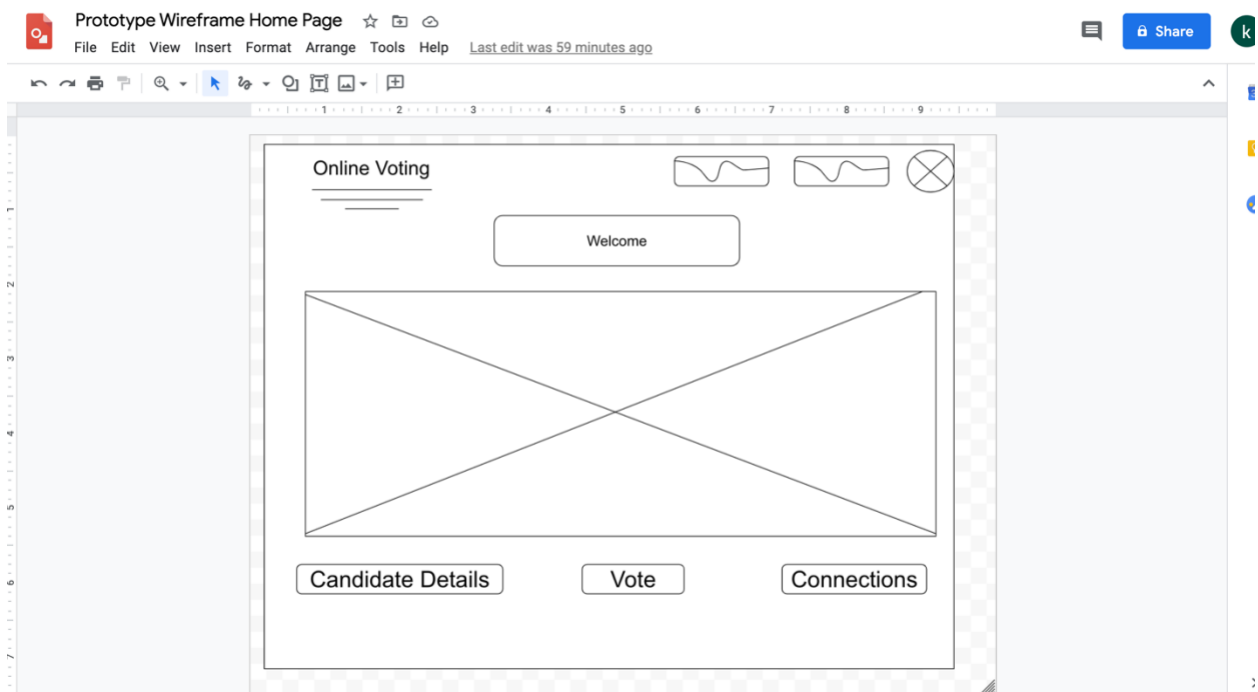
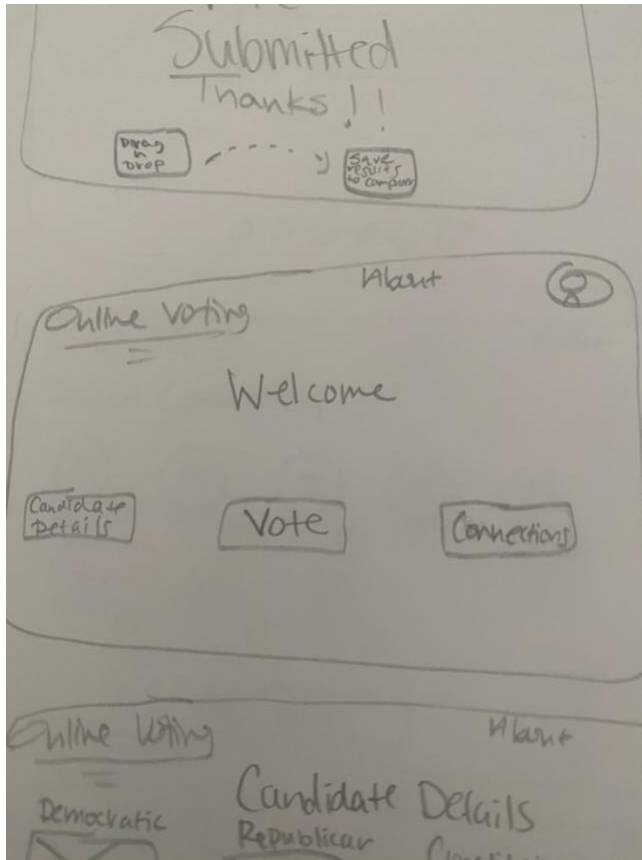


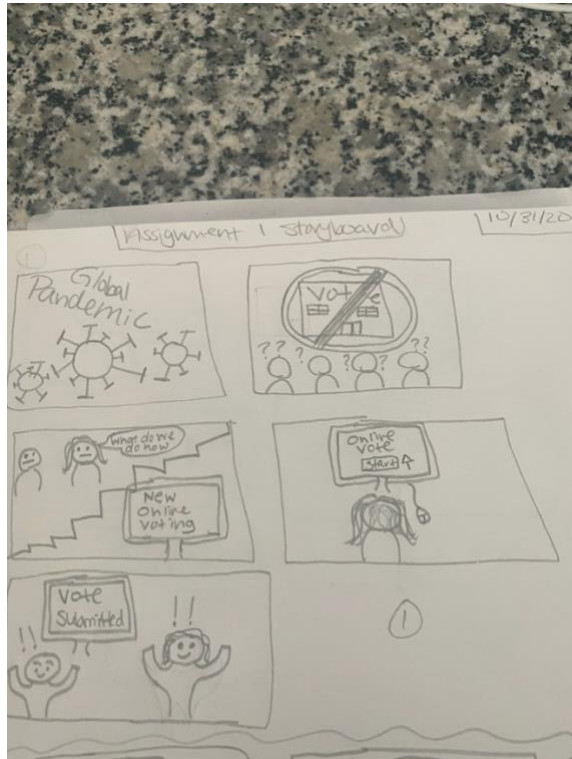
Start Page: This allows users to click on if they want to vote, view candidate details, or view who their connections voted for.



