Assignment Report
Prototype
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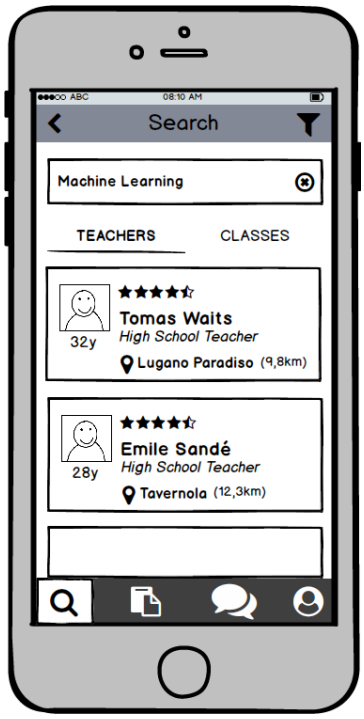
What To Do

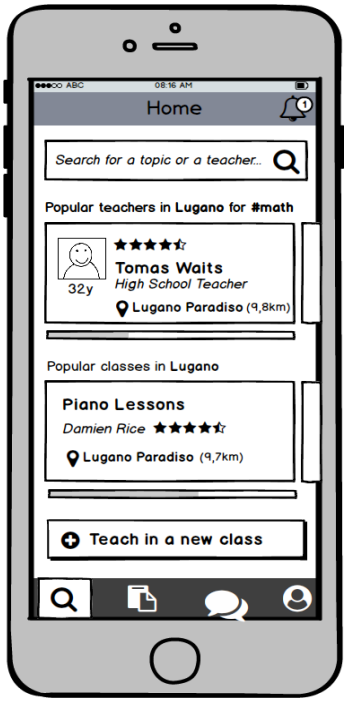
1. **Decide how much of your design you can represent in a wireframe prototype.**
2. **Build a wireframe prototype of your design.**
3. **If your project is product oriented, you may want to construct one or more physical mockups as part of the prototyping process. You still may need to make wireframes to prototype the interaction part of the design. If you are unsure about how best to make a prototype for your product or system, please ask.**
4. **Pilot test your prototype.**

Introduction

Goal of the prototype is to evaluate our design model without commitment to the final implementation. We extended the key characteristics of our design by ensuring look, feel, and interactivity are as life-like as possible. We purposely selected the paper models to allow the user to focus on the interactivity and allow us to do the prototype quickly.

Example:





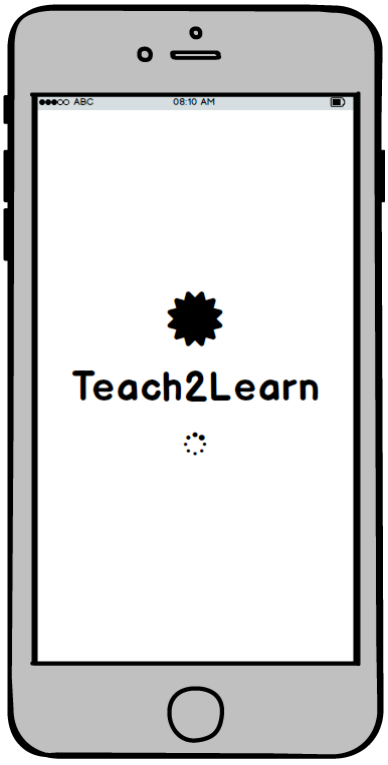
Wireframe

Following are the individual screens from the Paper Prototyping that we developed using Balsamiq. We tried to cover in depth the main aspects of the Teach2Learn app, like the user creation, searching for courses, creating a new class or attending one, scheduling and the chat.

In the wireframes we indicated a scrolling action by having a larger screen, elements of the page like Screen 3 that have an indicator inform the user that for example he/she can view more options by swiping left or right.

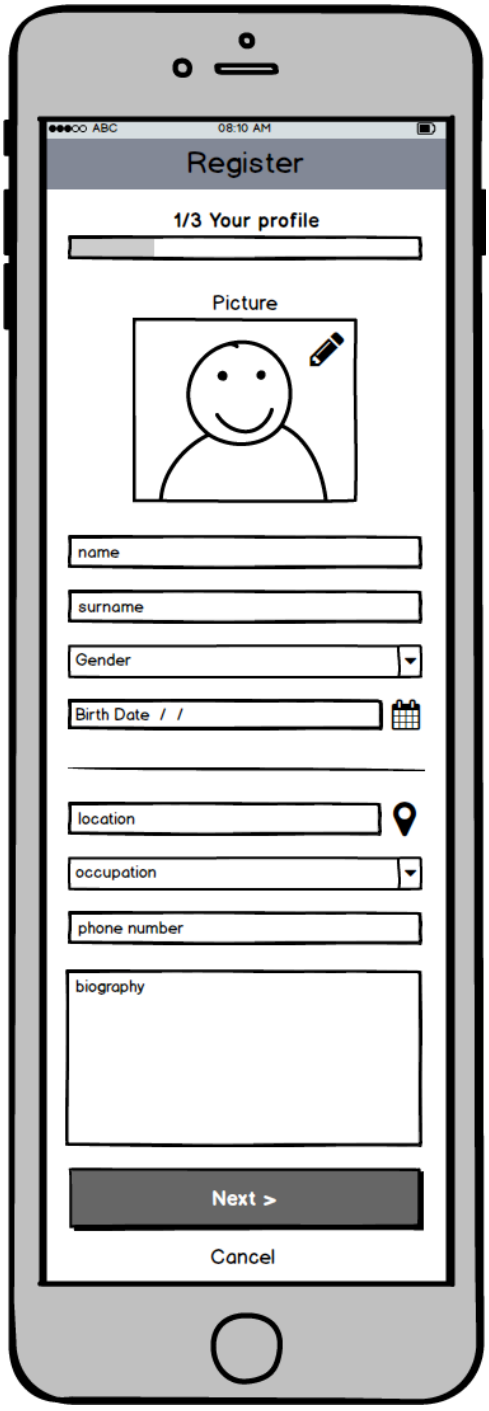
We used an menu bar at the bottom of every screen to provide the user a way to access the most common activities of our app.

