Executive Summary

I-Manage is designed to make managing your homework quick, easy, and painless.

Specification

Criteria

Priority 1

The user should be confident that the web-app isn't missing any upcoming assignments

Justification: If the web-app misses an assignment, the app has failed and the user will likely stop using it.   Even if it doesn't actually miss an assignment, but the user isn't confident in the web-app, they will likely stop using it.

The user needs to be able to quickly determine what assignments are due soon.

Justification: If the web-app doesn't make assignments more visible and easier to check than their previous method of homework management, the app has failed and the user will likely stop using it.

Priority 2

The user should not be frustrated by the web-app when using the web-app

Justification: If a user gets frustrated with the app, they may stop using, but they may keep using it if it is less frustrating than their previous method of homework management.

Persona

Arnold is a 24-year-old student studying computer science at Brigham Young University – Idaho. In the rare moments he is not working on school work, development, or researching about development, Arnold decided to use Habitica, a gamified to-do app, to keep track of his homework, but he has to copy everything in by hand, and he sometimes misses things. "I shouldn't have to do this, I-Learn should do this automatically", Arnold grumbles, as he searches I-Learn 3.0 to make sure he has all of his assignments recorded.

Scenario

"Are you done with all of your homework yet?" Laura chides without looking up from her game. Just to make sure, Arnold navigates to the I-Manage website. After glancing at the display of upcoming assignments he exclaims, "I forgot the HCI project due tonight! Give me a couple hours and then I can play." Arnold pulls up the project, grateful he noticed before it was due.

Green Line to the left indicates updated material.

Prototype

I-Manage

Your homework, all in one place.

Enter your homework here	📅	➕

CS 371 Ponder and Prove 1	10:51 am July 18th	✔
CS 432 Teach One Another 4	10:51 am July 21st	✔
CS 432 Ponder and Prove 5	10:51 am July 22nd	✔
CS 432 Ponder and Prove 10	10:51 am July 27th	✔
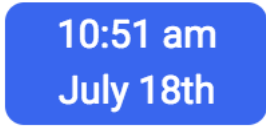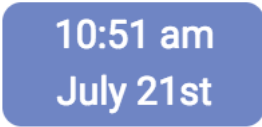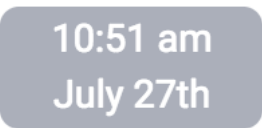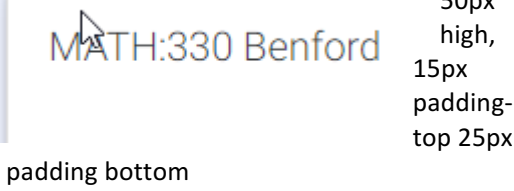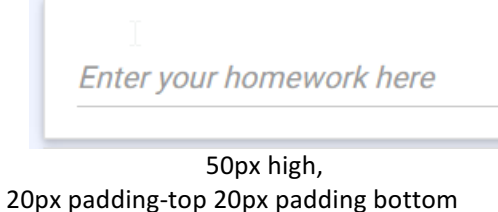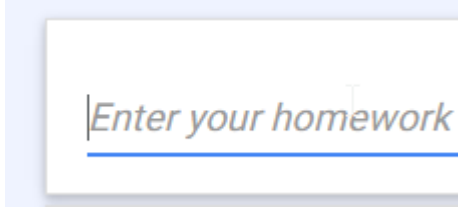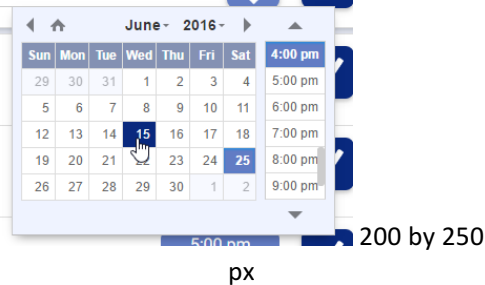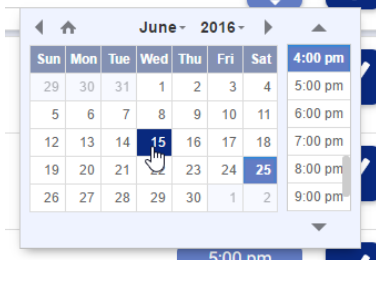
Detailed Design

Description	Regular State	Pressed
Submit button to add an item to the list	➕ 50px by 50px	➕
Checkbox to remove an item from the list	✔ 50px by 50px	✔
Button to bring up date picker for an item	📅 50px by 50px	📅
Due date indicator < 1 day	10:51 am July 18th Variable width to accommodate months. 50px high 15px padding-top 25px padding bottom	No pressing

Green Line to the left indicates updated material.