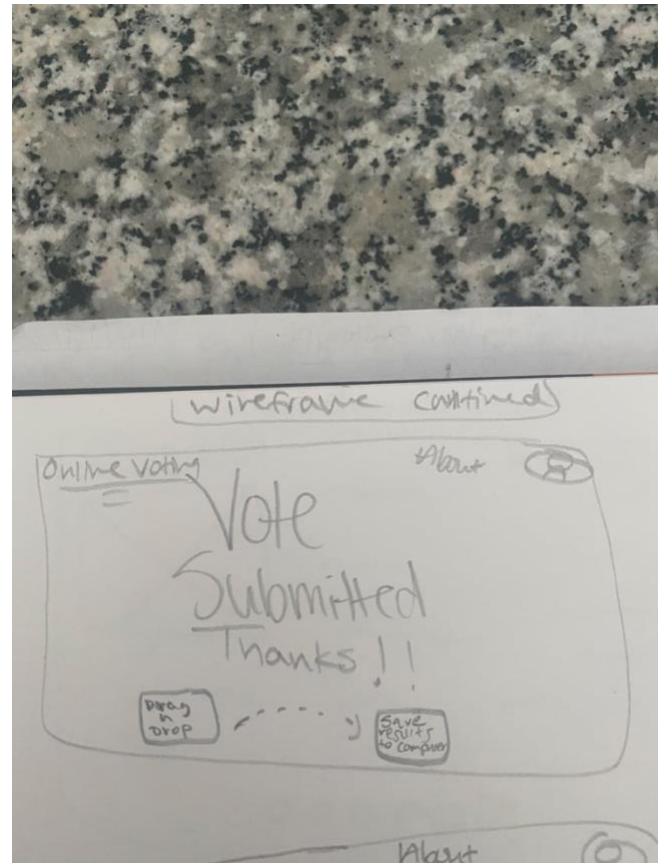
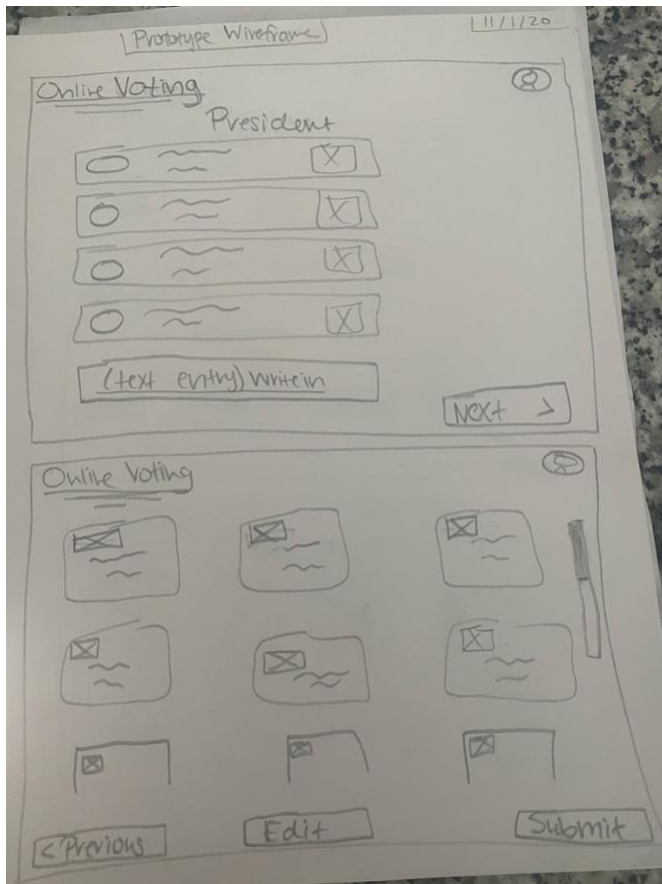
Functionality 1

Brief Description: My functionality for this first application is for the user to be able to go to an online voting website and cast their votes for candidates on a ballot. The user is able to go through each section of candidates and then be able to review their choices at the end of the poll, before submitting.

