

04-04-02

theme-documentation project

04-01-01 Initial user brief

My task was to make an initial user brief based on knowledge I have gathered and got about the users of the target audience and their use of Fronter. The main topics areas I had to concerned about business goals, target audience and their actions, a list of Fronter's functionalities and a sitemap with user journey/flow.

Here are the info I collected during this theme:

Target audience users

- Who are they?

Users are mainly students and lecturers, but also administration stuff.

- What is Fronter to them?

The tool of connection, place where to hand in projects.

- What do they need that Fronter cannot give them?

Fronter is not a great tool to communicate between students.

What I like:

+notification bell

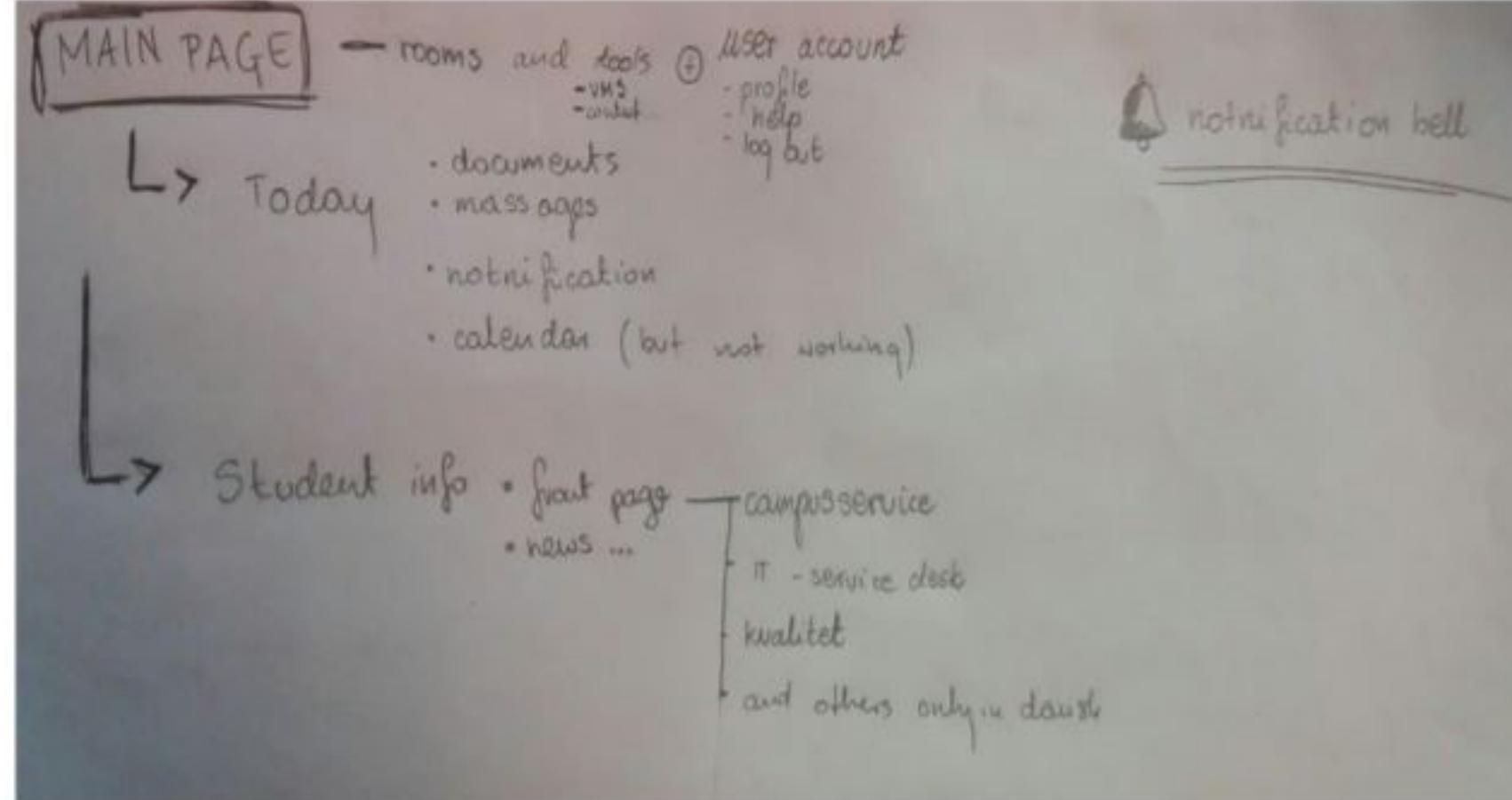
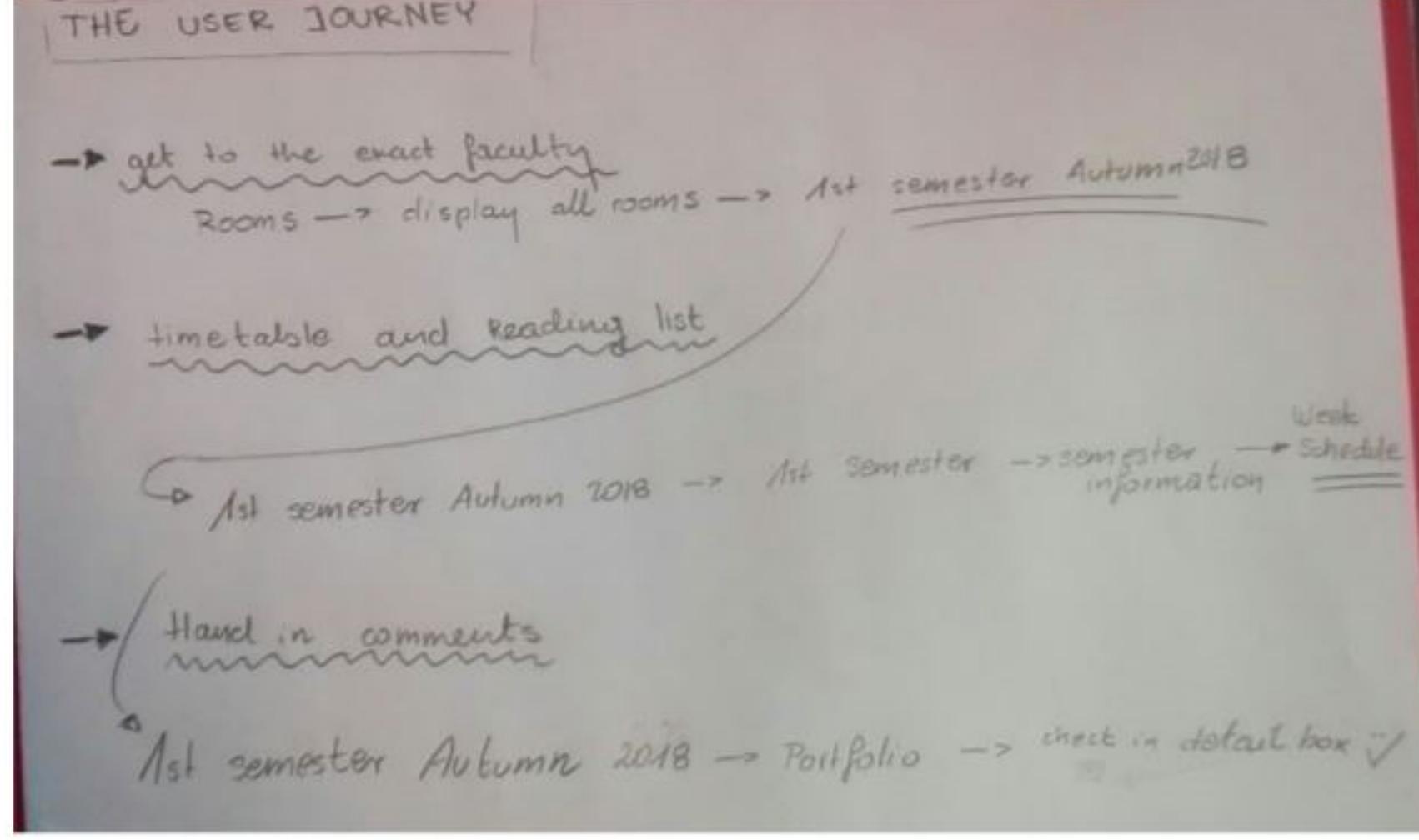
+newest documents and presentations in Toda selection

