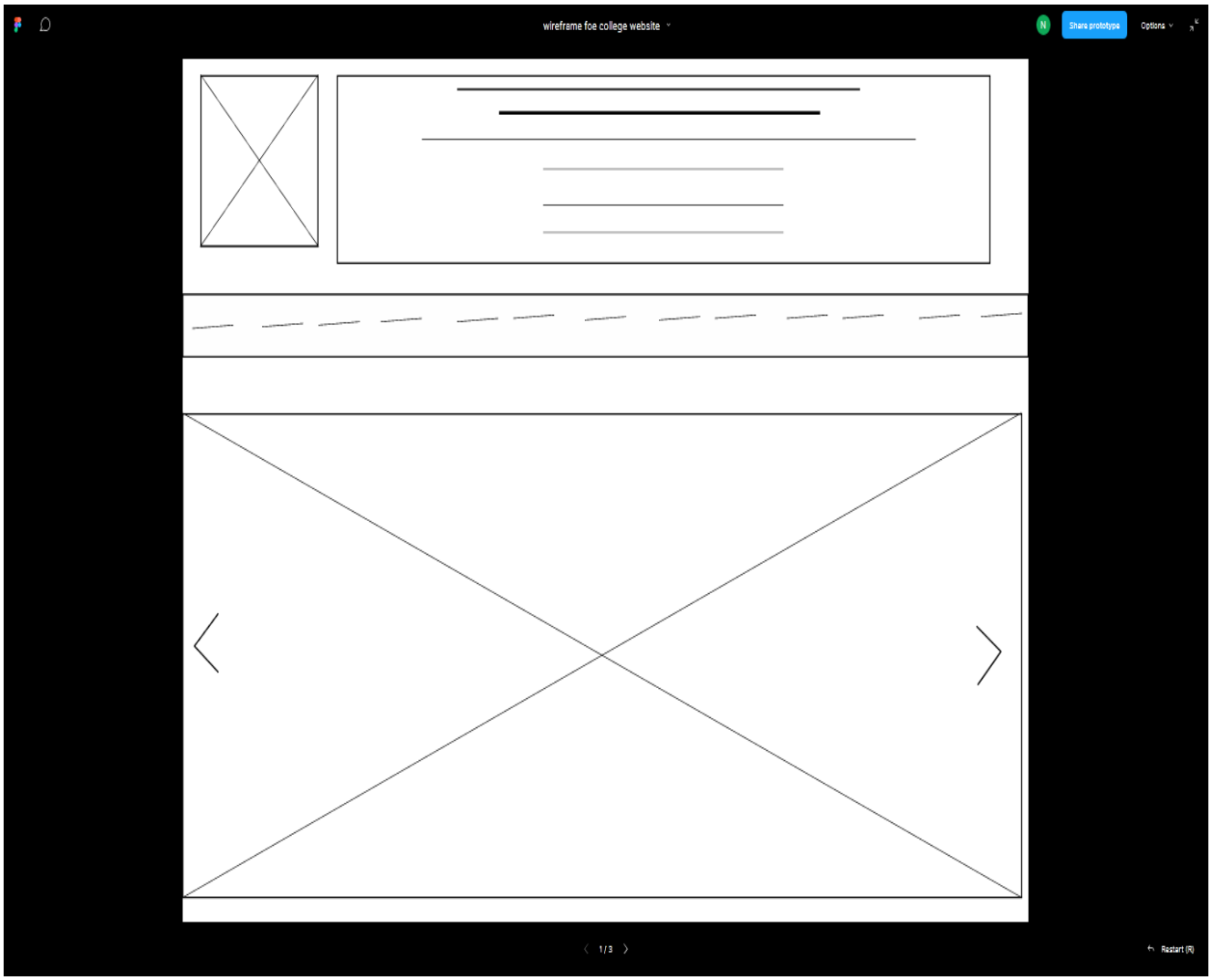
A wireframe is a layout of a web page that demonstrates what interface elements will exist on key pages. It is a critical part of the interaction design process.

