

# Sixth Sense Mentor Lab

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SIXTH SENSE MENTOR LAB

## Project Overview

### The Problem

Many parents in the world don't have the time to mentor their children, They instead send them to some mentoring platform, which doesn't solve most of the problems.

### The Product

Sixth Sense Mentor Labs is an Bangalore-based organisation that helps parents to mentor their children while also connecting with their peers.

## The Goal

Design a service to help parents to mentor their children while also connecting with their peers.

## My Role

UX Designer leading app and responsive website design from conception to delivery

## Responsibilities

Conducting interviews, paper and digital wire-framing, low and high-fidelity prototyping, conducting usability studies, accounting for accessibility, iterating on designs, determining information architecture, and responsive design.

## Project Duration


July 2021 to February 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 was **'Dissatisfied parents who are concerned about their children's or students overall development and reveal the fullest potentials.'**

## Persona

## Persona : Aarav and Shriya



"We want our kid to have a successful career and a fulfilling life"

**Attributes**

Smart, Hard Working, Intelligent, Fun Loving, Optimistic, Active

Raj and Rita are parents of two kids of age 15 and 19. They live in Bangalore. They want their kids to be happy and successful, and but don't know how to develop creativity skills and break their bad habits. They also want to know how other parents do the same.

**Demography**

Age: 45 and 38  
Work: Senior Manager and Doctor  
Family: Married with two kids  
Location: Bangalore  
Character: Influencers

**Goals:**

1. Physically & Mentally Healthy and Happy Child.
2. Self driven and self discipline child.
3. Build network with other parents and share knowledge.

**Frustrations:**

1. Lack of right information in right time.
2. Don't know how to develop creativity skills.
3. Don't know how to break child bad habits and develop good habits efficiently.

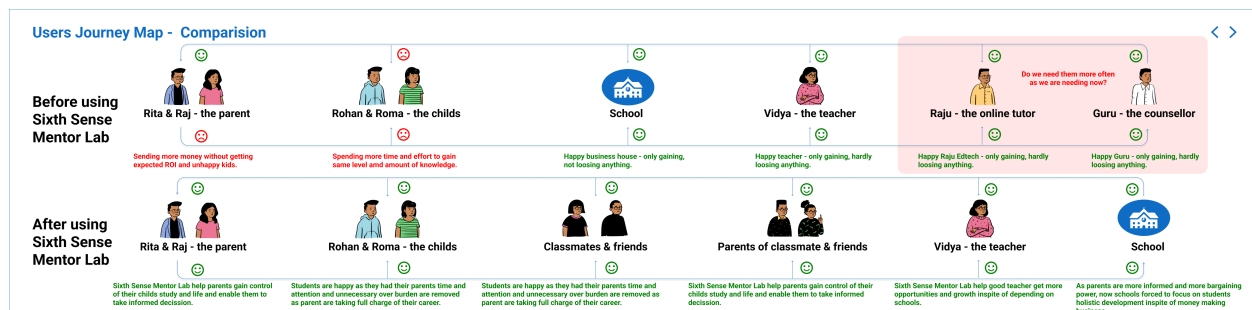
**Personality**

Introvert ————— Extrovert  
Thinking ————— Feeling  
Sensing ————— Intuition  
Judging ————— Perceiving

**Motivation**

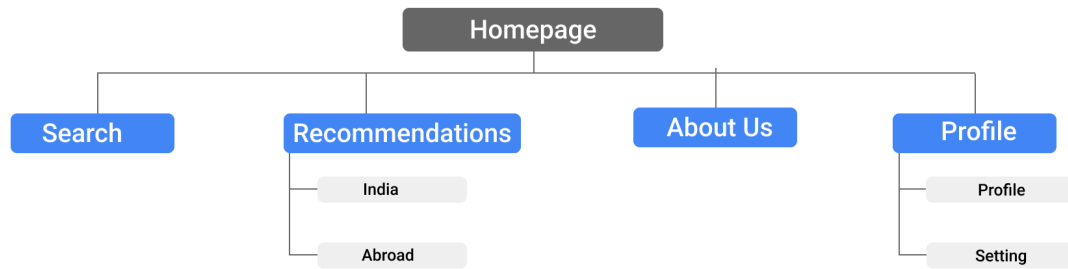
Incentive —————  
Fear —————  
Growth —————  
Power —————  
Social —————