Screen 1: Sign in

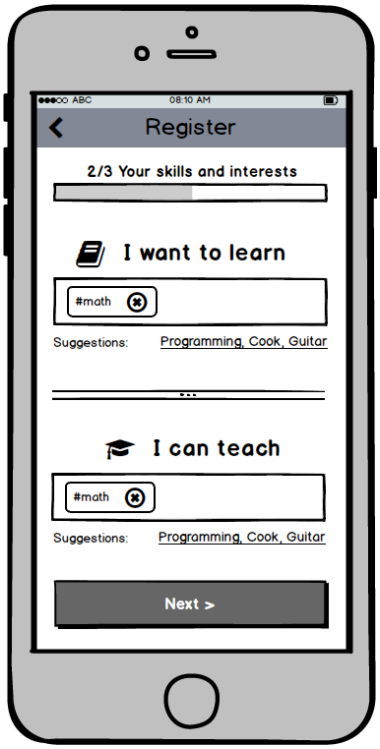


Screen 2: Splash

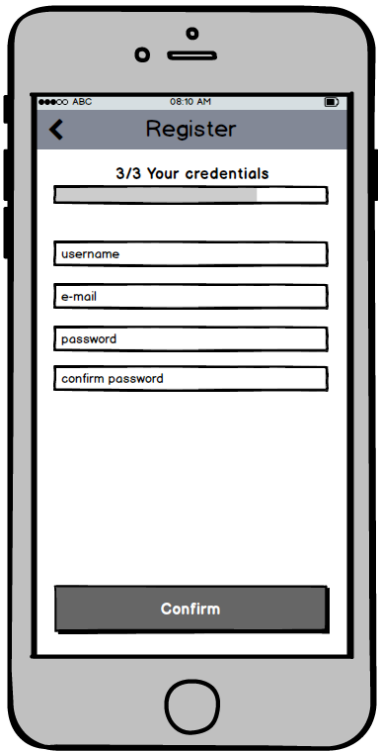
We also printed a keyboard as a physical mockup for the user to interact with in screens where text need to be written.



