

Kyle Burger  
Jenny Hanna  
Jenny Fuerte  
Karina Frasco  
ISM 220

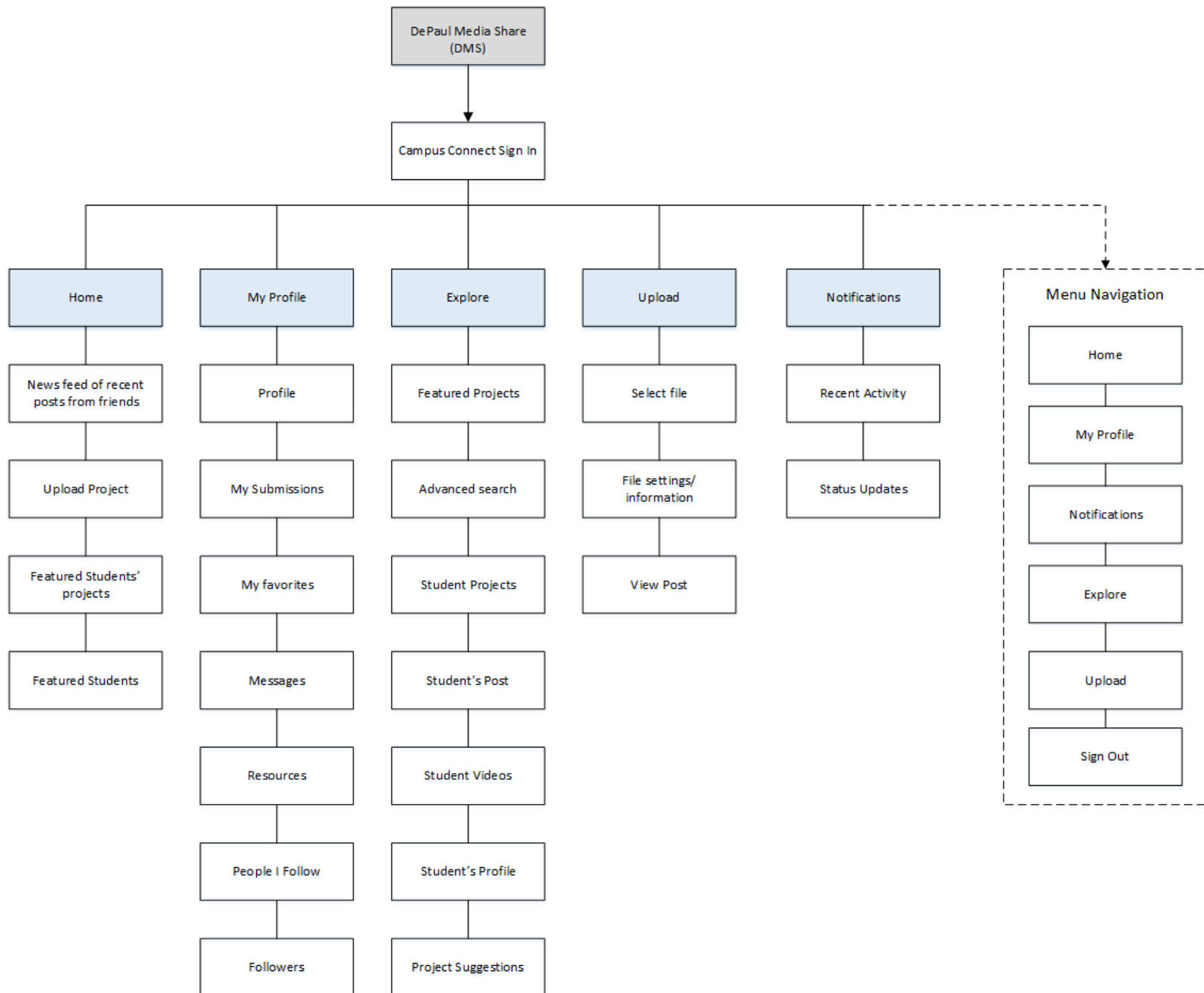
## **P3 Low Fidelity Prototype**

### **Introduction**

We are designing DePaul's first social network for course material called DePaul Media Share. It is our goal to create a network for students to share, browse, and discuss material that will motivate, inspire, or guide them through their journey as a CDM student. Our target users are students enrolled in creative-based courses here at the college of digital media. Students that are struggling in majors like animation, graphic design, cinema, and more will find help by consulting other students or looking at their past work on projects. Our website is also designed to guide students who are unsure about a major or simply want to see what sort of content they will be creating in certain classes. To construct a site that will meet all of these needs, we decided it would be best to make the focal point student-created content. We came up with 10 user stories that represented different needs that could be met with what we intend to provide. The following design principles from our previous studies guided us through the prototype creation process:

- Allow students to access the design projects of other students
- Allow students to critique on students' submissions.
- Provide one location for students to showcase their work that they will be able to then share on other sites.
- Provide a way for students to search through categorizes of submissions.
- Allow students to see past completed projects before they enroll in a class
- Provide a way for students to easily share their favorite projects.

## Site Map



## **Prototype**

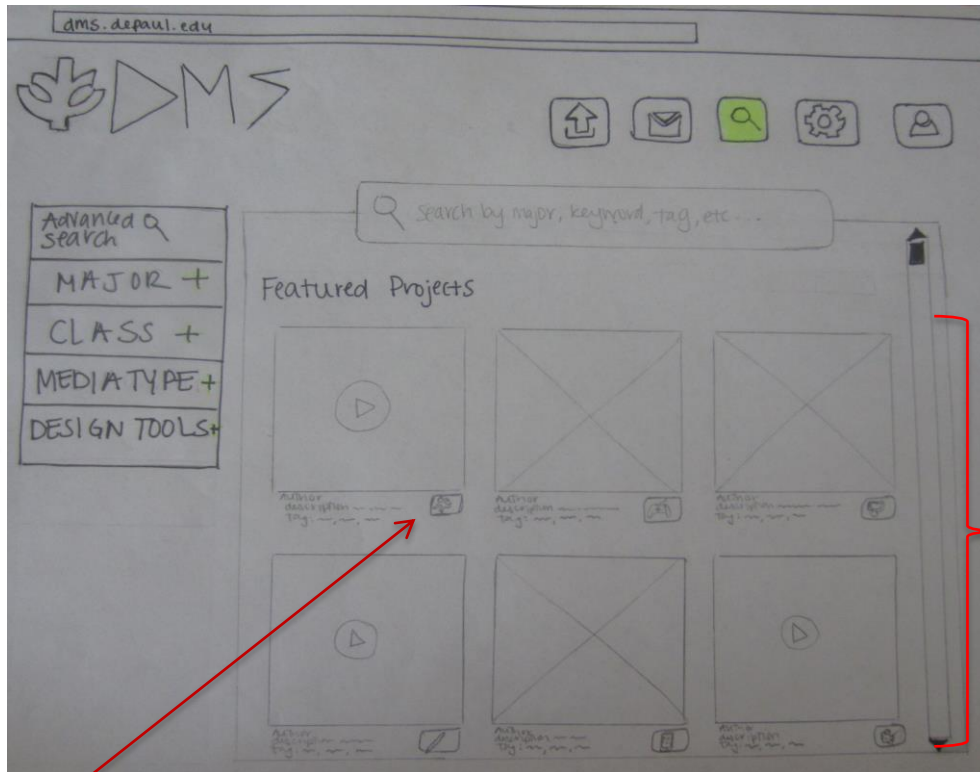
We decided to stick with a total of 10 user stories to guide the creation process of our low fidelity prototype. Our 10 user stories include:

1. As a curious CDM student, I want to be able to browse through different categories of majors and courses so that I can pick one that interests me.
2. As an animation CDM student, I would like to see the work of others so that I can be inspired to begin my projects.
3. As a CDM student who procrastinates, I want to be able to receive last minute feedback through a comment section on my design projects before I submit them so that I still get a good grade.
4. As a CDM student, I want to be able to follow other peers so that I can keep up to date with their work.
5. As a CDM student, I want to know how other students are inspired so that I can use their resources for my own inspiration.
6. As a senior CDM student, I want to receive critiques on projects I intend to add to my portfolio so that I can perfect those pieces and ultimately impress companies and clients.
7. As an unsure graphic design major, I would like to browse through future course projects so that I can assure that this is the major for me.
8. As a freshman CDM student, I want to know what I learn in classes so I that I do not enroll in anything I will regret.
9. As a busy CDM student, I would like to have the ability to see notifications whenever I get feedback so that I can view it quickly.
10. As a CDM student, I want to be able to easily share design projects with my peers so that I can inspire others and showcase my work.