The aim of a wireframe is to provide a visual understanding of a page early in a project to get stakeholder and project team approval before the creative phase gets under way. Wireframes can also be used to create the global and secondary navigation to ensure the terminology and structure used for the site meets user expectations.

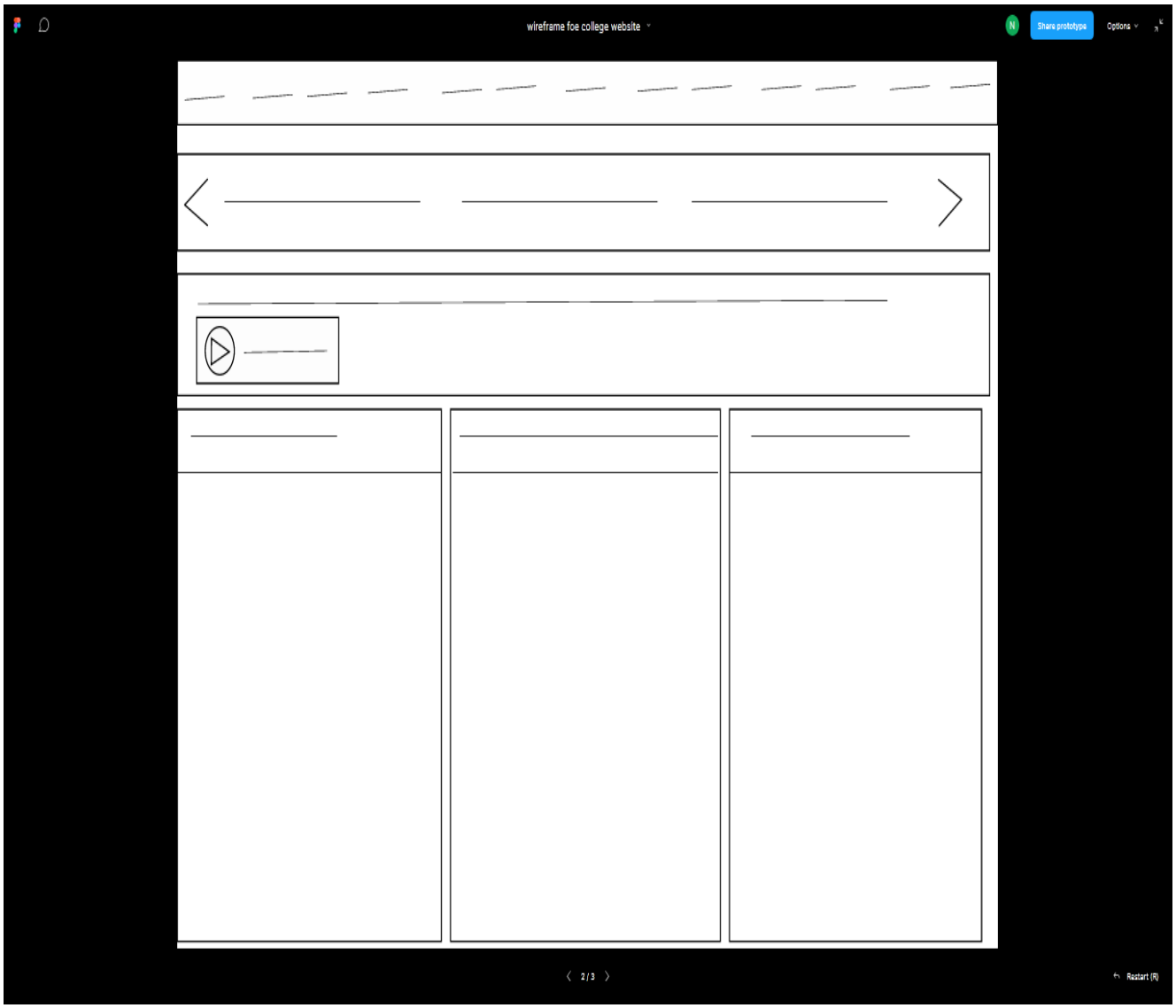
Wireframes should be used early in a project to get user and client approval on the layout of key pages and the navigation. This will provide the project team, specifically the designers, confidence in moving forward. Wireframes will also save considerable time and money in the testing and amends phase later in the project.