+unread item option

What I don't like:

-every time I have to change the language to English, Vsite doesn't remember my language settings

-in hand in section projects are not in date order



04-01-01 Initial user brief theme

Conclusion :

In this theme, I learned who are the clients and what they want. What are their goals and requirements for the learning website such as fronter. I think it was a great task to focus on clients needs and how to meet their expectations. I've created a few users journeys which bring me closer to the users' needs. Creating the sitemap gave me the general idea of how I want to create my future prototype.

04-01-02 User research

In this theme, I had to make a document describing my work process, the results of my user research and a revised user brief based on my research insights. At first, I've created a list of questions and tasks to my one-to-one interview with the user from the target audience and then record the test. I also looked for some research inspiration "Competitor" and compared two different apps.

My theme documentation:

Interview questions:

- What is your name and how long are you study at KEA?
- Which faculty are you study at KEA?
- How long did it take you to get used to fronter?
- How many points would you give to fronter in a scale 0-10 if 0 is the lowest?

Interview tasks:

- Find the timetable
- Find info about student exchange
- Find info about the service desk at KEA
- Find your first presentation and check if you have any comments to this one
- Find the first presentation that lectures showed you

Interview guide

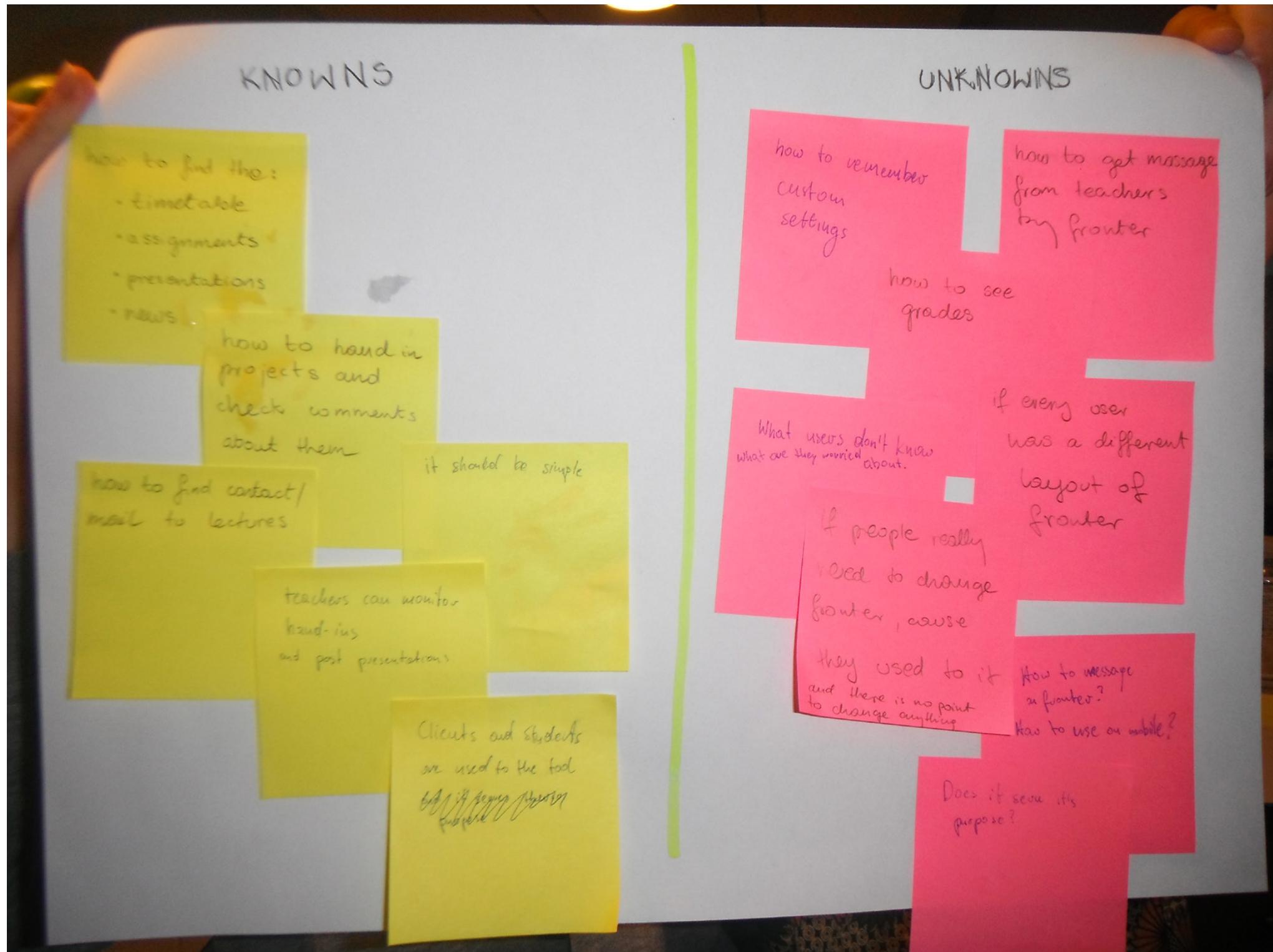
In my interviews, I tried to get closer to my test participants to understand better their problems and point of view at fronter. At the end of the interview, to sum up, all test, I asked them how many points they would give to the fronter. Surprisingly, answers were quite positive, but different from each other.

