Group 2

Elias Furst, Cecelia Henson, Tyler Christensen

<u>Contributions:</u>

As a group, tasks were completed with discussion together, determining a goal for the day, and then acting upon it. We decided to all work on Figma for our prototype and collectively created the frames and overall design of it. Cece worked on making the prototype clickable for the user and instructions that would show up after the launch pager was clicked. Elias helped document our design thinking as we were discussing what direction we wanted our prototype to go while reminding us of the sketching stage. Tyler put all our design thinking together by writing our group rational for this project. We all collaborated in creating the interview questions that we would each find someone to interview to receive feedback on our prototype of the MSOE mindset Buzzfeed Quiz.

<u>Conceptual Prototype</u>

Buzzfeed type Quiz to determine which side of the mindset the user is more ie servant leader or entrepreneurial
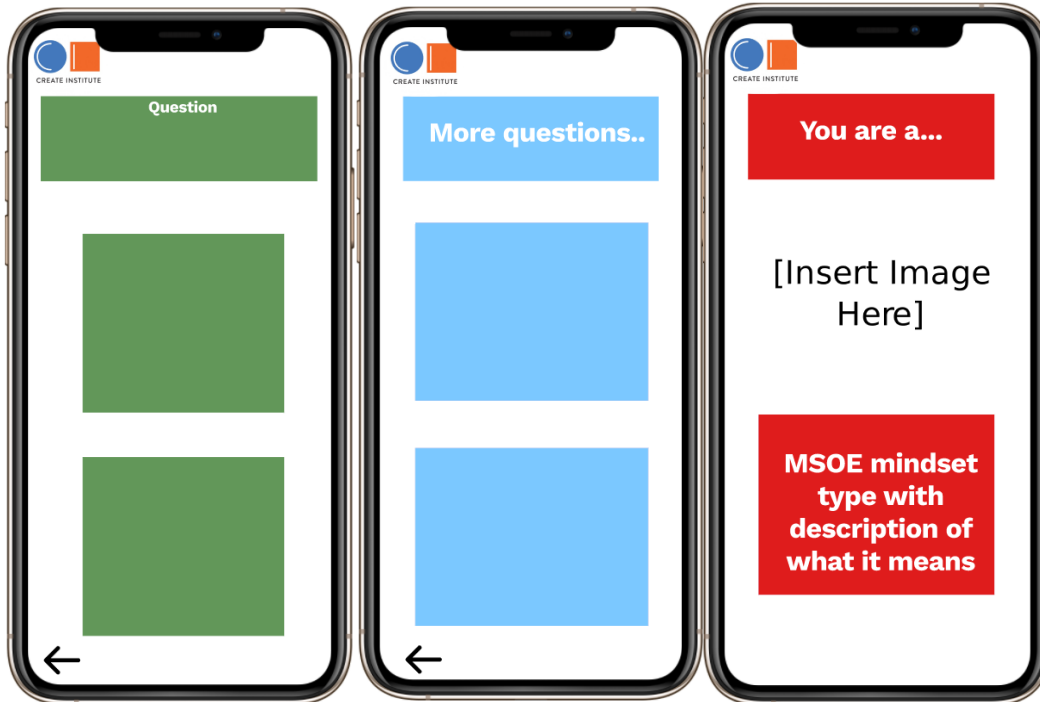
Instructions for Use

To use our "game", all that is required is to either have a laptop or a mobile device and access to the internet. From here, a link can be sent or found on the MSOE website to a quiz that will determine what side of the MSOE mindset you are on. The quiz is designed to be short so that only a few questions can be answered in rapid succession and the results will be displayed immediately with no email required.