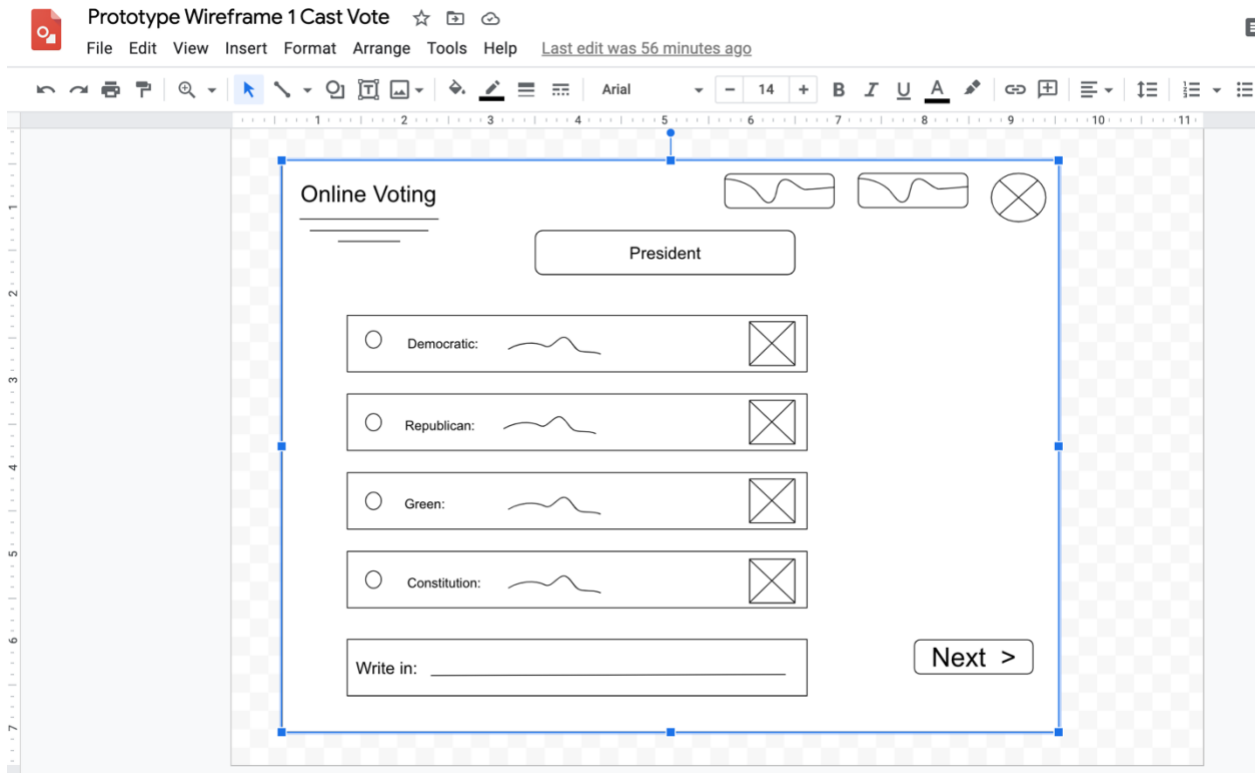
Storyboard: There is a pandemic going around that forces voting places to shut down. People are stuck at home and can't vote, so they discover this commercial about online voting and casting votes that way. They get to finally cast their votes in time.



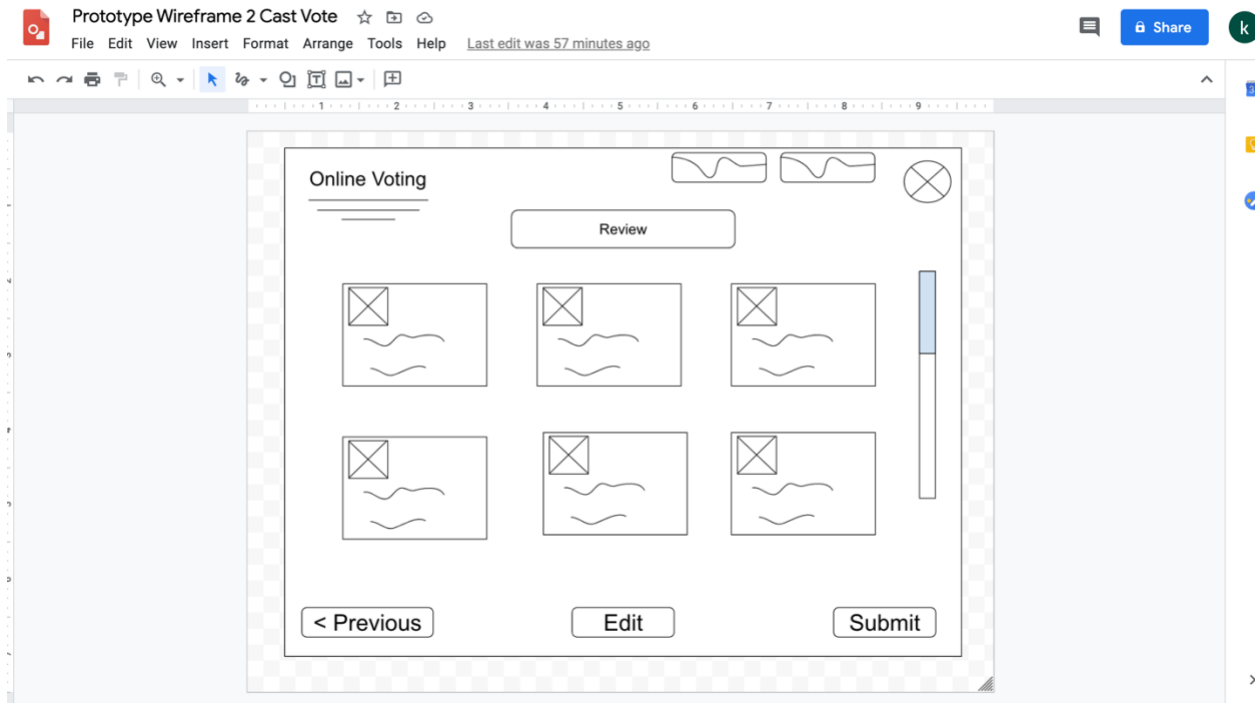
Wireframes Sketch:

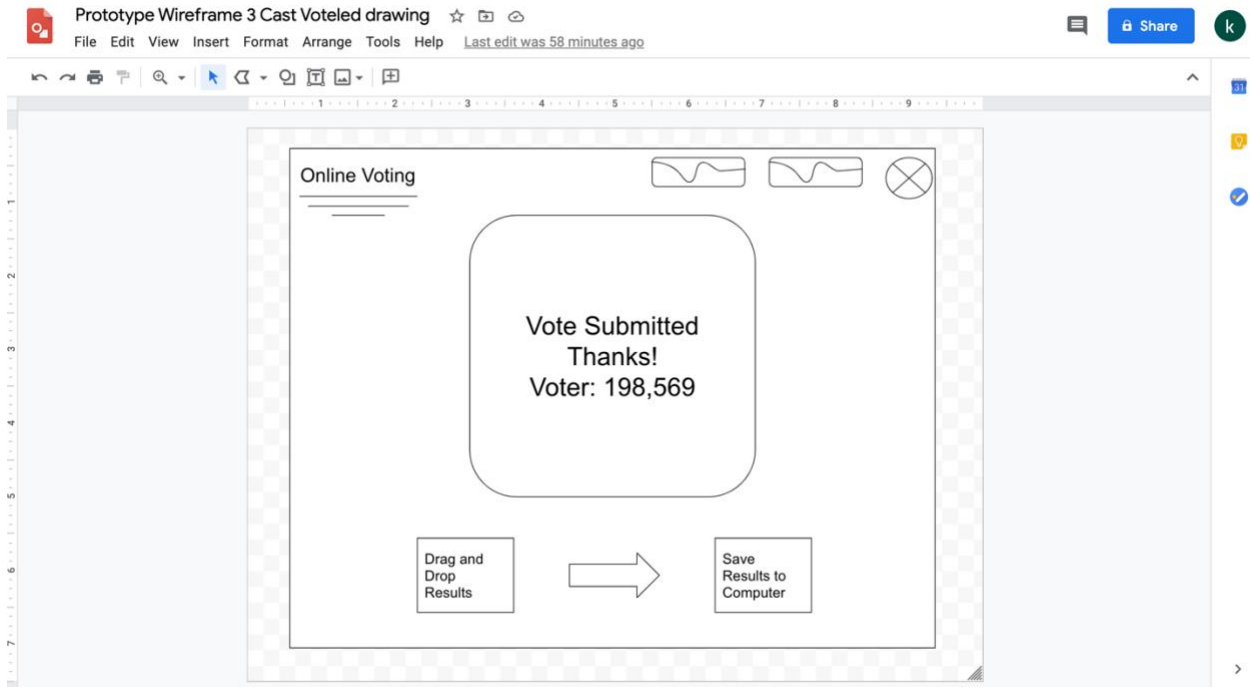


Wireframe:



Wireframe Screens:





Application description: I thought that it would be easier for users to use radio buttons to choose who they want because it is pretty straight forward and they are guaranteeing one choice at a time. It made sense for there to be a write in ballot with the use of a text entry box because then the user would be able to vote for whoever they wanted, if they didn't like the pre listed candidates. I added an edit button just in case the user wanted to make changes to their results and added navigation buttons to switch between screens, along with a submit button to cast a vote. The purpose of drag and drop is for the user to easily drag their results file to their computer's hard drive, so they can have it for reference and be a quick and simple task.

Inspirations: My inspiration for this design was from me recently going to vote myself. I was using a digital screen that was sort of formatted the same, with candidates by sections being presented on the screen and then having to choose between by a radio button. When I got through doing all of the votes, I had to go back and review my choices and make sure they were correct.

Design Patterns: I used module tabs for the about and home page, to give the user access to information based on the tabs clicked.

Fidelity Matrix:

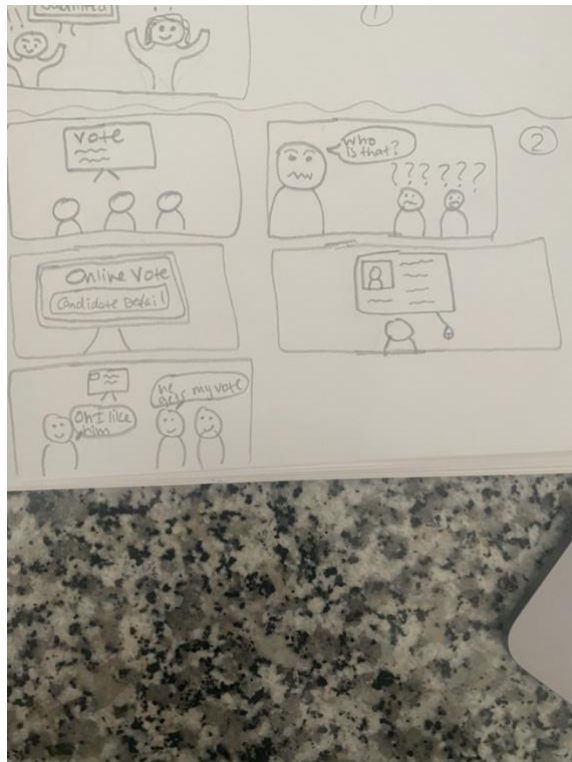
Content	Very Low Fidelity	Low Fidelity	Medium Fidelity	High Fidelity	Very High Fidelity
Information Design		X			
Interaction Design		X			
Visual/ Branding Design	X				
Editorial Content	X				

Self Critique: I think that the use of the submission screen works because it lets the user know for sure that their vote was indeed counted and they have the options to be able to save their results. My design goals set for this prototype worked because I was able to accomplish everything that I was looking for. Only thing that I added differently was the logo and having scribble text to signify two buttons that the user could use near the top right of the screen. I could have added a little red star at the top of the president's page, so that the user would know this was a required choice they had to make and it couldn't be skipped. This one isn't considered to be my most successful because it has low fidelity and not as much function to it.