## User Journey Map

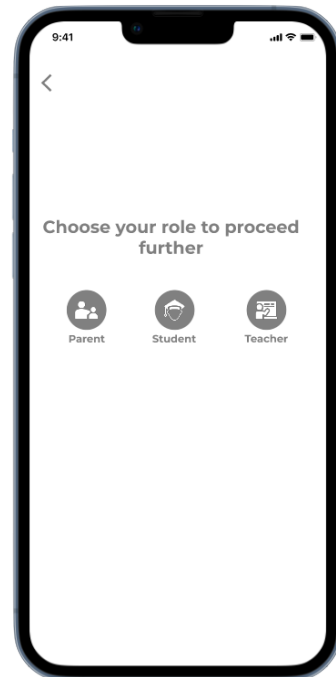
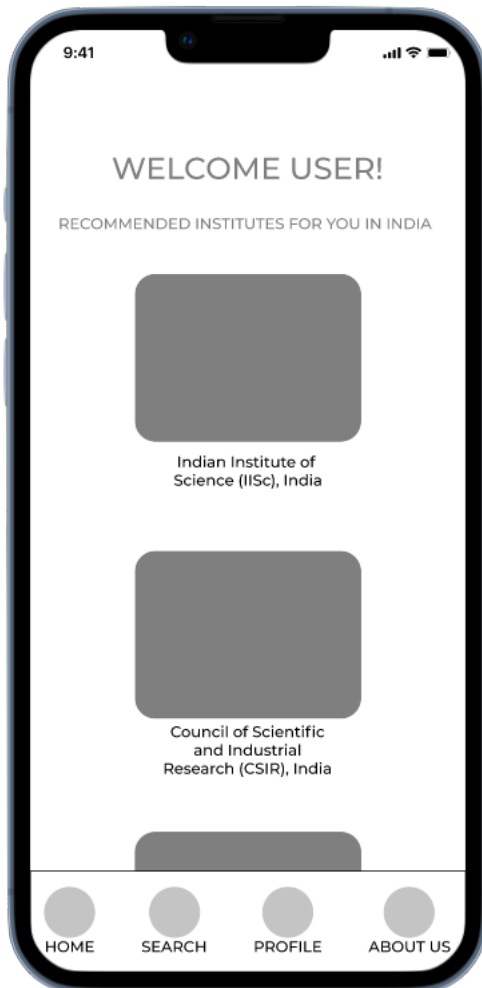