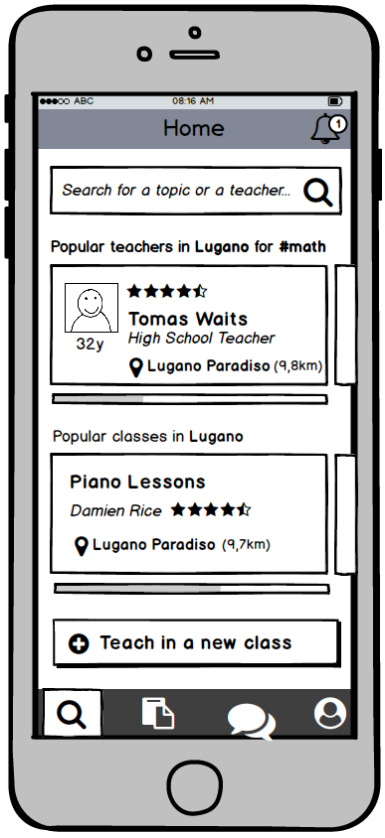
Screen 3: Register 1



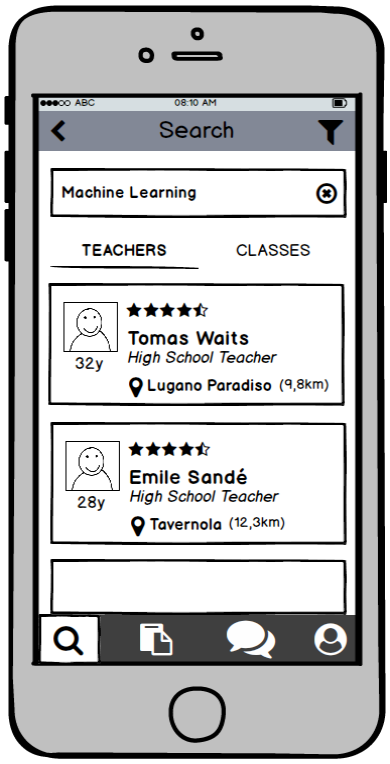
Screen 4: Register 2



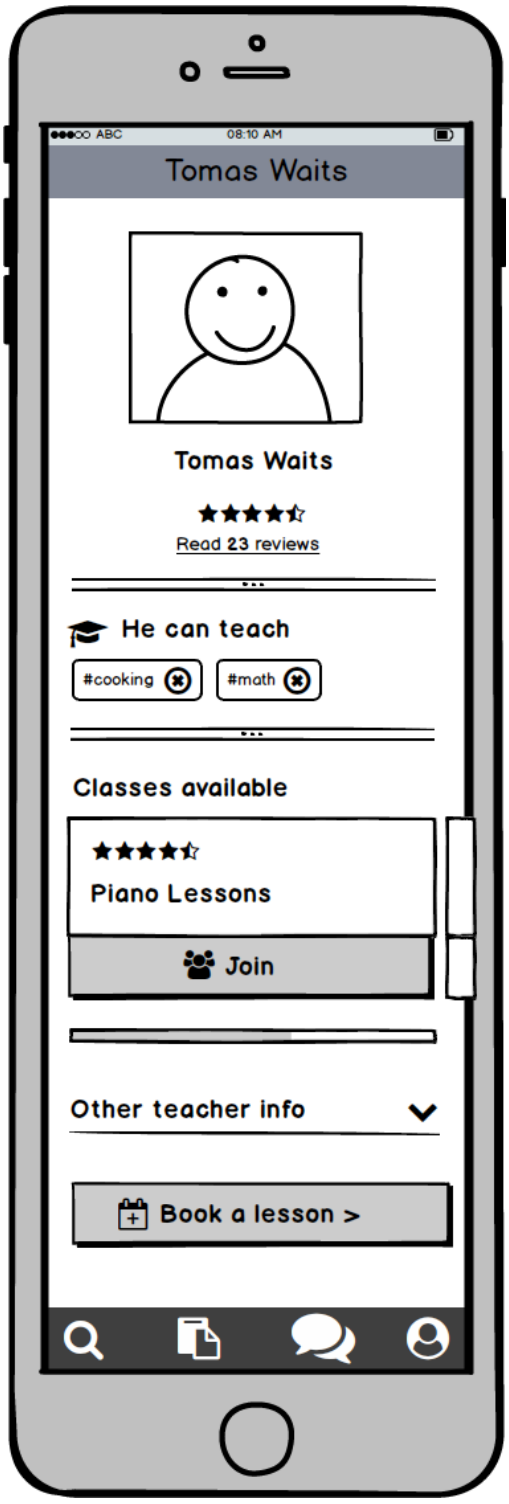
Screen 5: Register 3



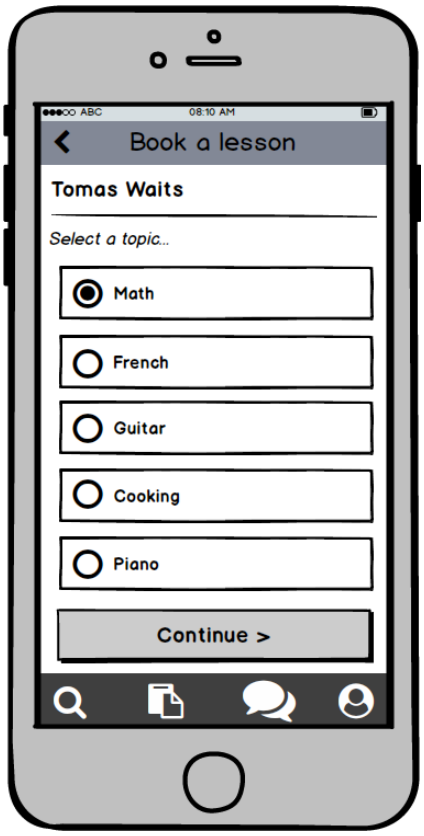
Screen 6: Main Screen



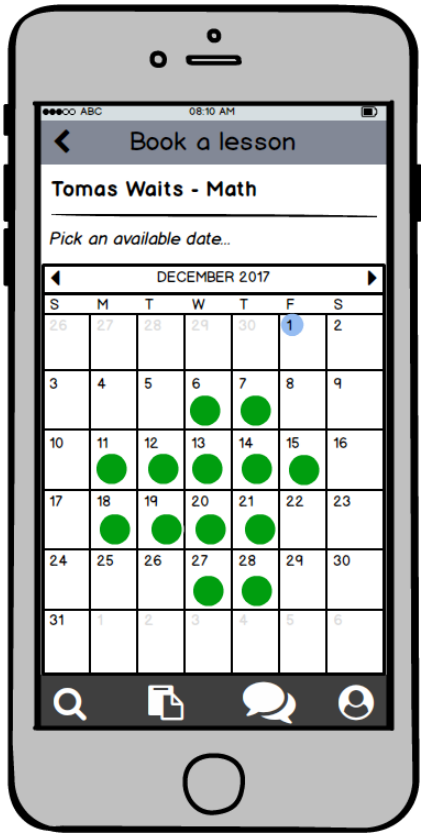
Screen 7: Search



