



# LOW FIDELITY

Group 33:

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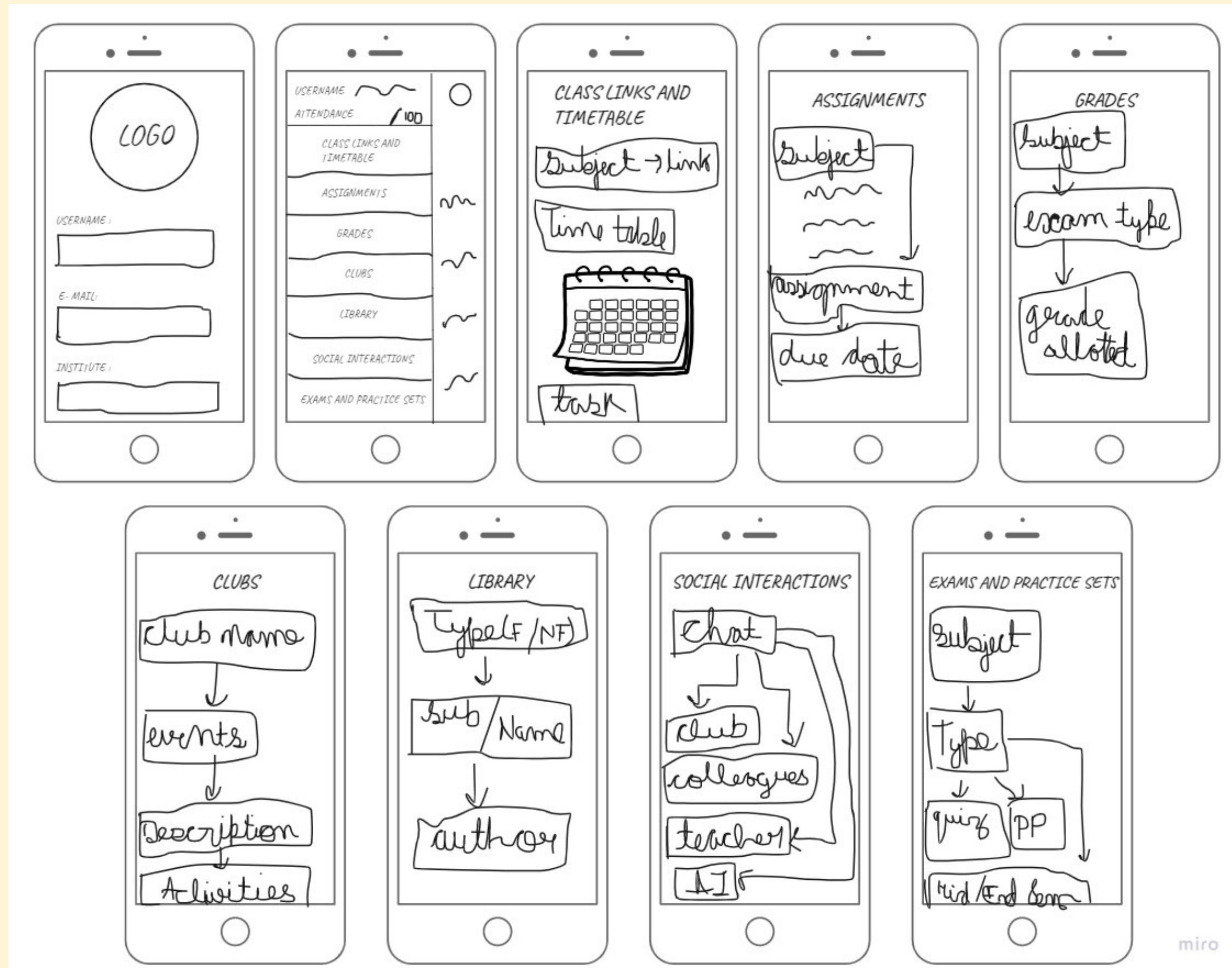
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PROJECT NAME : ED\_EZ

# PROBLEM STATEMENT

For students and teachers, connections have decreased drastically due to bad connection problems or lack of communication channels among students and teachers. Online applications for virtual classroom lacks many features especially when it comes to combining different aspects of online education. this has led to many issues in the students like depression, anxiety, and confusion. Online classes are being held for the sake of students don't miss a year in life but they are not looking at the aspect of whether the student is really understanding the concept or not. The exam also is not being conducted in a fair manner as anything we search on google we get the answer for it. the online classes service providers do not allow schools or college to customize the features as per their needs at a very low cost.