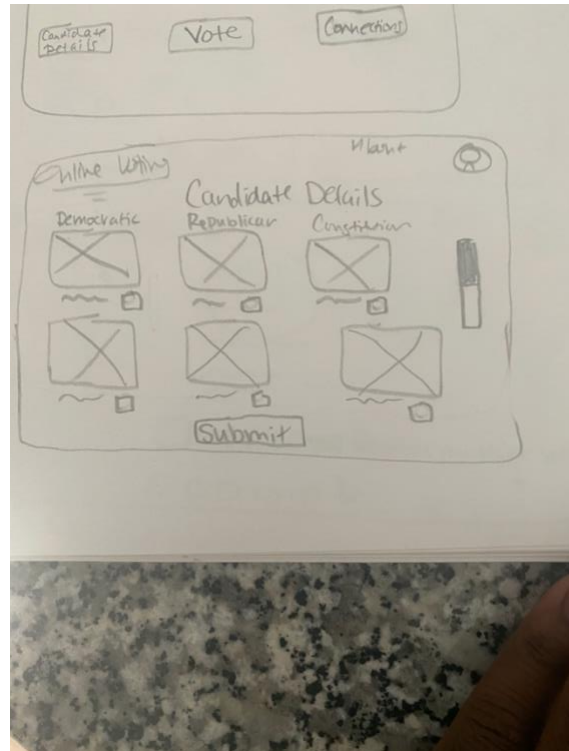
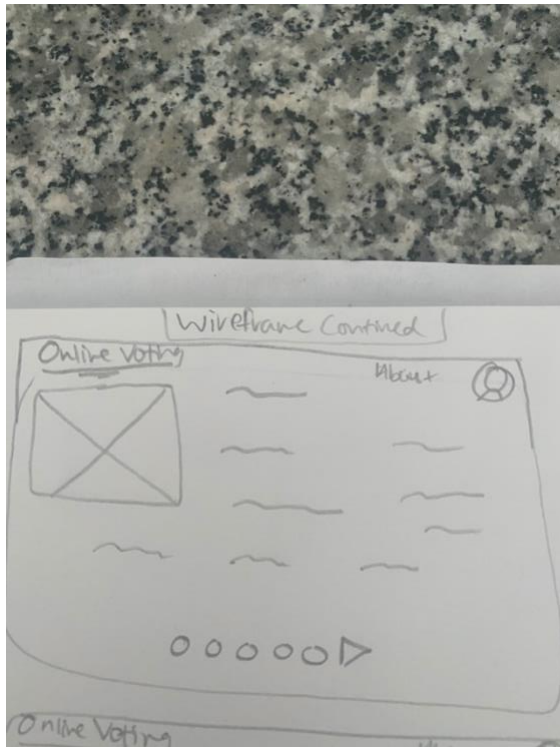
Functionality 2

Brief Description: My functionality for this second application is giving the user the option to view details and factual information about each candidate. They will get background info on every candidate, see their party affiliation, be able to view what they stand for, etc. This helps the user be able to decide if this is the person they really want to vote for and have all of this information available to them in one place, instead of having to search other websites about each candidate.

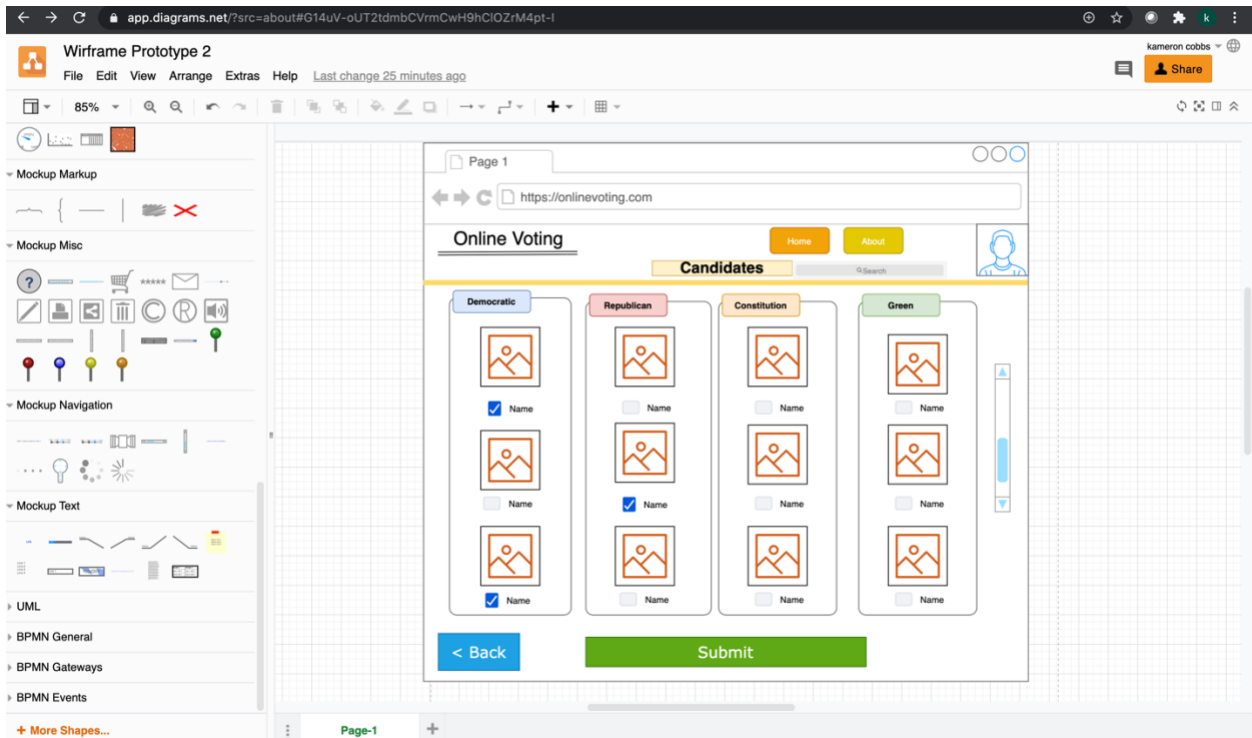
Storyboard: There are users at home watching tv, when they see a campaign ad and can't figure out who this person is. They go to the online voting website and go to that specific candidates page. They then have more information on that candidate and like what they see.



