# **MENTORUP**

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:≣ Tags	

# MENTORUP

# **Project Overview**

### The Problem

Design a mentor request flow for a local school

### The Goal

Design a responsive website for Mentor Up that helps students of a school find mentors to guide them in their studies. .

### The Product

Find My Shop is an website to help students of a school find mentors to guide them in their studies.

### My Role

UX designer designing an app for Mentor Up from conception to delivery.

### Responsibilities

Conducting interviews, paper and digital wireframing, low and high-fidelity prototyping, conducting usability studies, accounting for accessibility, and iterating on designs

### **Project Duration**

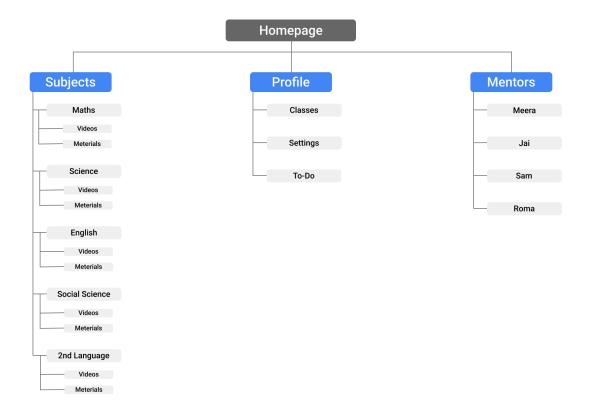
December 2021 to January 2022.

# **Understanding The User**

I conducted interviews and created empathy maps to understand the users I'm designing for and their needs. A primary user group identified through research were students between the ages 12-16.

# **Starting The Design**

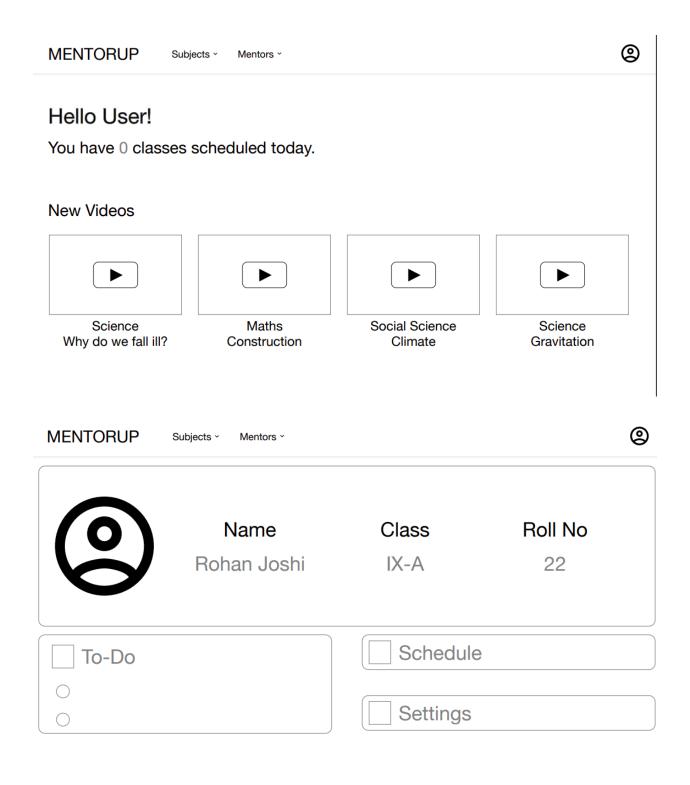
### **Sitemap**



# **Refining The Design**

# **Mockups**

**BEFORE** 

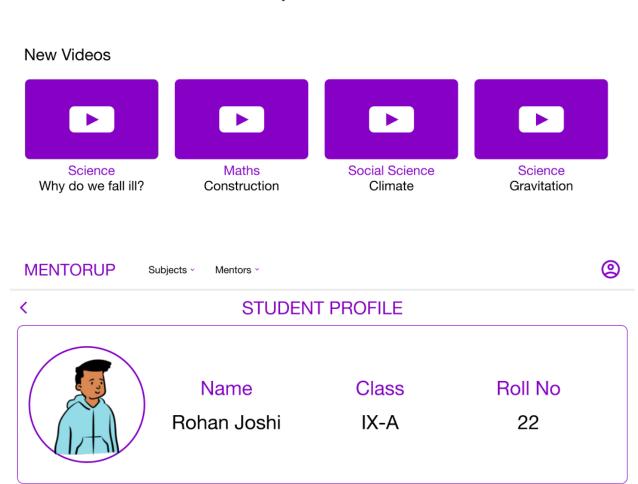


**AFTER** 



### Hello User!

You have 0 classes scheduled today.



Schedule

**袋** Settings

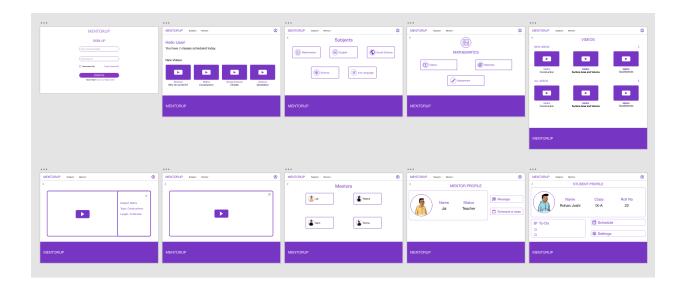
# **High-fidelity prototype**

View Mentor Ups's Prototype

**≡** To-Do

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# **Going forward**

## **Takeaways**

### **Impact**

The app highlights the fact that Mentor Up is truly interested in their needs.

### What I learned

While developing the Mentor app, I discovered that the initial concepts are only the beginning. Each design iteration was influenced by usability research and peer feedback.

# **Next Steps**

### 1. Testing

Conduct another round of usability testing to ensure that users' concerns about pain have been addressed appropriately.

#### 2. User research

Conduct additional user research to evaluate any additional areas of need.