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Part 2: Design Alternatives

Scenarios:

- **Scenario 1:**
  Sarah, a sophomore biology major, is overwhelmed with her coursework and research responsibilities. She struggles with anxiety and often finds herself unable to concentrate during lectures or study sessions. Despite her efforts, her grades are slipping, adding to her stress. She feels isolated because she can't seem to find the right words to express her struggles to her friends, fearing they won't understand or will judge her for not being able to handle the pressure.

- **Scenario 2:**
  Jake, a junior majoring in computer science, works part-time to support himself and pay for his tuition. The stress is affecting his sleep, making him irritable and exhausted. Jake feels trapped because he can't articulate his feelings of being overwhelmed and fears appearing weak or incapable if he seeks help from his peers or instructors.

- **Scenario 3:**
  Emma, a first-year student majoring in English, has always been introverted and finds it challenging to participate in class discussions. Her social anxiety worsens as she feels pressure to contribute to group projects and presentations. Emma is unable to express her difficulties to her professors and classmates, worrying that they won't understand her social anxiety or will think less of her.
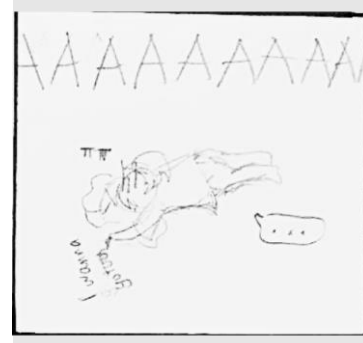
Storyboards:

Scenario 1

Narrator: Sarah was walking like a zombie with bags under her eyes in the hallway. She was thinking of all her academic tasks and research that had piled up which resulted in her grades slipping up. She then receives a notification on her phone.

Message content:
Friend1: Let's go to Samal!
Friend2: Go!! (1)
Friend3: G!! (2)
end

Sarah: *gasps*...???

Sarah:
AAAAAAAAAAAAAAAAAA

Written on the floor:
"I wanna go too"

Narrator: Sarah knew she was too busy to go with her friends, but she didn't know how to tell them she couldn't.

Scenario 2

Narrator: Jake has been juggling studies and part-time jobs. He hasn't been able to focus on his studies and during his part-time job today, he met a so-called *'karen'* which stressed him out to the point that he wanted to punch but was able to stop himself and was careful with handling her as he was watched by the manager. But slowly,

Rope snaps
Jake:
AAAAAAAAAAAAAAAAAA
Narrator: Jake started to go wild at the park.

Narrator: But it was all an imagination, which was something he honestly would like to do but with moderation.

Jake: *sighs*...

| the rope which holds his patience and rationality were starting to snap.		

Scenario 3

Narrator: The professor divided the class into groups. Emma's group were discussing what and how to do the given task. Emma was shy and could not speak up during the discussion.

Narrator: It was already dismissal and Emma wanted to share her ideas with her groupmates who were starting to talk with fellow classmates from other groups. Emma couldn't talk with them.

Narrator: Feeling down and conflicted, Emma wonders what she should do.

Problem Statement

- Students have rising stress levels and have difficulty in managing stress.
- Students are unable to express themselves due to the stigmas around mental health topics
- Students experiencing high levels of anxiety struggle to concentrate on their coursework, resulting in declining academic performance.
- The fear of social judgment and misunderstanding prevents students with social anxiety from seeking help and connecting with peers, leading to feelings of isolation and loneliness.