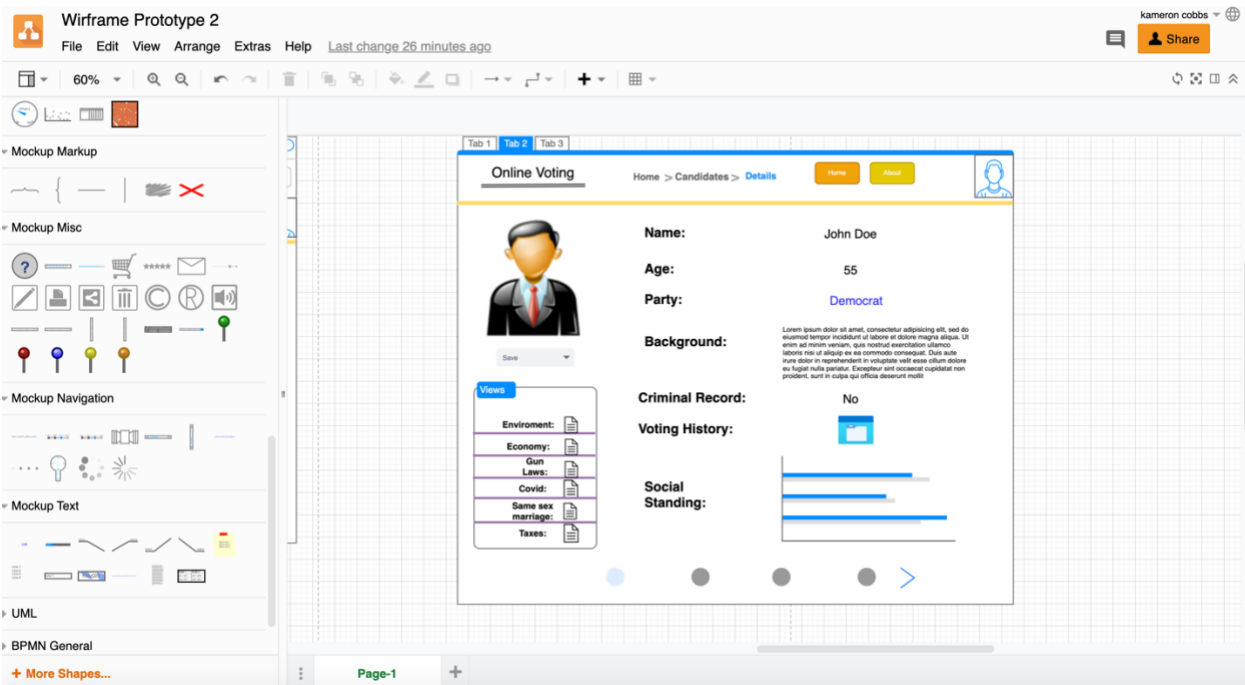
Wireframe Sketch:



Wireframe:



Screen:







Application Description: The users click the candidates button from the main page and are taken to the candidates screen, where they are able to see a list of candidates grouped by their party affiliations of democratic, republican, constitution, and green. If the person they aren't looking for is currently being displayed, then they have the option to scroll down on the screen until they find who they are looking for. I used checkboxes so that the user can select multiple candidates, so that they wouldn't have to only select one person at a time because that would be time consuming. I added a submit button for them to be able to submit who they wanted to view, which would take them to the descriptions page and a back button for them to be taken back to the home page. On the next screen I added a page control slider, so that the user could easily switch back and forth between the candidates that they selected. I also added a drop down menu that gave the user the option to select if they wanted to save this candidate to always be viewed later. Users also have the option to search for a candidate, instead of having to scroll for them.

Inspiration: I thought of how usual detail pages about people have a large image showing who the person is and it provides background information on them (name, age, etc.). I also picked up on how certain websites use thumbnails to display multiple images of people on one screen and it just made sense to group them by party category.

Design Patterns: I used breadcrumbs as a navigation for users to keep track of what screen they were currently on and they could backtrack if need be. I also used a thumbnail grid view so I could display more of the candidate's images on one screen, which wouldn't require as much scrolling. I use a grid of equals because the content is displayed in a way from the user to select from, and the content is similarly arranged. I used a drop down chooser to expand the concept of a menu option on whether or not to save a candidates profile.

Fidelity Matrix:

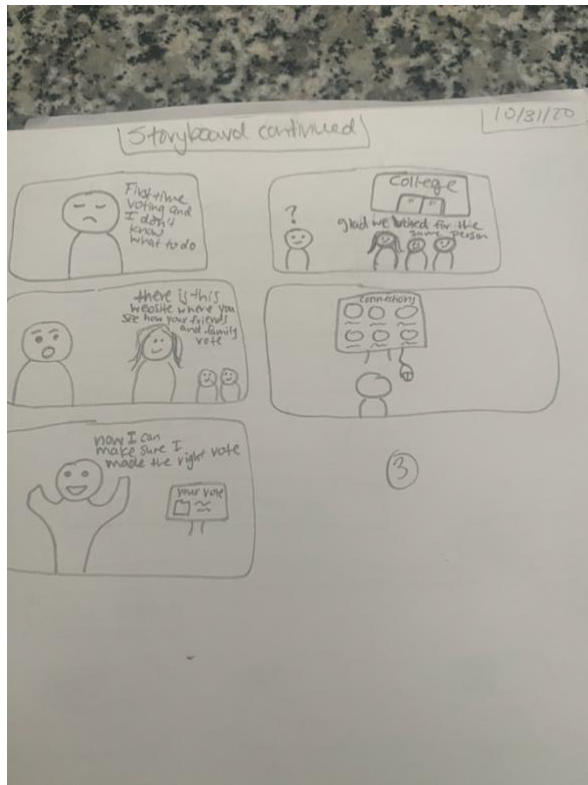
Content	Very Low Fidelity	Low Fidelity	Medium Fidelity	High Fidelity	Very High Fidelity
Information Design					
Interaction Design					
Visual/ Branding Design					
Editorial Content					