## Starting The Design

## Sitemap



## Digital Wireframes



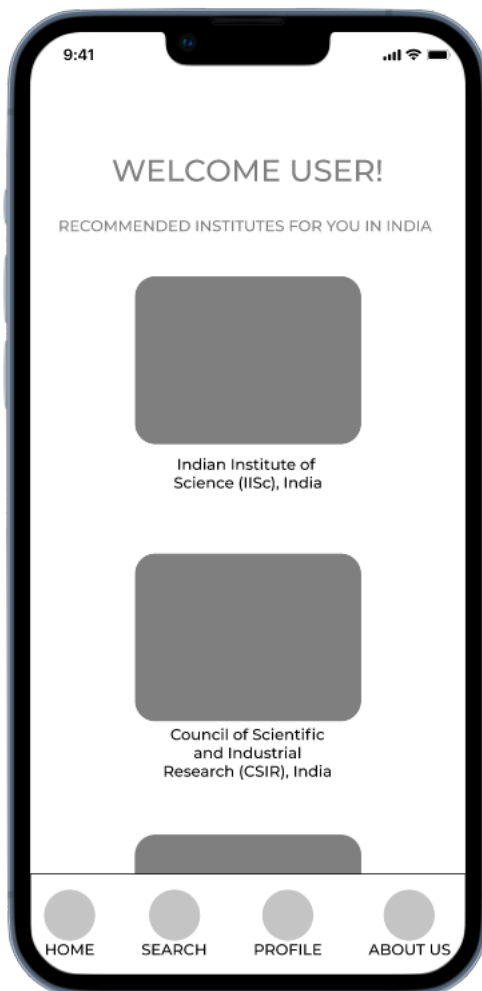
# Usability Study Findings

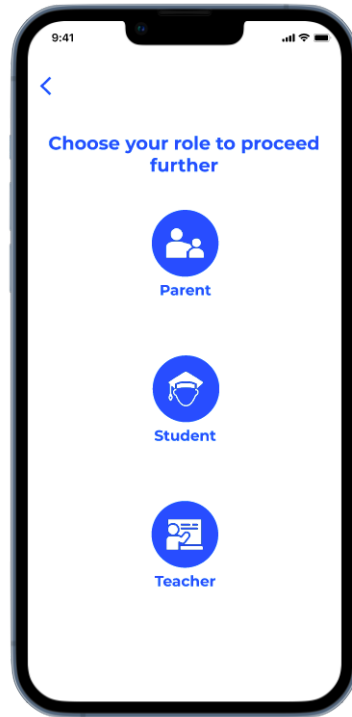
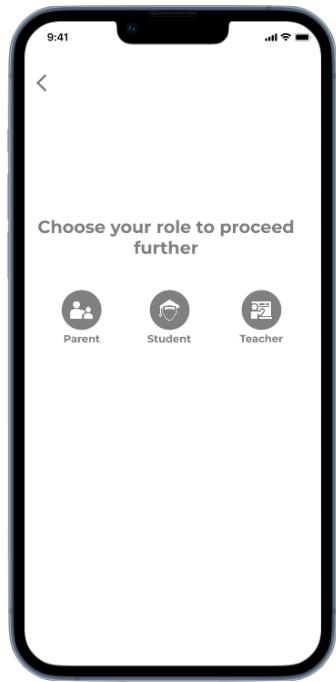
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| 1. Users need the role page easy to click | 1. Users need an easier to use menu tab | 1. Users need a clearer logging page |
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## Refining The Design