Application Icon Size Comparison

**38x38**   **48x48**   **72x72**   **96x96**   **144x144**   **192x192**
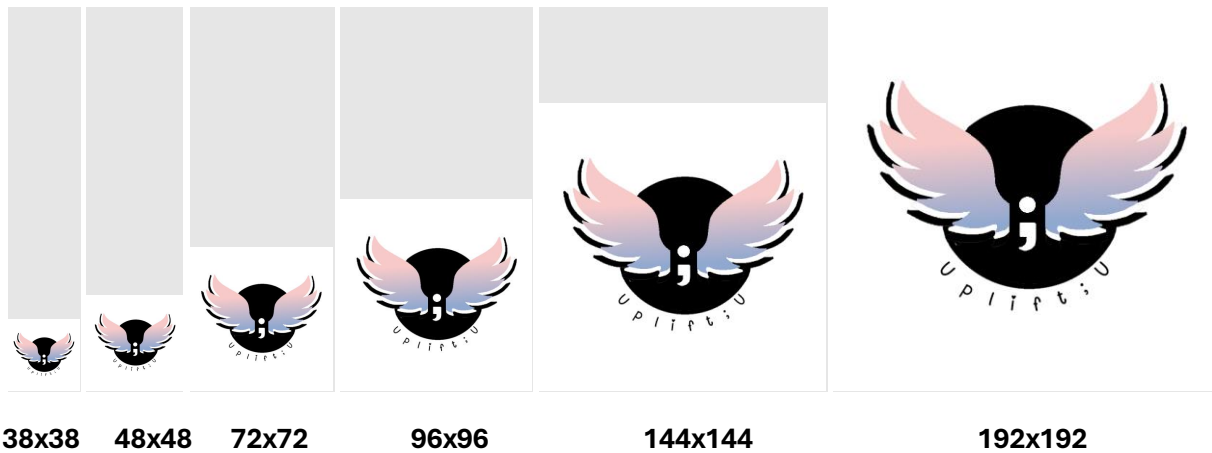
Above are icons shown in various sizes (by pixel; 6 dimensions ranging from 38 to 192). This is done to identify the application icon's appearance in various screen ratios.

Design

The Uplift;U application will showcase a Minimalistic design with a mix of Neumorphic elements (Soft UI) in a Mobile UI (Android and iOS). These designs were considered as both a Minimalist design and Neumorphic (or Soft UI) design provides a modern, tactile feel that can make interactions feel more engaging and comforting without being overly complex. To achieve this design, identifying color palettes, and font style will be described in the following sections.

Color Palettes

The following images are the color palettes chosen to be used in the application. These colors originated from the App Icon's logo. Aside from these colors, the main palettes to be used are pastel colors and monochromic colors. These palettes are still subject to change until the prototyping stage.
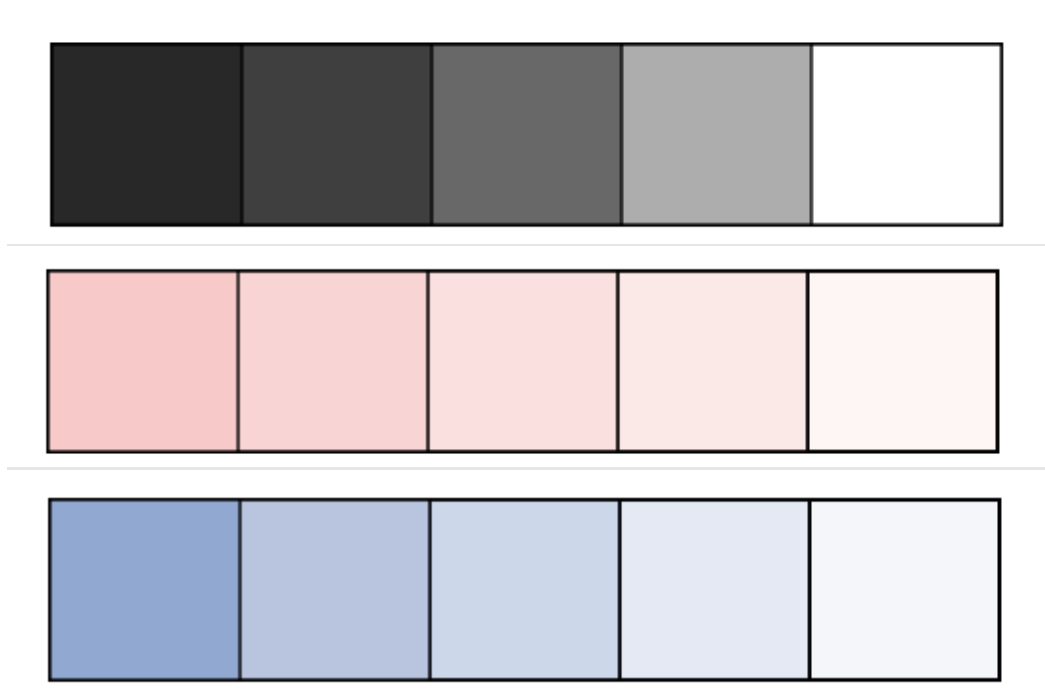
Font Style

Roboto Font

The main/general font style used in this application is Roboto. Figma defines Roboto as a neo-grotesque sans-serif typeface family that was developed by Google. This was chosen for its simplicity and because it was known as the system font for the mobile operating system, Android which was released in 2011 for Android 4.0 "Ice Cream Sandwich".

