# **Easy Internet**

# **HCI3 Semester Project**

Kumar Harsh Dubey, Grant Powell, and Samuel Slomowitz

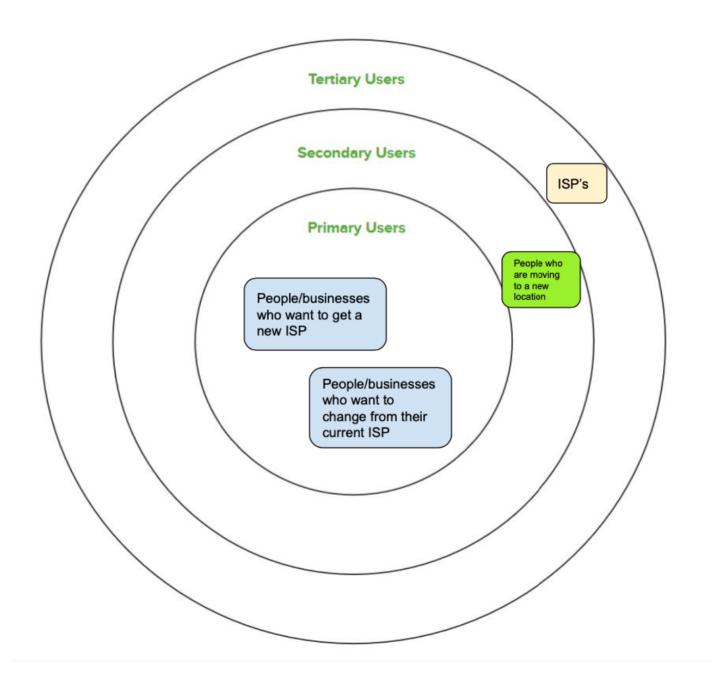


## **Table of Contents**

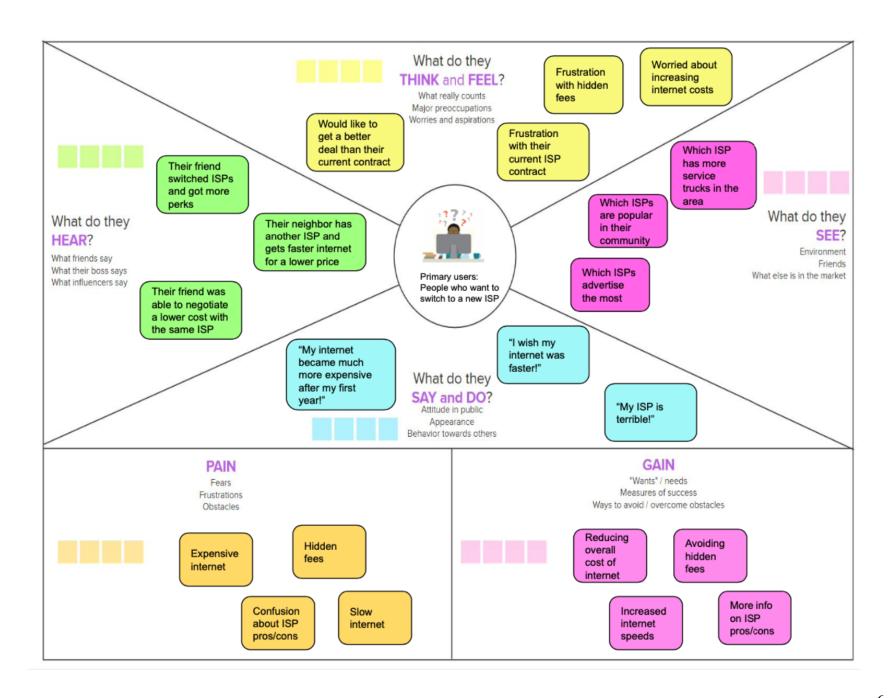
We are Easy Internet, An Introduction	3
The Users We Have Identified.	4 and £
Empathy Mapping.	6 and 7
Prototype and Link to Figma project	8 and 9
Heuristics and Conclusion.	10 and 11

## We are Easy Internet

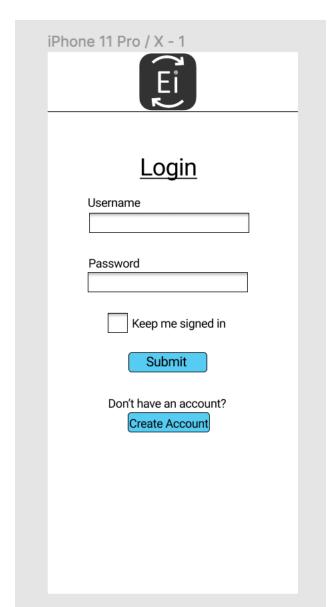
We are three UTD student eager to present Easy Internet, an app interface that will transform internet shopping and ease switching internet providers in Dallas, TX. Have you been paying too much for slow internet, do you need faster download speeds for gaming and streaming, or do you just want to shop and compare the best option for your family? We are here to help by providing you information on the three top internet providers in town and making your next internet shopping decision easy and smooth. Please review our services and product thoroughly and you won't regret it. Easy Internet makes it easy.



In the above figure, we have identified two primary users: people/businesses who want to get a new ISP and people/businesses who want to change from their current ISP. Secondary users are people moving to a new location, and tertiary users are the ISPs themselves.



We chose primarily to utility a brainstorming and empathy mapping because we valued identifying the target audience for our app. Being a novel service to the public, we wanted to maximize our long-term success and tailor our design to those who would gravitate to our product.



Annotations/comments are provided in Figma interface. See link on following page.

 $\underline{https://www.figma.com/file/VkhKz0a1vOYAK6WxxgCSel/Easy-Internet-Prototype?node-id=0\%3A1}$ 

### Heuristics

- 1. Visibility of System Status, Jakob's Usability Heuristics
  - a. Our app has a status bar at the top to take you from point A to point Z to complete the process of selecting a new internet provider.
- 2. Design dialogs to yield closure, Shneiderman's 8 Golden Rules
  - a. Easy internet has a clear beginning, middle, and end to make the process smooth and satisfactory to the user.
- 3. Automate unwanted workload, Gerhardt-Powals' Cognitive Engineering Principles
  - a. Our app clearly displays data and rates to the user so the user can minimize confusion and ease decision making.

### **Conclusion**

Easy Internet is a final design product that has undergone the stages of User Experience and User Interface design. It will revolutionize the internet provider shopping market and make it easy to switch to a better provider. Please join the movement to stop unfair rates and find the better deal. Easy Internet, today's choice for internet provider information and shopping.