This project is about user experience test and user research concerning fronter website and its features. I consider different aspects of fronter and its purpose of use. Who are the users, what are their goals, why they are using fronter and for what. I had interviewed two students and asked them different questions about their experiences with fronter and its tools.

Conclusion

Fronter is not the best tool to use, but the truth is that it is quite simple but in such a big mess. To get used to this website users have to spend some time using that, but when they catch the point what is going on there, no one need any changes. Everyone used to that and don't expect any special features. Problem have only beginners, so maybe the solution is to make the special tutorial for 1st-semester students, to help them start using this tool. Participants of my test were students who use fronter for a while and there was no problem for them to use it. Anyway, many sections are not useful or they are with error, which just makes a mess on this website.

In conclusion, my friends gave 7 and 5 points to fronter on a 0-10 scale.



Documentation of collected user research - insights

Description of test participants and links to one-to-one interview

Anele :

<https://www.youtube.com/watch?v=clraoaFPzk8&list=UU8UpytMUSjTG-3OS6ZsRINw&index=4>

Mateusz:

<https://www.youtube.com/watch?v=4ZBu9JK0554&index=1&list=UU8UpytMUSjTG-3OS6ZsRINw>

Anele and Mateusz:

First semester students at KEA.
Multimedia Design and Communication
at AP degree.
When interviewed, used fronter
for 3 months.

"Competitor" research

Dropbox- a great tool to share different kinds of files

+ easy way to upload and share documents

- more useful just in small group projects, than in expanded work

Facebook- one of the most popular tools to contact online users.

+ group conversation option

- to use it, you have to have an account on facebook

04-01-02 User research

Conclusion :

After this theme, I felt really close to the user. Interviews were really important for me to understand their needs and point of view. Competitor research showed me what for me as a user is important and why. All of those activities helped me to create and well planned my future fronter prototype.

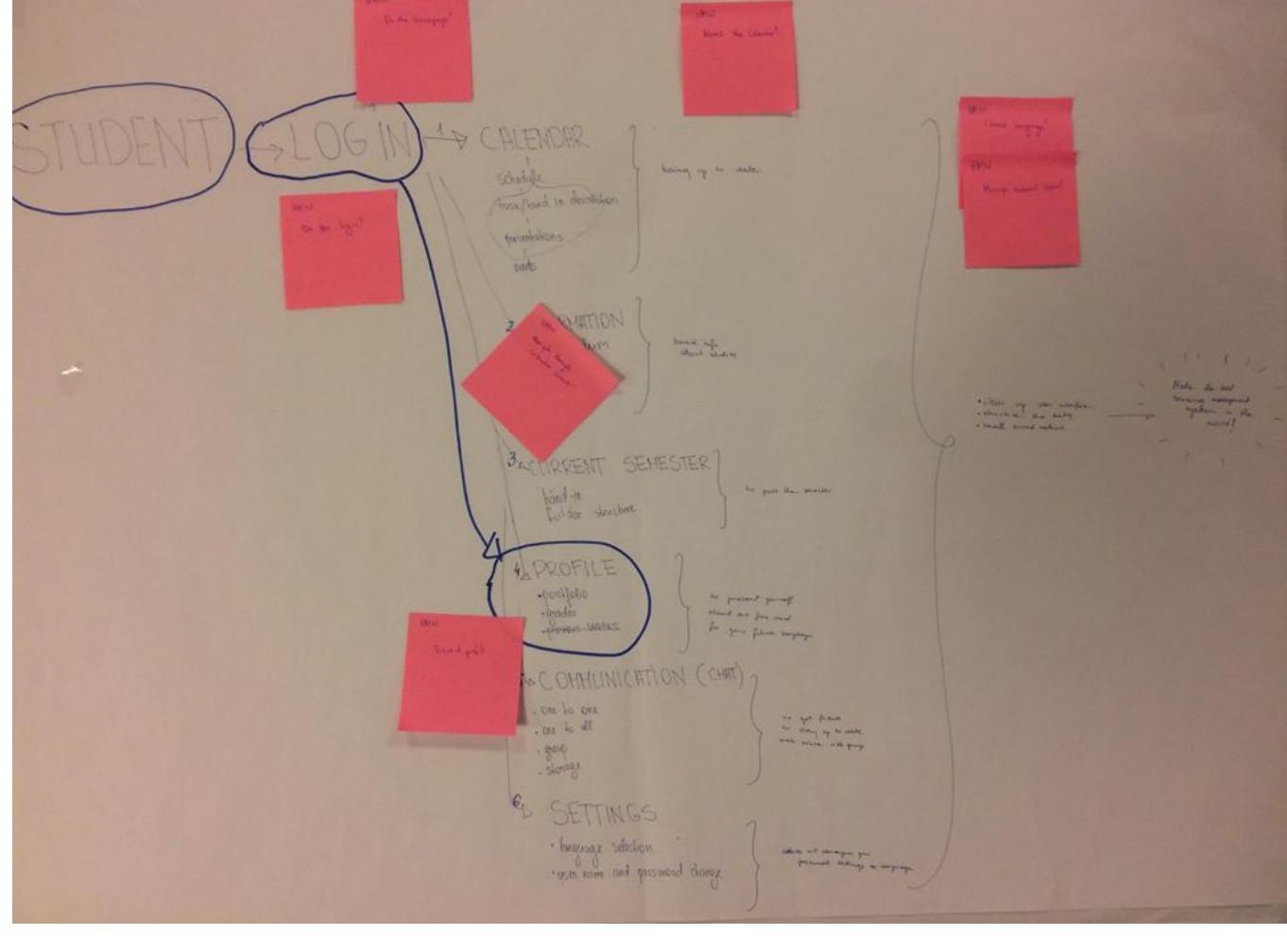
04-02-01 Design sprint

In this theme my task was to develop a prototype of an improved (part of) Fronter - according to the functionality/feature I have decided to innovate. I had to formulate long term goal and a specific target audience. My final submission was to create an XD prototype with specific user journey.

