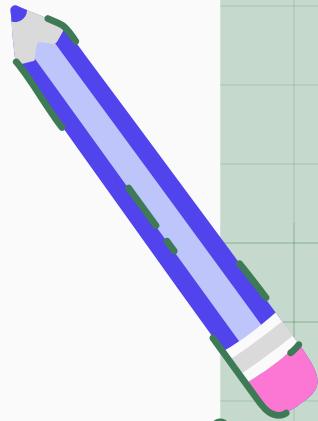
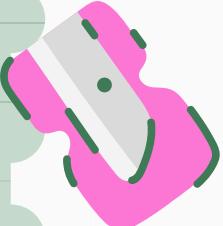
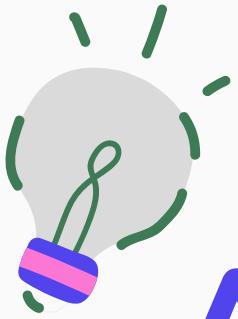


Assignment 6

Interactive Medium-Fi Prototype



The Gloo Crew



Matthew Mattei

Junior; Computer Science



Monica Hicks

Coterm; Computer Science



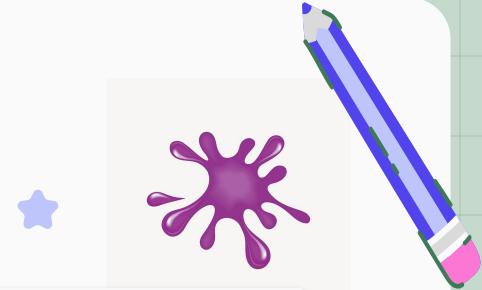
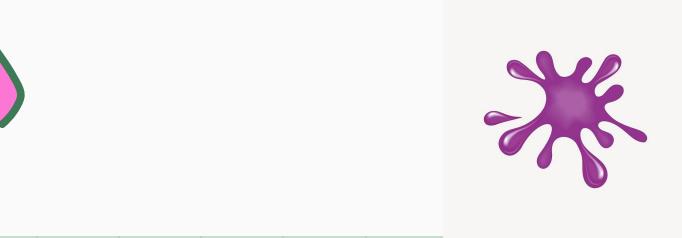
Alison Rogers

Coterm; Computer Science



**Justin
Blumencranz**

Senior; Symbolic Systems



Roadmap

- 1 Introduction
Values in Design
- 2 Tasks
- 3 Usability+

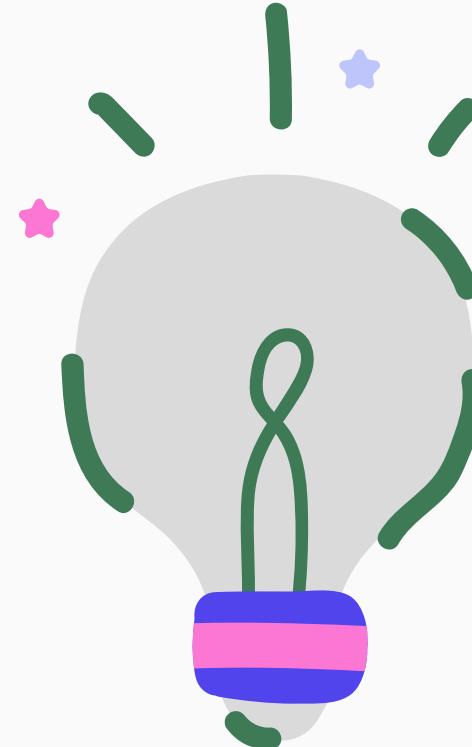
- 5 Revised Sketches
- 6 Med-fi Task Flows
- 7 Prototype
- 8 Appendix



1

Introduction

Value proposition, Problem/Solution



Value Proposition



**“Making student-teacher
connections that stick!”**



Problem

Especially in **larger schools**, students feel **daunted** by, and **disconnected** from, the college application process while **teachers have a hard time connecting with students** and being able to advocate for them.

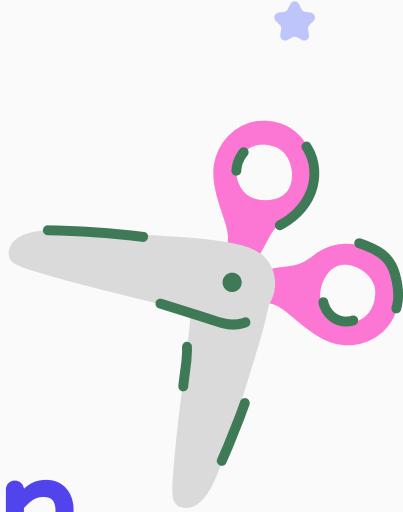
Solution

A platform for **high school students and teachers** who feel disconnected due to the large size of their school to **easily schedule times to meet** and connect with each other.