## Low Fidelity Prototype of the Explore Page

### **Task 1:** How would you find animation projects created using After Effects?

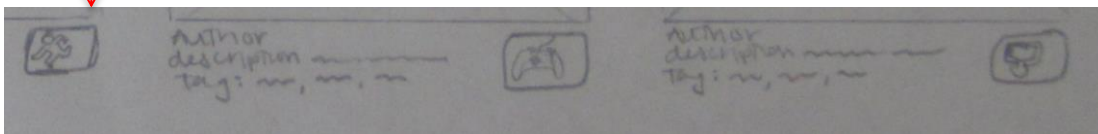
Explore Page ↓



Sidebar  
accordion search  
menu

Featured projects to grab  
the users' attention

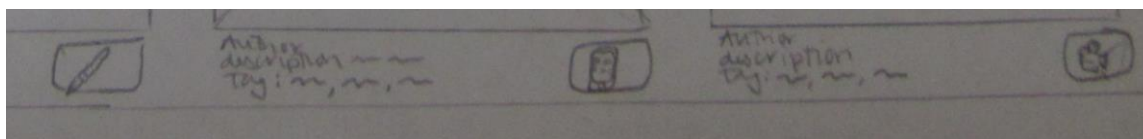
Icon signifying which major  
the project falls under