Create wireframe for College Website

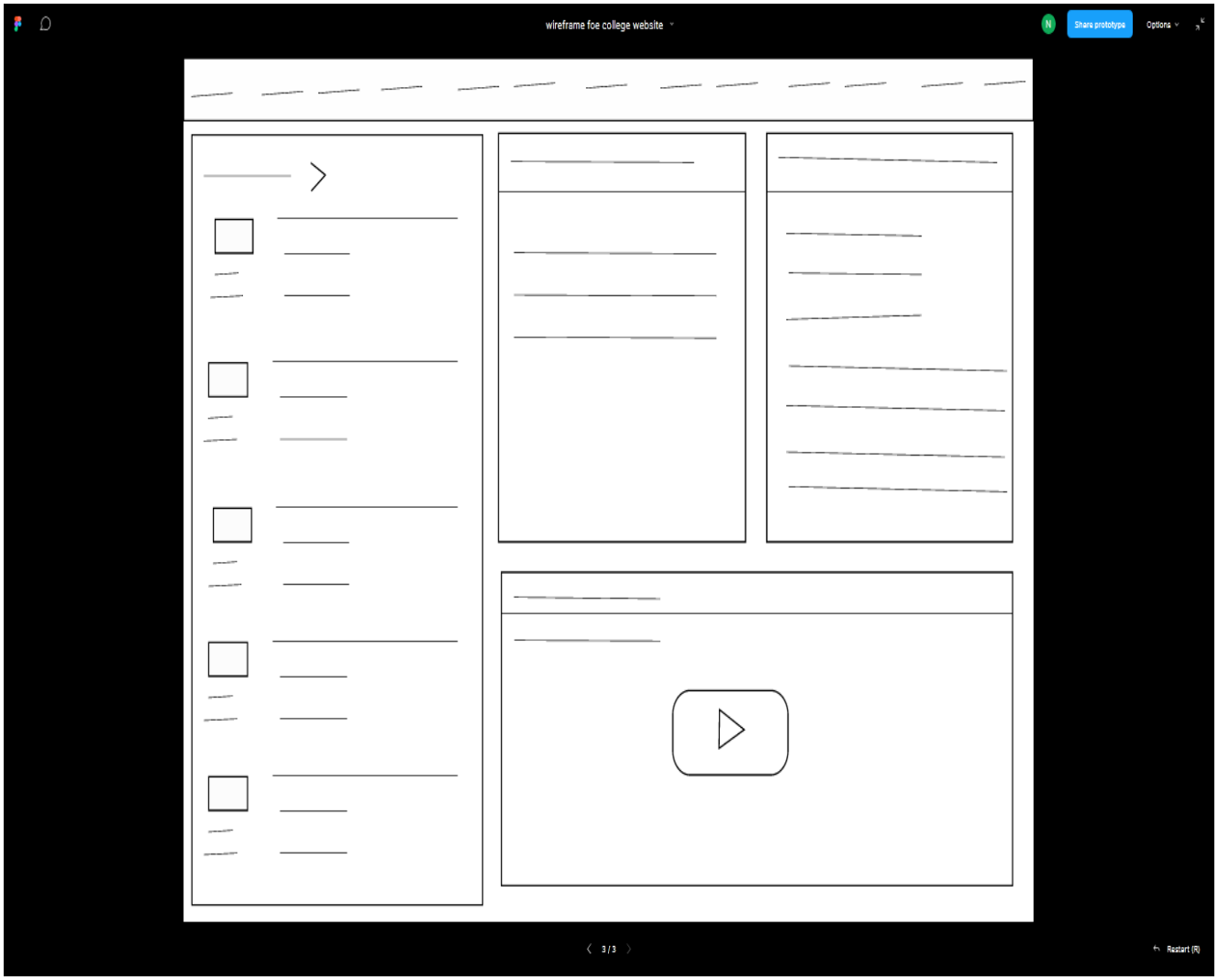
Wireframe 1



Wireframe 2


wireframe foe college website
Share prototype
Options
2 / 3
Restart (R)