Screen 8: Teacher's Profile

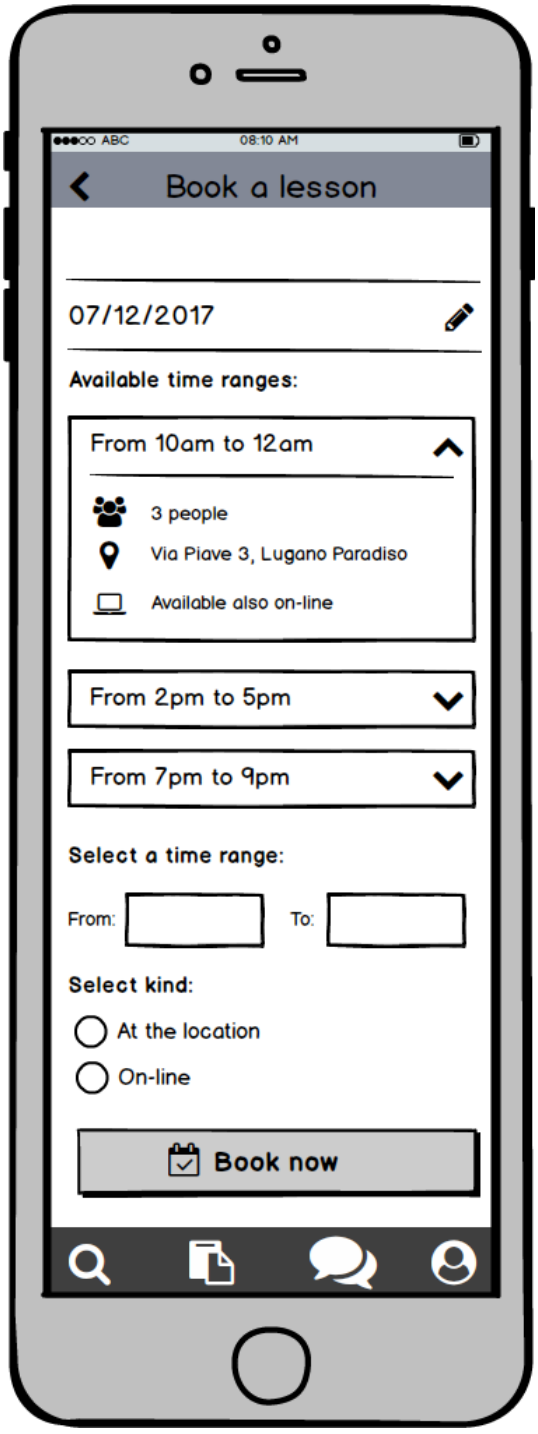


Screen 9: Book a lesson 1

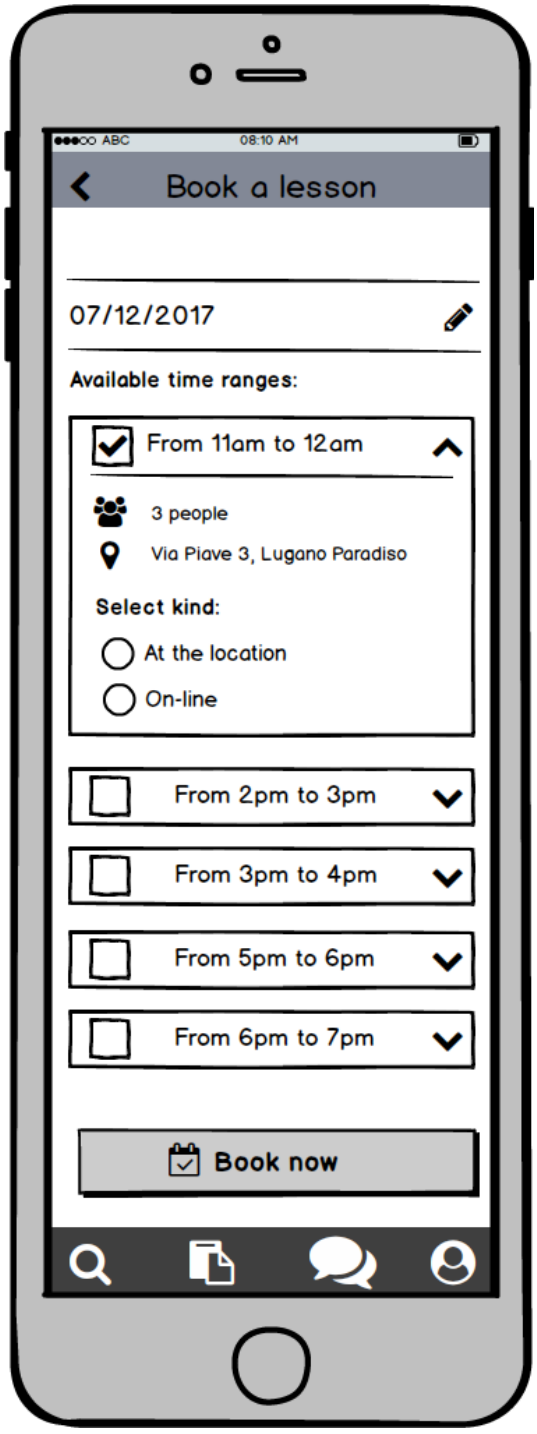


Screen 10: Book a lesson 2

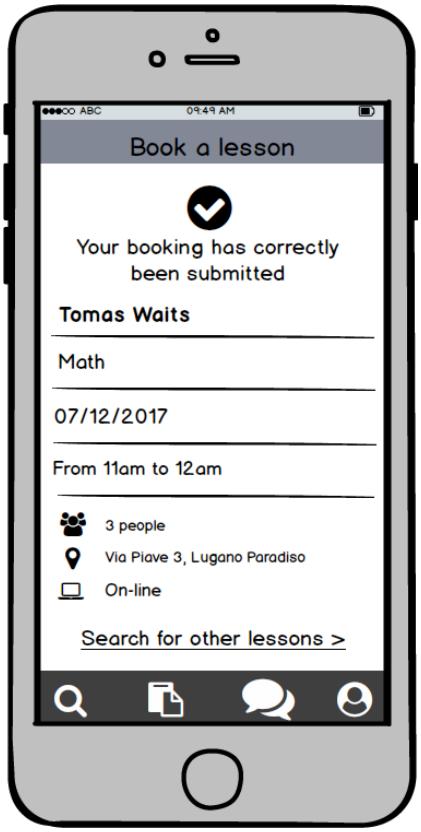
Here we have two alternative screens, both of which we would like to test during the Usability Testing.