Running icon for Animation

Video game controller for Game  
Development and Design

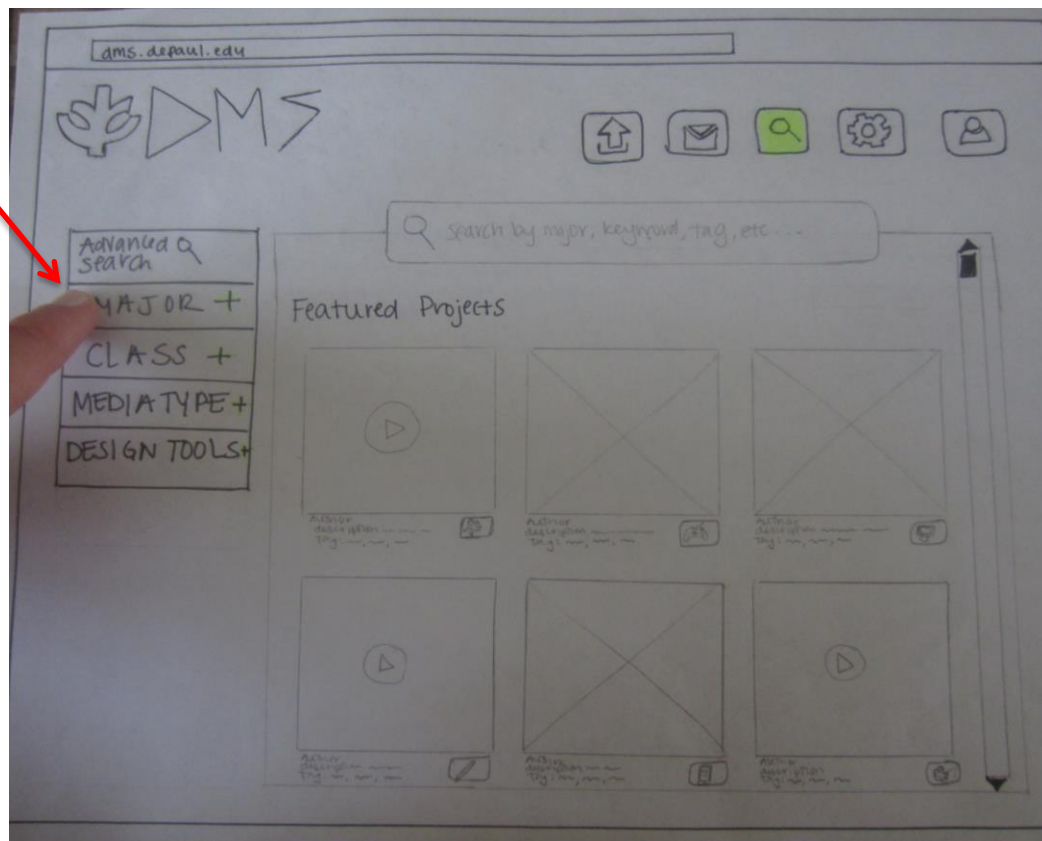
Computer icon for IT



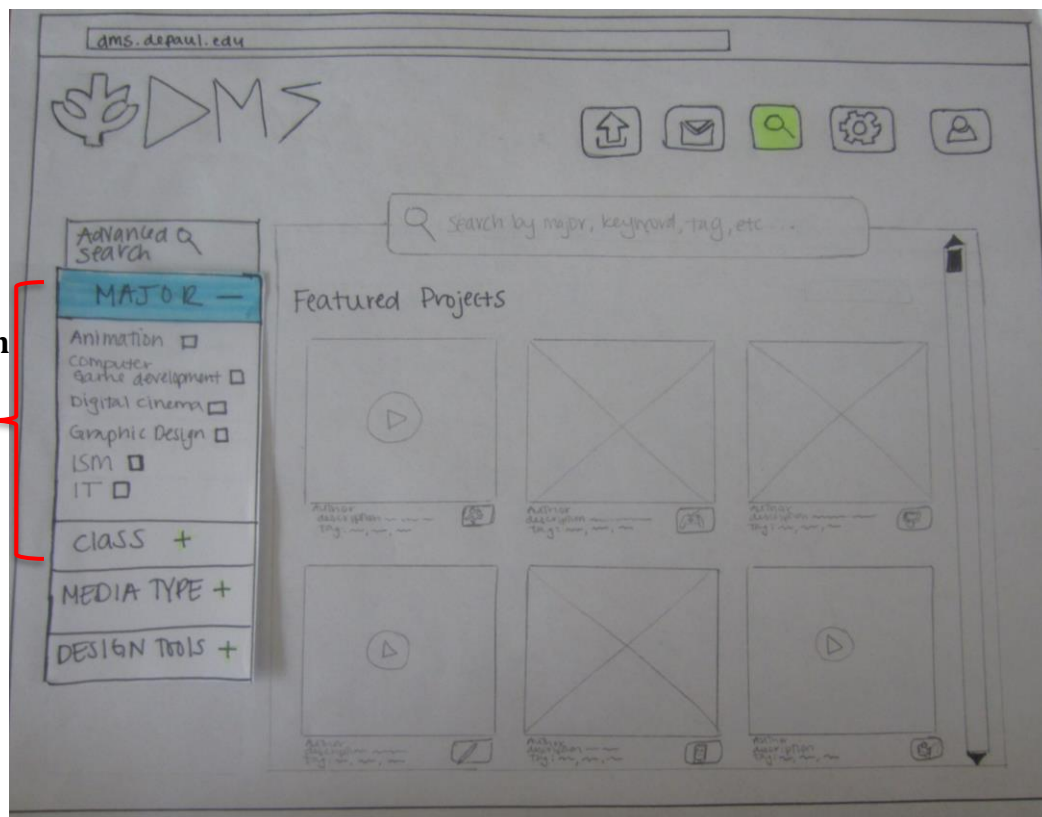
Paintbrush for Graphic Design

Mobile interface for ISM

Camera icon for Digital Cinema

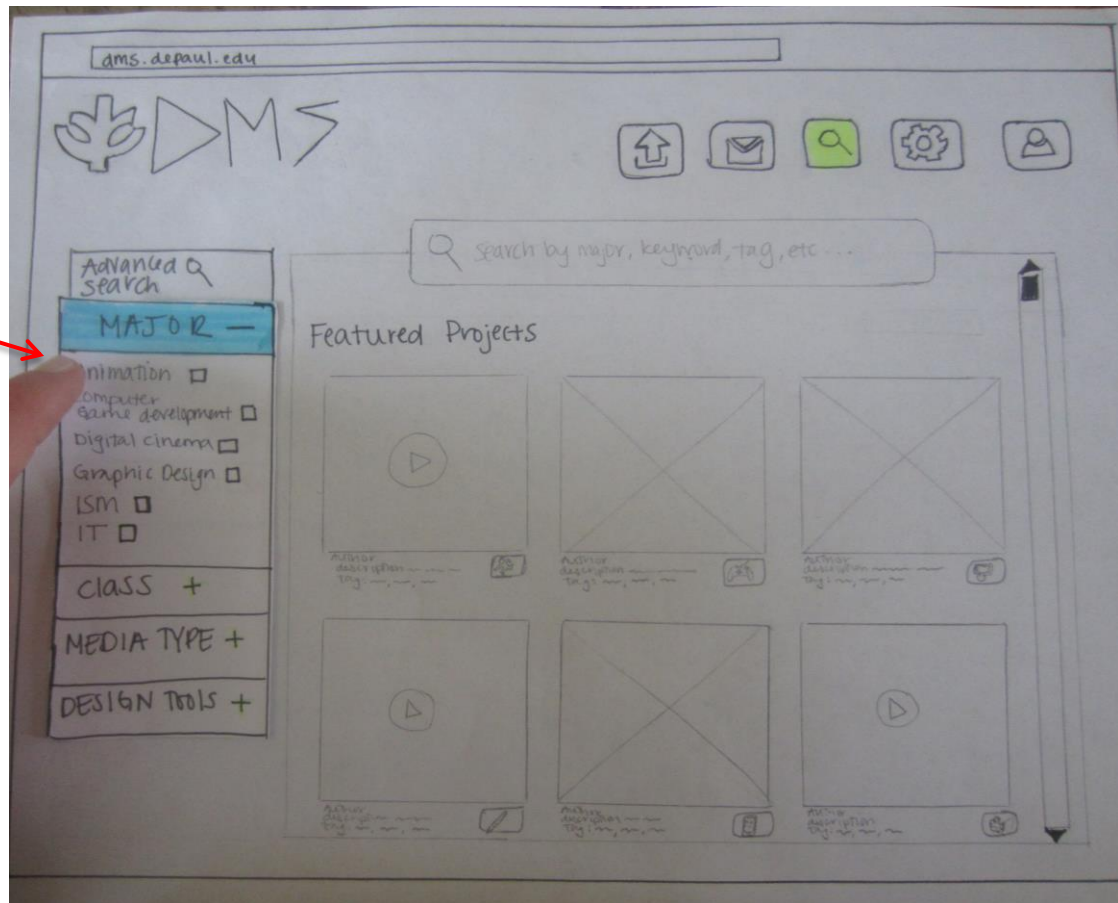
**Step 1: Select “Major” from the side menu****Major**

