

SPP6: Medium-Fi Prototype

UB Transfer Matrix Instructions Melo Team

Problem/Solution Overview

Many users faced challenges when using the University of Belize's existing transfer matrix. Its inefficiency and poor navigation cause confusion and delays for students trying to transfer credits from other institutions. Melo aims to address all these issues by recreating the transfer matrix to be more streamlined and user-friendly. This will help students navigate the transfer process more effectively, make informed academic decisions, and reduce the workload for university staff, ultimately improving the overall process.

Value Proposition

Melo provides a simplified and intuitive interface for displaying transfer data at the University of Belize, helping students easily interpret and compare their course options for a smoother academic planning experience.

Mission Statement

Melo is dedicated to improving the usability and accessibility of the University of Belize's transfer matrix, ensuring that students can efficiently navigate and manage their course transfers with ease and confidence.



TASKS & INTERFACE DESIGNS

TASK 1: Print transferable courses

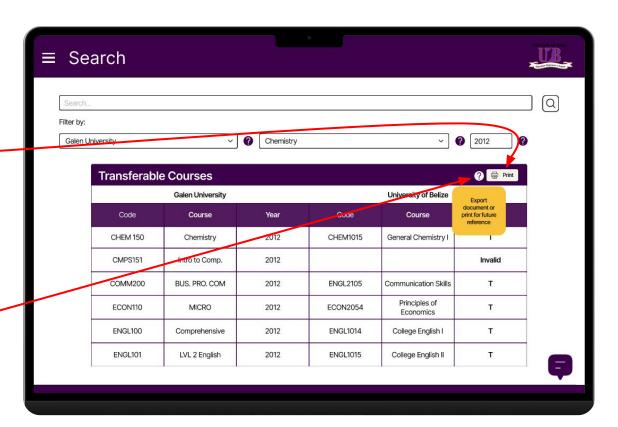
SIMPLE

Use

The user can print or save their search results for future references.

Change

Information is accessible about the print function when the ? icon is hovered over



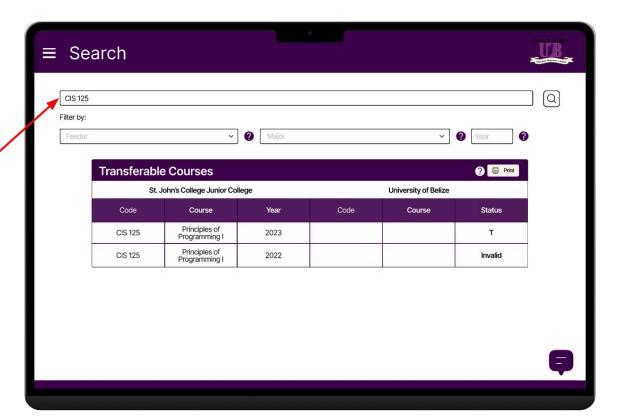
TASK 2: General Search

SIMPLE



User can search by feeder, major, institution, etc.

This functionality remains the same

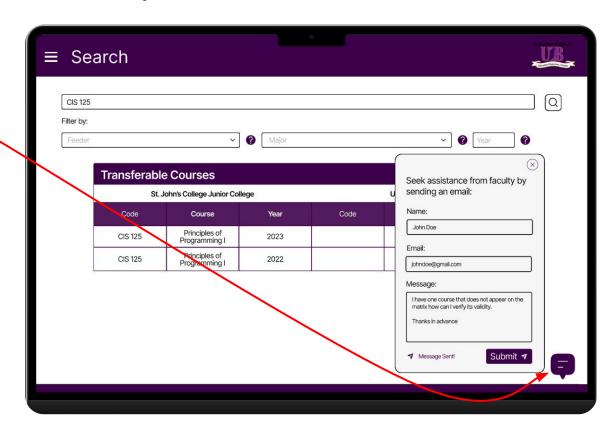


TASK 3: Seek Faculty Assistance

Use

User can ask for assistance from faculty via email if they cannot find answers via the website.

