DOCUMENTATION WORK

SPRINT DESIGN

CHILLING DESIGNGATORS
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MONDAY

Monday - mapping

At the beginning, the first step we did was discussed our long term goals , divided our ideas for optimistic and pessimistic. For example, the pessimistic were - hot having enough of time, discussed how could we fail, positive - interaction games. After we saw how many pessimistic ideas we had , we came up with the questions for the problems. For example - " how can we not have too much content?" " How can we divide it in the right way?" At the end of our discussion, we set up our long term goals - for people in Kea to monetize the knowledge by finding a job, project or internship. After that, we created a map where we put users - on the right side and goals on the left side and between that we made flow how costumers interact with our product. After that, we made research through conducting an interview with experts - students, teachers, and companies. - in this case, it was our teacher Kenny and a student from our program.
But before that, we created some questions related to our product (an app).
During the interview, the notes were takes for the answers.
After the interview, we came up with some questions on the notes which were called "HOW MIGHT WE" notes with reframing problems as opportunities in our product and put them on a whiteboard. For picking the most important ones, we used a democratic way of voting and picked the most important ones and picked the target group.
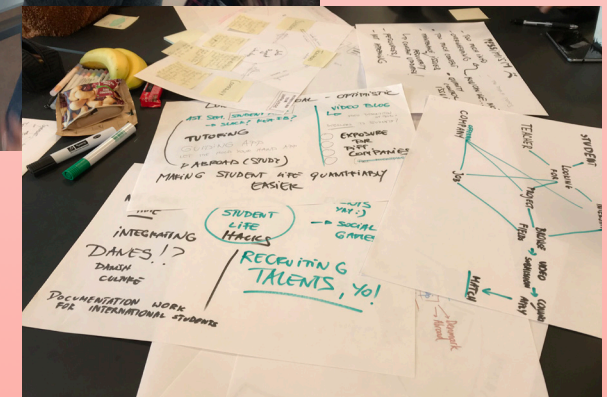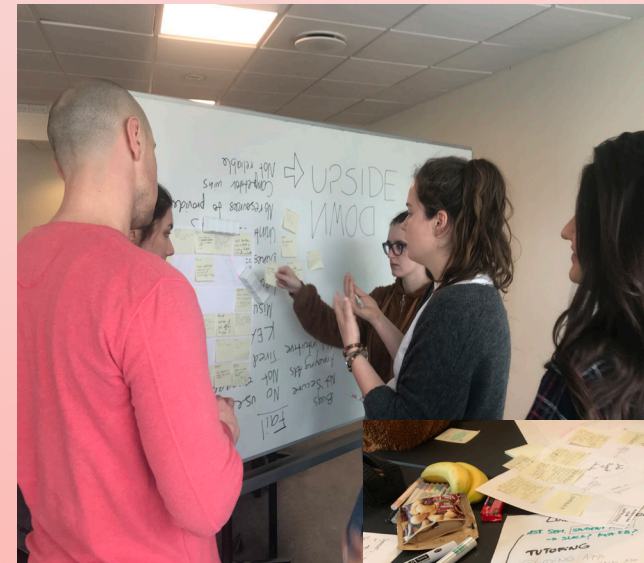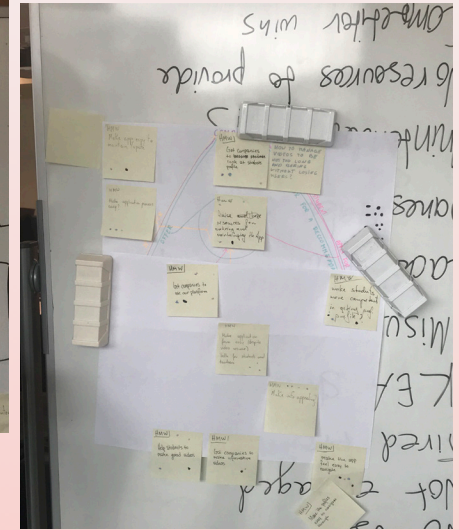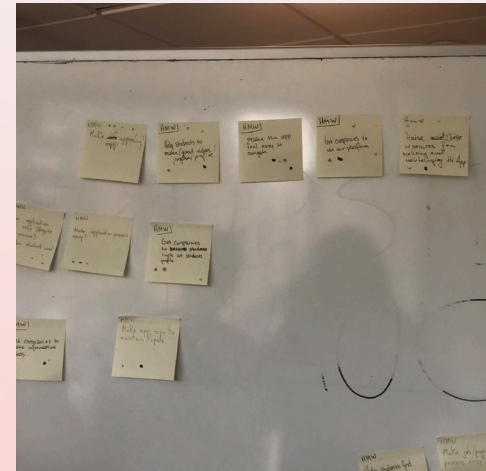
TUESDAY