Gloo includes a **journaling interface** to help both students and teachers remember and **reflect on their interactions** for future reference and an AI algorithm based on interests and student journals to help create **personalized teacher recommendations for students.**

2

Values in Design



Gloo Core Design Values

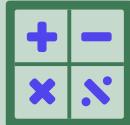


Navigable

Intuitive movement

Safe

Keep students from harm



Accessible

Built for inclusivity

Transparent

Use of AI is clear



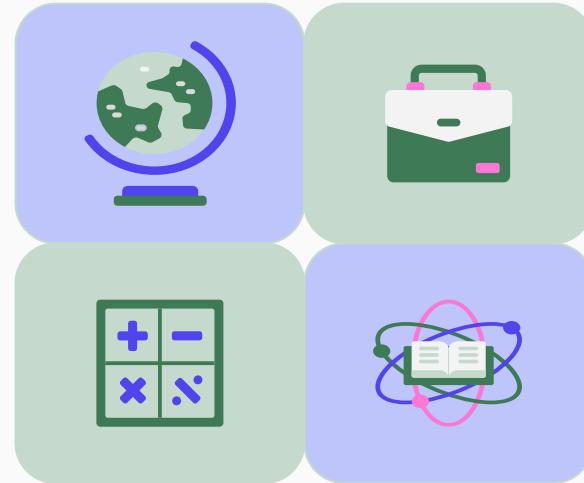
Features & Decisions

Navigable :

- Prioritizing clearly labeled icons over potentially more aesthetic options.
- Offering back buttons on every page not accessible from the footer bar.
- Only enabling users to go 2-3 pages in from any page accessible from footer.

Safe:

- Only allowing student-initiated connections to teachers.
- Do not offer peer-to-peer viewing vectors to ensure student privacy.
- Only allowing students and teachers associated with their own schools to make accounts.



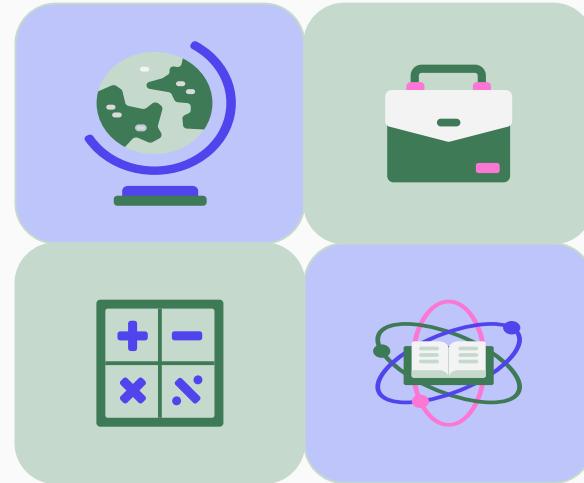
Features & Decisions

Accessible :

- Offer a variety of input formats (click-to-add for interests and voice-to-text for journal entries).
- Changed color scheme from blue/green to red/brown to ensure viewability for lower-vision users.

Transparent :

- Offering explanations of features that incorporate AI or make use of implicitly gained information (ex. Recommending teachers based on recent journal entries).
- Utilizing color, icons, and Gestalt principles to make AI features/app sections readily recognizable

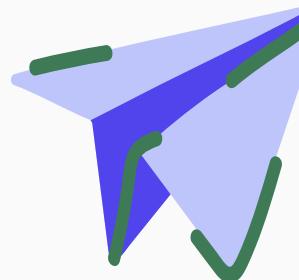


Potential Tensions

- Only allowing student-initiated connections may lead to tension for teachers who wish to proactively seek students to connect with. While we understand the motivation behind this tension, we haven chosen to make the safety and privacy of students using our app one of our primary focuses.
- Clearly labeling AI features and use of data may lead to tension for teachers unfamiliar with AI or users highly conscious of how their information is used. However, transparency is something we are unwilling to compromise on. We plan to provide detailed privacy statements to enable even the most data-conscious users to have full confidence in Gloo.

3

Tasks



User Tasks



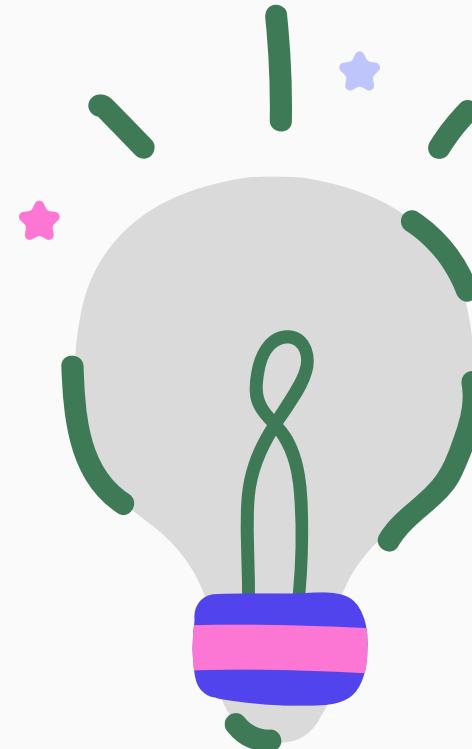
	Make a Profile	Create OHs	Journal	Find a Connection
Complexity	Simple	Complex	Moderate	Simple
Userbase	Teachers and students	Teachers	Teachers and students	Students
Changes?	<i>Brand new!</i>	Now on the calendar page instead of the home page	Removed teacher sorting for students and streamlined task flow	Top recommendations moved to the home page



4

Usability+

Usability goals and key measurements



Usability Goals

Navigable

We want to reduce misclicks by making the expected task flows clear to users.