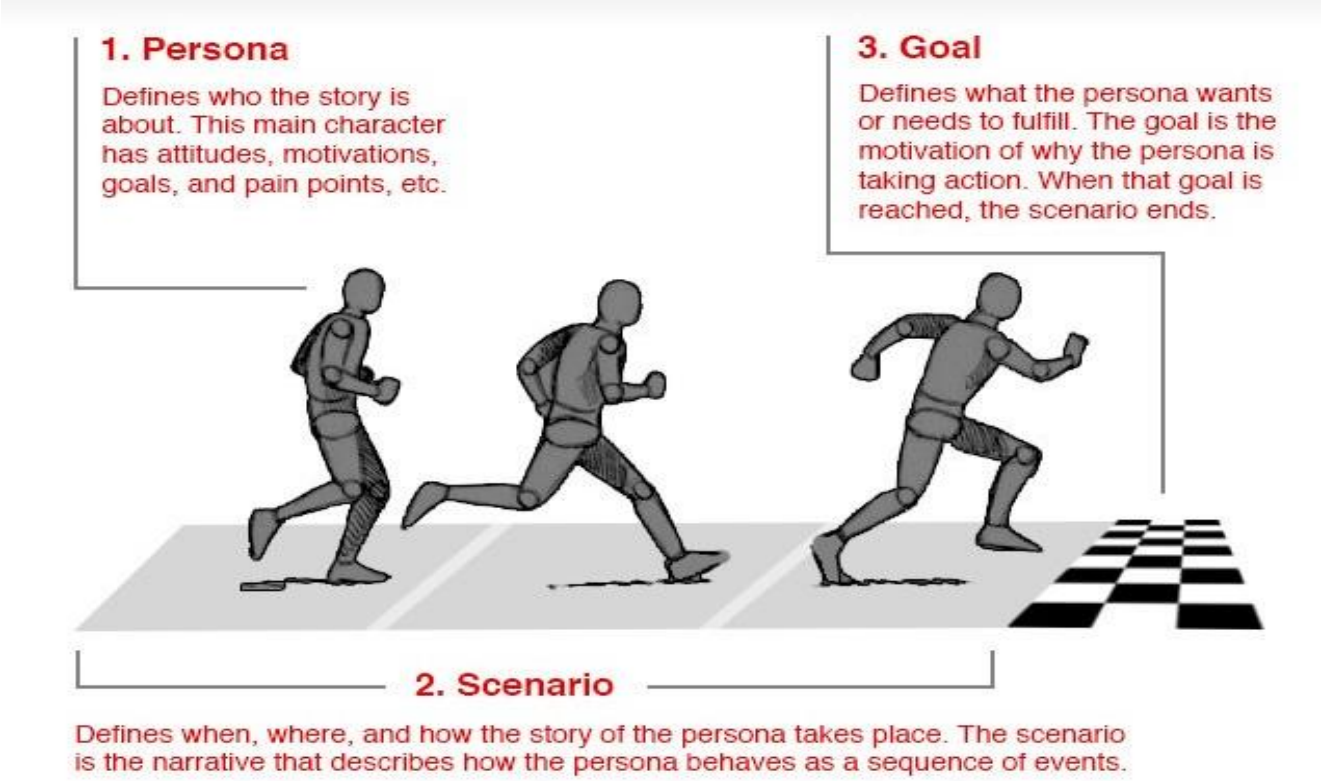
Wireframe 3


wireframe foe college website
Share prototype
Options
3 / 3
Restart (R)