This functionality remains the same



TASK 4: Filter and Sort Options

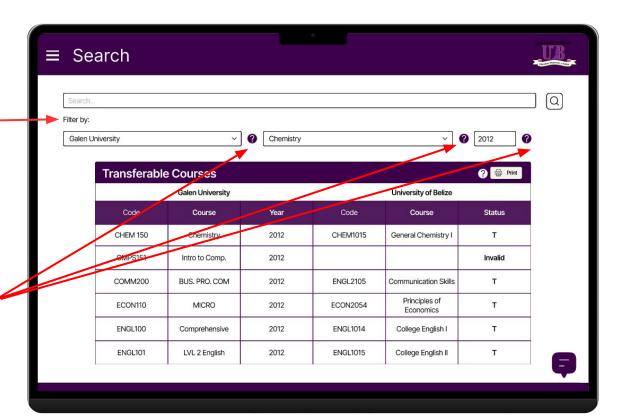
COMPLEX



Allows users to specify their search results by feeder, major, and the year they would graduate/graduated which allows faster information access.

Changes

Information is accessible about the search fields via ? icon





REVISED DESIGN INTERFACE

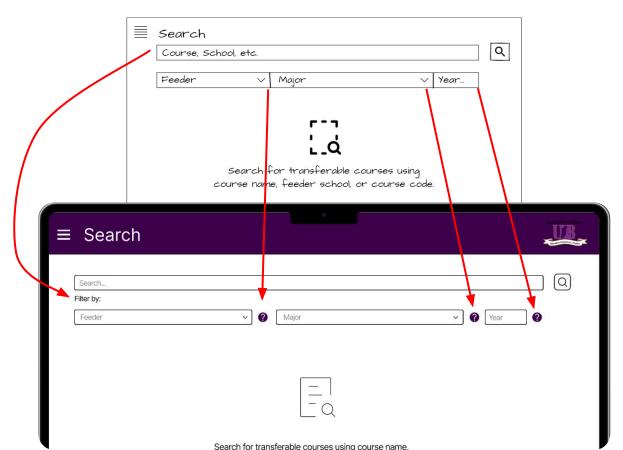
Filter and Sort Options

Problem:

Users were unsure of the search fields.

Solution:

Added popup windows to briefly explain to user what the fields are. A "Filter by" label was also added to indicate the separated search feature.



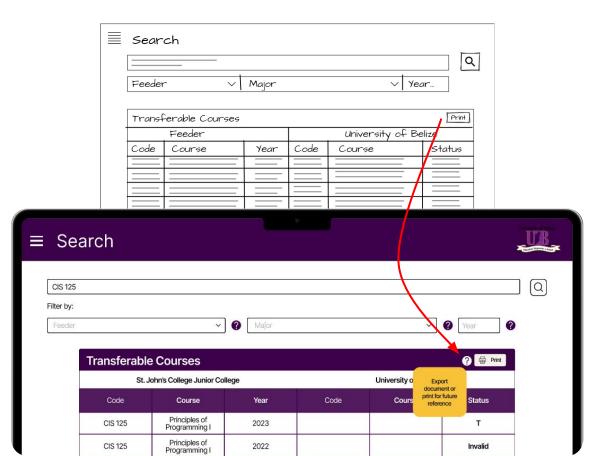
Print

Problem:

Users were unsure of the printing feature.

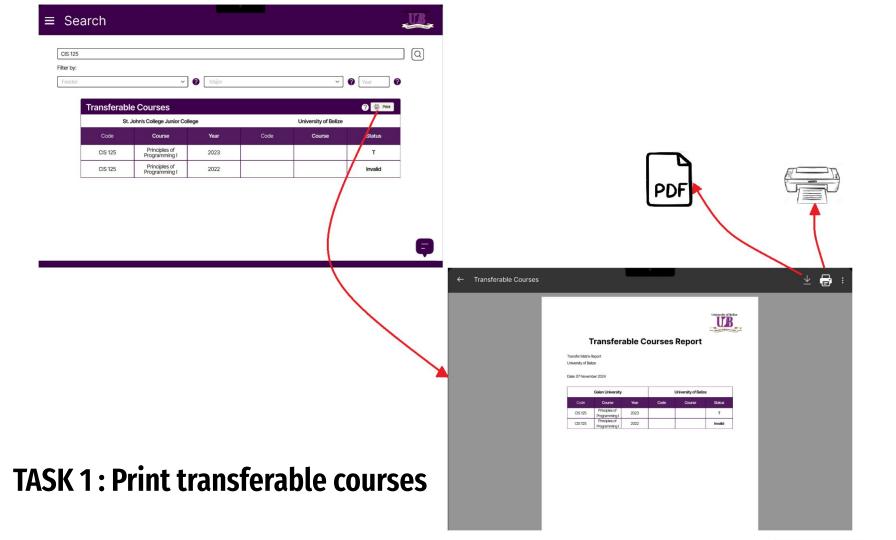
Solution:

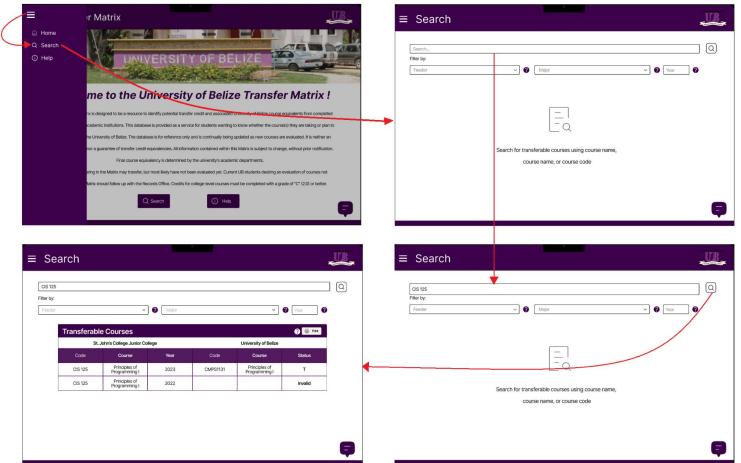
Added popup window to briefly explain to user that they are able to export or print results for future reference.





Task Flows

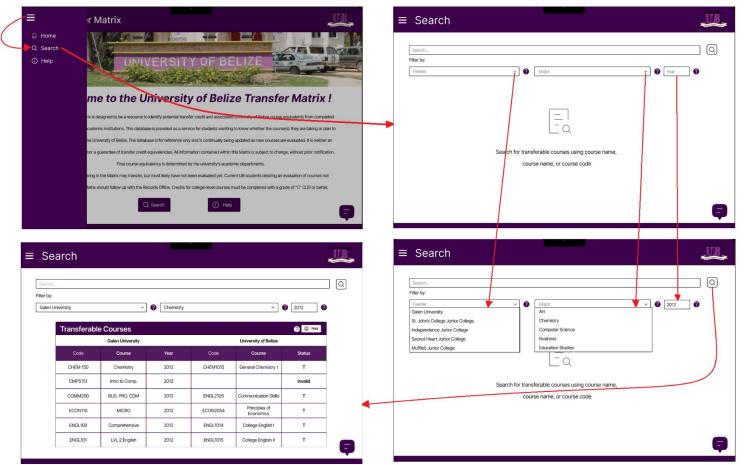




TASK 2: General Search



TASK 3: Seek Faculty Assistance



TASK 4: Filter and Sort Options



PROTOTYPE OVERVIEW

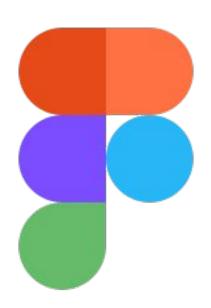
What We Use?



Used "to create, share, and test designs for websites, mobile apps, and other digital products and experiences.

It "helps anyone involved in the design process contribute, give feedback, and make better decisions, faster."

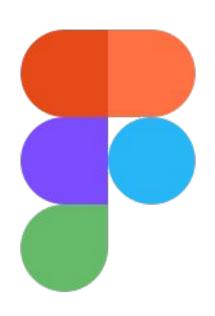
How Did It Help?



The drag-and-drop functionality made it easy to build layouts and structure screens in our prototype, helping us arrange and refine our design with minimal setup.

Figma also allowed us to **collaborate efficiently** within our team.

How Did IT Not Help?



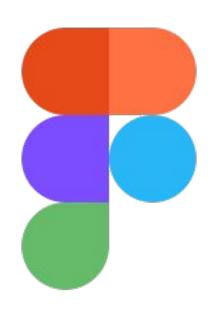
Offline Limitations

Figma's reliance on a stable internet connection posed challenges, as the platform does not support offline access.

Performance Issues During Collaboration
We experienced lag during collaborative

sessions, especially when multiple team members were working on the design simultaneously.

Limitations/Tradeoffs of Current Prototype



Prototype lacks dynamic data capabilities.

Interactions are event-based, not fully interactive.

Wizard of Oz Techniques Used?

No Wizard of Oz Techniques, as most of the features were hardcoded

Any Hardcoded Features



- Most of the simulation was hardcoded, as our prototype involved interacting with a database
- Due to the lack of implementing a database, all search and typing events were hardcoded to simulate what a user would type

THANK YOU

Link: UB Transfer Matrix Prototype