# Manya's Low Fidelity



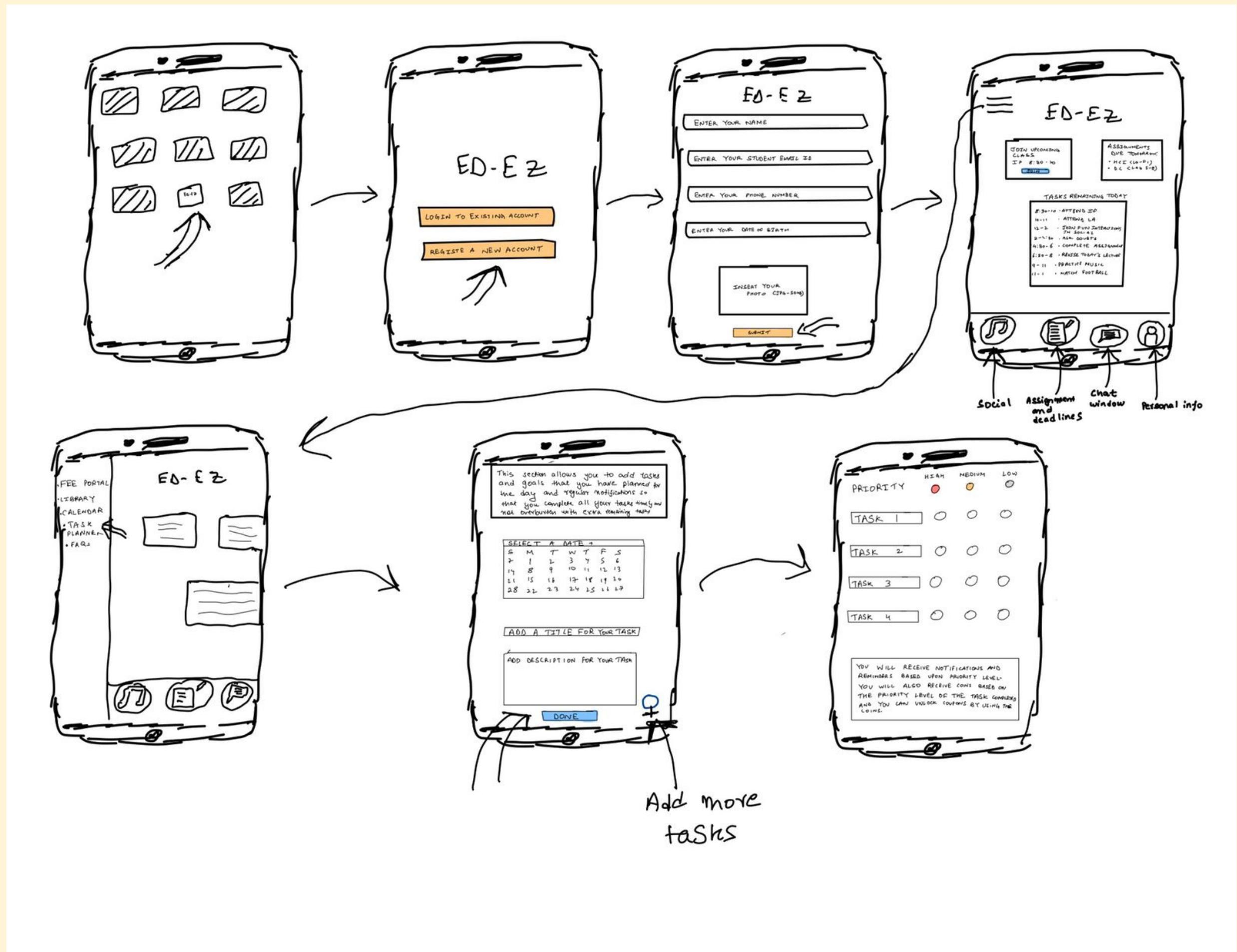
# STRENGTHS

- A proper user flow is shown on how to carry out every step of the task.
- The details regarding every feature available on the app is provided.
- The assignment tab is well organized and shows all relevant information only.
- The slide menu bar from the left of the screen could be a better option as if the app has many features to get all accommodated and be seen neatly.