Accordion pattern  
opens up listing  
majors the user  
can pick from

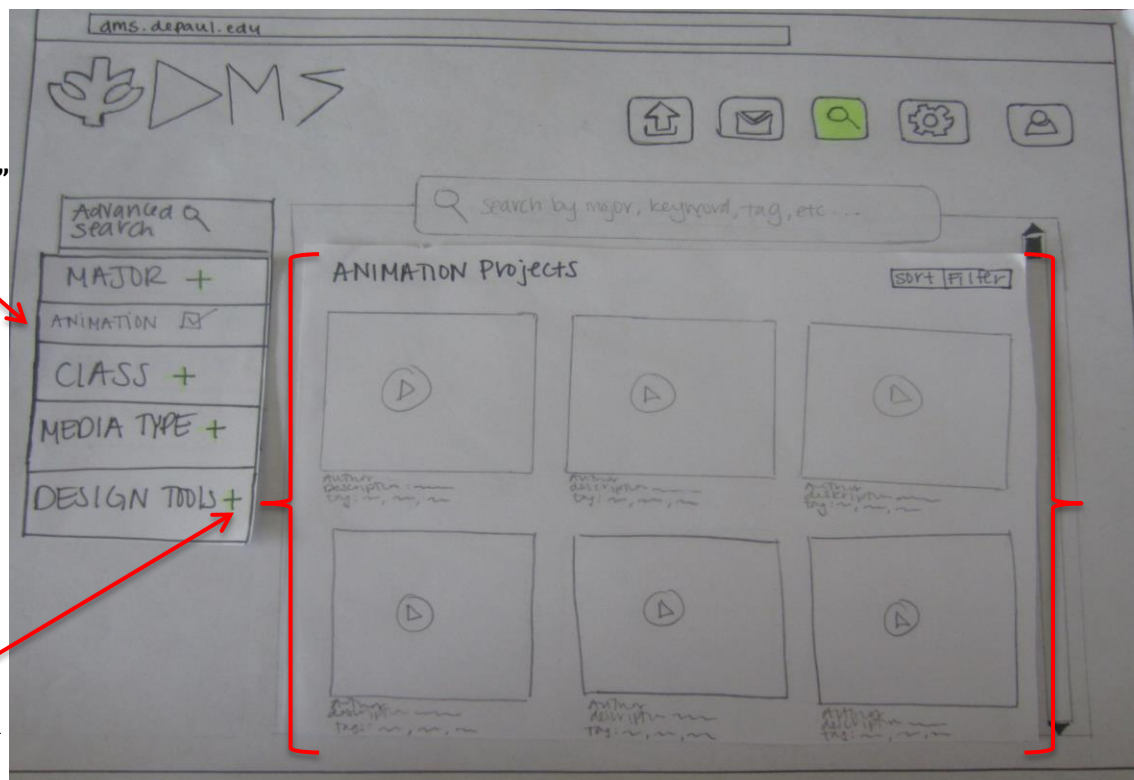


## Step 2: Select "Animation" from the drop down accordion menu

Animation



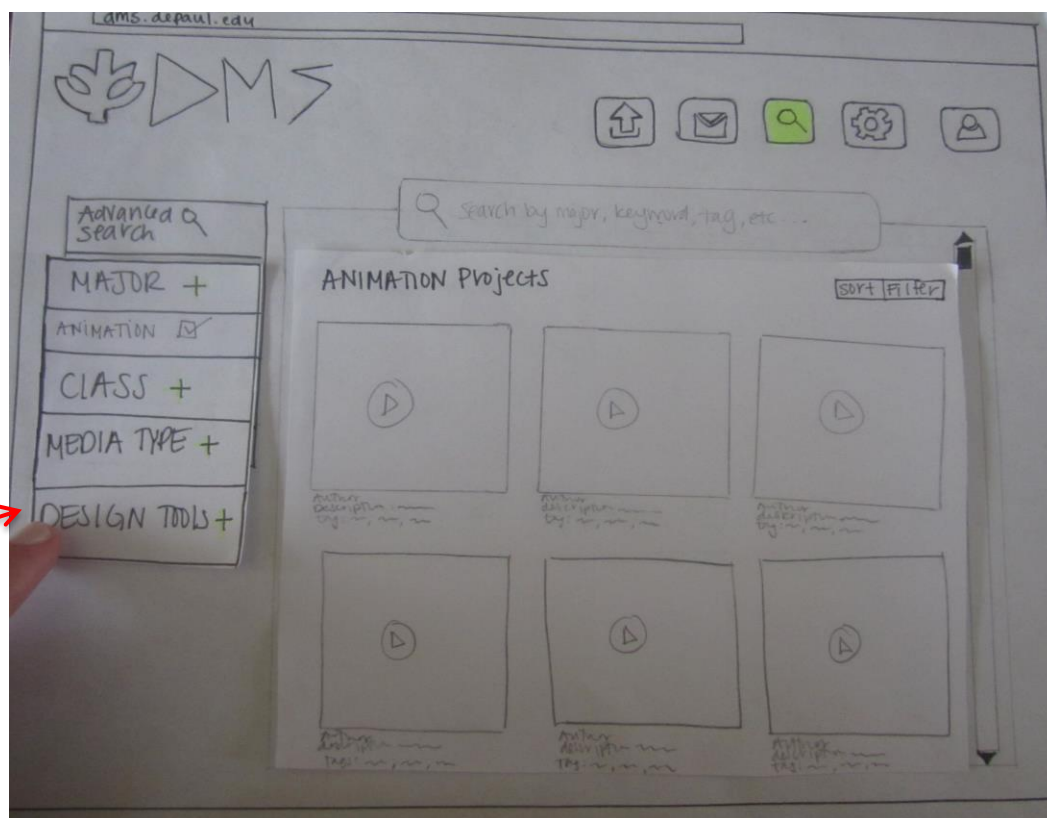
Feedback letting user know they selected "Animation"



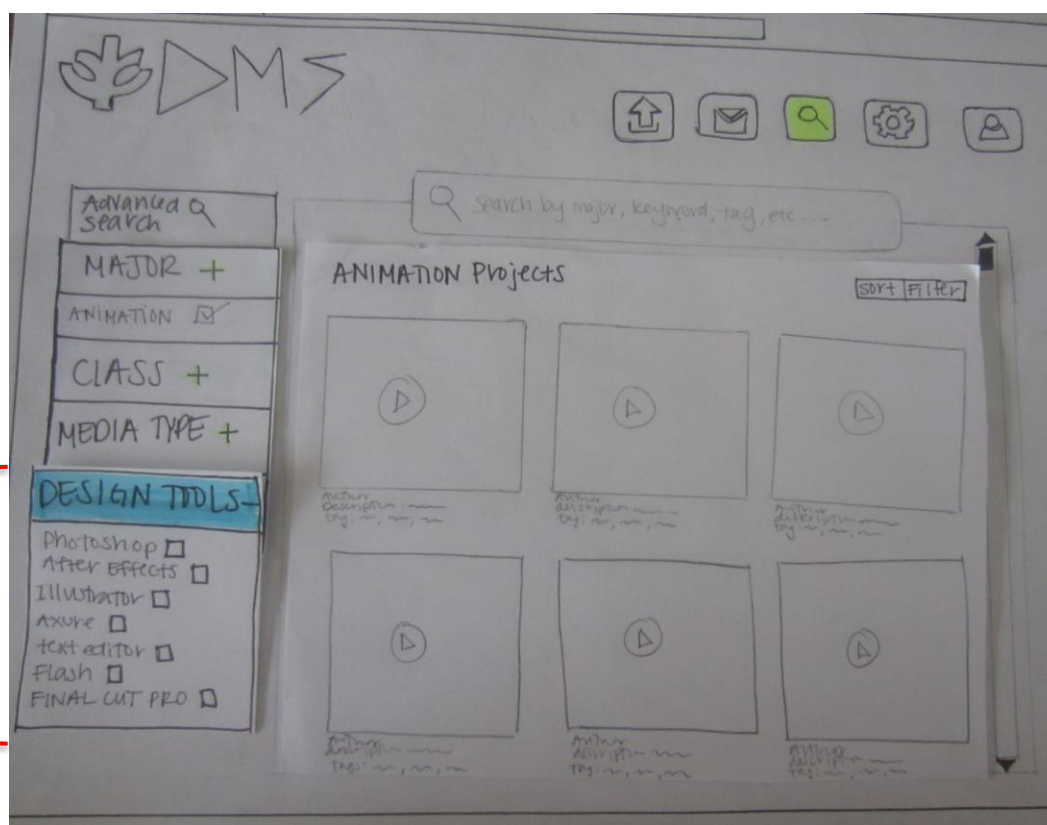
Panel refreshes to display animation projects as opposed to the featured projects that were previously displayed