Simple

We want to present an aesthetic, minimalist design.

Approachable

We want our designs to feel welcoming and our tasks to feel easily achievable.



Usability Goals - Rationale



Navigable

The task flows should feel intuitive and easy to navigate. Returning to the homepage or previous page should be a single-click action.



Simple

Our app should feel clean and focused with only the necessary info displayed. Content should be quick to find and easy to digest.



Approachable

Our app should feel friendly and welcoming. Users should be comfortable exploring the app regardless of prior technical ability.



Usability Goals - Key Metrics



Navigable

Key Metric 1: Users should be able to complete all tasks with < 10% misclicks.



Simple

Key Metric 2: Users should be able to complete simple task flows in < 45 sec.



Approachable

Key Metric 3: Users should spend < 10 sec deciding what to do next.



Progress Towards Usability Goals



Navigable

Removed the large '+' button and replaced it with a uniform tile containing the most common user task.

Added back buttons to every screen except confirmation screens.



Simple

Used a muted background and accent colors to draw the user's attention to the most important info.

Used large, simple icons to direct users through the task flow without cluttering the screen.



Approachable

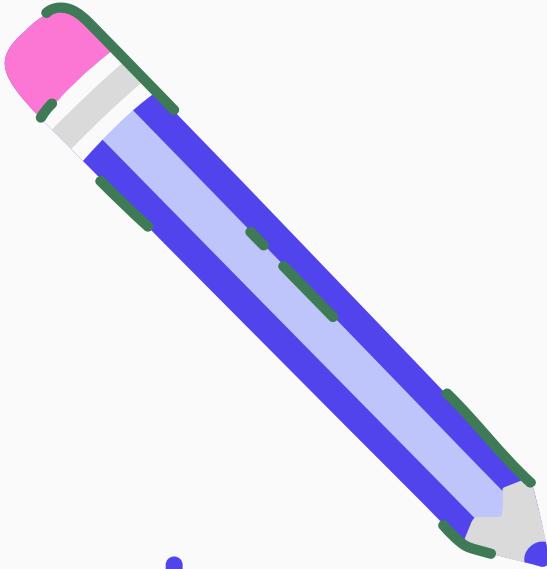
Selected inviting warm tones over our original plan of sterile cool tones.

Added instructional text to guide users through the task flow and minimize errors.

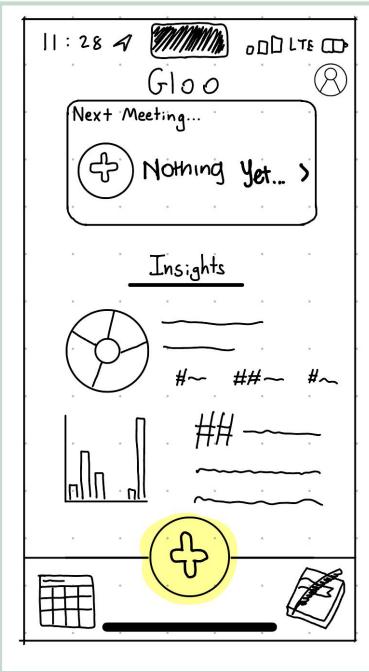


5

Revised Sketches



Major Change 1 - Improve Footer

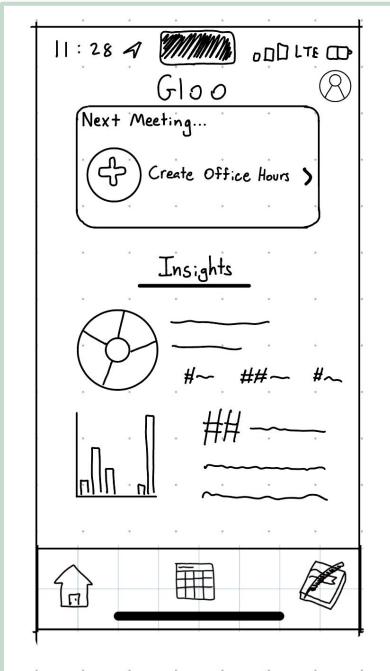


Before : Teachers and students had a large '+' in the footer of each screen.