# WEAKNESS

- In the library, there could be a search option to search books and show newly arrived books or arriving on such dates.
- in grades option the student could also get an option to search past year marks and grades
- There is no navigation bar or side menu bar provided to facilitate switching from one tab to another.
- Clubs and events held could be done under the social interaction tab as there one of the same things.

# Vinayak's Low Fidelity



# STRENGTHS

- All the required functions are perfectly depicted making them easy to use and understand.
- The sidebar elements not in use are made easily accessible by displaying it in the bottom so one can hop on others whenever needed without going back from the start.
- Everyday tasks shown itself just after login makes the user not to wander here and there to know them or miss out on any in this prototype.

# WEAKNESS

- Few more usage can be shown in the calendar tab.
- Below Icons not visible all the time the user might get confused on how to go to previous page.
- All the features not properly managed sometime the options dock is down some times it is on the sidebar user might get confused.
- There is a lot of irrelevant information provided in the important tasks tab.

# Harsh's Low Fidelity

The image displays a series of eight hand-drawn wireframes for a mobile application, arranged in two rows of four. Each wireframe is numbered and includes handwritten labels for tabs and specific sections.

- 1**: **ED\_Ez LOGO** (Top Bar)  
A simple login screen with fields for **Email:-** and **Password:**, and a **ENTER** button.
- 2**: **HOME TAB (1)**  
The **HOME** screen shows **All Personal Info.** including **Name:-**, **YEAR:-**, **CLASS:-**, **DU:-**, and **CURRENT SUBJECTS:-**. It also features a **DASHBOARD** section with **Attendance** and **Week activities** icons, and a bottom navigation bar with **Home dashboard**, **Assignments**, **library**, and **Chats**.
- 3**: **HOME TAB (2)**  
The **HOME** screen displays **GRADES** (C-YEAR, SUBSET1 P/F), a **SEARCH** section for **Year** and **Subject**, and **CURRENT CGPA OR TOTAL SCORE**. It includes a bottom navigation bar with **Home dashboard**, **Assignments**, **library**, and **Chats**.
- 4**: **HOME TAB (3)**  
The **HOME** screen shows a **Time TABLE** grid, **CLASS LINKS**, and a **Subject Link** table. It has a bottom navigation bar with **Home dashboard**, **Assignments**, **library**, and **Chats**.
- 5**: **ASSIGNMENT TAB (5)**  
The **ASSIGNMENT** screen lists **Due this week:-** and **Due next week**, and a **TASK TO DO IN STUDYING** section with items like **STUDY FOR THE QUIZ** and **STUDY FOR END SEM**. It includes a bottom navigation bar with **Home dashboard**, **Assignments**, **library**, and **Chats**.
- 6**: **LIBRARY TAB (6)**  
The **LIBRARY** screen shows **NEW Books** (grid view), **ISSUED Books** (grid view), a **SEARCH** section for **Number** and **Author**, and a bottom navigation bar with **Home dashboard**, **Assignments**, **library**, and **Chats**.
- 7**: **CHATS TAB (7)**  
The **CHATS** screen lists **Personal:- (DM)** (Name: **\_\_\_\_\_**) and **FRIENDS** (Name - Chat). It includes a bottom navigation bar with **Home dashboard**, **Assignments**, **library**, and **Chats**.
- 8**: **CHATS TAB (8)**  
The **CHATS** screen lists **Personal**, **Groups**, **Community**, **Teaching Professors**, and **School/College Contact No.**. It also lists **Person DM**, **Name**, **Name**, and **Name**. It includes a bottom navigation bar with **Home dashboard**, **Assignments**, **library**, and **Chats**.

# STRENGTHS

- Proper annotations have been given for describing different elements of the design.
- Examples shown of how different data might be represented by the application.
- Different sections properly divided for showing different features.
- The interface is well integrated and less number of tabs are being used.

# WEAKNESS

- The function of the icons on the navigation bar may not be obvious to the user.
- The homepage looks scattered and a personal information tab should be a separate tab
- A fee payment portal could be added.
- the chats tab may be looked scatter and unfamiliar as user is comfortable with some other format.

# Pranjal's Low Fidelity

The image contains two hand-drawn wireframes of a mobile application interface, likely for an Android device, on lined paper.