### Step 3: Select "Design Tools" from the side menu to look for After Effects

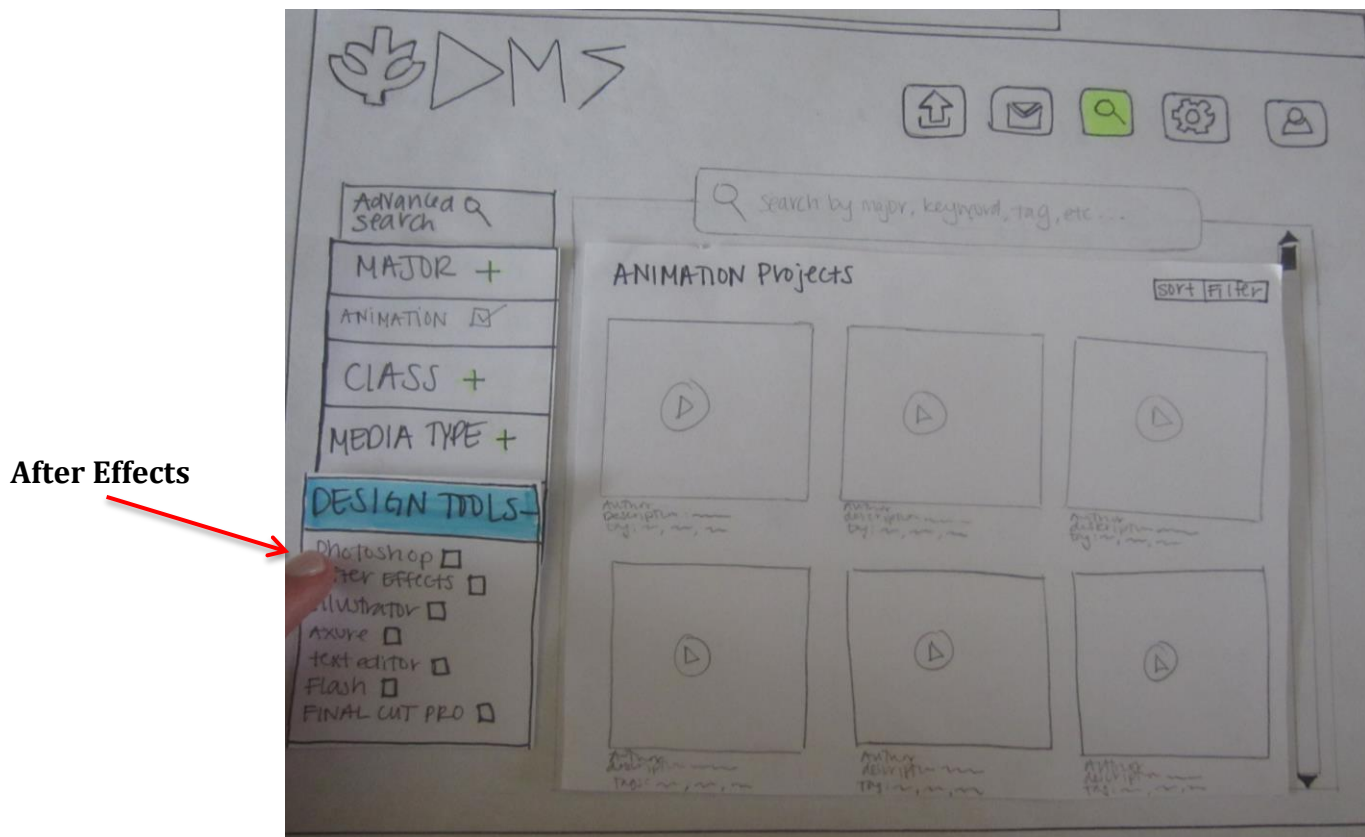


Design Tools



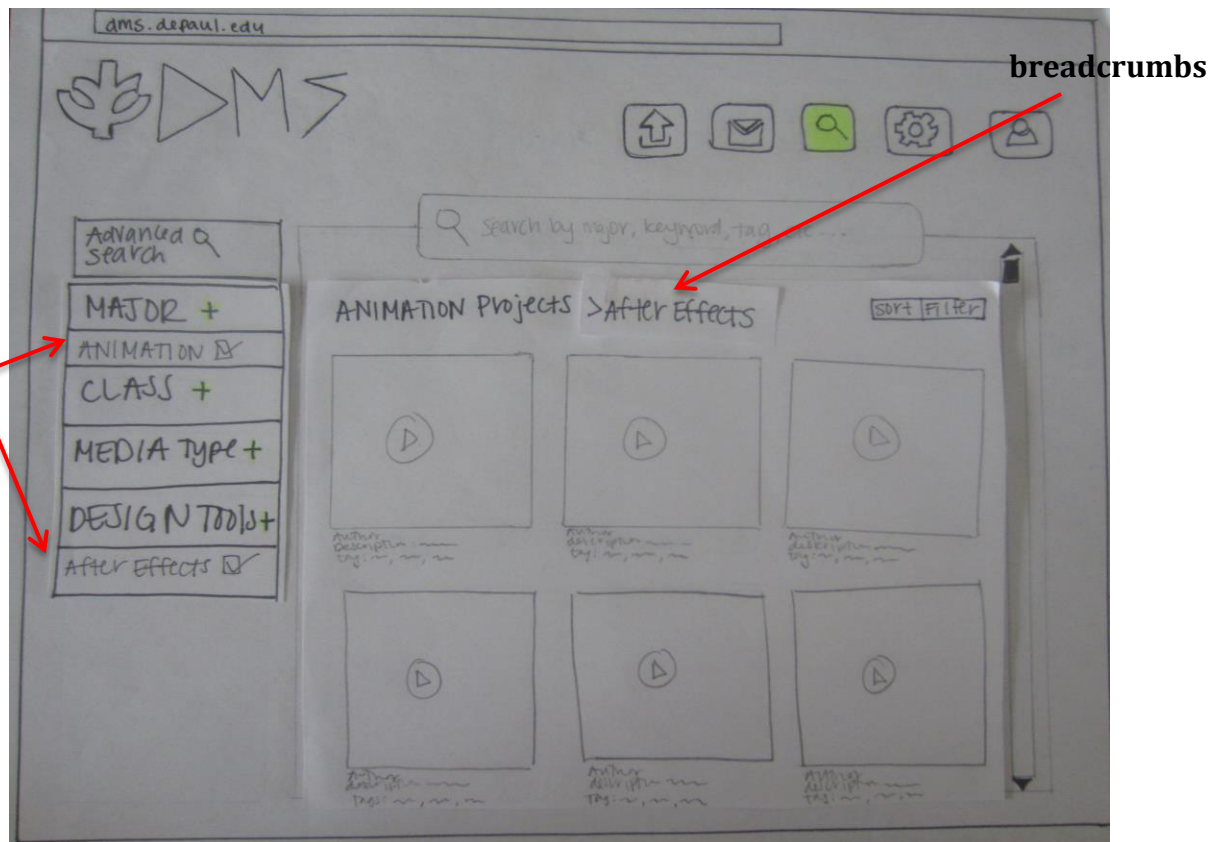
Accordion pattern  
opens up listing  
design tools the  
user can pick from

#### Step 4: Select "After Effects" from the menu



After Effects

Feedback showing the user that "animation" and "After Effects" are selected



breadcrumbs

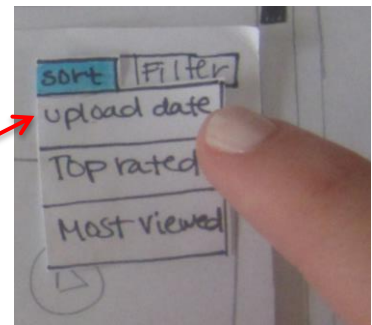
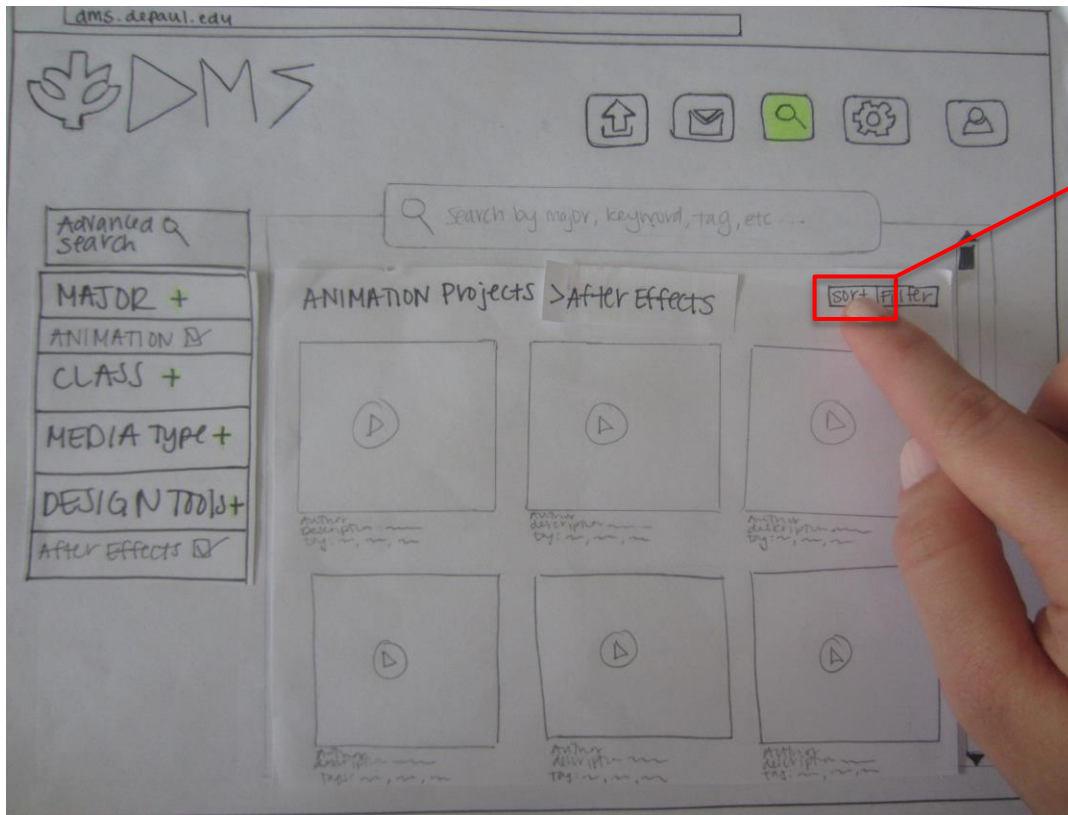
Task 1: Search for animation projects created in After Effects → **Completed**



