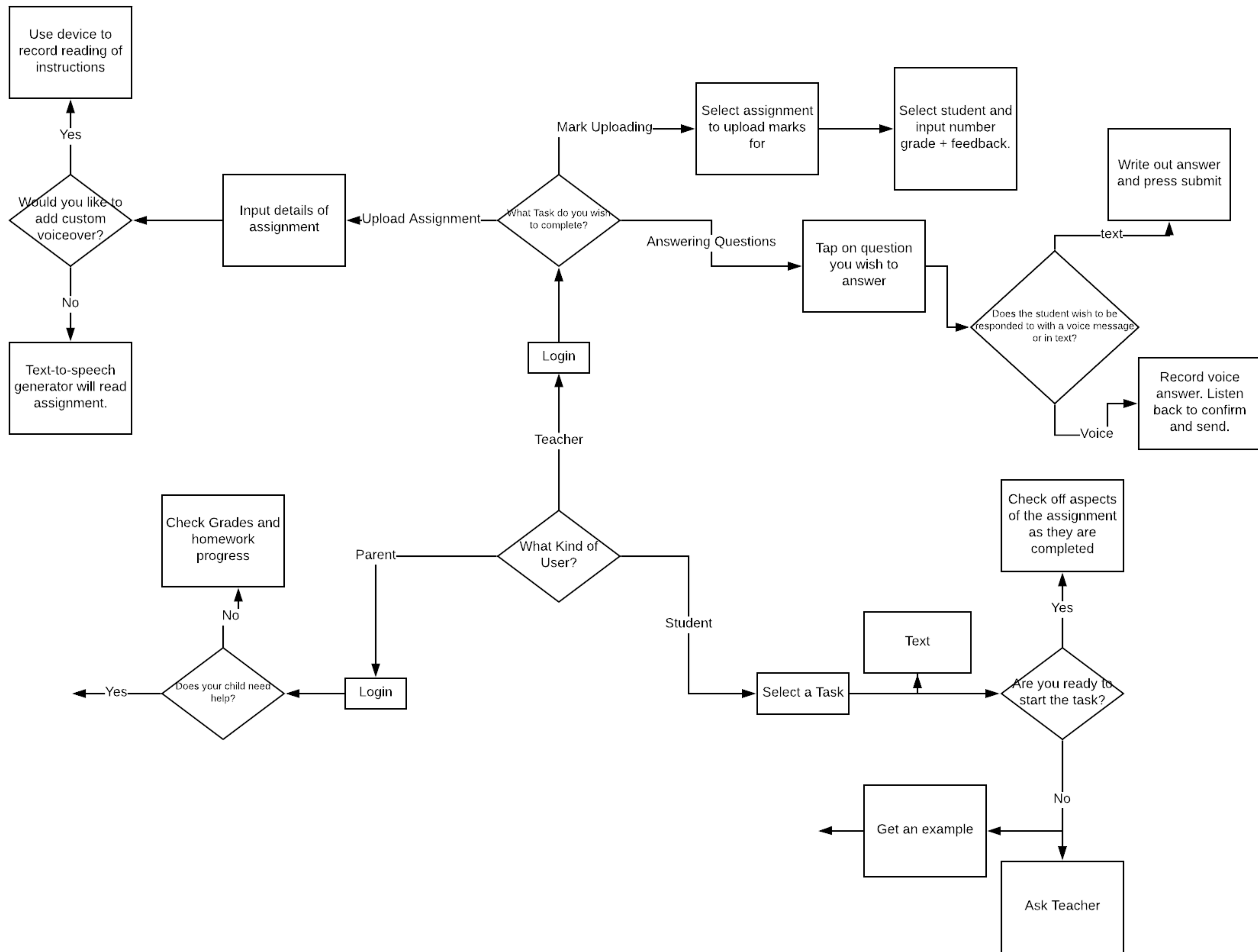




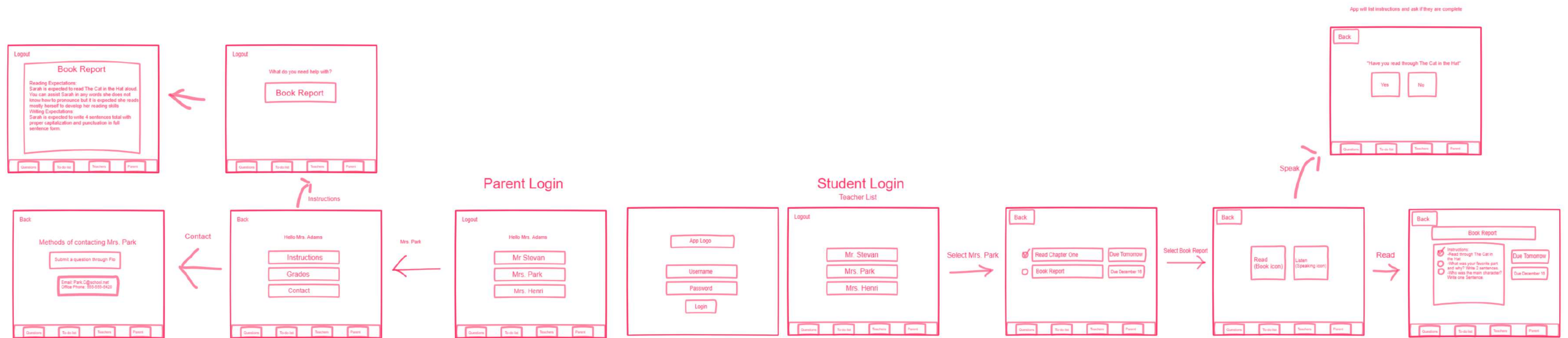
Joshua Gaspar
Project 3
Visual Interactive Design 2
YSDN 2005
Danielle Alderman

Through all of this process, the final app that was devised is an app called GRO. GRO helps kids 10 and under manage their homework time and keep track of their homework tasks. GRO rewards its user by awarding GRO points which can be used to purchase different hats for the owl mascot Growl. GRO also helps parents keep track of events and information from thier children's school through the parental information section.

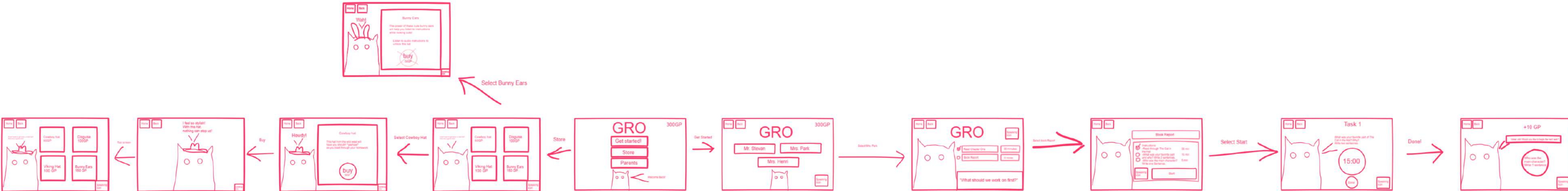
INITIAL FLOWCHART ATTEMPT



FIRST LOW FIDELITY WIREFRAMES



SECOND LOW FIDELITY WIREFRAMES



FIRST RENDITION OF USER PERSONAS



Becky Adams
Busy Parent



Bio

Becky is a busy parent who has a hard time understanding her child's homework as she is preoccupied and does not feel she has the time to figure it out with Sarah or keep up with Sarah's school life. This makes her feel like an inadequate parent. Becky needs to help Sarah with her homework in a way that makes her feel like her child is doing well as a student and she is doing a great job as a parent.

Tasks

Becky uses APP NAME at home to help her understand her child Sarah's homework assignments. Once She understands them, she can provide help/guidance for her child.

Functional Needs

Becky needs APP NAME to be quick, clear and understandable. It should be accessible from her own device and she should be able to access parental instructions on whatever device Sarah is using. Should she need it, the app should also allow for Becky to submit inquiries to the teacher/instructor and view her child's up-to-date marks.



Sarah Adams
Student



Bio

Sarah is a first grade student who has trouble remembering what homework she has to do and often finds herself too intimidated to approach her teacher for help, while her mom is too busy to do it for her.

Tasks

Sarah uses APP NAME to describe her homework assignments to her, to keep track of her homework accomplishments and to ask questions to the teacher/instructor.

Functional Needs

Sarah needs APP NAME to have a clear and simple user interface that visualizes her progress so that she can easily understand how much work she needs to do and when she needs to do it. Sarah also needs APP NAME to be able to read her homework assignments to her if she is unable to read them herself. APP NAME should also be able to submit questions to the teacher through voice messages and text messages depending on the writing level of the student.



Catherine Park
Teacher



Bio

inst Catherine is a teacher that works hard for her students' education but has a hard time effectively communicating with her students and their parents aside from scheduled meetings, which she only has time for in dire situations.