**Left Wireframe:** This wireframe shows the main screen after a user has logged in. At the top, there is a header bar with "Welcome Back XYZ" and a "Sign Out" button. Below the header is a large circular profile picture placeholder labeled "Student Pic". The main navigation bar, titled "MAIN NAV", contains the following items: "Classes" (with sub-options: "New", "Pending", "TAs room", "Feedback"), "deadlines" (with sub-options: "Due Dates", "Resources", "Assignment Score"), "Social" (with sub-options: "Club Events", "Upcoming feasts", "Fun Sessions"), and "CHAT" (with a small icon showing a speech bubble and a person). A "PERSONAL INFO" section is also present. At the bottom of the screen, there are three icons: a gear, a house, and a menu. A handwritten note below this screen says: "Interface Showing when User clicks on Main Nav bar."

**Right Wireframe:** This wireframe shows the interface after a user has clicked on the "PERSONAL INFO" bar in the left screen. The header remains the same. The "MAIN NAV" bar is now collapsed, and the "PERSONAL INFO" bar is expanded, displaying "FEES" (with sub-options: "Fees", "Due dates") and "Attendance" (with sub-options: "Month's collective", "Green Sign And Red Flag", "Payroll"). A "Report Of Performance" section is also visible, containing "Subject wise marks", "C.G.P.A", and "Pass/Fail". The bottom icons remain the same: gear, house, and menu. A handwritten note below this screen says: "Interface Showing when User clicks on Personal Info bar."

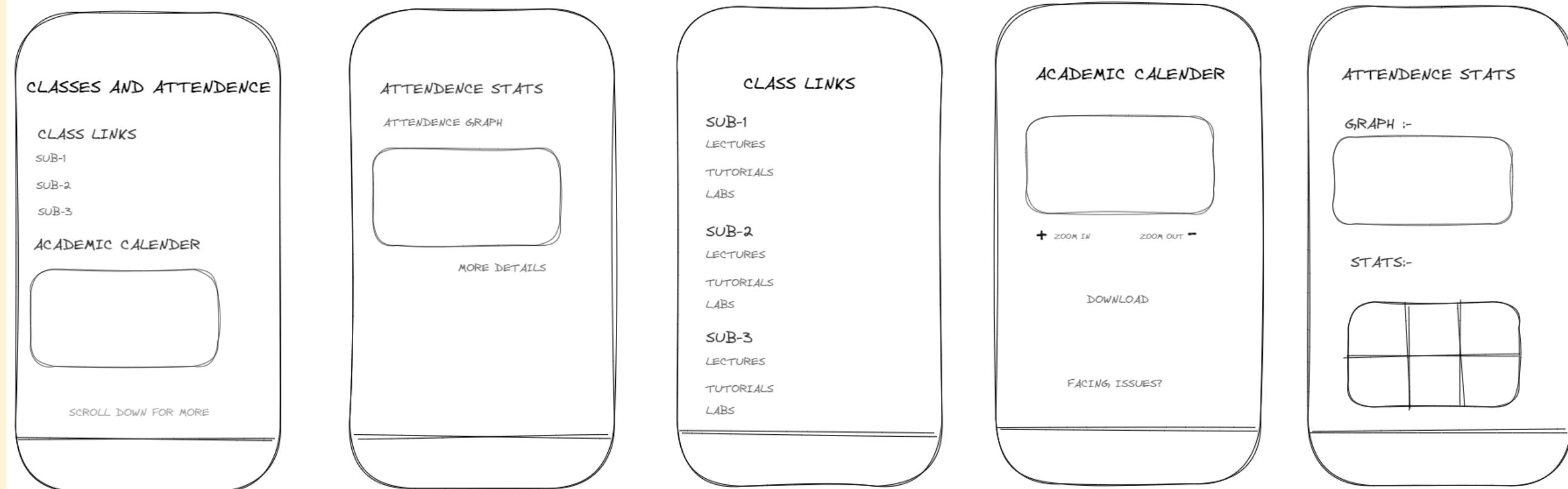
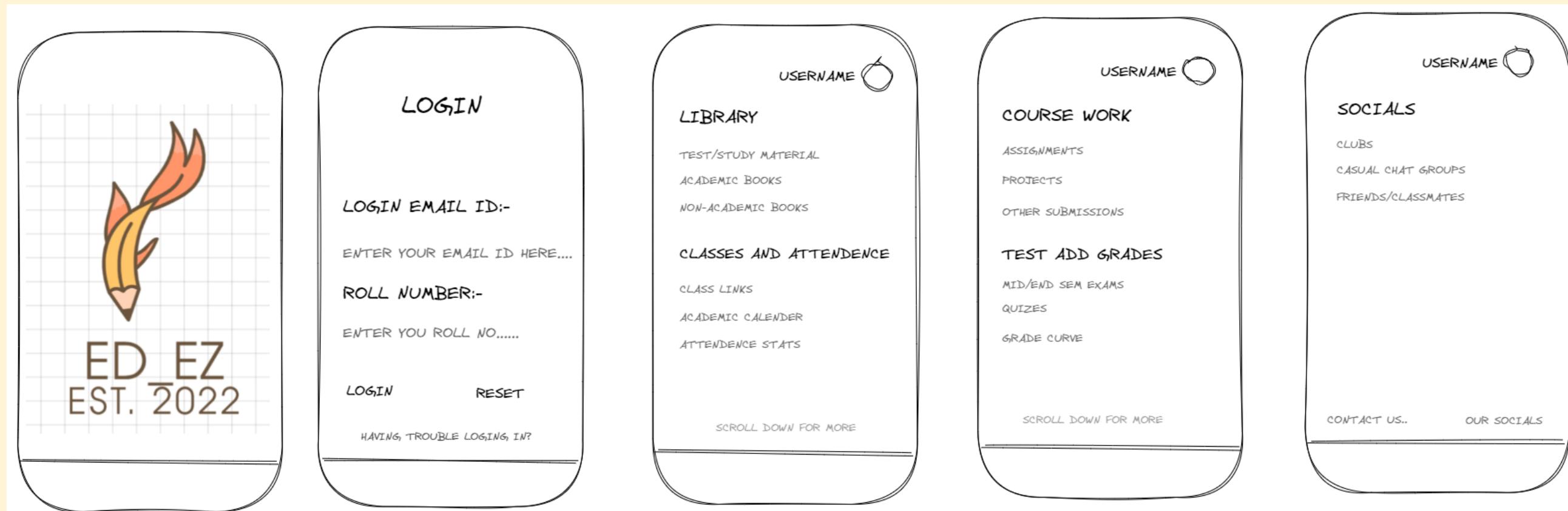
# STRENGTHS