Self Critique: The candidate function works because users are able to view multiple candidates more than once and as many as they want from each party. It does fall short because when I display the names of the checkboxes and their party affiliations, I don't include what they are running for. This could be confusing for the user because they wouldn't know why a particular candidate is listed and they would waste time, having to click on each candidate to see what they are trying to be elected for. I was actually able to surpass what my original design goal for this was and add a little bit more organization and interaction to this particular functionality. I think that this comes in first place to being my most successful functionality because the use of everything is pretty straightforward and contains a lot of details. I also liked the design of the details page because the user has the option to click on the files of what the candidates views are and see their voting history, along with their social standing.

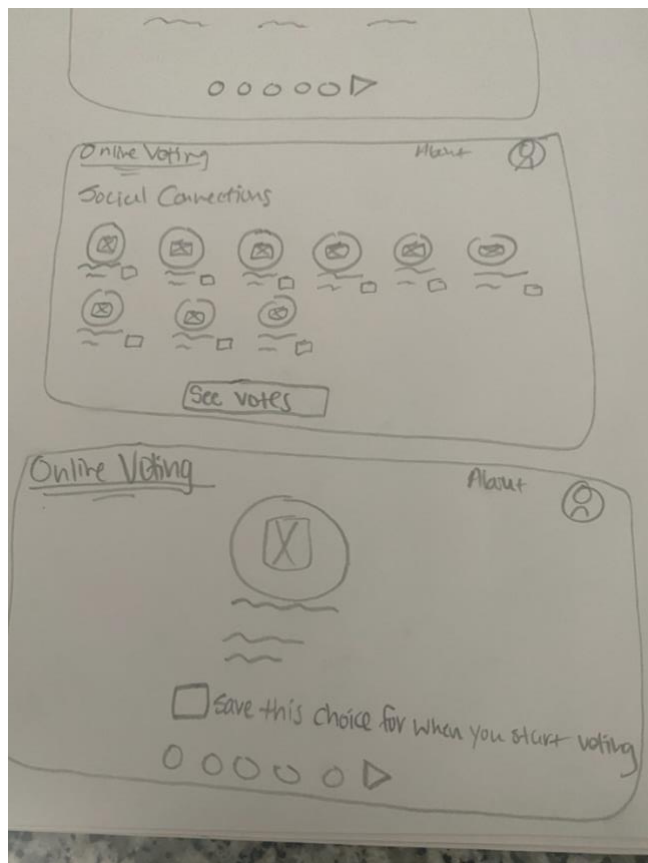
Functionality 3

Brief Description: My functionality for this third application is giving the user the option to view how their connections (friends, families, co workers) voted and who they voted for. This could influence some users on how they vote and who they vote for, if they are confused on who to choose. This also just lets people know their connections party affiliations in general.

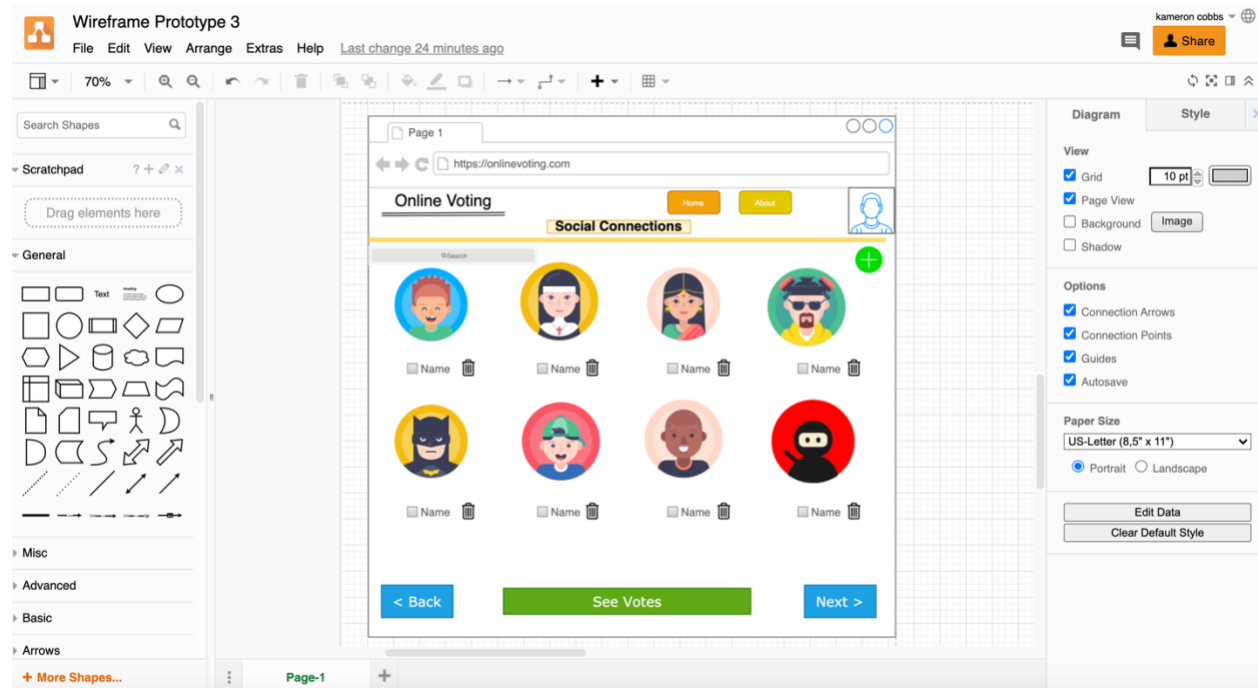
Storyboard: An election is coming up and a new voter has decided that they want to vote, but doesn't know who is best to choose. They go to college and hear their friends talking about how they were able to vote for the same person, from seeing each others voting choice on the online voting website. The new voter asks them how they did that and they tell him/her how to login in and access his/her connections. They are able to make a decision on who they are voting for.