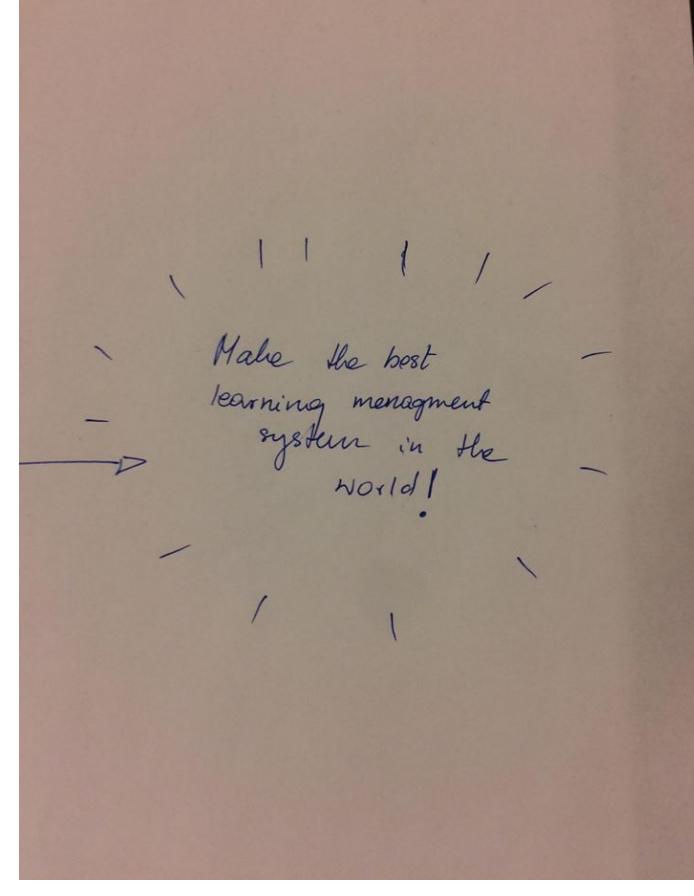
Below you can find the documentation of my work:

Link to XD prototype:

<https://xd.adobe.com/view/c2ac683f-70ad-42c1-7cc8-5d33a7234623-b49d/>

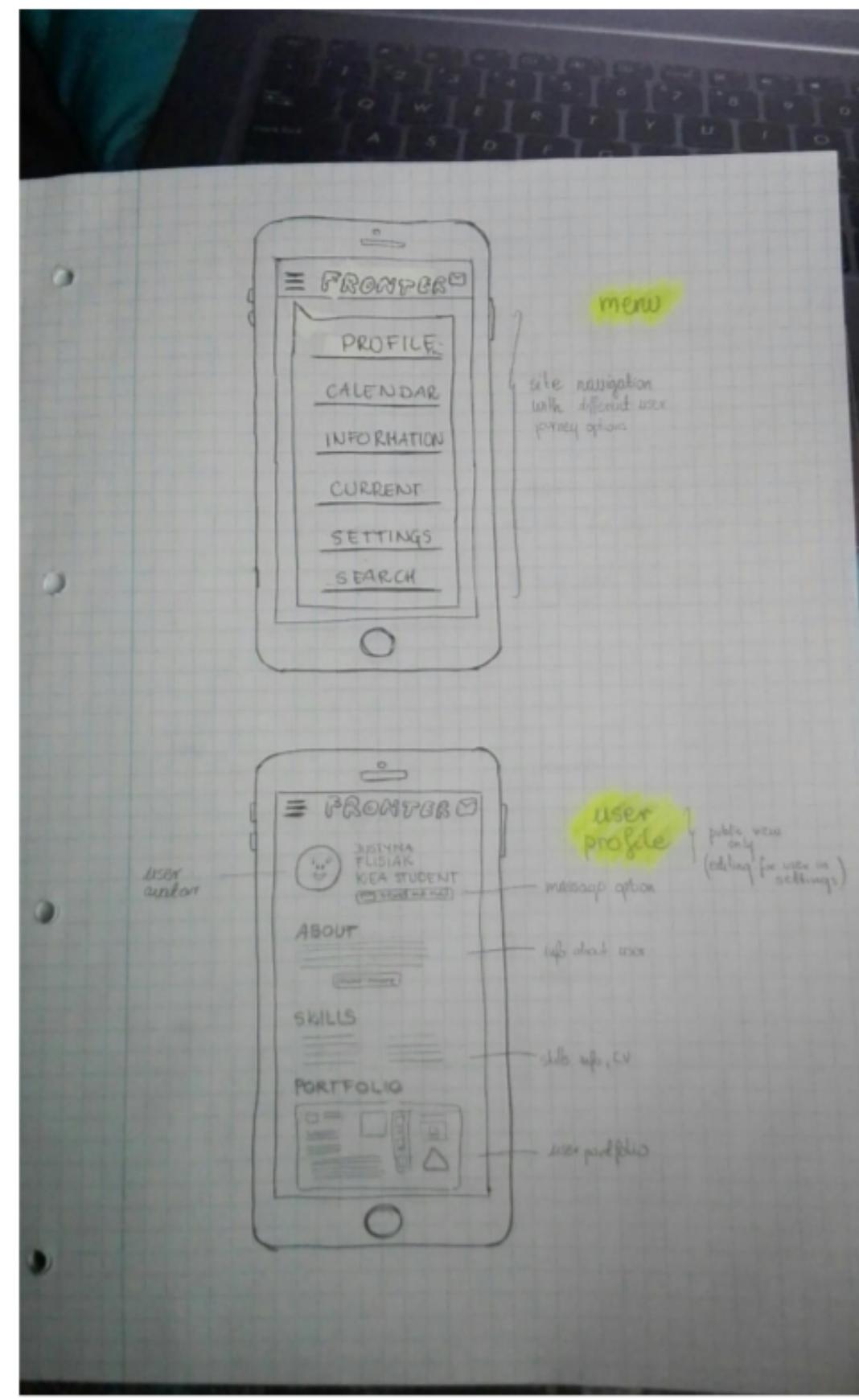
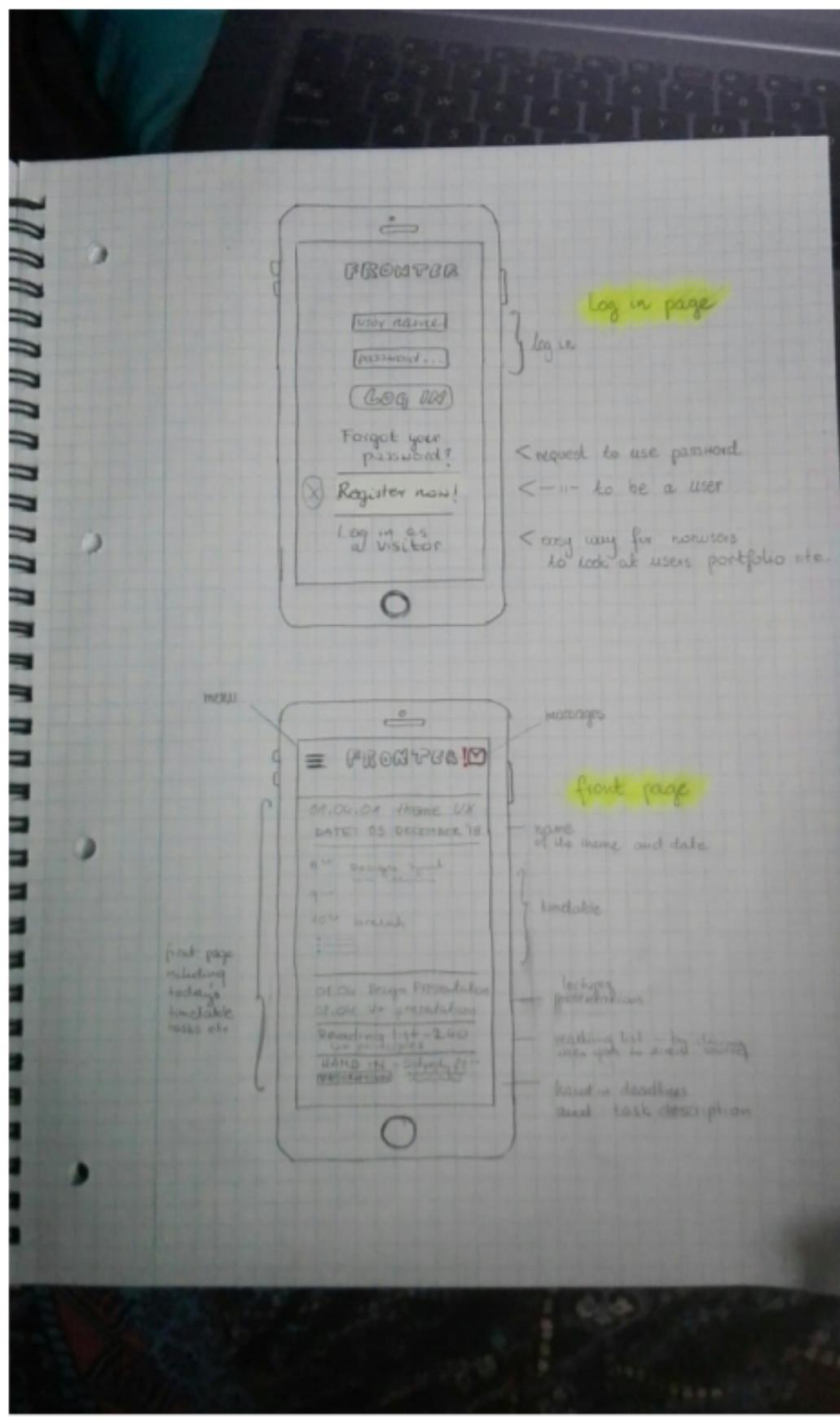