Due date indicator: days > 1 and days < 7	**10:51 am** **July 21st**	No pressing
Due Date Indicator: days > 7	**10:51 am** **July 27th**	No pressing
Title of homework	MATH:330 Benford 50px high, 15px padding-top 25px padding bottom	No pressing
Input for adding new item. Text for the title of a new homework item is typed here.	Enter your homework here 50px high, 20px padding-top 20px padding bottom	Enter your homework
Date Picker	June 2016 calendar 200 by 250 px	June 2016 calendar

Justifications: Monochromatic blue theme. Confidence and calming. Could be labeled boring. Icons rather than words whenever possible to conserve space and increase ease of use.

Graveyard

July 18, 2016

My user study suggested that it wasn't as easy to identify when things were due as I wanted. I responded to this by adding a color code to the due date buttons. The button is very saturated when items are due today, less so when they are due this week, and practically grey when they are due more than a week from now. Hopefully this will help clue my users in to what items are due when.

Updated the calendar button to be a more vibrant hue to match the "due today" color. This allows the difference in due dates colors to have a larger range to work with, which makes them more distinct.

When there are no visible items in the que, I've set up the program to auto populate the task list with plausible upcoming assignments. It only works if there are no visible homework items in the list.

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June 18 2016

Color and layout is better than June 11th version. The grouping of the homework is better, the checkbox is better, and the jumbotron takes up a lot less of the screen. A little bit of separation between the homework input and the homework items helps make the input distinct, but because the separation is small, the relationship between the input and the homework is still implied. The placeholder text size was increased, and I think that was good. The button alignment/spacing was improved, there now is a good rhythm between the input buttons and the date/submit button. The submit button is confusing. The submit button should be a + symbol, as that should be more familiar/intuitive to users.

Prototype

June 11 2016

This design doesn't use color or layout correctly. Also, the checkbox, submit, and due buttons are awful.

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Prototype
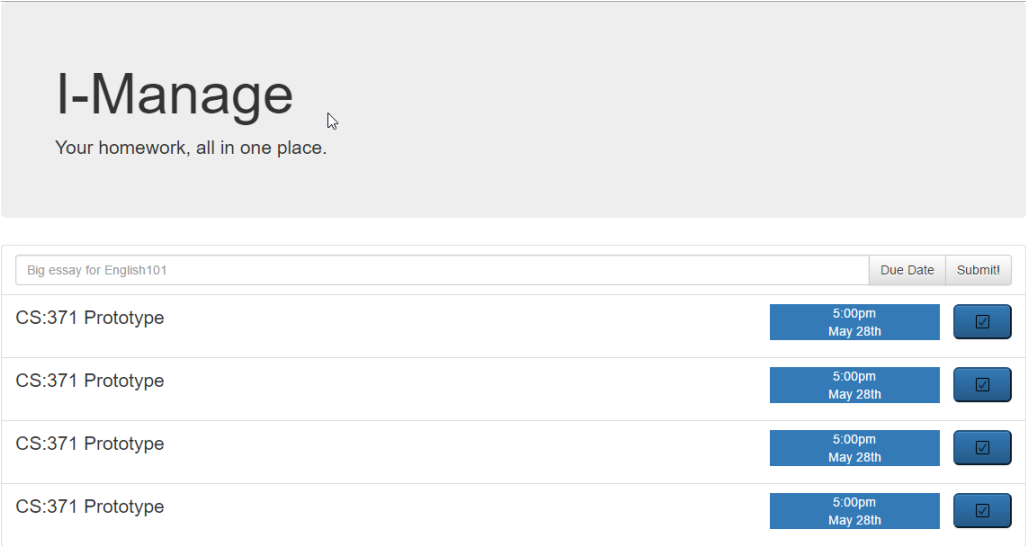
Detailed Design

Description	Regular State	Pressed
Check box to remove an item from the list		
Submit button to add an item to the list		
Button to bring up date picker for an item		
Due date indicator		No pressing
Title of homework		No pressing
Input for adding new item. Text for the title of a new homework item is typed here.		

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