User/Studio Feedback :

- Students didn't know what the plus button meant.
- Users weren't sure if the plus button represented different actions on different pages.
- Users look to the footer first when trying to decide what to do next (except for when they wish to go back).

Major Change 1 - Improve Footer



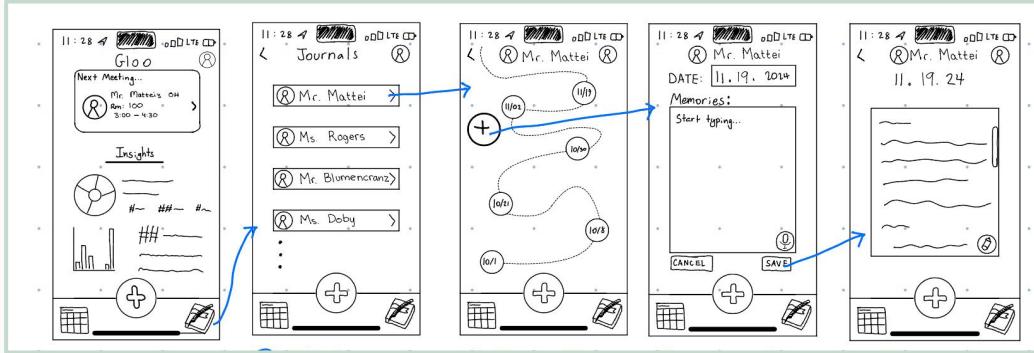
After: Teachers and students have a uniform footer outlining the most common actions. Users can return home or to the two most common tasks from any page.

Progress towards usability :

- Navigable: Users look for icons representing task actions.
- Simple: A uniform footer reduces cognitive load for users.
- Approachable: A consistent layout builds user comfort and confidence.



Major Change 2 - Record Notes

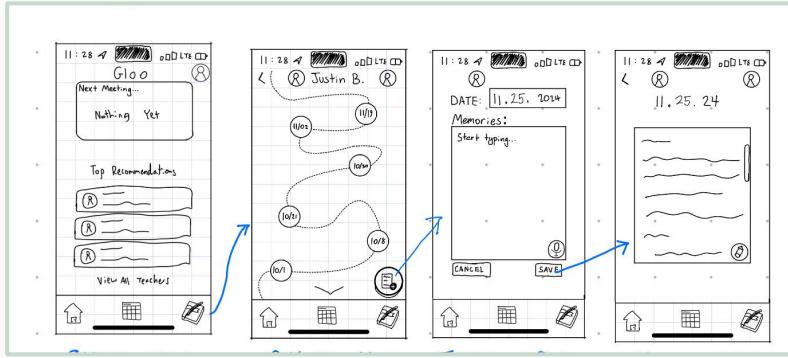


Before: Students navigate to their journal page, select a teacher, and creating a journal entry specific to that teacher.

User/Studio Feedback :

- Connecting it to a teacher feels assignment-like.
- Seeing a list of teachers after clicking the journal icon is unexpected.
- The similarity between picking a teacher for OH and picking a teacher to journal about was confusing.

Major Change 2 - Record Notes



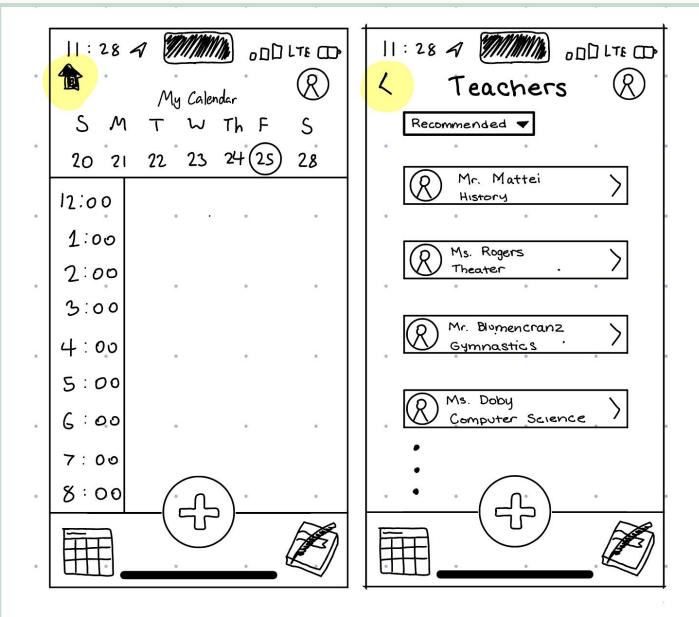
After: Students navigate to their journal page and create an entry linked to a specific date instead of a specific teacher. The “add entry” button is similar to commonly seen “new document” iconography.

Progress towards usability :

- Navigable: We listened to user feedback about liking navigation icons.
- Simple: Removing an unnecessary page cuts down overall task time.
- Approachable: Users aren't wasting time choosing between '+' buttons.