Other than the Roboto font style, other font styles are to be used in the prototyping stage for design purposes. This gives some labels emphasis and aesthetic of the whole UI.

GUI

This project will be utilizing Mobile UI (Android) for this application to not complicate the design and other matters by adopting 2 separate designs for different models. The project will utilize Figma for this application.
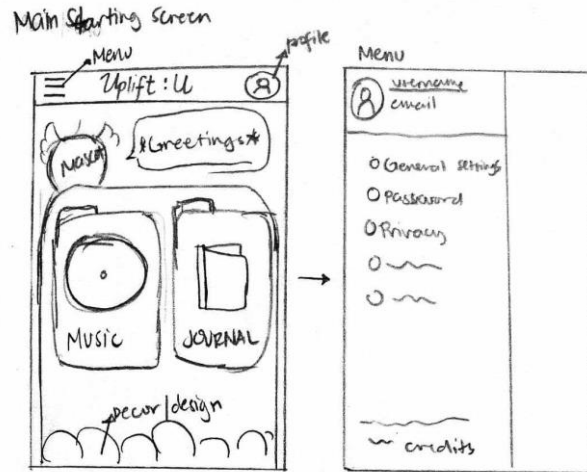
Sample Feature Flows

Below are sample flows of a few features provided in the application. These features and flows are subject to change.
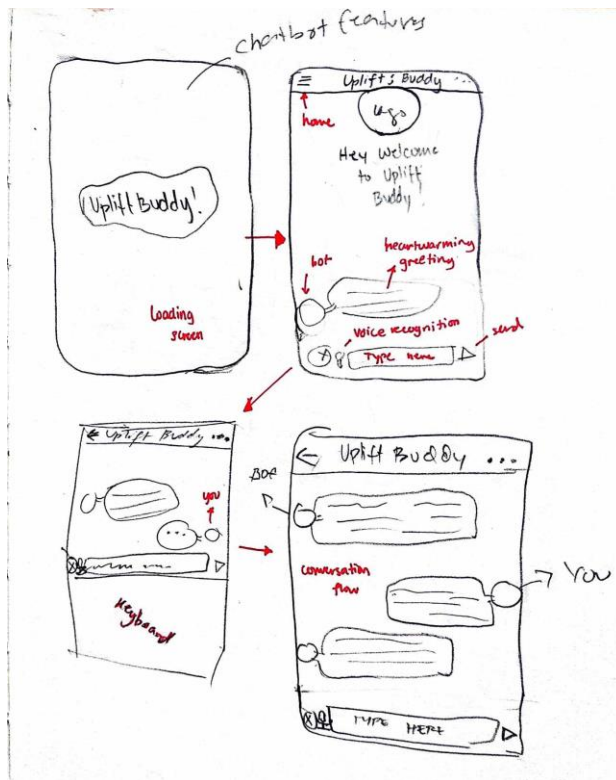

Sample Flow: Chatbot (Uplift;Buddy)
This sample shows the flow of the user entering the chatbot feature.

Sample Flow: (CRUD) Private Journal
This sample shows the CRUD (Create, Reade, Update, Delete) system in the journal feature of the app.

Sample Flow: Music
This sample shows the flow of the user entering the music feature of the app. It showcases 3 pages/panels for each playlist provided in the application.