**Task 2: Can you show me how you would sort the animation project search results by upload date?**

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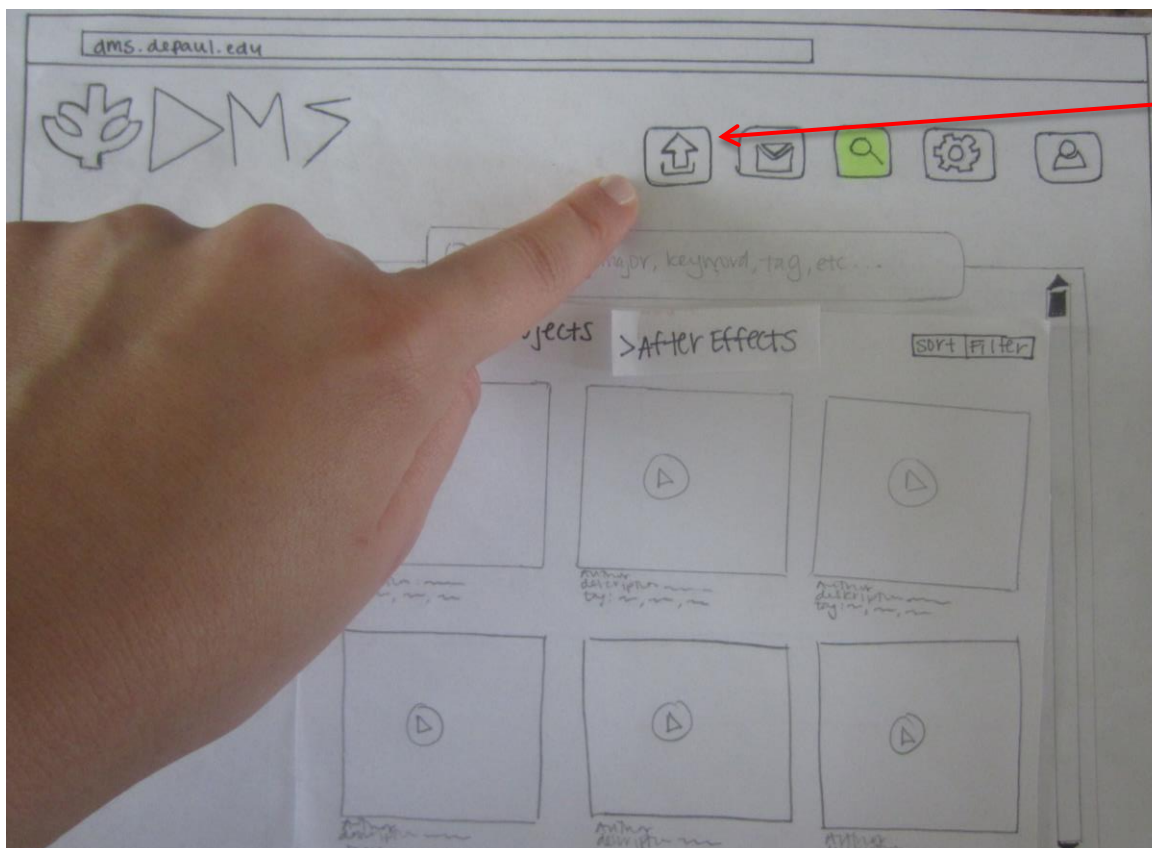
Step 1: select the "sort" button close to the breadcumbs



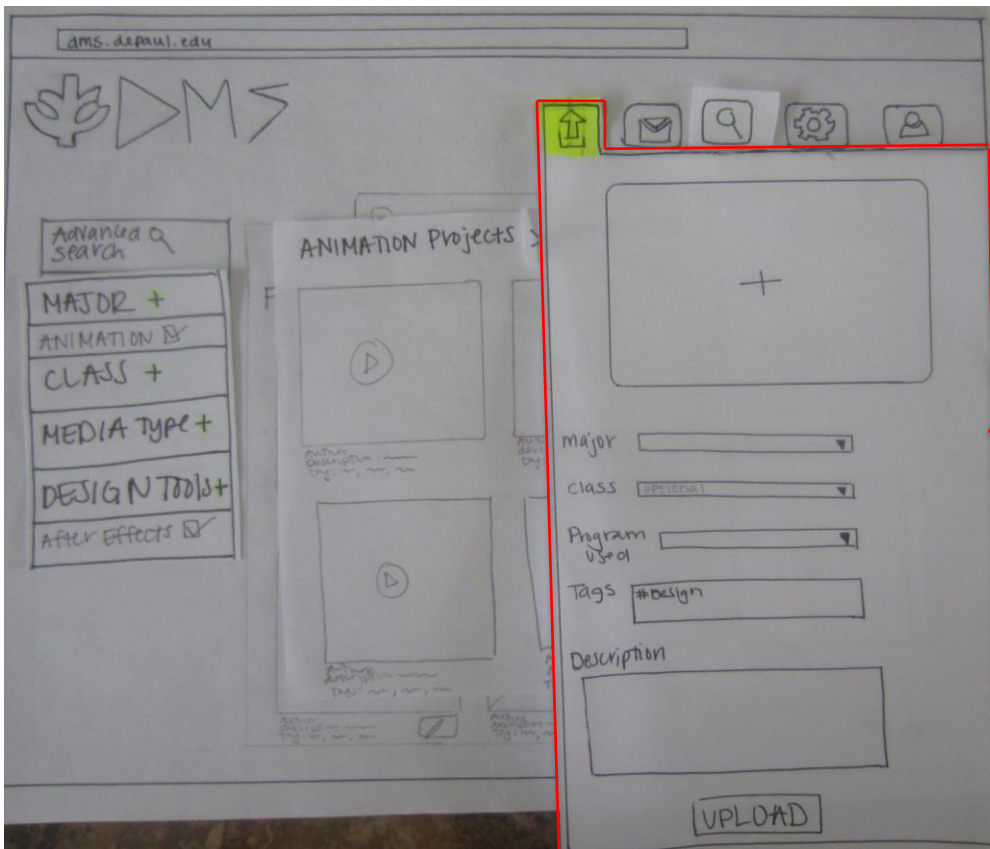
Step 2: Select "upload date" from the drop down menu