Group work - map and "how might we"



My group long term goal

Step-by-step sketch prototype - user journey to profile site



04-02-01 Design sprint

Conclusion :

In this theme, I had really great teamwork. I've learned how to create an app that is focused on the specific target audience. Brainstorm with other students in my group was really productive. I like to work in XDesign so I had a lot of fun during this task.

04-03-01 Web prototype

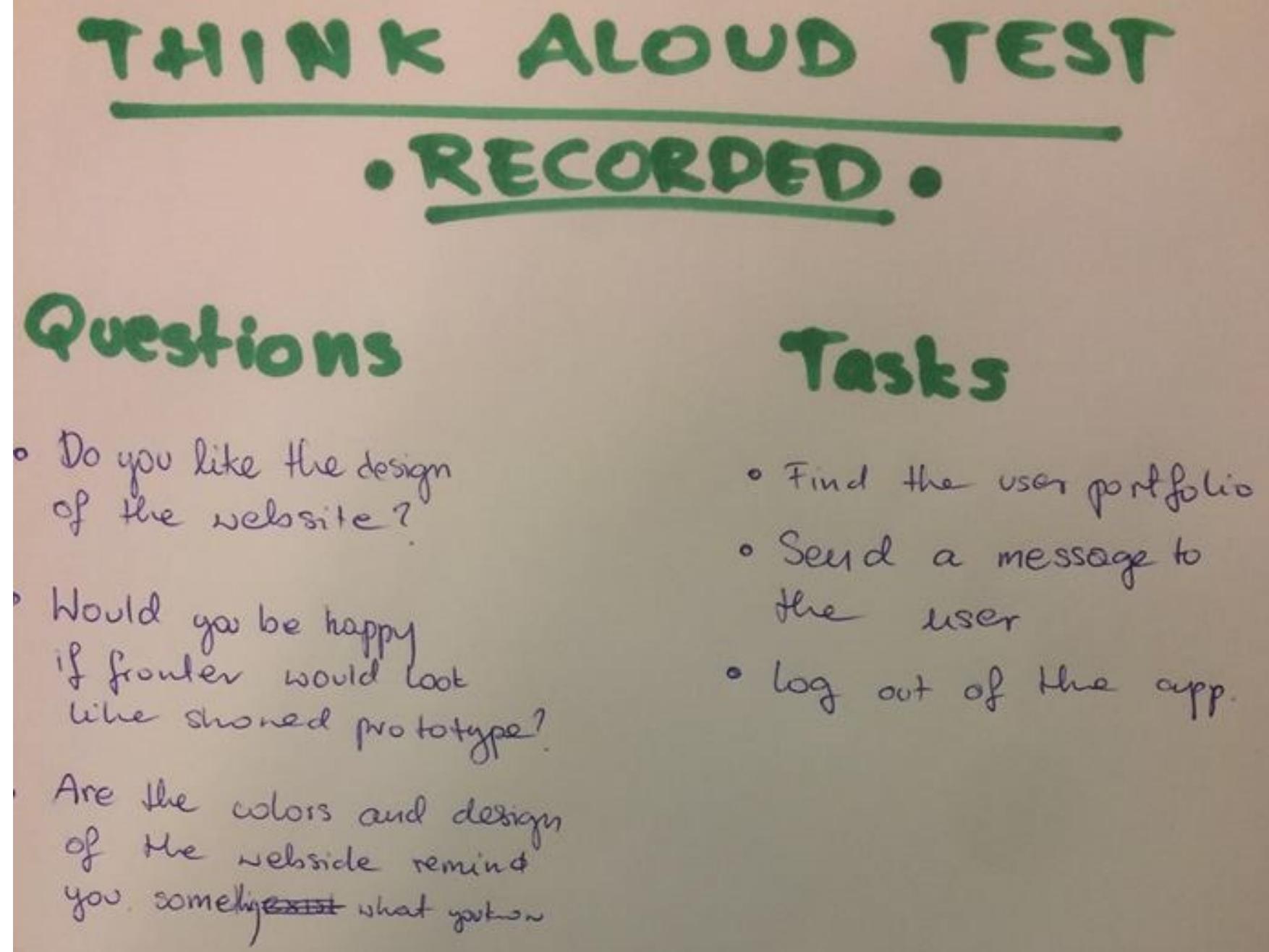
This week I had to code a functional digital solution (HTML/CSS prototype) based on the XD prototype I produced last week.