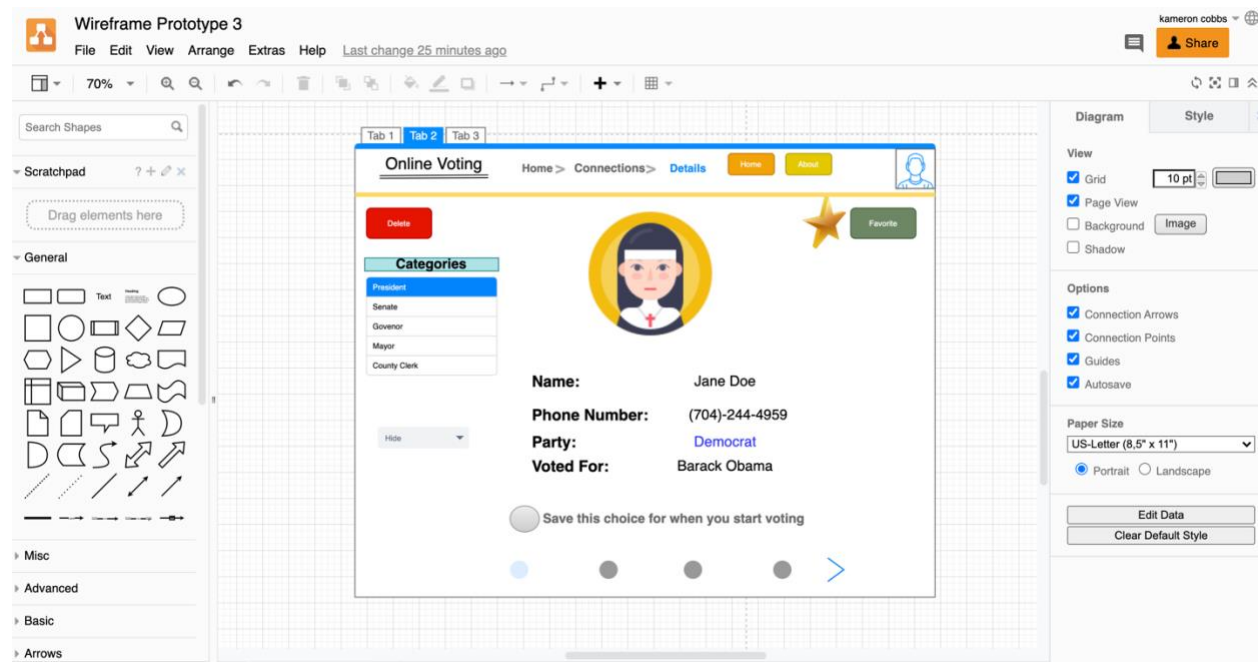
Wireframes Sketch:



Wireframe:



Screen:



Application Description: The user would click on the social connections button from the first page and have their connections already displayed on the screen. They would be able to use checkboxes to select as many people as they want to see who they voted for and click the green button to display the screen with the selected people. Users would also have the option to delete specific people from their connections and add new ones by clicking the plus button in the right hand corner. Once they make it to their selected people, they would gain information

on who they voted for by certain categories and contact information. I used a radio button for the user to be able to save this particular user's choice, to be chosen for them when they start voting themselves. The favorite button is necessary for if users always want to have their particular connections' whole list of votes to choose from or easily referenced. The control slider allows the user to easily switch back and forth between the multiple connections they selected. There are also navigation buttons that would take them back to the home screen or take them to the next list of connections that wouldn't fit on the first screen. I also added a drop down menu in case the user wanted to keep their connection, but wanted to hide them. Users also have the option to search for a connection, instead of having to scroll for them.

Inspiration: I was inspired to do it this way when I was using a social media app that displayed your friends and families in little bubbles, with their pictures and name below the image. I also tried to mimic how I did the candidates details page on my other function wireframe.

Design Patterns: I used breadcrumbs as a navigation for users to keep track of what screen they were currently on and they could backtrack if need be. I also used a thumbnail grid view so I could display more of their connections' images on one screen, which wouldn't require as much scrolling. I use a grid of equals because the content is displayed in a way from the user to select from, and the content is similarly arranged. I used a drop down chooser to expand the concept of a menu option on whether or not to hide a connections profile.

Fidelity Matrix:

Content	Very Low Fidelity	Low Fidelity	Medium Fidelity	High Fidelity	Very High Fidelity
Information Design				X	
Interaction Design			X		
Visual/ Branding Design				X	
Editorial Content		X			

Self Critique: I think this works because users would have their connections all in one place, where they can see who their friends and family voted for. They also have the option to add and delete ones they don't want. It does fall short because on the details page, I limit to 5 categories of people on whom the user can see how their connection voted. There are obviously more categories that people vote for, but those seemed to be the most important to me. As far as my design goals, I followed the same design that I originally wanted, but added some small features. I think this comes in second place as my most successful function because it is visually pleasing and organized, but it doesn't have as many interactions compared to the candidate details page.