Tasks

Catherine uses APP NAME to assign her students homework and provide additional instruction to the student's parents. She also provides mark information and reminders to her students.

Functional Needs

Catherine needs to be able to send answers and reminders to students individually and on mass. She also needs to be able to select whether the message is sent to the student, the parent or both. Marking is a lot of work for Catherine so uploading the marks to APP NAME for her students should be a quick and easy process. She should be able to scan pictures of the homework assignments with feedback written on them and have the app be able to read the feedback to her students.

USER PERSONAS



Becky Adams
Busy Parent



Bio

Becky is Sara's busy mother who finds that either she is too busy or Sara is too forgetful to pass along hand out notes that Sara's teacher gives her.

Tasks

Becky uses GRO to keep track of how much homework Sara has completed and the notices Sara's teacher sends out.

Functional Needs

Becky needs GRO to be simple. She needs GRO to intuitively display notices from the teacher and Sara's homework progress.



Sarah Adams
Student



Bio

Sarah is a first grade student who has trouble remembering what homework she has to do and often finds herself not wanting to do it because it takes too long. This makes her teacher, her mother and herself frustrated.

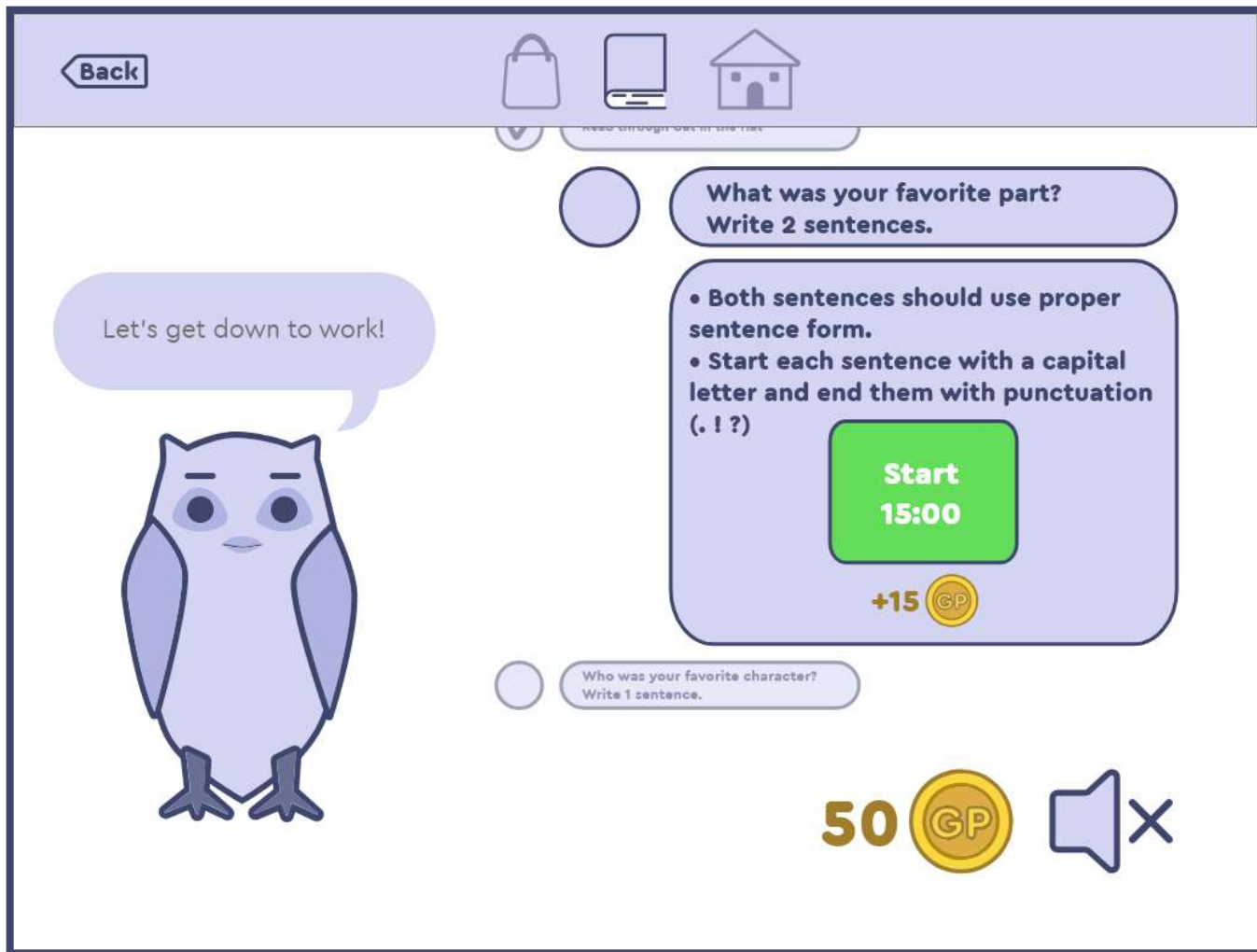
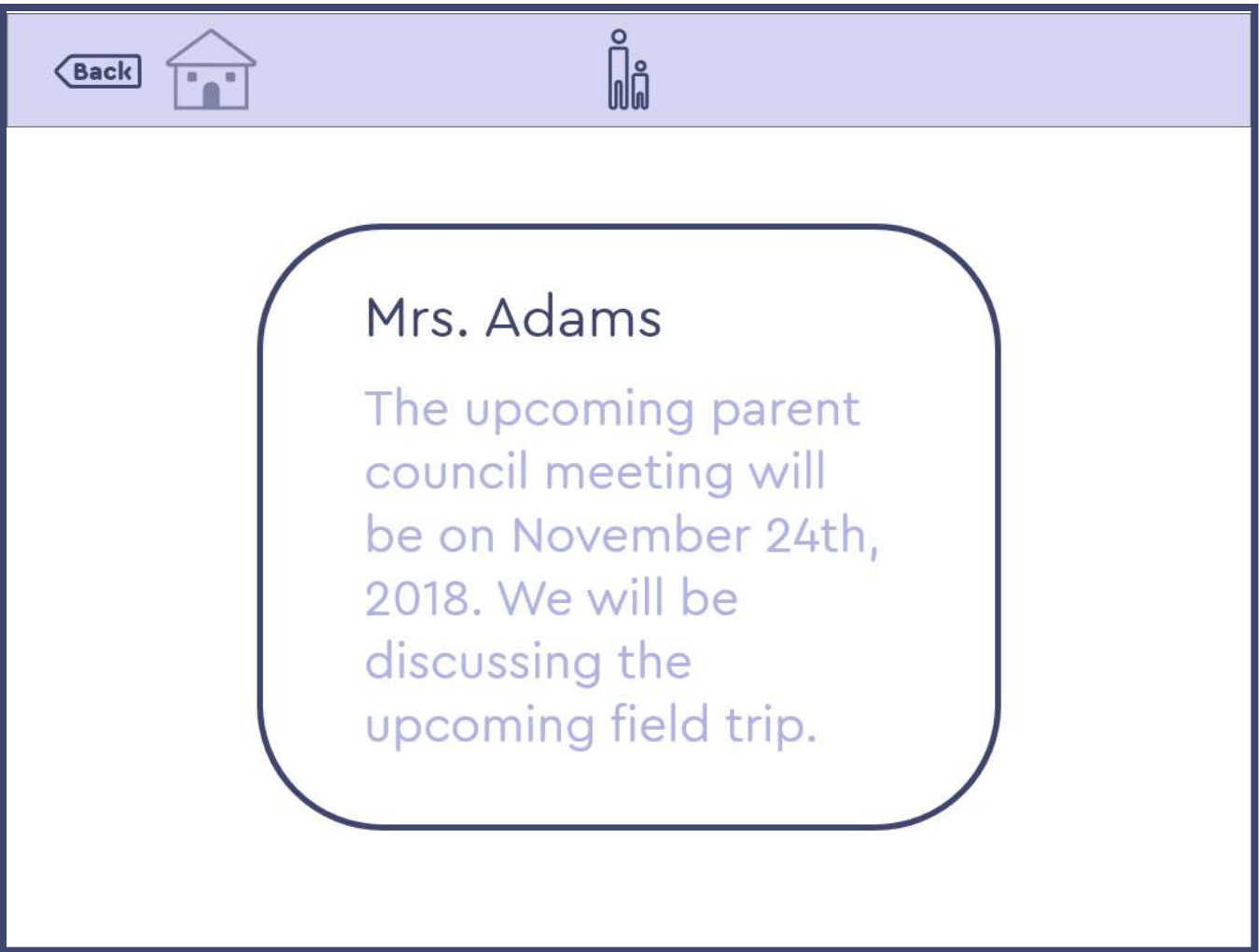
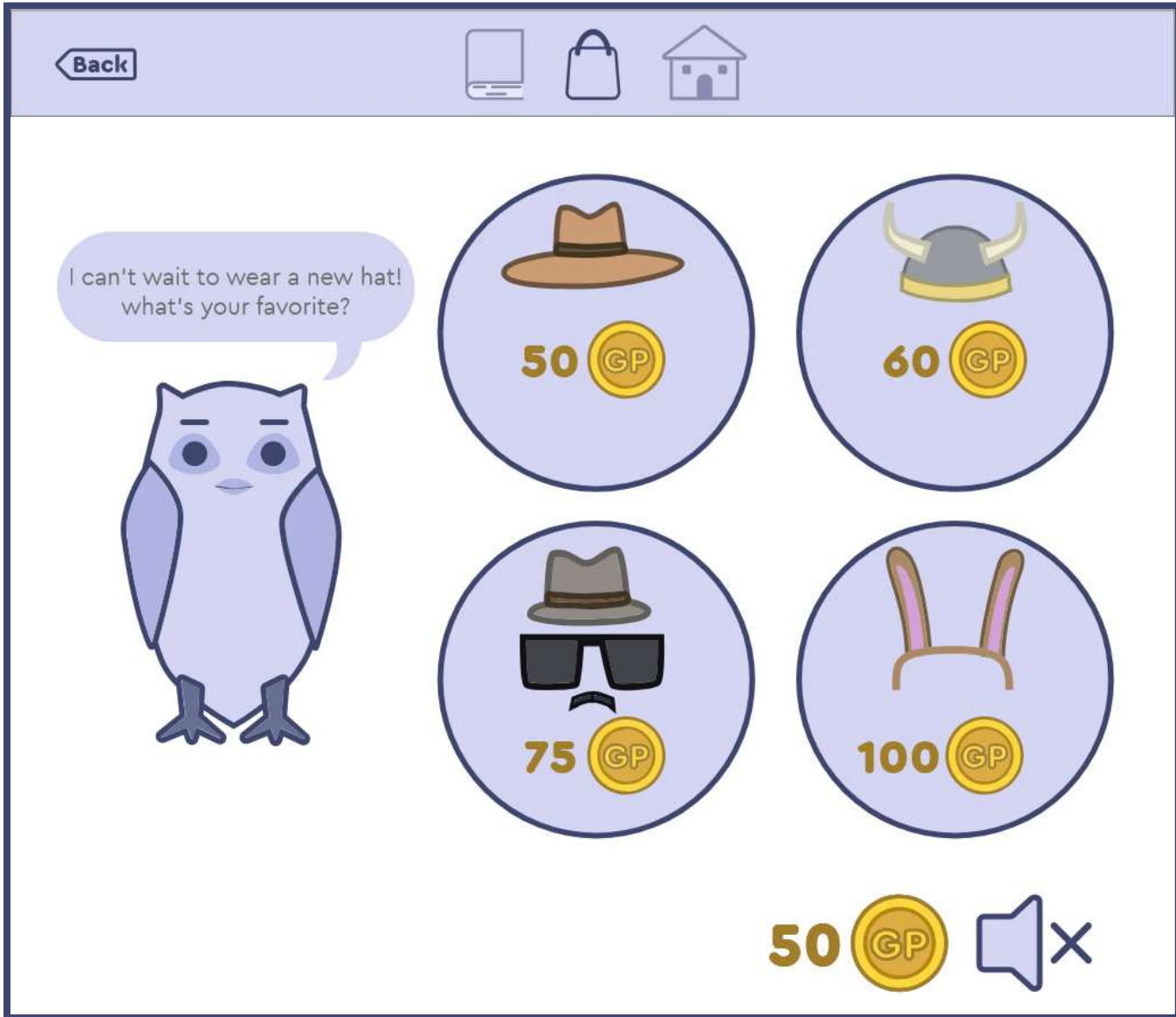
Tasks