Link to my github repository:

[https://github.com/justflisiak/
fronterproject](https://github.com/justflisiak/fronterproject)

Link to my website:

[http://jakwoda.com/justynafronter/
fronter/index1.html](http://jakwoda.com/justynafronter/fronter/index1.html)



Answers and usability test conclusion:

The design of the website is similar to the KEA design guide and the whole design of the page looks clear.

User journeys are easy to make and everything is intuitive. The user can check his profile and also try how his portfolio looks for the visitor.

Changes in an updated project:

After feedback from lecturers, I've changed the size of the buttons and also added an animation with changing the color of the login button.

The user can look for a profile site and from this point look for the portfolio from the visitor view/ public view, which was my group purpose. Website my group prepared was designed for the students but also for future employers who are looking for interns.

Technical test results

Google Lighthouse test results



Performance

Metrics

First Contentful Paint	1,360 ms	✓	First Meaningful Paint	1,360 ms	✓
Speed Index	1,420 ms	✓	First CPU Idle	1,380 ms	✓
Time to Interactive	1,430 ms	✓	Estimated Input Latency	13 ms	✓

[View Trace](#)

Values are estimated and may vary.

Validation test result

Nu Html Checker

This tool is an ongoing experiment in better HTML checking, and its behavior remains subject to change

Showing results for <http://jakwoda.com/justynafronter/fronter/index2.html>

Checker Input

Show source outline image report [Options...](#)

Check by [address](#) ▾

<http://jakwoda.com/justynafronter/fronter/index2.html>

[Check](#)

Document checking completed. No errors or warnings to show.

Used the HTML parser.

Total execution time 234 milliseconds.

04-03-01 Web prototype

Conclusion :

In this theme, I've learned the most. I improved my programming skills which is really important for me. I am more into the design, but I know how important programming is. I know my website could look better, but I am already proud of myself. At the beginning of this academic year did not know anything about coding, so it is progress from zero to something.

04-04-01 Design sprint: Native app

This time I worked in a group of 7 people. Our task was to create a prototype of our deram learning mobile app. At first we had to create a group 'contract' and consider roles, goals, purpose, rules, strengths etc. Next we started to work at our long term goal and XD prototype. In the end we had to present and make a 7-minute pitch of your solution.

Pitch

In our pitch, we asked the audience a few rhetorical questions and tried to sell our 'product'. Here they are:

Raise your hand if you use fronter?
Raise your hand if you are tired of using it?
And would you like to change something?

Imagine that you have access to ALL study knowledge just in one mobile device.
Imagine that you can learn while you are in public transport or waiting in a queue for a doctor.

Our app is a SOLUTION!

It's easy to use
it's available to everyone
And guess what - it's for free!! 😊

If you need a tutor or you need a fast overview of schedule - just use this app.

We want to change your learning experience!

Our slogans:

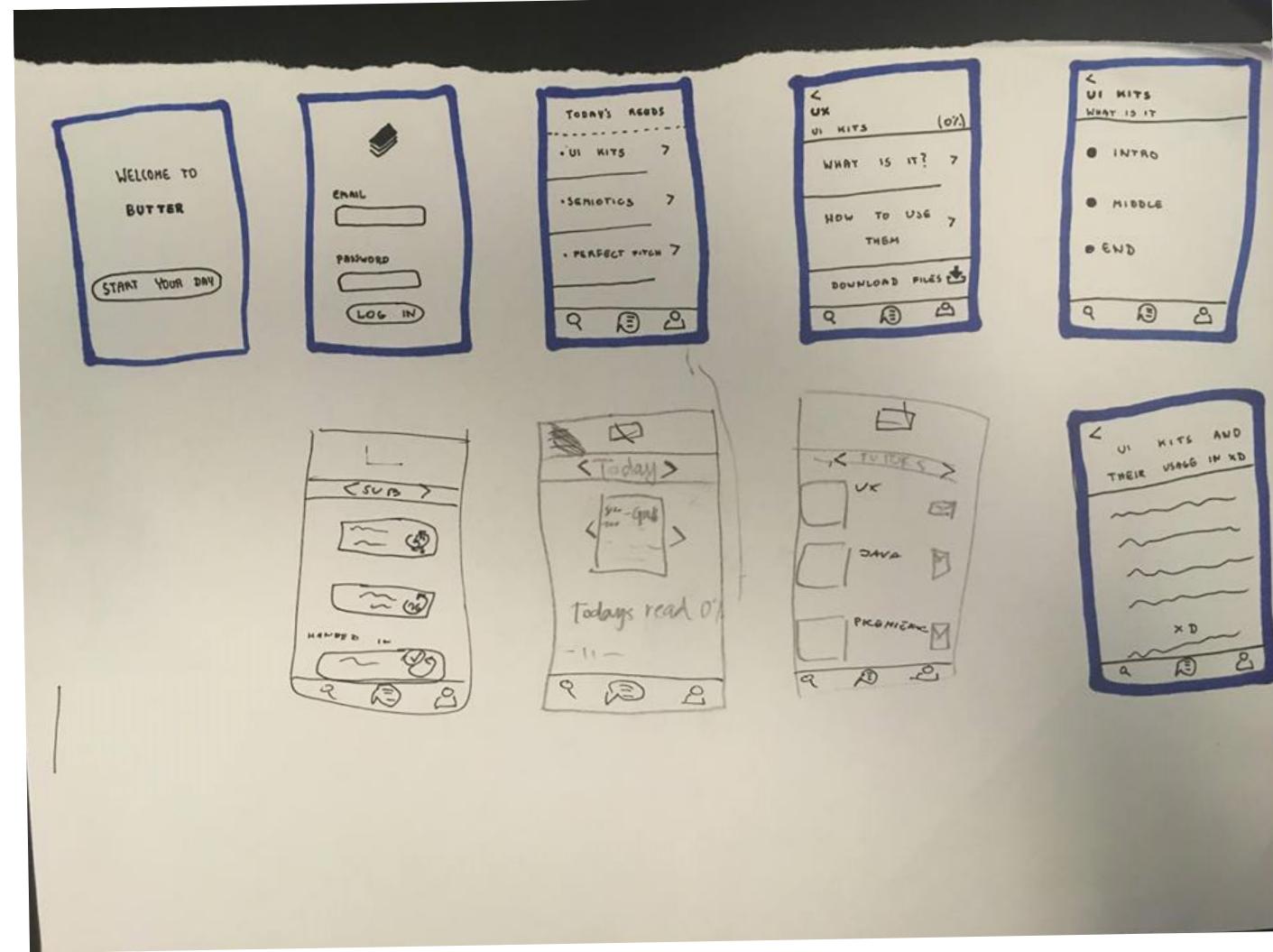
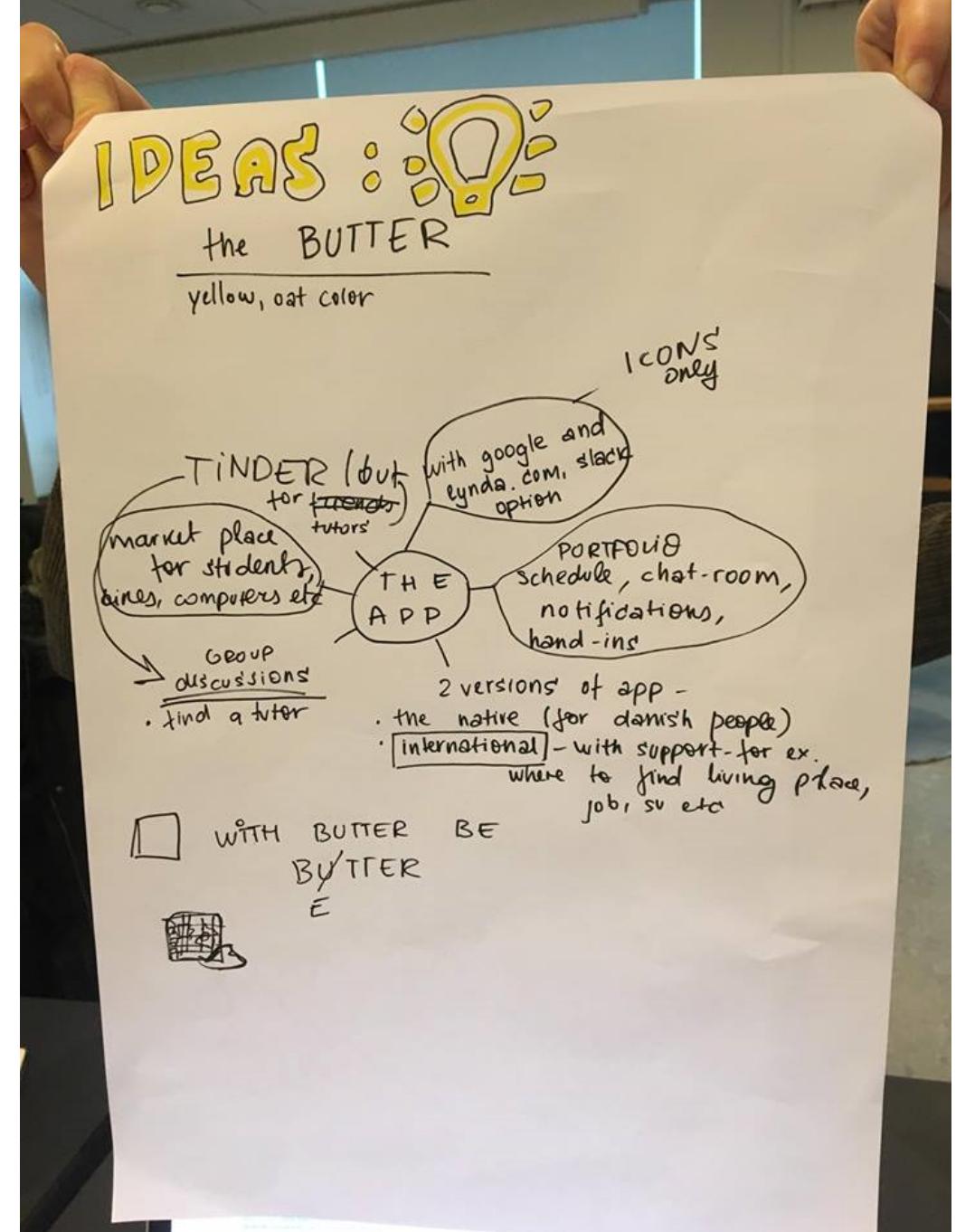
Let's meet BUTTER / Butter is better / Learning as smooth as butter /Smooth learning

Link to our XD prototype:

https://xd.adobe.com/view/aef25eb0-6499-41ac-5dfa-23850c161270-d8c3/?fbclid=IwAR09Zd-C8U576Y_xkHTQXAL8MgaPg4DvTDTFFng8BK-GQoGtGCpMN8pS13DI

Long term goal

Our long term goal was to create an app that gives the user access to the all study knowledge just in one mobile device. Which is easy and fast. Like our slogan - as smooth as butter!



UI kits

We used those kits because they show easily that our prototype is mobile version and we liked their design.

Those kits helped us with the task of building UIs for our applications.

UI kits typically include the user interface components that convey meaning and provide functionality to users – think buttons, widgets, checkboxes, progress bars, and navigation buttons. Some kits may also provide a framework to underpin your site or app's layout.