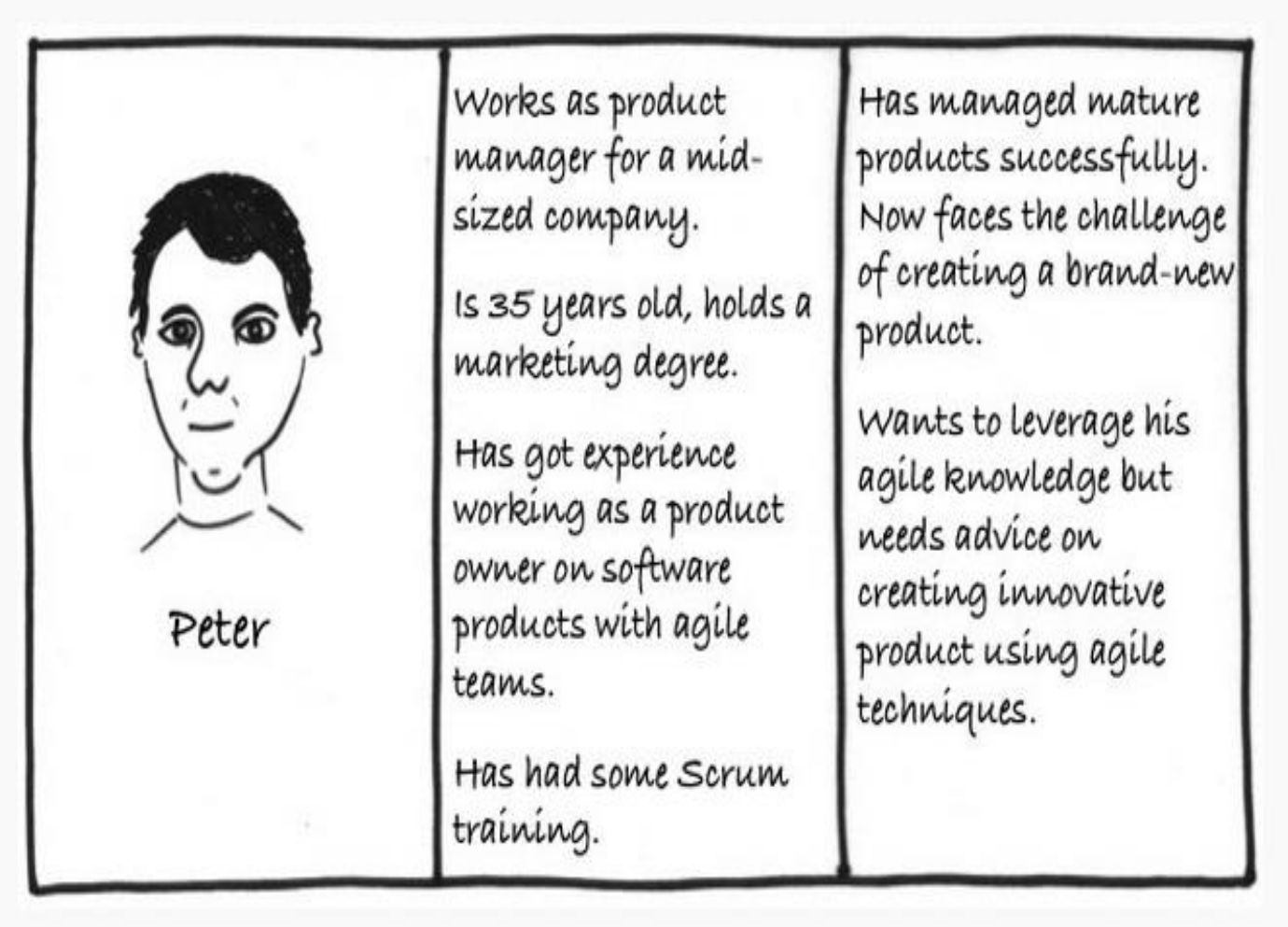
User Persona:

Personas are fictional characters, which you create based upon your research in order to represent the different user types that might use your service, product, site, or brand in a similar way. Creating personas will help you to understand your users' needs, experiences, behaviours and goals. Creating personas can help you step out of yourself. It can help you to recognise that different people have different needs and expectations, and it can also help you to identify with the user you're designing for. Personas make the design task at hand less complex, they guide your ideation processes, and they can help you to achieve the goal of creating a good user experience for your target user group.