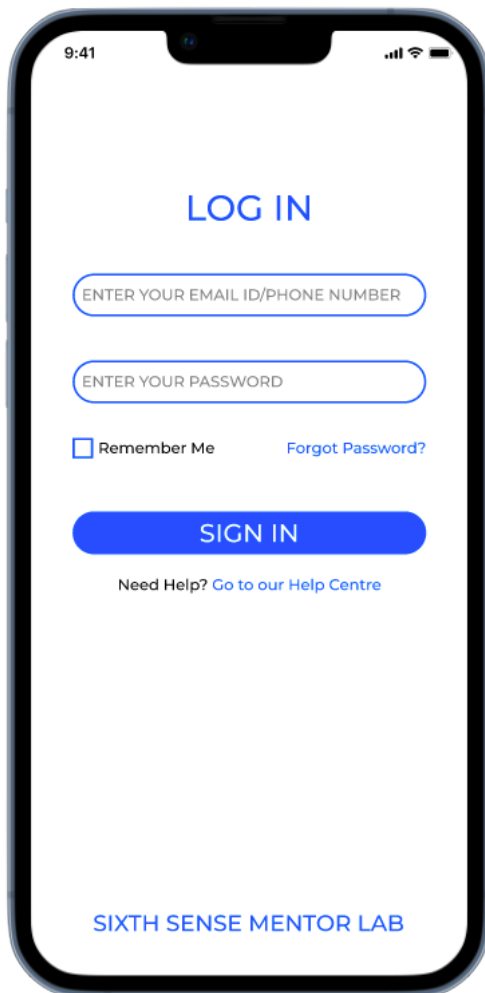
Before

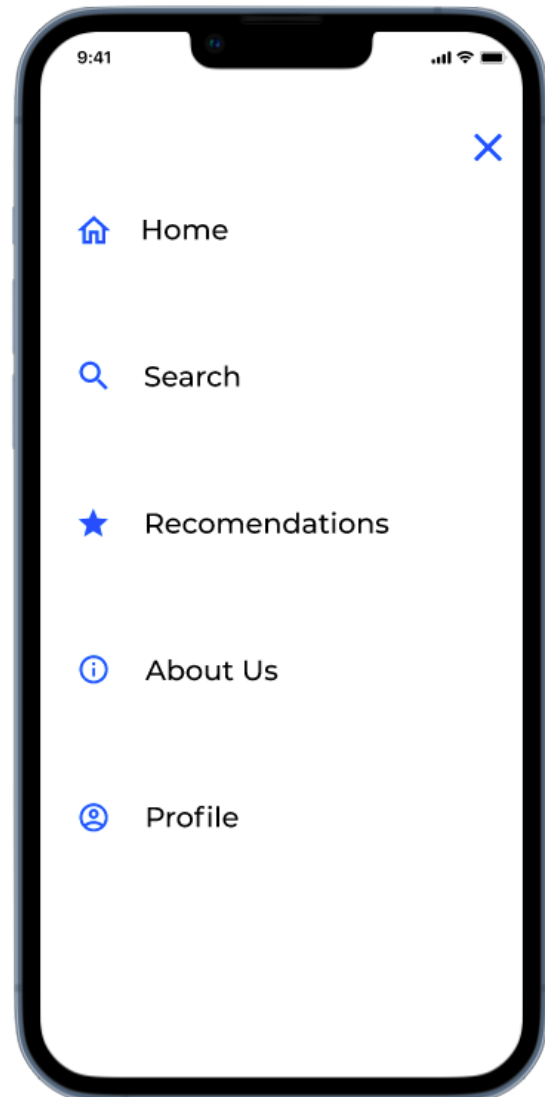
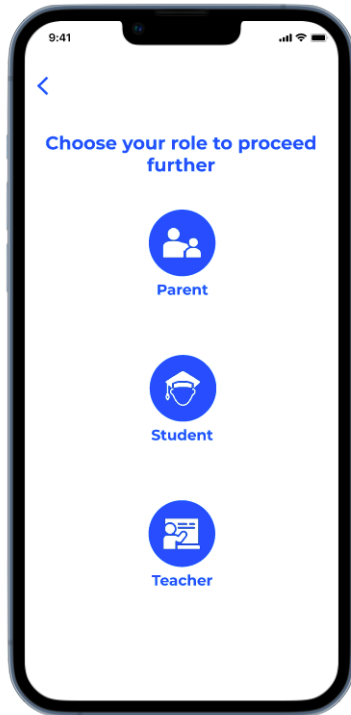
After