Major Change 3 - Improve Top Navigation Consistency

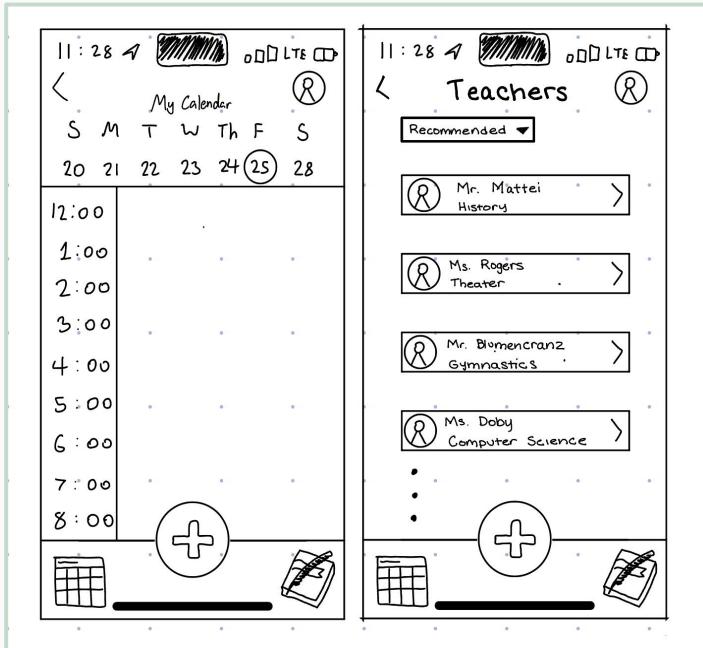


Before: Teachers and students had inconsistent top bar navigation depending on how far they were from the home page.

User/Studio Feedback :

- Replacing the back button with a home button when a user was more than one click from the homepage was unintuitive.
- When users looked for a back button and couldn't find it, decision making time increased. 

Major Change 3 - Improve Top Navigation Consistency



After: Users can navigate back from any page except a submission screen.

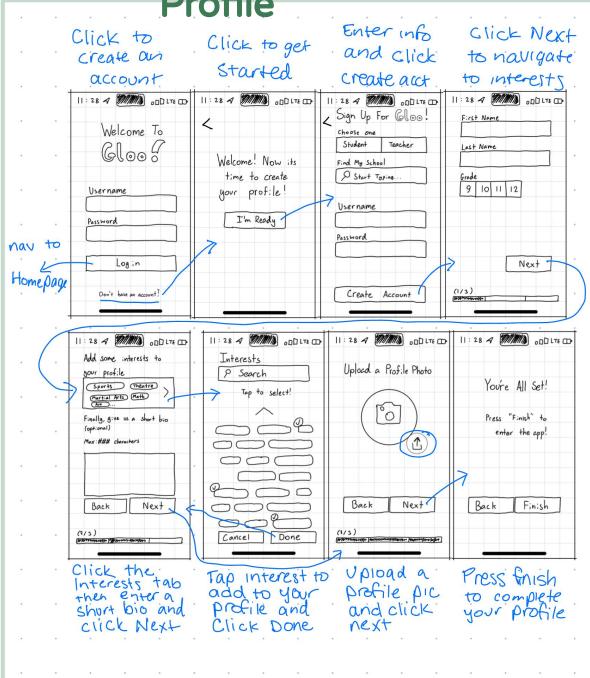
Progress towards usability :

- Navigable: Users can rely on the footer for all navigation except backing up a page.
- Simple: The top navigation doesn't switch between back and home.
- Approachable: A consistent layout builds user comfort and confidence.

