

ReadMe Assignment 6:

Our Prototype:

<https://www.figma.com/design/raMm1ntmjcYlvafswYTngo/CS-147-Med-fi-Prototype?node-id=0-1&t=PmvGk7FzG0ocgp3V-0>

Tools we utilized:

Figma is a design tool used for creating user interfaces, and it is very popular in the industry. It allowed us to collaborate in real-time, making it easy for us to work together and gather feedback. We used Figma for mobile app design because it provided intuitive tools for creating interactive prototypes, responsive layouts, and design systems, which enabled us to visualize how the app would look and function on different devices.

Instructions:

Go into presentation mode on Figma to navigate our prototype.

Clicking anywhere within the interface reveals bounding boxes, or "hotspots," indicating areas where interactions are possible. All interactions require pressing;

Login (initial screen)

Users will first be prompted to sign up as counselors or students looking for college help. For our demo, we will only show the counselor's side of the application. Then, they will be prompted to sign up or log in to their existing accounts. After sign-in the navigation goes to the simple task: **Find Students**, which is also our homepage.

Simple: Find Students:

This functionality allows users to find students and propose being their counselor.

1. The screen initially shows a list of potential students to match with. The Counselor then presses on a student to learn more about them.
2. After pressing on a student, they will be brought to a profile page for the student. There will be information about the student's goals and other personal background information. To progress with this student a user will press next, to go back to possible students they will press the back button
3. The user will then have an opportunity to message the student and explain why they would be a good counselor. They will type a personalized message into the text box and then press the message button to send the message.

4. After sending the message, the user will be shown a screen telling them the message has been sent and to wait for a response. The user will then be redirected to the Find Students page.
5. At a later time, when the student responds to the message, a notification will appear in the top right bell icon. Pressing on this icon a Counselor can see when a student accepts their proposal.
6. After the student accepts their proposal, the counselor can add the student to an existing class or create a new class.
7. Creating a new class will bring you to a page showing steps for making a new class/assigning to an existing class. Then there will be a screen showing confirmation that the assigning process was successful.

Medium: Teach Class:

The Teach class screen is what we will use to represent our medium task of providing a platform to teach students on a mobile device.

1. The screen initially shows a selection of all the classrooms that the counselor has created. They can press any of the options to go into the classroom's interface. Alternatively, they can press on "Create" to begin the process of creating a new classroom, and the interface for this is shared by the "Find Students" task.
2. Here, the workflow for the counselor opens up, and they have three main options to choose from.
 - a. In the "Scheduled" tab, a counselor can join or edit any currently scheduled lessons they have. In the edit section, they can adjust class information, date, time, and AI bot involvement. If they join the call, they have access to tools such as a whiteboard and a live chat with their students.
 - b. In the "Previous" tab, a counselor can view their previous lessons and click through their own notes and AI generated notes.
 - c. In the "Create new" tab, a counselor can input information and logistics to create a new class.
 - d. Throughout most of these pages, there is an option in the top right to access a chat that persists throughout the entire lifespan of the classroom.

Complex: Insights:

The insights screen is what we will use to represent our complex task of providing AI-powered tools that make managing student data and progress easier. A power user who has found students on the app and has started classes on the app will be able to

quickly use the insights tasks to organize what students need the most immediate help and make actionable steps to help them.

When a user presses on the Insights button:

- 1.) The user will be presented with a screen of different students they are teaching listed in order of high priority to low priority
- 2.) Pressing on a student, there will be different tasks that the student needs help with listed in the same order of high priority to low priority.
- 3.) pressing on one of the recommended tasks will bring up a description of what the AI is suggesting.
- 4.) Pressing on the “See recommended actions” button will allow you to easily share the insights with the student.

Navigation bar (bottom of all screens after login)

- Find Students: Tap on the leftmost button to see find students
- Teach Class: Tap on left middle button to start a class with your students
- Insights: Tap on the right middle button to see actionable items to help students
- Profile: Tap the rightmost button to see the current user’s profile page. This functionality is currently not implemented in our medium-fidelity prototype, as it is not relevant to any of our tasks.

Limitations:

This design will have two different primary users: college counselors and students preparing for college applications. For the sake of this class, we have targeted creating a design for our primary users, the college counselors, as creating both sides of the view would be very resource- and time-consuming.

Wizard Of Oz:

For the sake of the prototype, we are hard coding the AI suggestions. Although the real application will require AI can generate suggestions based on actual student data. Creating, training and deploying a model would require additional computing resources and time.