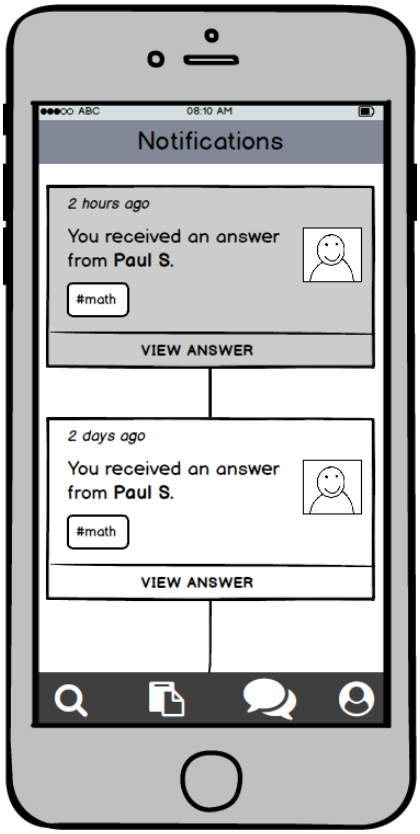
Screen 11a: Book a lesson 3



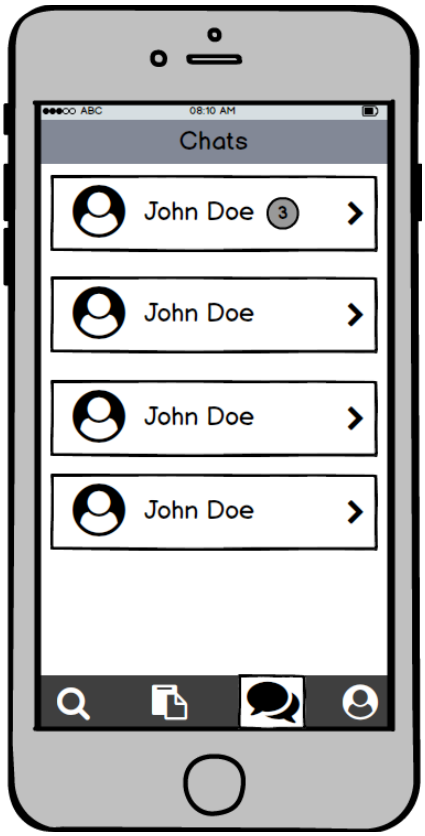
Screen 11b: Book a lesson 3



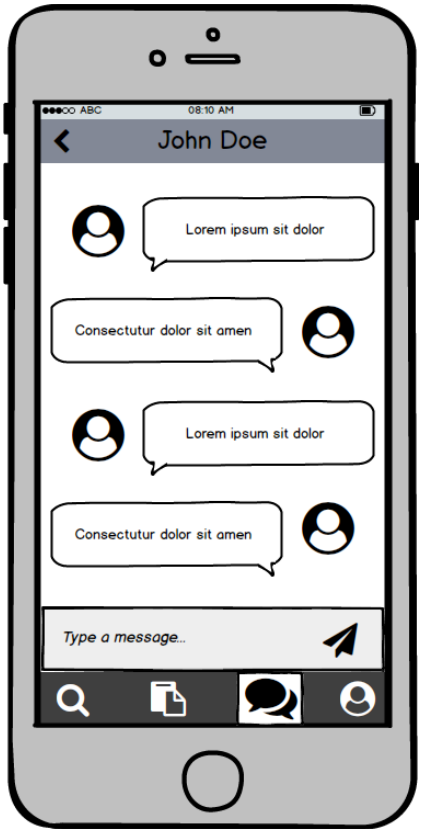
Screen 12: Book a lesson 4



Screen 13: Notification

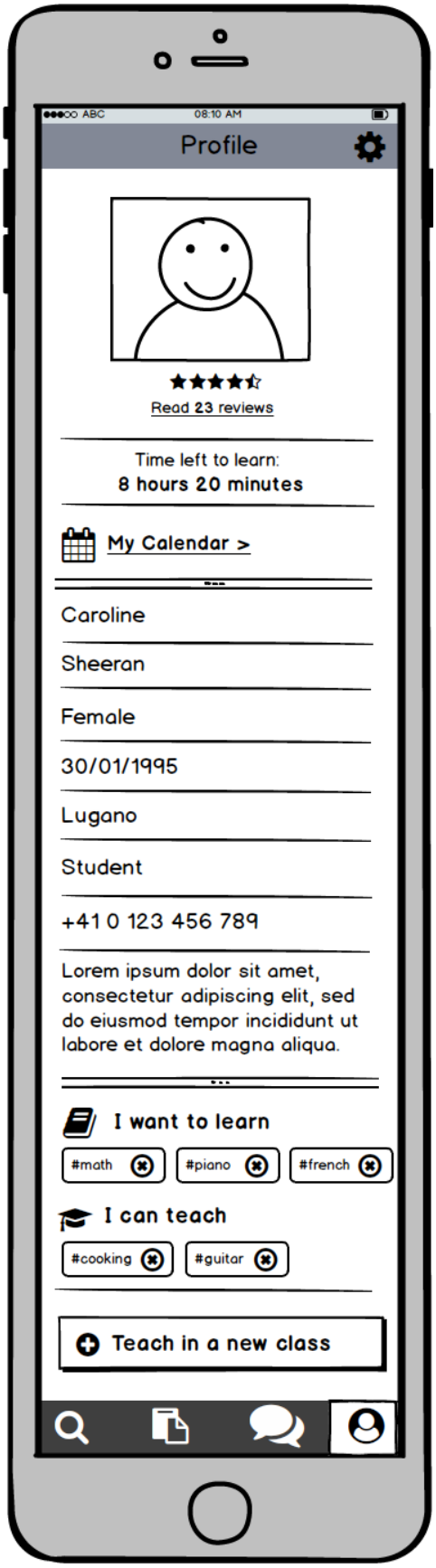


Screen 14: Chat 1

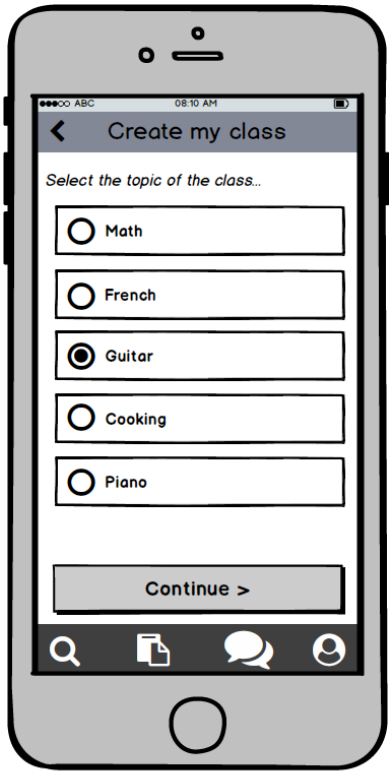


Screen 15: Chat 2

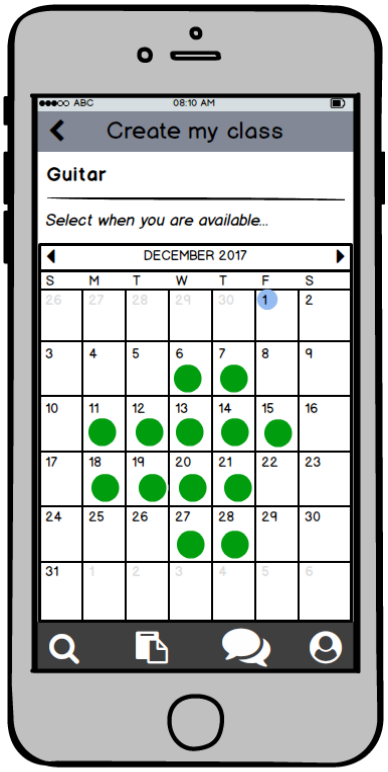
Screen 16: Activities



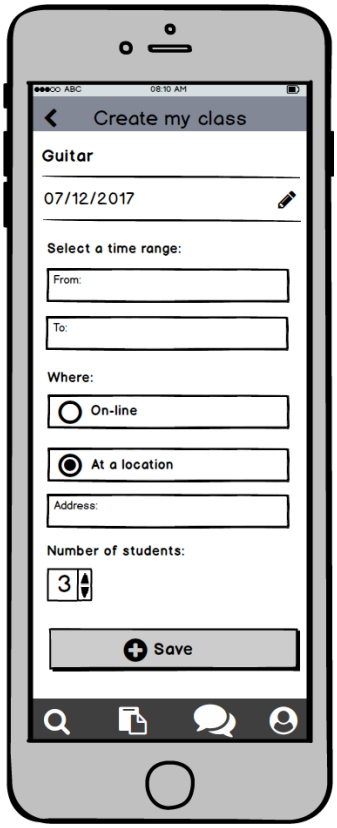
Screen 17: User Profile



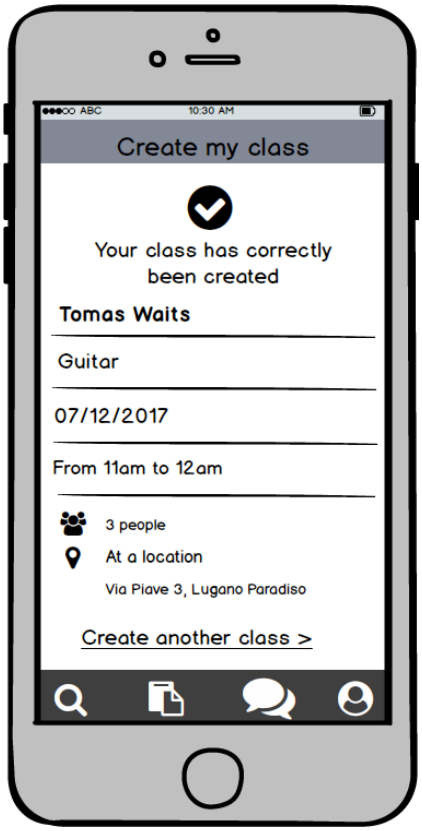
Screen 18: Create my class 1



Screen 19: Create my class 2



Screen 20: Create my class 3



Screen 21: Create my class

User task

We prepared a general set of user tasks for the Student and Teacher work roles.