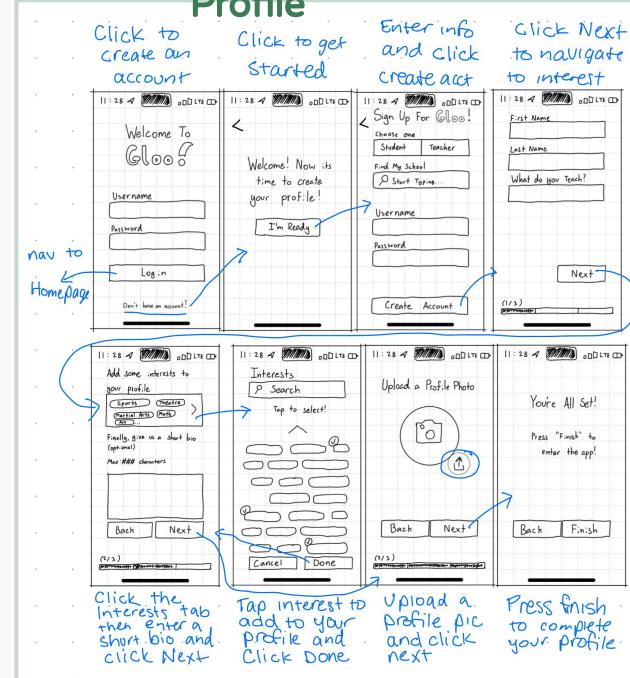


New Task - Make a Profile

Student Profile

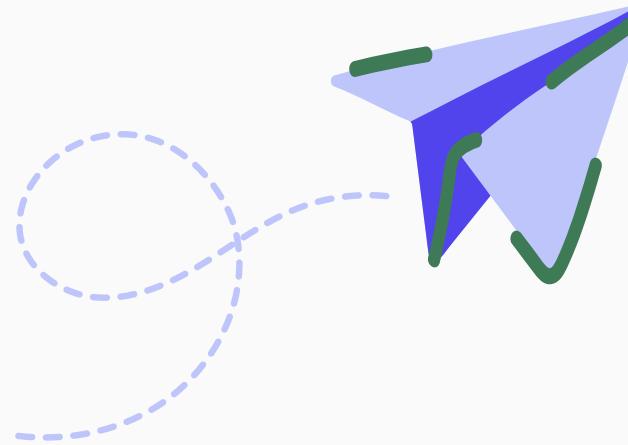


Teacher Profile



6

Med-Fi Task Flow



Teacher Profile Creation

Landing Page



Added landing page description + guidance on expected format of input fields. Made account creation link obvious.

Sign Up Page



Added call to action text to the header. Added text field guidance for email and made password optionally viewable for accessibility. An info button tells you password requirements.

Page 1 of Profile Creation



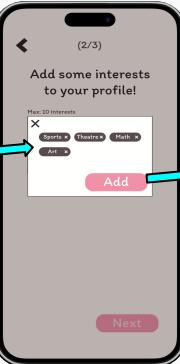
Added short task description to orient user on the page. Text guidance is in grey to minimize errors and lead users through the task flow efficiently.

Interests Page



A short description tells the user what to do, and a green icon indicates expected action. Input limits are made clear.

Interest Click-to-Select



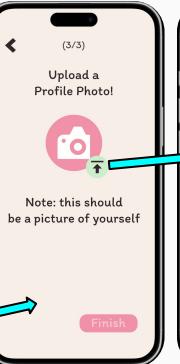
This click-to-add input style is accessible and expedites the expected duration of the task flow.

Bio/About Me Page



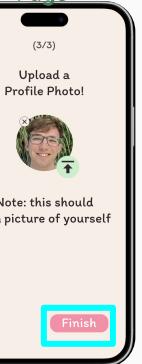
Interests show up with color variation to aid in differentiation. Adding a short bio is optional, quickly onboarding users.

Profile Picture Prompt Page



Clear instructions and limitations. Action item button highlighted in green to coach users through onboarding. Finish greyed out.

Profile Submission Page



Now that the profile is complete, users can click "Finish" to access the Gloo application. Finish greyed out.

Teacher Record Notes

The diagram illustrates a user flow through a mobile application interface, starting from the Home Page and ending at the Journey Page with a new entry.

Home Page: Shows the main dashboard with sections for "Next Meeting...", "Create Office Hours", "Insights" (Summary of Connections, 5 consecutive 8 hrs 4 days), and "Fancy AI Stats". A green callout box notes: "Color added to nav bar to orient users. Simple book icon leads user to the journaling landing page."

Journal Landing Page: Shows a list of users under "Journals" with a dropdown menu for "Recent". A green callout box notes: "The student journal page is default ordered by recent activity. There is no back button available to reduce redundancy with home button."

Journal Journey Page: Shows a timeline of entries for "Matthew Mattei" with dates 10-08, 10-21, 10-30, 11-02, and 11-19. A green callout box notes: "Action icon is highlighted in green, A small plus button indicates adding a new entry. Entries ordered chronologically."

Journal Entry: Shows a screen for entering a new journal entry with a date picker set to "11-25-2024" and a text input field labeled "Memories" with placeholder text "Tap here to type". A blue callout box notes: "Grey text guides the user. A pink microphone icon provides an accessible option to enter notes via voice-to-text."

Entry Submission: Shows the entry submission screen with a "Save" button and a pink microphone icon. A blue callout box notes: "The save button becomes clickable once text is entered to prevent users cluttering the journey page with empty entries."

Entry Confirmation: Shows a confirmation screen for the entry with a "Save" button and a pink microphone icon. A blue callout box notes: "Users can click to edit their entry or click to navigate to the journey page in correct chronological order."

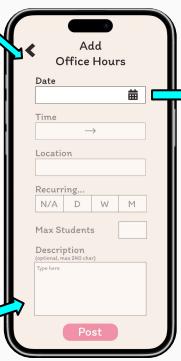
Journey Page with New Entry: Shows the final state of the timeline with the new entry for "11-25" added in chronological order. A green callout box notes: "The new journal entry appears on the journey page in correct chronological order."