**Task 2: Sort search results by upload date → Completed**

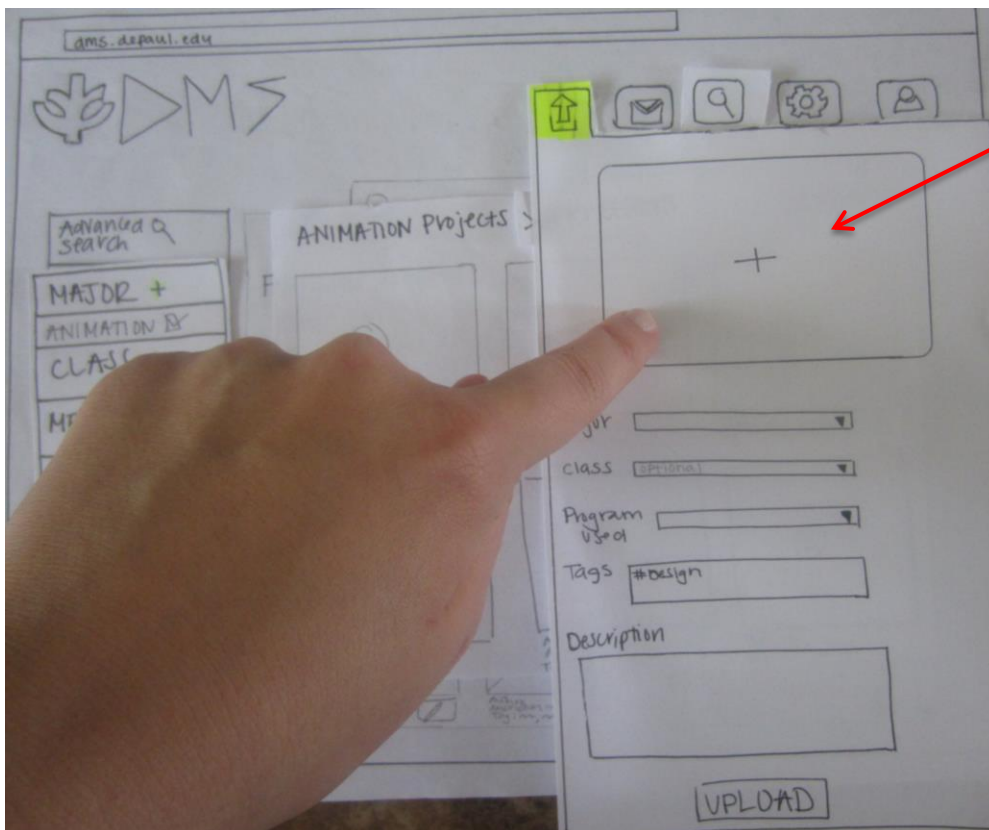
**Task 3: Can you show me how you would upload an ISM project you created in Axure?**



Step 1: Select icon that suggests uploading content



Modal panel emerges when the upload content icon is pressed. This panel will provide necessary fields for the user to fill out before they upload their content.



Step 2: Select the box with the "+" symbol to attach a file

**Step 3: Once image is attached, fill out the fields below using the text field or the drop down menu for categorization purposes.**

Project attached

"Major" drop down menu

"Class" drop down menu

"Program Used" drop down menu



## Step 3 continued

The prototype shows a navigation bar with icons for home, mail, search, settings, and profile. Below it is an 'About us' section with a green mountain graphic and a 'LEARN MORE' link. The main form contains dropdown menus for 'major' (ISM), 'class' (220), and 'Program used' (Axure), a text field for 'Tags' (#Design), and a large text area for 'Description'. An 'UPLOAD' button is at the bottom.

Once the drop down menu is complete, move down to the “tags” and “description” text fields.

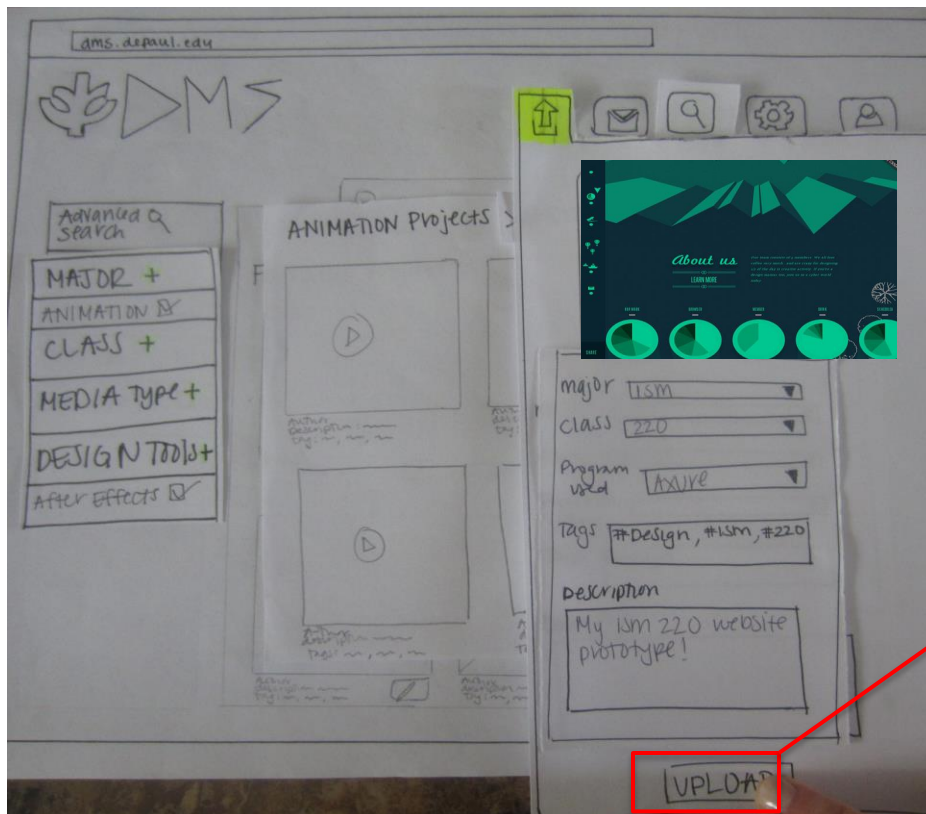
Press on text field to input data

The 'Tags' field now contains '#design, #ISM, #'. A finger is pointing at the field, indicating the next step in data entry.

Press on text field to input data

The 'Description' field now contains the text 'My ISM 220 website prototype!'. A finger is pointing at the field, indicating the next step in data entry.

**Step 4: When all the fields are filled, press the “Upload” button to upload the content to the site**



Upload button at bottom of modal panel

**Task 3: Upload ISM design project to the site → Completed**



## **Evaluation**

Once our low fidelity prototype was complete, we began the usability test phase where we tested our design of the site with targeted users. By testing the prototype with a user, our group will be able to uncover issues that were not revealed during the design process. Also, by watching the user interact with our site design we will be able to see if certain content on the layout is hard to discover or left out so that we can change it early on before it poses a bigger issue during the high fidelity prototype design process.

Prior to beginning the usability test, we created task scenarios for our test subjects so that they had three primary tasks to carry out with our prototype. These three tasks highlight two user stories of ours which are:

- As an animation CDM student, I would like to see the work of others so that I can be inspired to begin my projects.
- As a CDM student, I want to be able to easily share design projects with my peers so that I can inspire others and showcase my work.

Taking concepts from these user stories the following task scenarios were created:

*1. Imagine that you are an animation major assigned to creating a project in After Effects. You want to see what other animation students have created using After Effects prior to starting the assignment. Can you show me how you would go about finding animation projects created using After Effects?*

*2. Imagine that you are an Interactive and Social Media student who just created a website prototype you're very proud of with Axure. You want to show other students your great work so that they can gain inspiration from it. Can you show me how you would upload the prototype to the website?*

When we completed the task scenarios and sat down with our test subject to begin, we initially thanked the user for agreeing to partake in an interactive test that would ultimately help us improve our website design. We introduced the context of our design challenge and our primary goals which consisted of trying to develop a site that allows students to easily share their projects with other CDM students

for education and inspirational purposes. From there we read the test subjects the task scenarios we developed in order to start the process and watch them interact with the design. An observer made note of issues the user brought up throughout the process while also recording points in which the user seemed to struggle navigating through the site or finding content. Once the user finished interacting with our site to the best of their abilities, we asked if there were any additional features they would like to see added to the site that weren't already present. The observer made note of what the user said and from there we thanked the user for participating in the usability test.