Sarah uses GRO to clearly guide her through her homework assignments, and keep her on track with completing her homework on time.

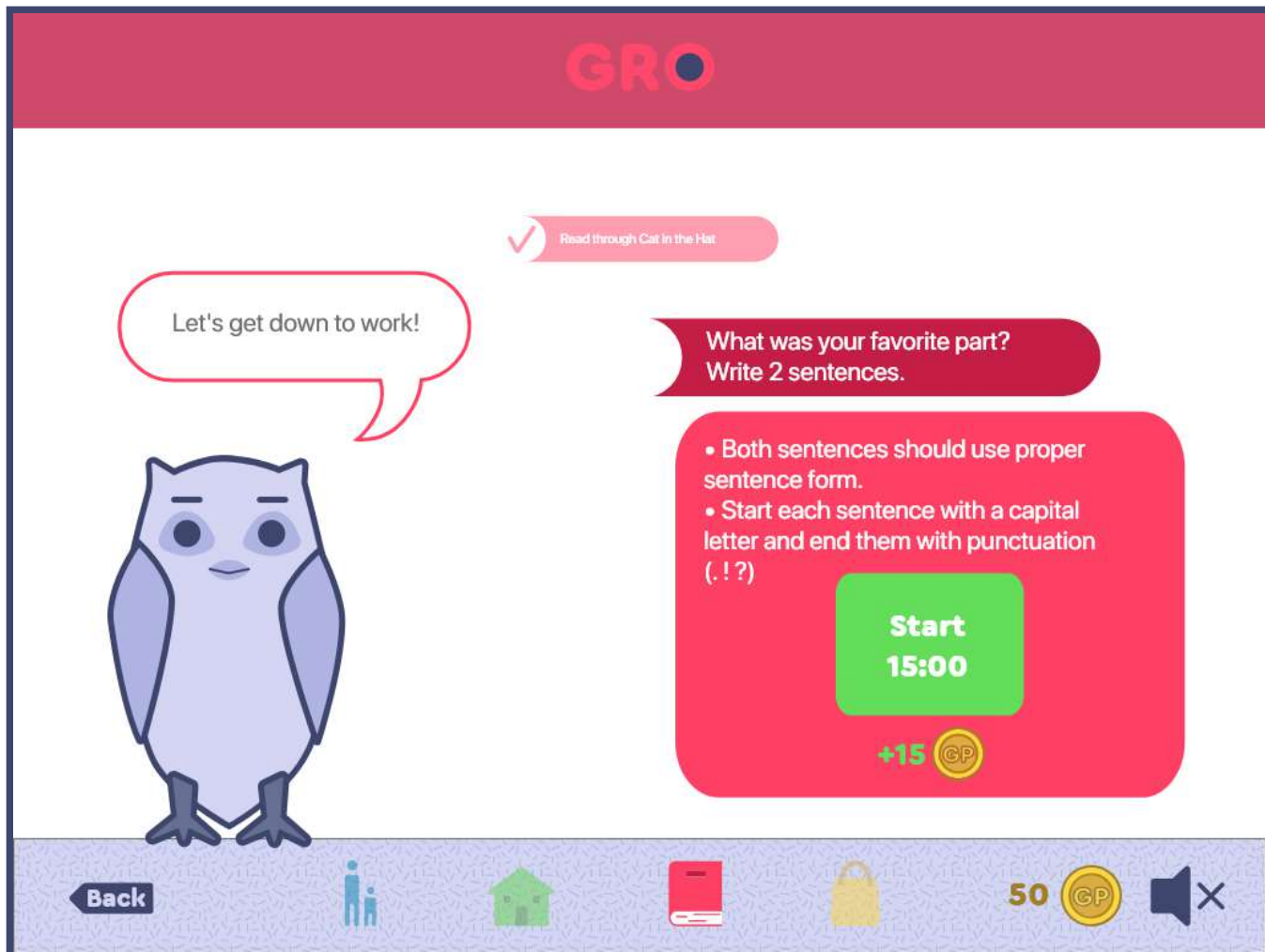
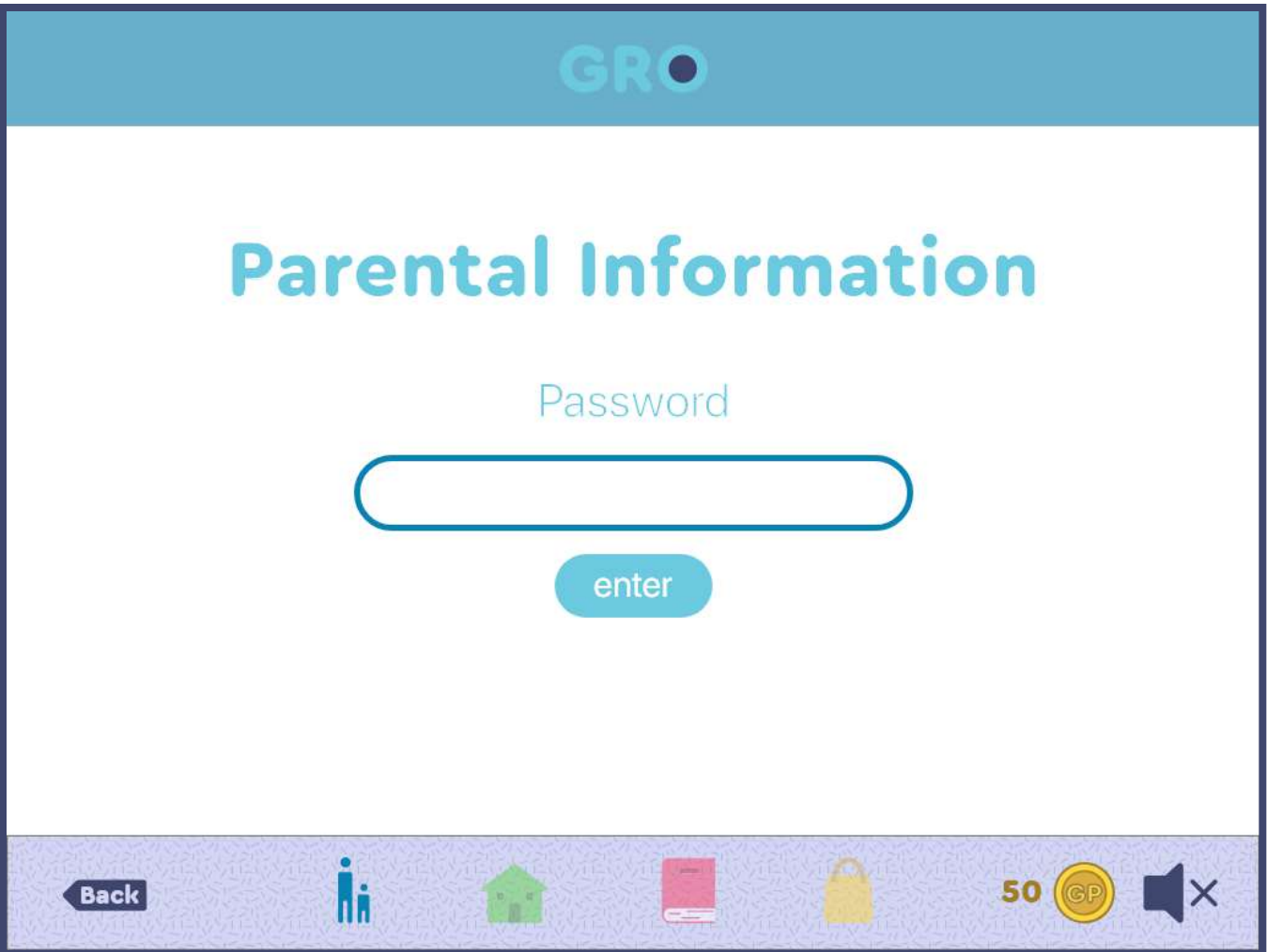
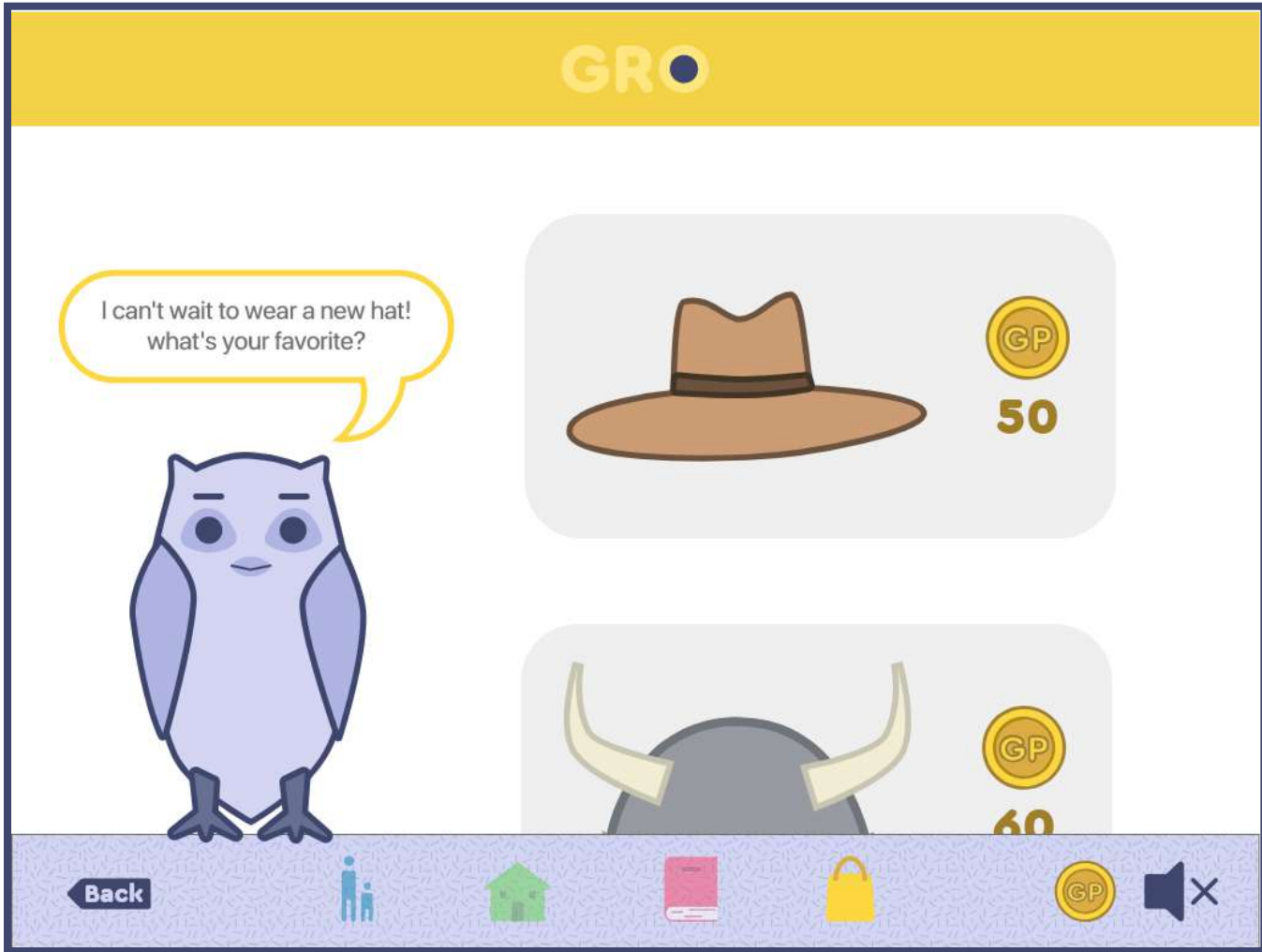
Needs