Teacher Create + Share OH

Calendar Page



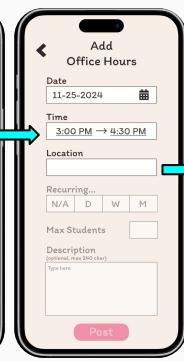
Add Date



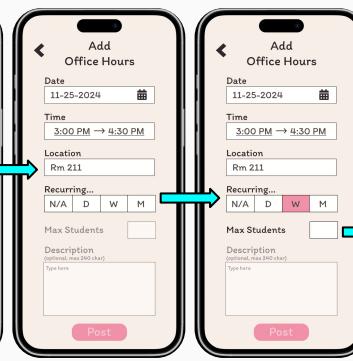
Add Time



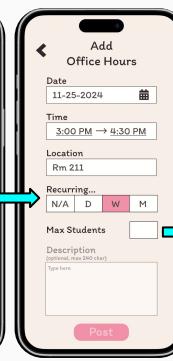
Add Location



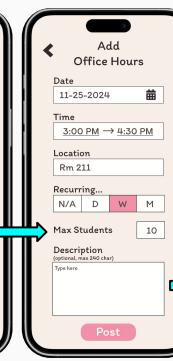
Set Recurrence



Set Capacity



Add Description



Submission Screen



Confirmation on Calendar



Home Page

User clicks calendar icon to pick the OH date.

Click to input start and end time.

Text entry for room location.

Tap-to-select recurrence relation.

Set OH capacity through text entry.

Add an optional short Office Hours description or post instantly

The only option at this stage is to post the office hours or return to the Calendar View.

Teachers will see their Office Hours populated to their calendar instantly upon submission.

Student Profile Creation

Landing Page



Sign Up Page



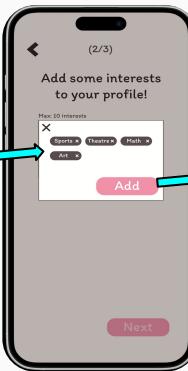
Page 1 of Profile Creation



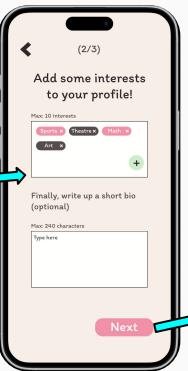
Interests Page



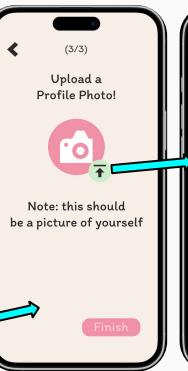
Interest Click-to-Select



Bio/About Me Page



Profile Picture Prompt Page



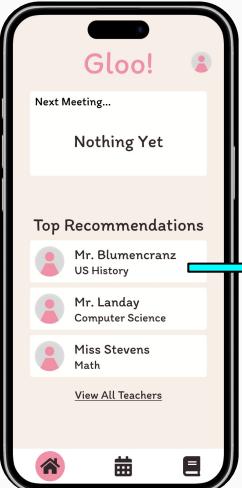
Profile Submission Page



Same as Teacher profile creation except for Subject Selection is replaced with Current Grade selection

Student Book OH

Home Page



Changed "View All Teachers" to make obviously clickable. Select widget to view Teacher Profile.

Teacher Profile



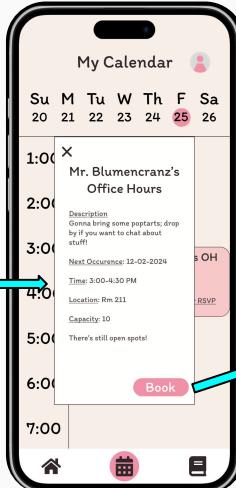
First look is Teacher picture + name. Second look is View Office Hours.

Calendar View



Tile is light pink with a dashed border to show OH are available but not yet booked.