Design Notes

Empathize

- We don't want students or prospective students to be burdened with a long quiz (>4-5 minutes)
    - Busy college students and we don't really have the time to do a questionnaire
- As MSOE students ourselves, we are trying to relate with the MSOE mindset
    - Whether it be learning for the first time, refreshing, or just to see what side of the Mindset a student has developed into

Define

- Our goal is to create a short, Buzzfeed-style quiz which will ask questions related to the MSOE mindset and use the answers to determine which parts of the MSOE mindset the user shows while trying to solve their needs and problems such as:
    - Length and duration of quiz
    - Feeling connected to the definitions of the different aspects of the MSOE mindset

Sketch

- We decided to use Figma as our design tool to generate a basic image of what taking the quiz would look like on a mobile device
- We experimented with laying out the answers and images, as well as trying out different images to use
- The Buzzfeed quizzes were used as a general reference of how their quizzes look appealing

Decide

- Since we found that we didn't disagree much on the game design, our sketch through prototype mostly blended into one step.

Prototype

- Our prototype is nearly the entire design of what taking the quiz would look like
  - We have different examples of questions, a homepage, instructions, and a results page
- To go further upon this, we would just need to refine, however we want to receive feedback from interviewers for any possible immediate changes to the design

Design Rational:

For our game project, we decided to continue with trying to develop a game that is close to the Buzzfeed quiz-type games. We chose this because we wanted to create something that can be played in less than five minutes, but still be informative to the students. We did not have too much to debate as a group as we found this would be fitting for what students want to learn and how much time they have. Since we are also MSOE students, we emphasized to them that there is not too much time in a day and we would want something short, but also a little fun. Regarding our prototyping, we found that the tool Figma would fit our needs for creating what we wanted to develop. From our initial feedback from last week's interview questions, we found that most of the interviewees would want the game to be something that can be done on a mobile device, so we used the available tools with Figma to develop a quick prototype of what it would look like on a mobile device, as seen above in the conceptual prototype section. Regarding the design, we wanted to go with something simple, nice to look at, easy to read, and still easy to understand. So, we created a homepage or introduction to an instructions page, and then to the questions so that the student only must worry about one question per page.

Interview Questions (each team member finds someone to interview):

Visuals

1. **Does the prototype we have look cluttered to you?**
   a. Not too much, no, the first image and the second image is a little hard to look at. Otherwise, it looks good.
   b. No
2. **Is the interface intuitive to navigate? Are any parts confusing?**
   a. Again, the first go button looks a little hard to find. The questions look easy to navigate and answer.
   b. I didn't know I had to press the play button so maybe you could add something to tell me to press that instead of pressing somewhere random on the screen.
3. **Is all the text readable?**
   a. Yes, everything looks easy to read and understand.
   b. Yes, I had no issue with it.

Content

1. **How was your understanding of the example question that was asked?**
   a. Clear in what it was asking, other than the typo, it was easy to understand.
   b. It was alright, I understood what the question was asking me, and it was a very Buzzfeed like question
2. **Did the example question have any effect on how you see the MSOE mindset?**
   a. Not too much, no, it started to give me an idea of what I was going to be answering.
   b. Sort of because while it is a starter question it kind of shows the two sides to the mindset, but I think there should be more clarity in the beginning maybe to tell the user what the goal in specifically
3. **Did you have a clear understanding of the different answer choices that were available?**
   a. Yes, they were clearly split between two categories.
   b. Yes, because there are big boxes with clear choices, and it is very intuitive

Bri feedback

- Move msoe to bottom corner have start button be the focus next to the find your mindset
- Remove the create institute from instruction page and place main blurb at the top and then the create institute after or even remove it at all

Based on feedback from the user, what would you change for the next sprint?

Based on the feedback we received from users there are a few things that we would like to change regarding our game and also for how we run our meetings. Somethings that we want to change for our game is decluttering it just a little on the home page and instructions page, like removing the create institute logo on one of the pages. As well as making it more clear of where to press go on the screen, or maybe making it so that all one has to do is click on the button. Lastly, in a future sprint we would want to go about the steps a little more clearly as we skipped some ideas of the sketching faze and instead almost went straight to prototyping.