Status bar

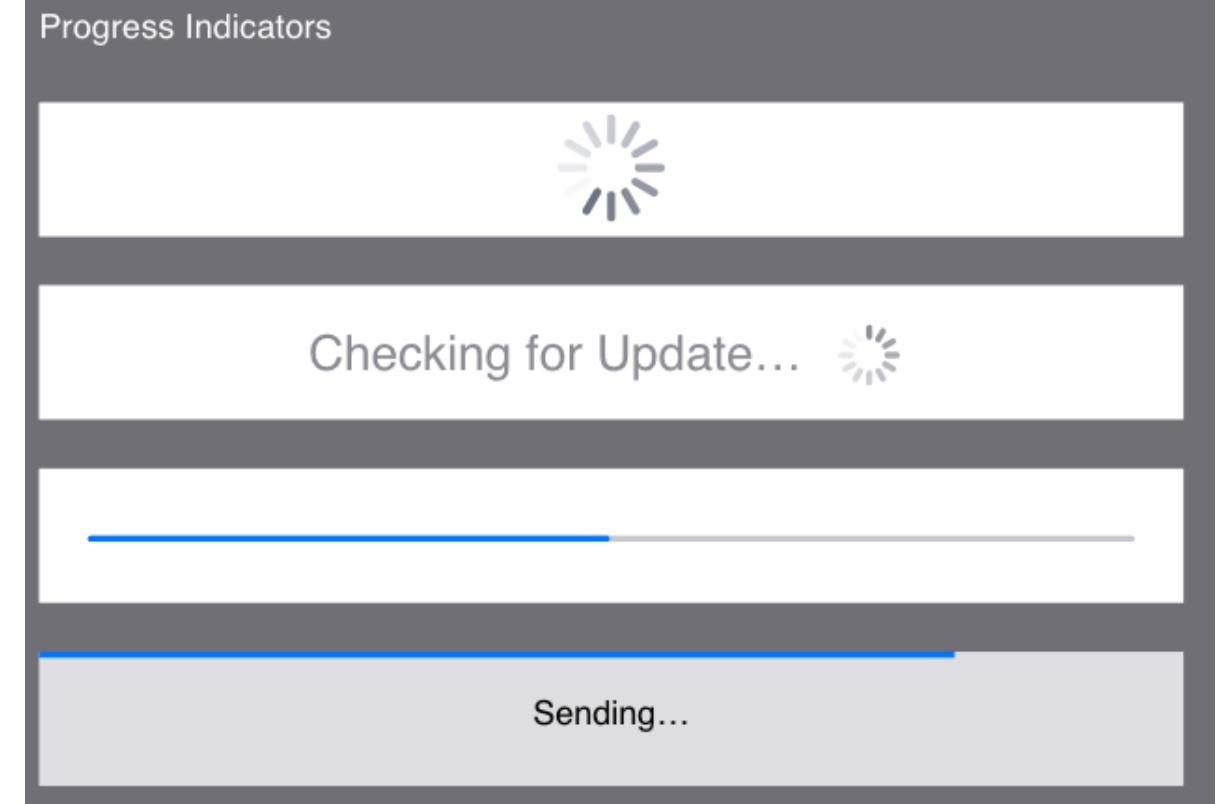
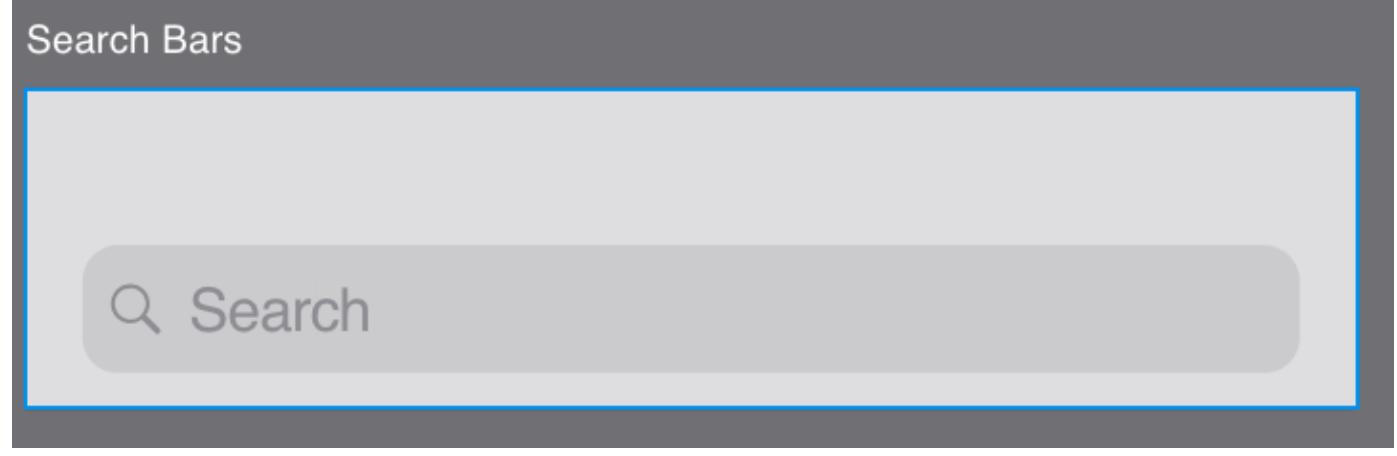
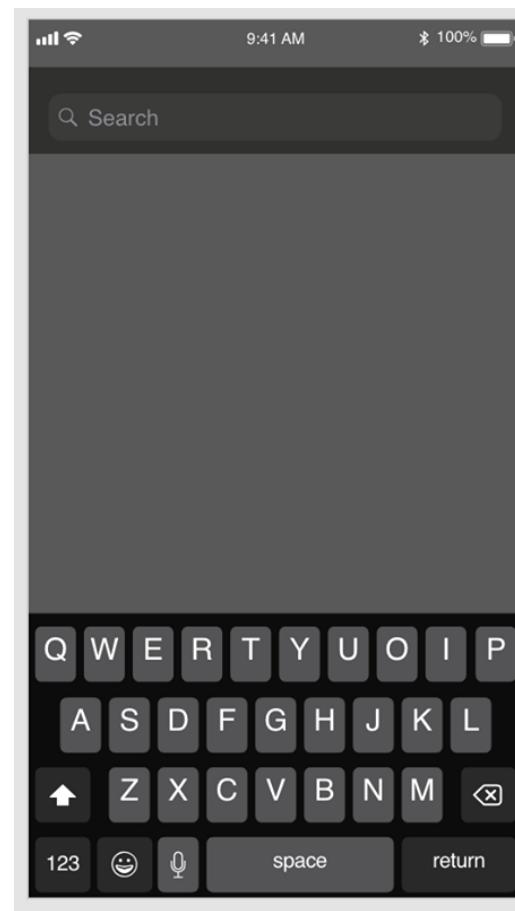
System - keyboard

Controls

Progress Indicators

Status Bar

Search bar



04-04-01 Design sprint: Native app

Conclusion :

In this theme, I and my group had a free hand to express ourselves and create what whatever we like to. We decided to create something really useful and cool for students. I liked teamwork and I feel that our product is well done and if we would have more time our idea could become really great learning app.