OH Card View



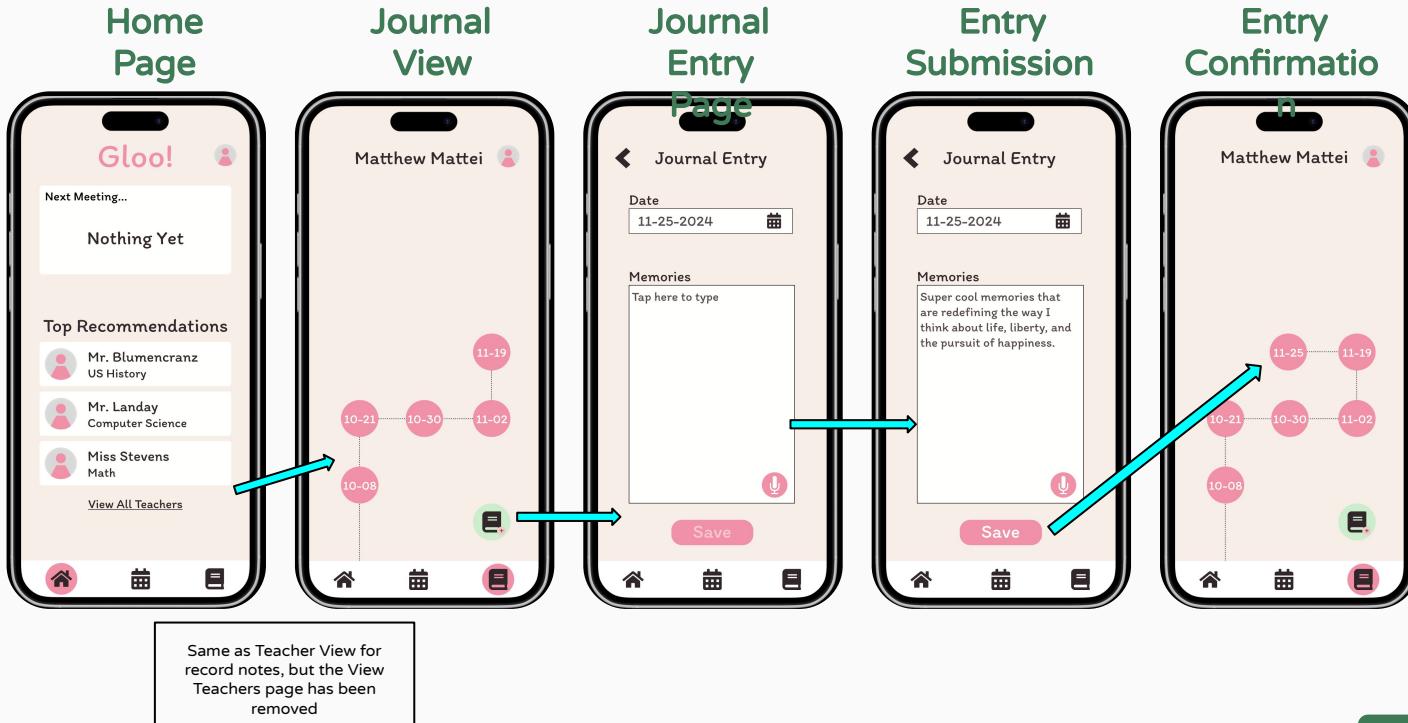
Pop-out card view shows all relevant information. Student can book or exit.

RSVP Confirmation



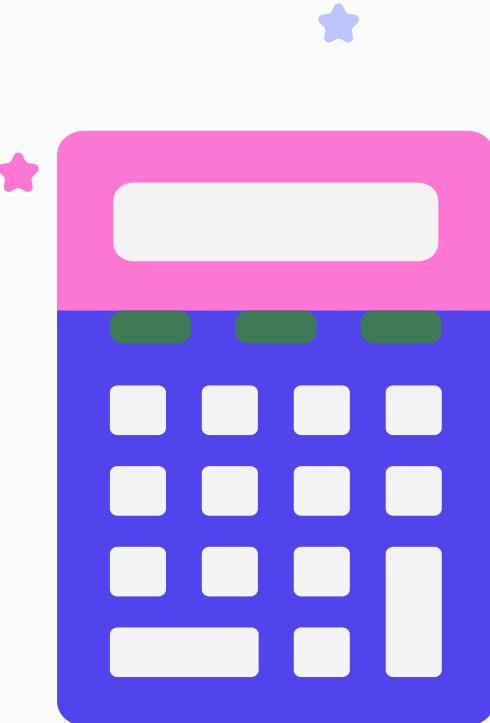
Tile now shows up in dark pink with a solid border.

Student Record Notes



7

Prototype Implementation



Prototype Implementation

Details from the README

Tools	Figma <i>Pros</i> - Low barrier to entry; minimalist and aesthetic (H8); fast time to create <i>Cons</i> - Less interactive than a true app; new skillset to learn prior to starting; UI abstracts some control over designing the app (such as navigation)
Limitations	<ol style="list-style-type: none">1. Profile creation is not persistent2. All “users” you find while navigating the app are not real users3. New data, such as for the profile and calendar, cannot be dynamically applied to their respective pages4. Text fields are not interactive <p>These limitations were tolerated for the med-fi prototype due to the toolset available to us in Figma, and users still experience a decent representation of the app appropriate for medium-fidelity without these features.</p>
Hard-Coded / Wizard of Oz Details	Wizard of Oz <i>Top Recommendations</i> Our med-fi prototype does not have real users, so the “Top Recommendations” on the Student Home Pages contain static user data and are not selected using any sort of algorithm at this stage. Hard Coded Items <i>Teacher Profiles and Office Hours</i> All teacher data and available office hours are hard-coded. Dynamic profile and calendar data are more feasible in a high-fi prototype implemented in code instead of Figma. Input Fields Figma does not natively support text input, so fields such as login credentials and profile information are hard-coded with pre-filled inputs.

8

Appendix



[Link to Prototype](#)