

Design Prototype Project

Group Members:

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Ortega, Ashrab Risal, Berenice Sanchez

1. Design and Usability Goals

Design Goal:

- Show our users the weight of a grade compared to another grade to give them an idea of what to focus on.
- Help students set academic goals and monitor progress towards achieving them.

Usability Goal:

- Reduce confusion about what a student's grade is for a class.
- Real-time updates
- Intuitive navigation
- Create a vibrant and colorful UI that is easy to read and understand for the average user.

2. Individually, develop a creative design concept that meets most of the design goals.

[Design Concept-Ashrab Risal](#)

[Design Concept-Jareth Ramirez Ortega](#)

[Design Concept-Berenice Sanchez](#)

[Design Concept- Maimouna Babou](#)

[Design Concept Tramuel](#)

3. Then the group will review all the different ideas from group members. You can choose your favorite to expand upon or combine two or more, into a final idea. Then the group should together complete a more detailed design of the app. This means designing the home screen and all the screens needed for the main features and meeting the design and usability goals. You will document your design in 3 ways:

a. Two or three detailed scenarios (1-2 paragraphs) OR storyboards that demonstrate the use of the app. The scenarios/storyboards are used to highlight how the app may be used and by whom, the context in which it is used, the use of individual features, and the outcomes of using the app. You may, but are not required to, use the personas from the design brief in your scenarios or storyboards.

Scenario 1: You are a student taking the course ITSC 2214 and are working on a coding project for the class. There is an exam coming up and on the same day, the project is due. You decide to use the grade tracker app and its feature of showing tasks that are deemed more important to your grade compared to others. You notice that the app is telling you that the exam will be more impactful on your grade than the project.

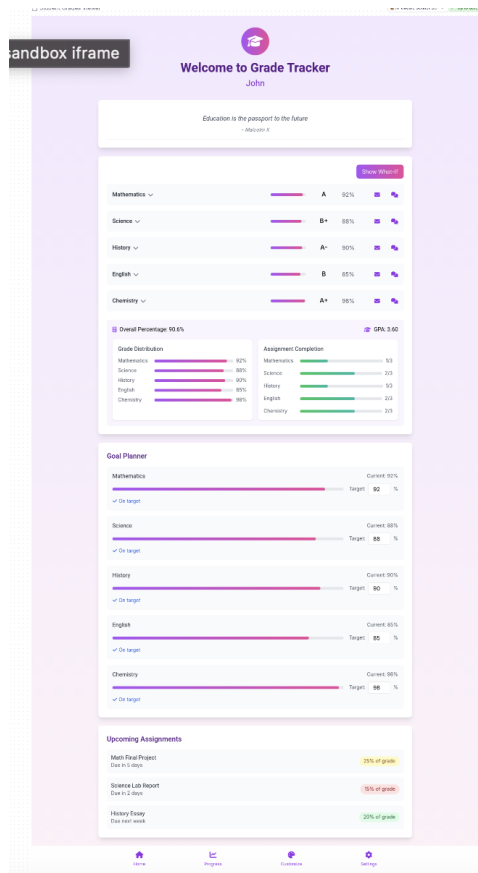
Scenario 2: Eva is a university student who feels overwhelmed trying to track her grades across various subjects, and a friend suggested that she download the “GradeTracker” and set up her courses, Eva entered her current grades, and the app sets some academic goals that she should try and reach and also monitors the progress she has made thus far. This helps her not feel overwhelmed about her grades across the various courses.

b. A video of a low-fidelity prototype. You can use whatever method you would like to create your low-fidelity prototype – paper prototyping, simulated interfaces (such as using PowerPoint), or wireframes. The prototype does not need to be interactive. Then you will create a video walking through the features and screens and how to accomplish different tasks in the interface.

[Grade Tracker Video](#)

c. A written description of the design. This should be a detailed document describing the new app. The document should report how each of the goals was met. The design goals are met with different features and screens. The usability goals are met by making decisions regarding how different interface elements or screens were designed and placed on the interface. In other words, the description should make clear why all the decisions were made. Every piece of your interface is a decision – to explain why you did all that you did. Include “screenshots” or images as needed.

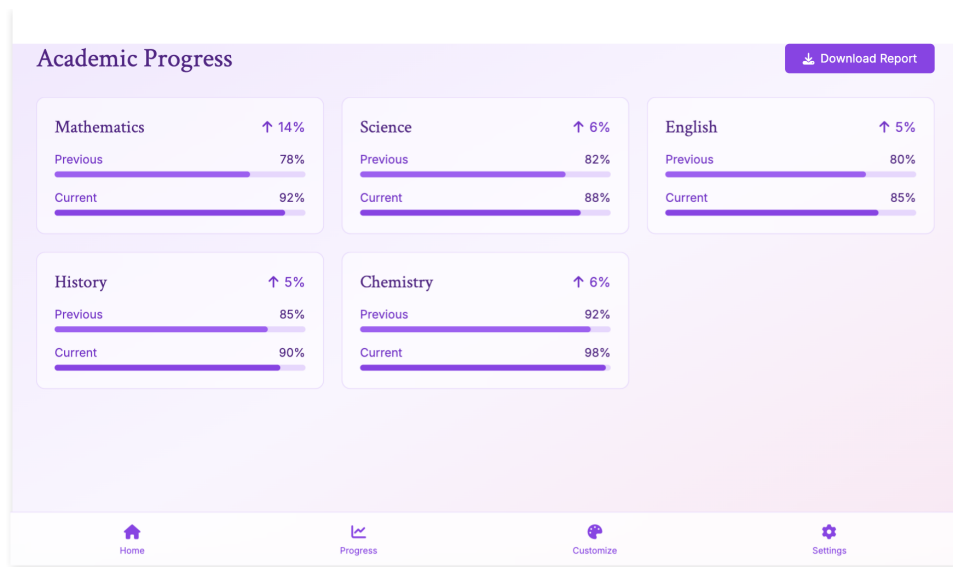
Our app the Grade Tracker is a mobile / web application that helps students see what grades will be more impactful to their GPA along with helping them set goals and monitor their progress in their classes.