After the usability tests were conducted, we regrouped with one another to discuss the problems observed during the test. With the first task scenario where the user was asked to search for animation projects created in After Effects and then sort those projects out by upload date, we found two main issues. First, we discovered that since our site had a sidebar menu and a search bar, these multiple ways of searching for content imposed great confusion in terms of where to even begin looking for content. The user seemed unsure of which technique was the proper way to go. The second issue we learned about our design was that the search results had no indication of what category each project was in. The user ultimately had no way of knowing what major or class the project fell under which created a bigger problem for when it came time to filtering through the results. In order to combat these issues, we decided it would be best to add tags or icons to a project that came up in the search results containing imminent information about what category that project was in. With the issue of having multiple ways of discovering content, we plan on redesigning the side menu so that it doesn't stir confusion on what steps need to be taken to complete a search.

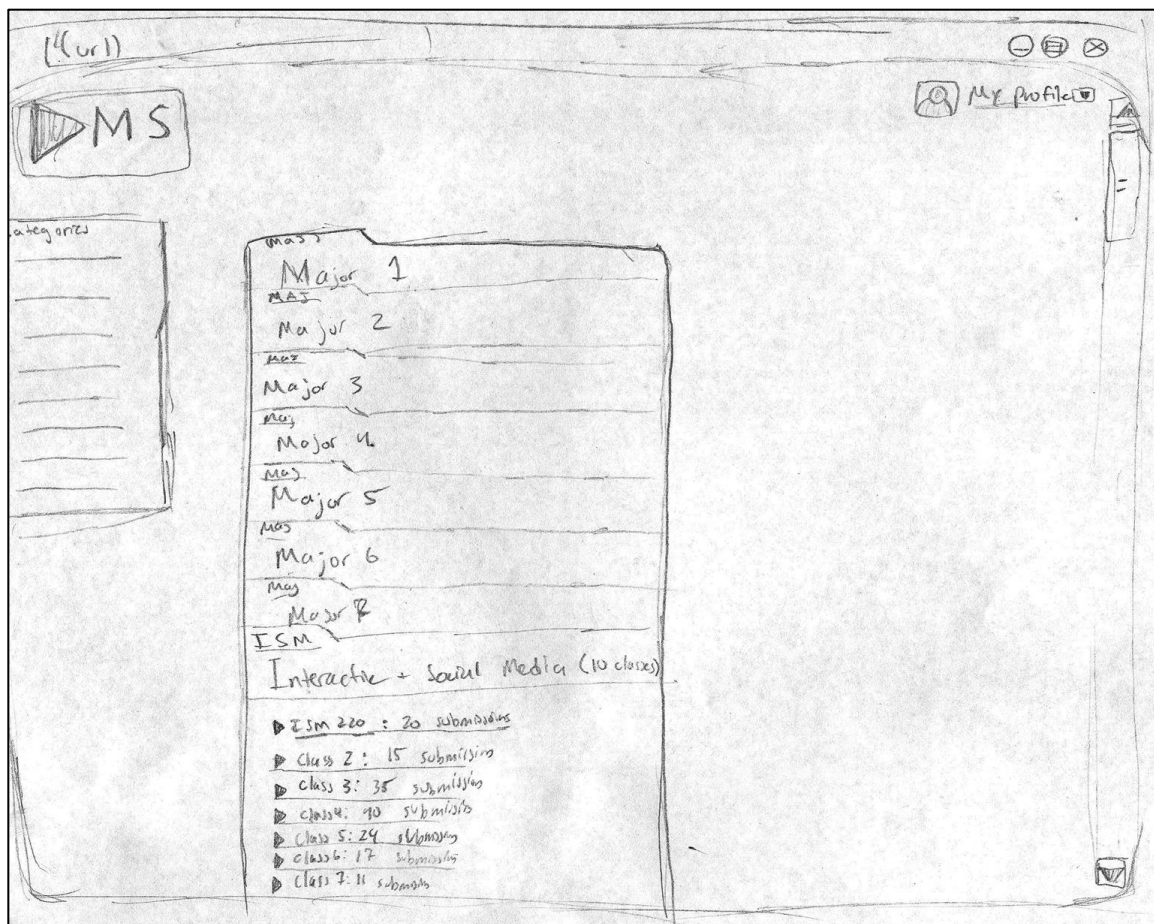
With the second task scenario of uploading an ISM project to the site, the user was able to carry out that task well. As they were carrying the process out however, they asked whether or not they would be able to add multiple projects to the modal panel because currently our modal panel only supports the attachment of one file. This was a great insight for us because we discovered that with certain projects, the user might want to add more than one file to the project post such as including a before and after to show their progress. From this insight, we plan on having the modal panel support the addition of more than one file attachment to the post.

## **Reflection**

We wanted to construct a prototype of the explore page that was easily navigable for users and highlighted the primary features of the site itself. We designed two prototypes and found that with each one, we discovered ways to refine our site. With the first prototype (seen below), we neglected to make use of breadcrumbs when a lot of the navigations involved taking the user through several different pages. We realized that the user didn't have a way to view their location within the site nor did they have a way to travel back through pages. In order to fix these two issues in our current prototype, we refined the design so that breadcrumbs were included. We decided on making the browsing occur on one page as opposed to multiple time-consuming pages. Within this page, we made use of the feature, search, and browse design pattern so that any users who were unsure of what to search for had featured projects to entertain their interest. Since the browse feature in our last prototype took up a lot of space, we shrunk the side panel UI and simplified the design of the filter boxes by using an accordion design. We also added small sort and filter options in the top right hand corner of the browse screen so that the users had a way of organizing the search results based on their preferences. When it came to uploading content to the site, we previously were set on designating a separate page for that feature. However, it became clear that it would be easier for the user if they were given the ability to upload content from any page they visit. So, in order to design this we placed a new icon in the main navigation bar with a picture of an arrow pointing up "↑" to signify uploading content. By having this icon in the navigation menu, the user will be able to access it at any page of the site. When the user presses this button, a modal panel will emerge presenting the user with appropriate fields to fill out in order to carry out the process with the aid of responsive disclosure, another design pattern we made use of. Once the process was said and done, all the user has to do is press "upload" in order to have their project be added to the site.

Though our design may not be perfect, the new insights we gained during the usability tests only point us to finding better ways of refining our current prototype. We would like to build upon what users struggled with when testing the low fidelity prototype. One of the things we want to improve in our current design are the filter options. Some users we tested with were given the task scenario and were not entirely sure which category to select, for instance they did not know right away what the difference was between the "Class" category versus the "Major" category. We want to improve this by either

condensing the two categories or making them more distinguishable somehow. The search results as well need to display a better way of showing the user what category they fall under. We currently have little icons below each project that indicate the major the project falls under, but we are looking to improve that by possibly having the results filter out themselves in specific categories. We would make use of the grid design and have the projects be grouped with a header labeling the major the projects relate to. Also, we plan to add more features to the "upload" modal panel so that it supports the addition of multiple file attachments. We still want to find a way to make it easier for users to recognize what categories student projects fall under. Besides those issues, the prototype seemed successful in illustrating our idea.



In our first prototype design, the major page had a separate "hub" page where you could browse through classes and majors. This was redesigned to be incorporated on the side bar on the left-hand side.

### **Group Contributions**

For P3, we all tried to work with one another on each part of the document. The following shows the work each person did:

Introduction — Kyle

Sitemap — Jenny H, Jenny F, Karina, Kyle

Prototype — Jenny H, Jenny F, Kyle

User Stories — Kyle, Jenny F, Jenny H, Karina

Evaluation — Jenny H, Kyle

Reflection — Kyle, Jenny H