Teacher:

1. Create a new account
1. Teach in a new class
2. Create guitar class
3. Check your profile

Students:

1. Sign in
2. Search for a topic you want to learn
3. Check out the teacher's profile
4. Book a lesson
5. Chat with the teacher to ask more questions
6. Check the notification to see if the teacher has replied

Pilot Test

Summary of Pilot Test

The paper prototype provided a sufficiently realistic experience in the pilot test, and the user was able to accomplish all the work role task without supervision. The pilot test was more or less bug free, however we noted that we must prepare functionality for more buttons in our next task.

Before asking the user to accomplish the user work role tasks, we allowed the user to interact with the app during a "free play" period. Surprisingly during this free play period, the user accomplished all work role tasks that we're prepared for the Teacher and Student work roles without any direction. This suggests that the app is intuitive, because it was built on familiar design concepts.

Discovered Improvements from Pilot Test

During pilot test, we provided a signup with Facebook function. We did not prepare this authentication screen. For the next task we will have to add this screen, as well as create a new mapping of screen ordering.

User wanted to go into one of his messages. This must be added in the next assignment. This was not a core functionality so it was not included in the initial pilot test.

The user wanted to return to the previous screen from notification panel, but was unable to find a back button. A back button should possibly be included in next prototype.

In the profile page teacher wanted to remove subjects that he wanted to teach. This functionality must be adapted in next pilot test.

There was one inconsistency in our mock-up. In the home screen the user searched for machine learning however the second screen presented math classes instead. This needs to be corrected

User wanted to “join an existing class”. We had not prepared this function for this task, because we wanted the user to “create a new class”. We will prepare a mock up of this feature for the next pilot test.

In the booking a lesson, there was some confusion for booking an “online” location versus a physical location. These features must be delineated in a more intuitive way for the user.

In the final confirmation screen, before selecting an appropriate time, the user immediately selected the “confirm class”. In actuality the user should not be able to confirm appointment without specifying the correct time. We must label the requirements that are needed to book the appointment before allowing them to confirm appointment.

Finally, the icon for documents in the menubar must be changed to an icon that is more intuitive representing his class schedule. Also the icons should have some label underneath. This would make it more clear to user the exact functionality of each of our main menu buttons.

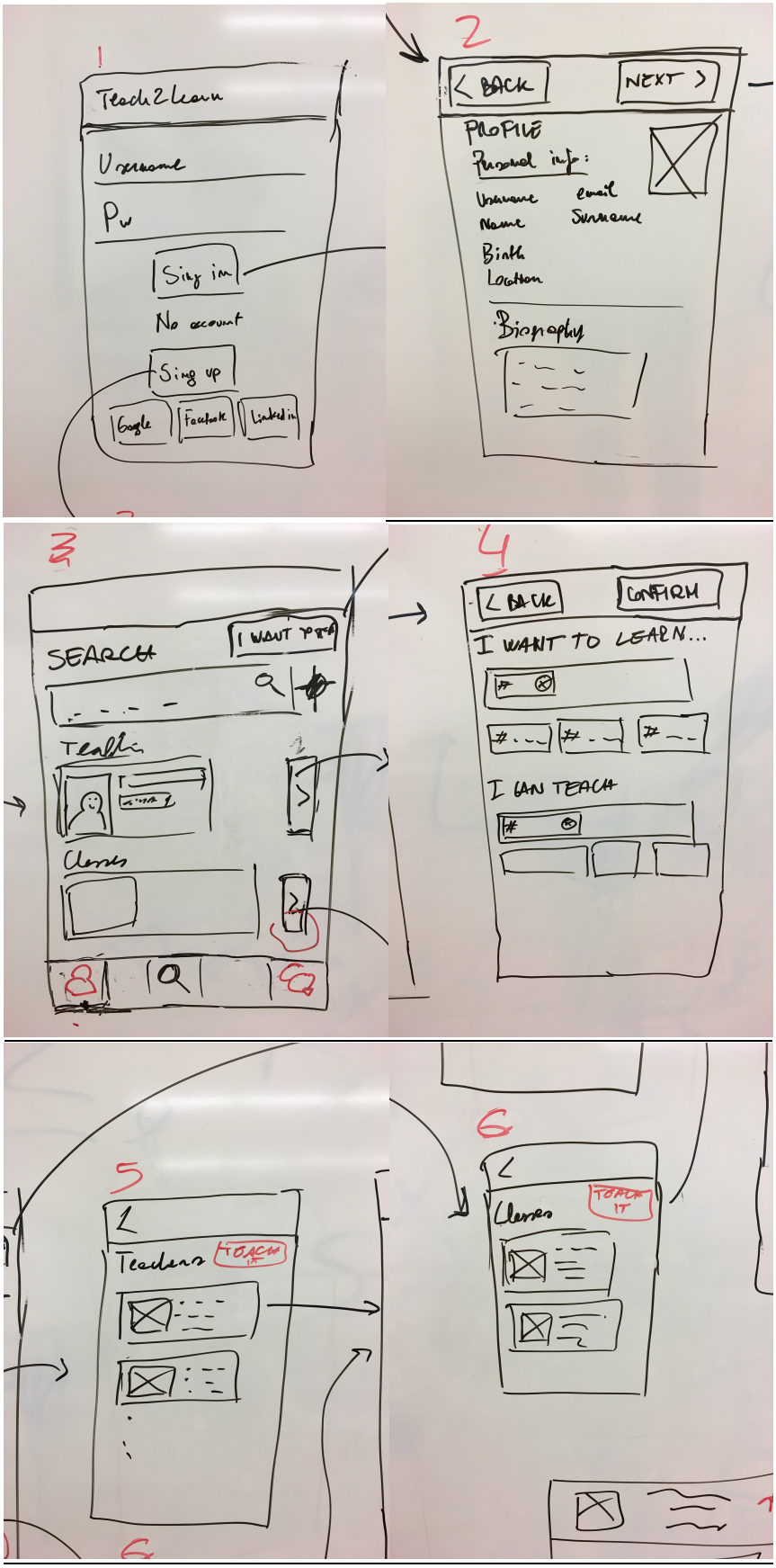
Conclusion

In summary, our user found the app intuitive to use and was able to accomplish all main work activities that we had prototyped. Some auxiliary functions were not prepared in the pilot test, but will be included in the next iteration.