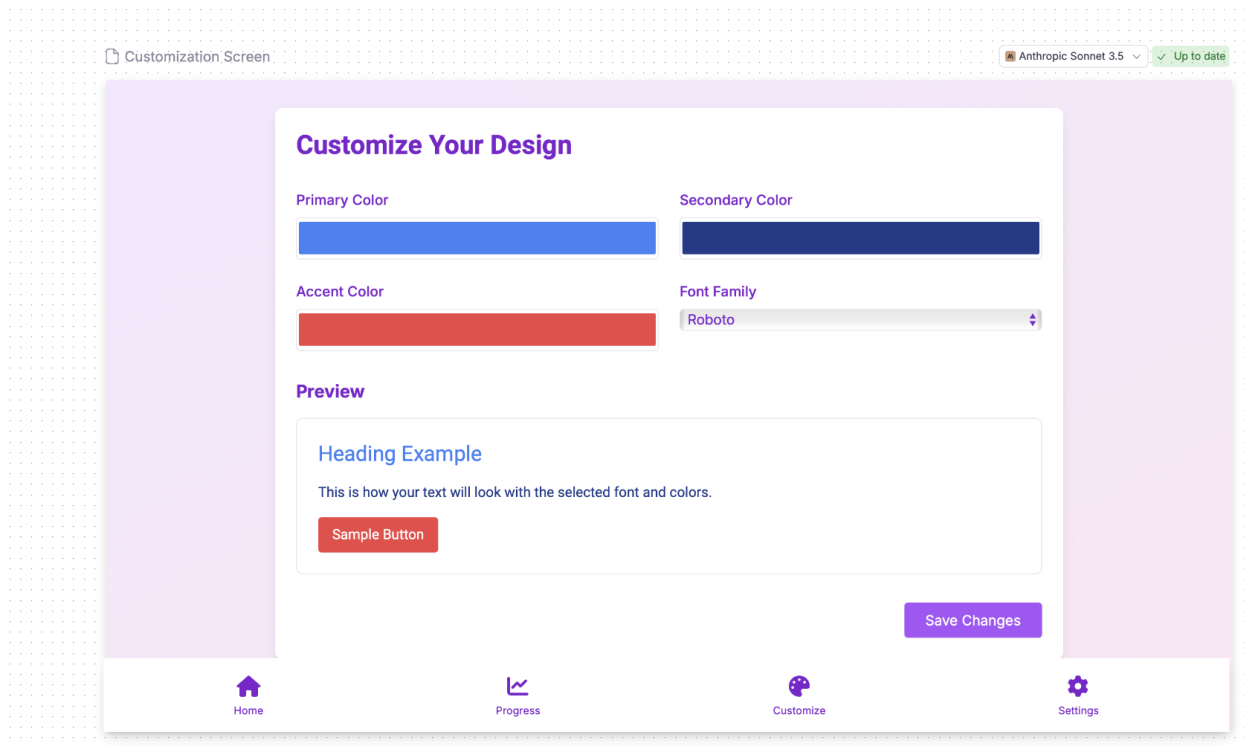
Here is the home screen and it displays a lot of information for the user to see such as grades in classes and their overall GPA for the year and also the goal planner as well as the upcoming assignments. We decided to make this page purple and vibrant since that fits with our usability goal of having a colorful UI. We also added a navigation bar to the bottom with easy-to-understand icons that go to different parts of the app.

The goal planner section and upcoming assignments section we added since those were our design goals. With the planner, you can plan ahead and see what you need to do to increase your grades. The upcoming assignments show the weight of each assignment so that you know which one you should focus on more compared to the other. We decided to make them different colors of importance so that the user doesn't get confused by the percentages which was also one of our usability goals.

Lastly, the app also gives real-time updates to your grades as well as it will update if something new was added in or if choose to mess around with the "What If" it will update your semester average and GPA as well for your classes.



The “Academic Progress” screen is designed to provide students with a clear and intuitive way to track their performance across their different courses. The primary goals are to help students set academic goals, monitor progress, and focus on areas that need improvement. The screen displays an overview of the student’s academic progress, including color-coded tiles for each subject that show their current and previous performance. Clicking on any tile will go into that subject’s previous grades, showing how you have that percentage and whether your performance is increasing or decreasing. The combination of visual and quantitative features ensures that this screen meets the diverse needs of students.



Here is our customization screen this is so that users can customize their app the way they want. We added this in because in the critique phase, someone recommended we add it in and we thought that it would help our users a lot since if they don't like the current UI then they can change it to what fits them best which is one of our usability goals as well.

Settings

Email Notifications

Grade Update Alerts

Student ID

Enter your student ID

Display Name

Enter your display name

Email Address

Enter your email

Devices

iPhone 13

New York

2 hours ago

MacBook Pro

New York

Active now

iPad Air

Boston

3 days ago

Contact Methods

+1 (234) 567-890

support@example.com

Live Chat

Save Changes

This is the setting screen and we added this in so that users are able to log in or change whatever device they are using as well as contact help if needed. We add this in to give our users more customization and also help in case they get confused with anything on the app and need some assistance with it. Also, the notifications will alert our users in realtime as well so that wherever a change is made to their grade they can see it quick.