Sarah needs GRO to have a clear and simple user interface that visualizes her progress so that she can easily understand how much work she needs to do and when she needs to do it. Sarah also needs GRO to be able to read her homework assignments to her if she is unable to read them herself or understand how to read certain words. GRO also needs to reward and encourage Sara when she successfully completes her homework.

LAYOUT DEVELOPMENT







FLO

Possible Colors

This is an Example of a Header

This is an Example of a Sub Head

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed diam nonummy nibh euismod tincidunt ut laoreet dolore magna aliquam erat volutpat. Ut wisi enim ad minim veniam, quis nostrud exerci tation ullamcorper suscipit lobortis nisl ut aliquip ex ea commodo consequat.

GRO

Possible Colors

This is an Example of a Header

This is an Example of a Sub Head

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Hat Reward System!

GP

STYLE TILES

PACT ANALYSIS

Theme: Children 10 and under

People

Children, imaginative children, forgetful children

Activities

- Outdoor games
- Video games
- Drawing
- Sports
- Imagining, playing make-believe
- Reading
- Building/constructing things
- Homework

Contexts

- At school
- At home
- On the school bus
- At a friends house
- Parents may limit screen time

Technologies

- Ipad/tablet, possibly a smart phone
- Children generally use what their parents get them/their family devices, which is usually Apple products over Android and more likely to be a tablet.

BRAINSTORM

Ipad/tablet app/Playful

App that teaches kids about the dangers of online privacy

Couldn't be purely informational, would not appeal to kids
Needs to be playful, maybe not entirely a game, but playful.

Drawing app

Provides a word prompt for a drawing and a color palette
Kids can share their drawings over the internet
Like feature but no comment feature so that there's no bullying
Can draw with friends over bluetooth

Managing homework app

Helps the parent as well
Positive reinforcement for the kid.
Teacher, parent and kids as users.
Homework time management for kids.
Rewards for completing their homework on time.
Take picture of homework when done
Reward system

FINAL FLOWCHART