The data we collected helped us understand that the app’s workflow is robust enough that even a first time use can quickly start learning or teaching. Observing our test user’s actions also helped point out design elements that we had overlooked or that could be slightly redesigned together with some inconsistencies between pages.

We have taken note of the specific difficulties that user faced in the pilot test, and considered possible solutions to be included in our final version. The pilot test was successful, because all major functions flowed in a logical fashion and there were not any major bugs or inconsistencies in the user flow.

Mockups


1
Teach2Learn
Username
Pw
Sing in
No account
Sing up
Google
Facebook
LinkedIn
2
< BACK
NEXT >
PROFILE
Personal info:
Username
email
Name
Surname
Birth
Location
Biography
3
SEARCH
I WANT TO
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Teachers
TEACH IT
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Classes
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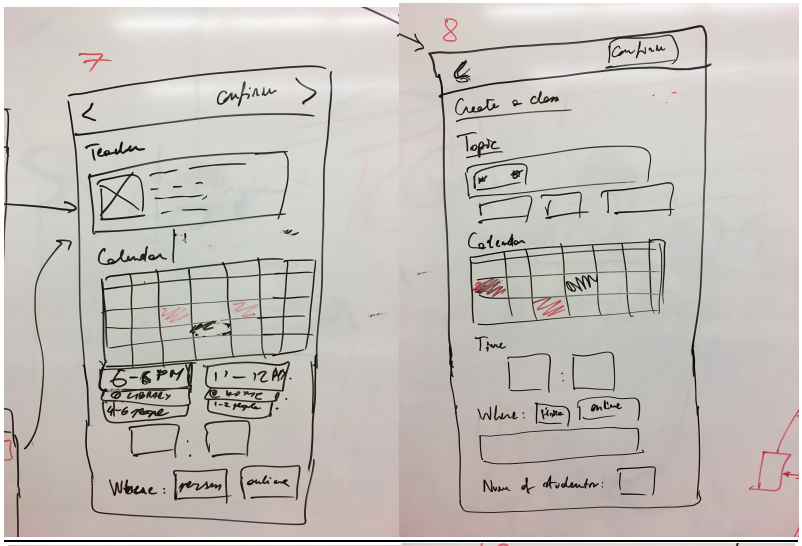
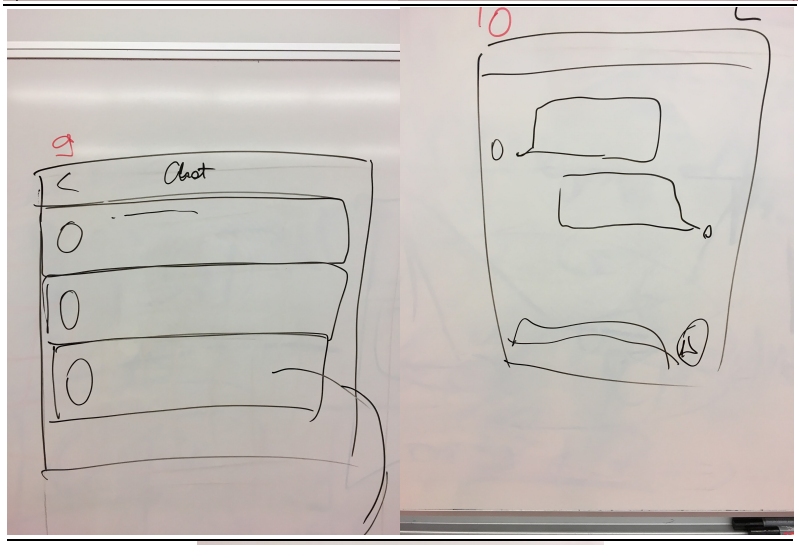
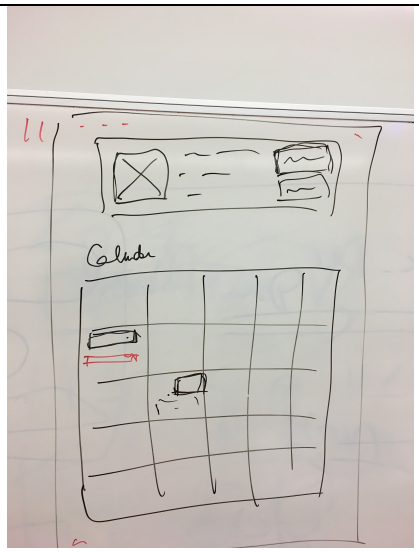

