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Class Assignment 1, Use Case

Our use case will be joining an intramural volleyball team on the IM Leagues application. Our steps for the use case will start with logging in. After that, we will need to find an intramural volleyball team to join. We assume that our user does not know the team name or anyone else they are trying to play with. They are new to the app and are trying to find a team to join.

The literacy for our user will about average for freshman in college. They are experienced with technology and can understand a computer and phone well enough to use them. Users will be in the ages of an average college student, that is around 17 to 25. The user is most likely brand new to IM Leagues and will have no knowledge of how it works or how to navigate it since it is primarily for college use. They would most likely be in the novice or intermediate levels.

Right off the bat, it is aesthetically pleasing. It has the color template of Colorado Mesa with “Mavroon” as the main color theme. It has a relatively clean look, but with that, there is not too much going on to give the app more personailty. The information you need is there on the main screen, however, can be partially hidden. There are four buttons on the bottom, but there are 3 of them grayed out at any given time. This can be very misleading and not obvious since the buttons themselves are relatively difficult to see while also being below an add. These buttons are also the buttons you need to find a team. The naming of them is further confusing since the “discover” tab is more of a search option and the “network” tab does not lead the users to the assumption that it is the list of teams and sports offered. There is a navigation bar at the top, bottom, and a hamburger in the top left. Depending on where you want to go, there might be a button on one or all of these to take you where you want to go. This can be misleading if there are 4 different routes to find teams and each one is labeled differently. This being said, the apps learnability is relatively easy, and can be figured out with several minutes of scanning through the app. Still, the efficieny of the app is lack luster and the multiple routes to do simple operations leads to confusion due to unclear labels and instruction. This also brings up the fact the icons and titles are nearly useless, and do not support the user in our use case.

For our use case, we recommend a more straight foreward navigation process with less potential routes, and more meaningful icons/titles to make these few routes obvious and easy. For the phone app, eliminating the multiple menu bars and leaving the hamburger drop down menu, along with the most used sections (Teams, Schedule, Teams stats) for the top bar is an option since the bottom bar was less obvious and less helpful. Then, for users trying to join a new team, they click on the “Teams” tab under the most used tab or click on the hamburger icon, then “Teams” to pull up the exact same page should they leave to a different part of the app. With the hamburger icon containing all the options, this is more straight foreward and easy to start off in the right direction. Then, the teams page contails ALL team information. This page includes the potential sports to join (leading to the teams playing those sports) and the search function all on one page in one area. This way, when looking for a team to join, clicking on the teams tab in the recommended bar or on the hamburger drop down leads to the same page with all the options people looking for teams will desire. No alternative routes or separate pages, just one page that’s easy to navigate and find your sport, and find a team on. Lastly, obvious adjustments so the teams can be seen and eliminating unnecessary white space must be done.