## Refined Designs

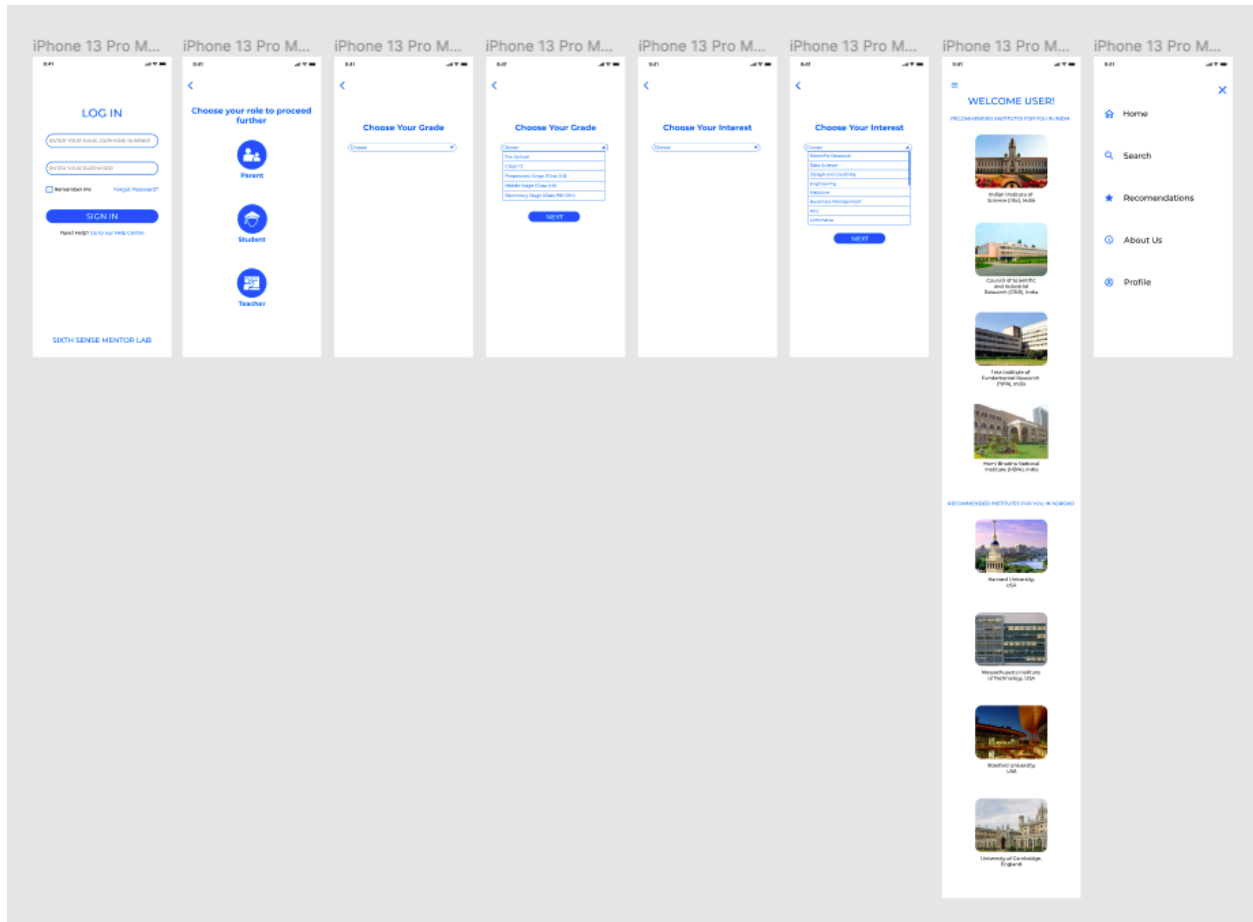




## High-fidelity prototype

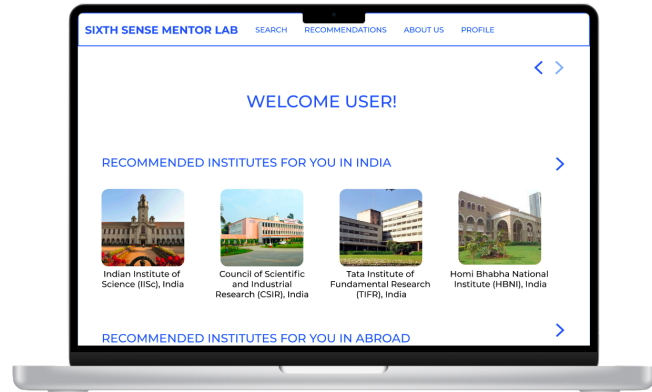
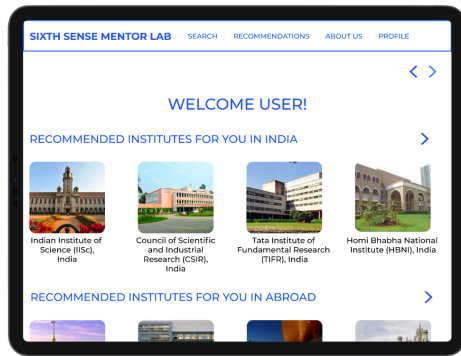
[View Food Mantra's Prototype.](#)





## Responsive Website

The designs for screen size variation included desktop and tablet. I optimised the designs to fit specific user needs of each device and screen size.



## Takeaways

### Impact

Users get the impression from the products that Sixth Sense Mentor Lab is genuinely concerned about their needs.

### What I learned

I discovered while working on Sixth Sense Mentor Lab that the initial concepts are only the beginning of the process. Usability testing and peer feedback influenced each iteration of the app's design.

## Next Steps

### 1. Testing

Conduct a second round of usability testing to ensure that the users' pain concerns have been addressed appropriately.

### 2. User research

Carry out additional user research to identify any new areas of need.