7
Teacher
Calendar
Where :
8
Create a class
Topic
Calendar
Time
Where :
Num of students :


9
Chart
10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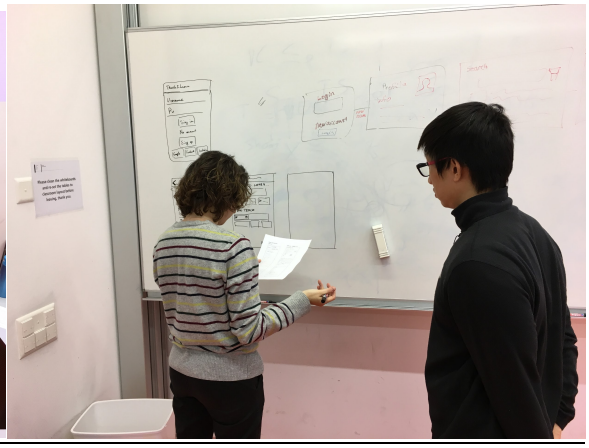
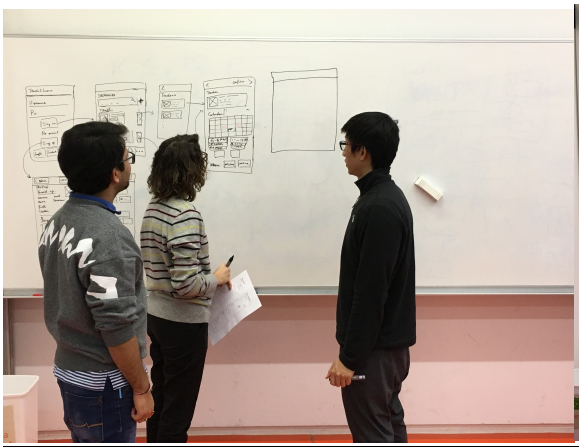
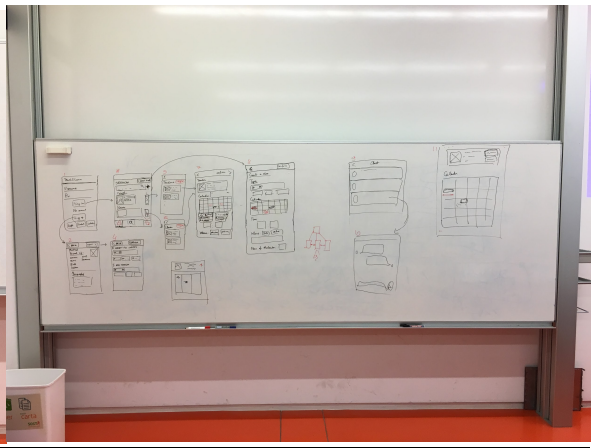
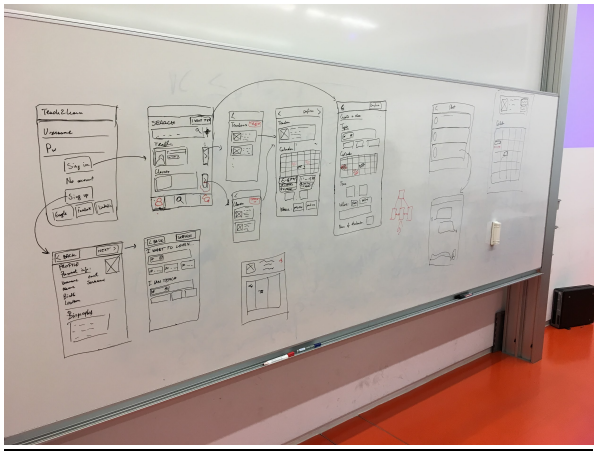
Calendar

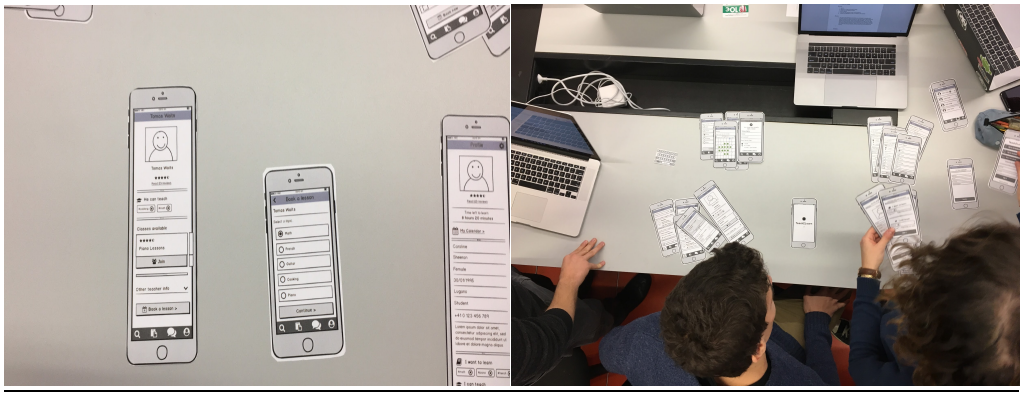


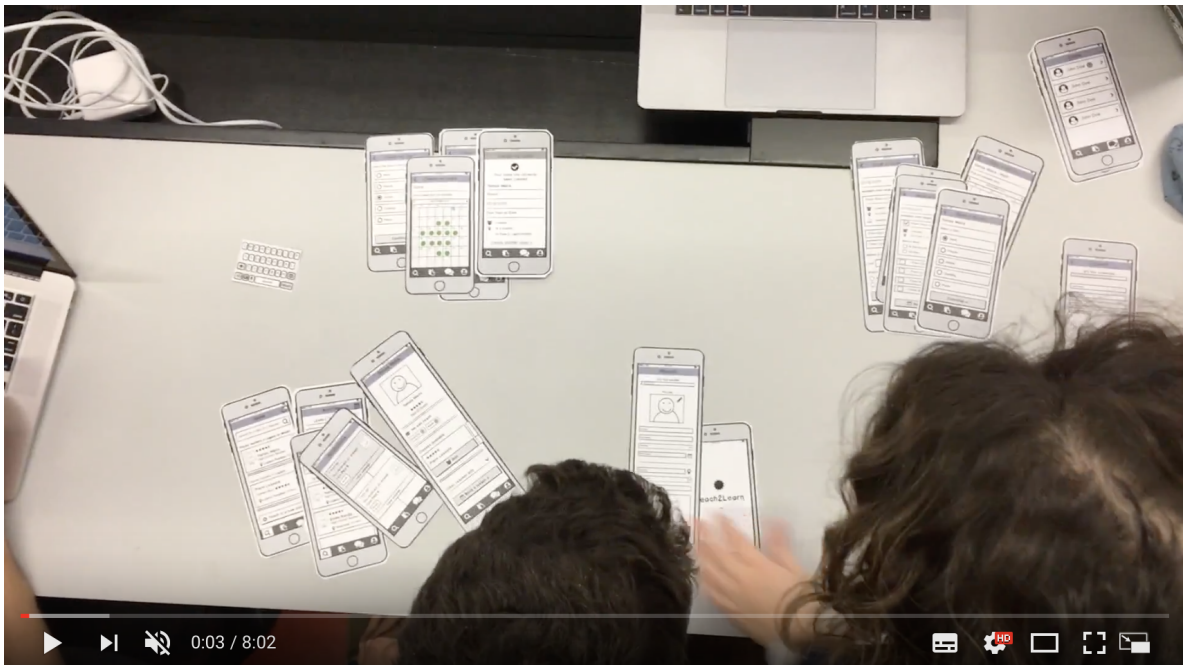






Pilot test





Youtube: https://youtu.be/Y-98Vq85l4c