As opposed to designing products, services, and solutions based upon the preferences of the design team, it has become standard practice within many human centred design disciplines to collate research and personify certain trends and patterns in the data as personas. Hence, personas do not describe real people, but you compose your personas based on real data collected from multiple individuals. Personas add the human touch to what would largely remain cold facts in your research. When you create persona profiles of typical or atypical (extreme) users, it will help you to understand patterns in your research, which synthesises the types of people you seek to design for. Personas are also known as model characters or composite characters.



Personas provide meaningful archetypes which you can use to assess your design development against. Constructing personas will help you ask the right questions and answer those questions in line with the users you are designing for. For example, “How would Peter, Joe, and Jessica experience, react, and behave in relation to feature X or change Y within the given context?” and “What do Peter, Joe, and Jessica think, feel, do and say?” and “What are their underlying needs we are trying to fulfill?”



Patient Persona

PICTURE & NAME	DETAILS	GOALS
 Name: Priya Rai	Age: 7 years old Disease: Type 1 Diabetes Occupation: 2nd Standard Student Address: Andheri ,Mumbai	Priya wants to get healed from her diabetes so that she can continue her school once again and make new friends and succeed in life. Priya wants to use this app so that shean improve her health and once again start enjoying life.

Parent Persona

PICTURE & NAME	DETAILS	GOALS
 Fathers Name: Sonu Bhat	Age: 40 years old Occupation: Working Address: Bandra ,Mumbai	Sonu wants his daughterto get healed from her diabetes so that she can continue her school once again and make new friends and succeed in life. Sonu wants to use this app so that he can improve his daughters health and once again start enjoying life. Sonu wants to use this app to see for different ways how he can make improvement in his daughter life and help her to get healthy again. Sonu seek for different methods how he can make his daughter healthier as each day passes.

PICTURE & NAME	DETAILS	GOALS
 Name:Dr.Raj Kumar	Age: 45 years old Occupation: Endocrinologists Address: Dadar,Mumbai	Dr. Raj wants to use this app so that he can improve his patient's health status. Dr.Raj wants to see that his patient can once again enjoy life and continue his school life. Dr.Raj main purpose of using this app is to see of different ways he can help his patient except from his professional experience. Dr.Raj wants to suggest his patient different healthy food and exercises which will help his patient to stay fit and healthy.

Doctors Persona

Storyboard:

Storyboard is a sequence of visual “frames” illustrating the interplay between a user and an envisioned system. Storyboards bring the design to life in graphical “clips,” freeze-frame sketches of stories of how people will work with the system.

This narrative description can come in many forms and at different levels. Storyboards for representing interaction sequence designs are like visual scenario sketches, envisioned interaction design solutions.

A storyboard might be thought of as a “comic-book” style illustration of a scenario, with actors, screens, interaction, and dialogue showing sequences of flow from frame to frame.

Create your own at Storyboard That

Usability Testing

Evaluation based on Usability heuristics (Nielson) (Add your opinion for each of the following point)

1**. Visibility of system status**-always keeps users informed about what is going on, through providing appropriate feedback within reasonable time.

2. **Match between system and the real world**-speak the users' language, using words, phrases and concepts familiar to the user, rather than system-oriented terms.

3**. User control and freedom**-provide ways of allowing users to easily escape from places they unexpectedly find themselves, by using clearly marked 'emergency exits'

4. **Consistency and standards**-avoid making users wonder whether different words, situations, or actions mean the same thing

5. **Help users recognize, diagnose, and recover from errors**-use plain language to describe the nature of the problem and suggest a way of solving it

6**. Error prevention**-where possible prevent errors occurring in the first place

7. **Recognition rather than recall**-make objects, actions, and options visible

8. **Flexibility and efficiency of use**-provide accelerators that are invisible to novice users, but allow more experienced users to carry out tasks more quickly

9. **Aesthetic and minimalist design**-avoid using information that is

irrelevant or rarely needed.

10. **Help and documentation**-provide information that can be easily searched and provides help in a set of concrete steps that can easily be followed.