On Tuesday our group was mainly reflecting on Mondays' work and evolving everything upfront. At first, individually, we took notes from Monday's user flow map in order for each of us to remember what we did and what was our long term goal. After that we privately wrote down ideas and picked the promising ones. Then, we sketched out our ideas and dedicate one minute per one sketch to pick the best ones for the group later. Then, sketched storyboard with the best ideas from the previous sketching in three steps. Then together with the group, we looked at each other's storyboards and voted for the best one. We had to decide the storyboard in order to be able to build the prototype later. We tied our best not to forget our long term goals since it's very easy to get lost around all the ideas.After the break we all stood up and started drawing a sketch for our prototype. We used the main ideas that were picked from everyone's storyboard and rew a prototype for Wednesdays' work.
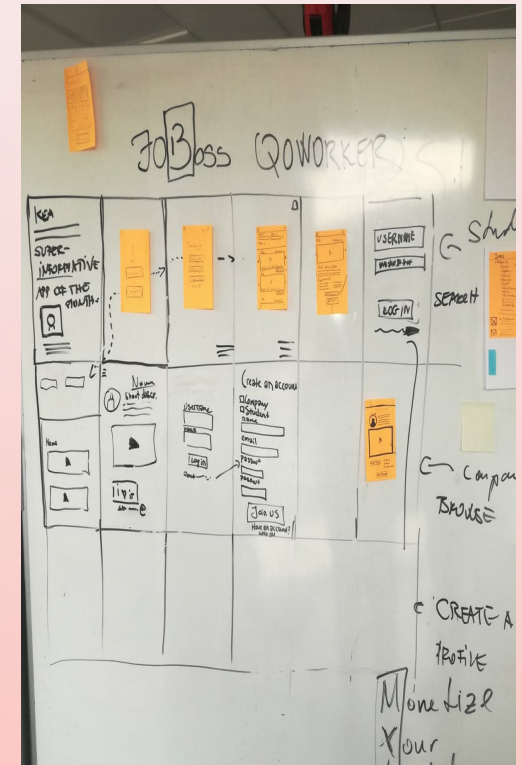
WEDNSDAY

Today we had a day without the teachers so the work-load was dependent on our planning. We started the day by finishing our prototype ideas and making everything complete in order to start an actual prototype on the XD. After we've planned out our prototype, we each divided ourselves into different small tasks to do, so for example - I was responsible for picking the copy and microcopy, Anna was responsible for beginning creating the beginning of XD, Stefan responsible for style tile and so on, but all of us helped each other with everything in order to have everyone's opinion to create the final idea. Then, on one computer we started working on our pro-totype all together making decisions on our prototype and testing different things that would work best for our app.
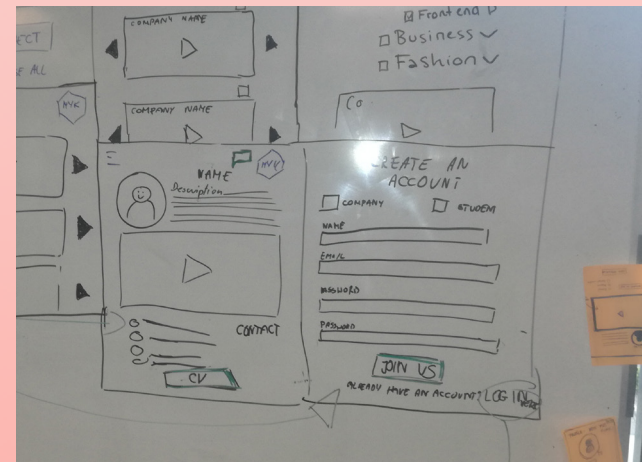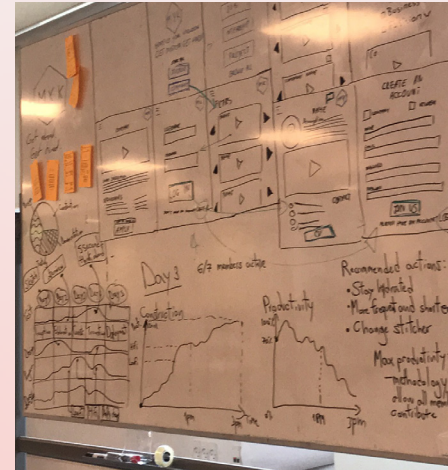
THURSDAY

Thursday
On Thursday, we mainly focused on improving our proto-
type and implementing little changes from Wednesday. After
applying small improvements, it was time to take a five-act
interview from people, to see how do they like our app, how
are they using it and if there are any improvements needed.
We took one interview with our teacher and another one with
a student. After the interview, we made some small changes
to our app from the feedback of the interviewers.

First implementations based on a few opening feedback
notes:
Based on initial feedback via interviews, we have implement-
ed the intro text for our application.
Users reported a lack of clarity over the video-resumé layout.
Taking this and other minor remarks into consideration, we
have altered some of the pages and certain parts of the navi-
gation, before continuing with further user testing.

FRIDAY

On Friday it was time for the pitch deck. We've presented our app idea with the prototype and got the final feedbacks from everyone.

Link to the prorotype

https://xd.adobe.com/view/b7792278-e80d-43e0-76f9-410451d0df76-c148/