Design Sketches and Alternatives
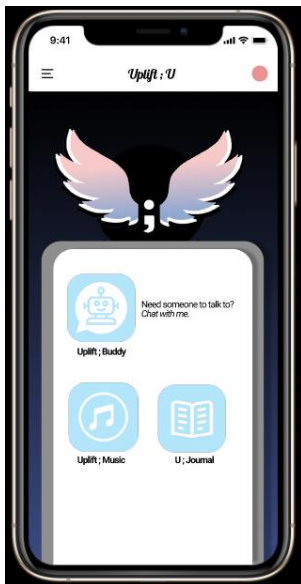

Home Page and Menu Pane

      The left image shows the home page of the Uplift;U app. The homepage is composed of the buttons that lead to the features of the app, as well as other elements for aesthetic purposes. The right image shows a menu pane/drawer. The menu pane contains most of the app settings. This design may change during prototyping.
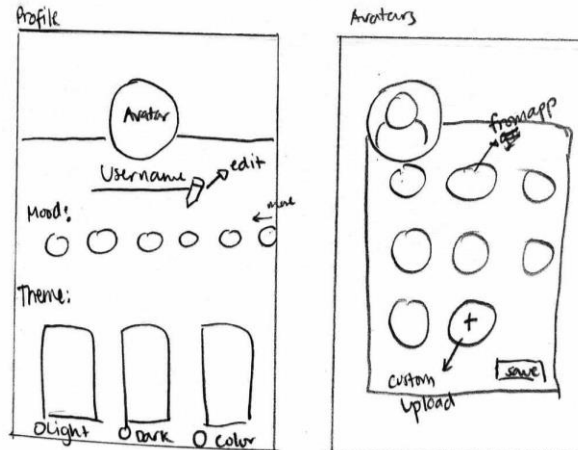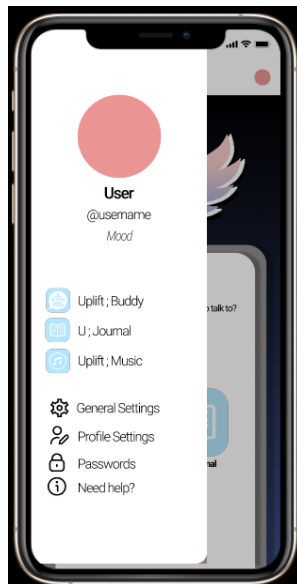

Profile Settings

      The image above shows the profile settings. In this panel, the user can edit their username and avatar. Moreover, the team suggested adding a mood and theme options. The mood will show the user's current mood and the theme shows 3 types of themes the user can apply in the application (light, dark, and custom color). This design is subject to change during prototyping.
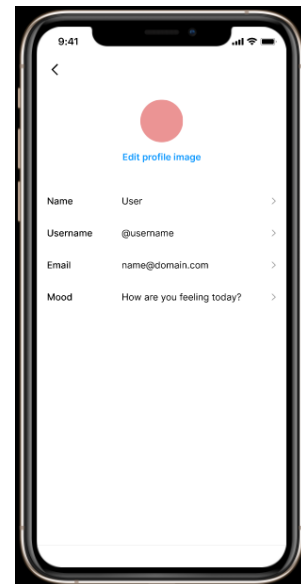
Mock-up/Prototype

Home Screen/Page
The home page displays icons of the features Uplift;U has to offer.

Menu Pane
The menu pane contains icons that would lead to most parts of the app.

Profile Setting
The profile setting contains user information which also allows them to edit their information.

Chatbot (Uplift;Buddy)
This pane shows a demo of a conversation with the chatbot, Uplift;Buddy.

Music (Uplift;Music)
The music page of the app shows playlists of various music and podcasts.

Music Player

The app's music and podcasts can be played on the music player.

Journal (U;Journal)

This part shows the journaling feature of the app. The left image shows the collection of journal entries while the right image shows the notepad where the users can type into. The right image can be accessed after pressing on the add icon on the main journal menu.
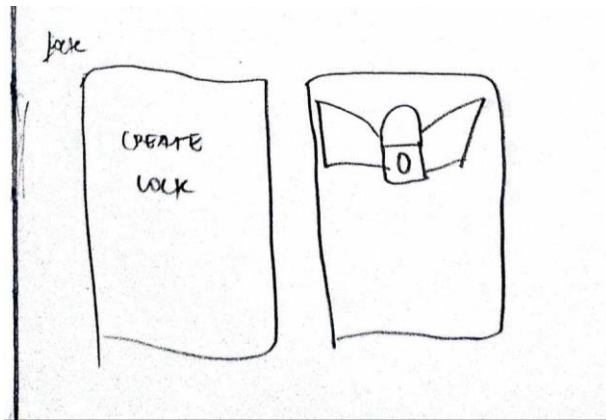
Avatar Customization

This part allows users to choose from given avatars to change their profile image or upload their own images.

Delete, Rename, and Edit Journal (CRUD)

This part shows the delete, rename, and edit journal function.

Additional Feature Discussion

Password Feature

The password feature will allow the users to feel safer when expressing themselves. Adding a password feature to the app and another to the journal feature alone is a topic of discussion within the team.

Splash Art

A screen showcasing the logo when the app is starting would appear before accessing the main menu of the application. This would be showcased as a loading screen for whenever the app loads in for too long.

Music Player Overlay

A music player overlay is suggested for easier access and functionality for the user to play music, skip, or pause.