- The icons of the side menu bar are self-explanatory making it easier for the users.
- User don't have to go too deep to access certain features as with certain other prototypes.
- Sign out feature clearly mentioned in homepage makes it simpler and faster to close the application.

# WEAKNESS

- A lot of information is scattered on the page and makes the home page less visually appealing.
- No user flow provide describing how to switch between tabs and carry out different actions.
- No description provided regarding the details of different features and what the user has to do in that.

# Sanskars Low Fidelity



# STRENGTHS

- The features and details of every tab are clearly mentioned and explained properly.
- The information is displayed in a proper way and it is not too scattered also.
- Attention given to small details like information about scrolling, contact information and reporting issues.

# WEAKNESS

- Different sections are not properly annotated and lacks proper definition.
- The navigation bar, side menu bar and the information of home screen is not present.
- Directional flow not properly shown or numbered.

# Low Fidelity Final

ED\_EZ  
LOGO

LOGIN:

Email:

Password:

Home/Dashboard

Welcome XYZ  
Branch  
Roll No.

PIC

Important Notification

HOME

Profile

Attendance

Fees Portal

Library

Grades

HOME

Profile

Attendance

Fees Portal

Library

Grades

Assignments

This week: ✓

Subject:  
Description:  
Submission date:

Next week ✓

Coming up ✓

Social Interaction

CLUBS

EVENTS

CHATS

HOME | NOTEBOOK | GROUP | CHAT

CLUBS

Club Name: JOIN  
Events : date

HOME | NOTEBOOK | GROUP | CHAT

EVENT NAME

TIMINGS -

VENUE -

DETAILS -

PARTICIPANTS -

LINK FOR THE EVENT -

HOME | NOTEBOOK | GROUP | CHAT

CHATS

CHAT WITH TEACHERS

CHAT WITH PEERS

HOME | NOTEBOOK | GROUP | CHAT

SEARCH YOUR TEACHER / PEER NAME

TYPE YOUR MESSAGE

HOME | NOTEBOOK | GROUP | CHAT

**THANK YOU !!!**

**GROUP 33**