

Team Collaboration

- 1) Face to face discussions for couple of days and brainstormed sprint 2 deliverables and changes based on the feedback received.
- 2) We continued to have further discussions and association of ideas through Google hangouts and Google drive while we worked remotely.
- 3) Remotely working on the shared files was facilitated by Google drive which helped us to collaborate on the same file at the same time.
- 4) We also continued to keep the team posted on a whatsapp messenger group to plan out our schedule and work on individual items.
- 5) Availability of the whole team at planned instances was our prime working strategy to have mutual consent on any change on the redesign.

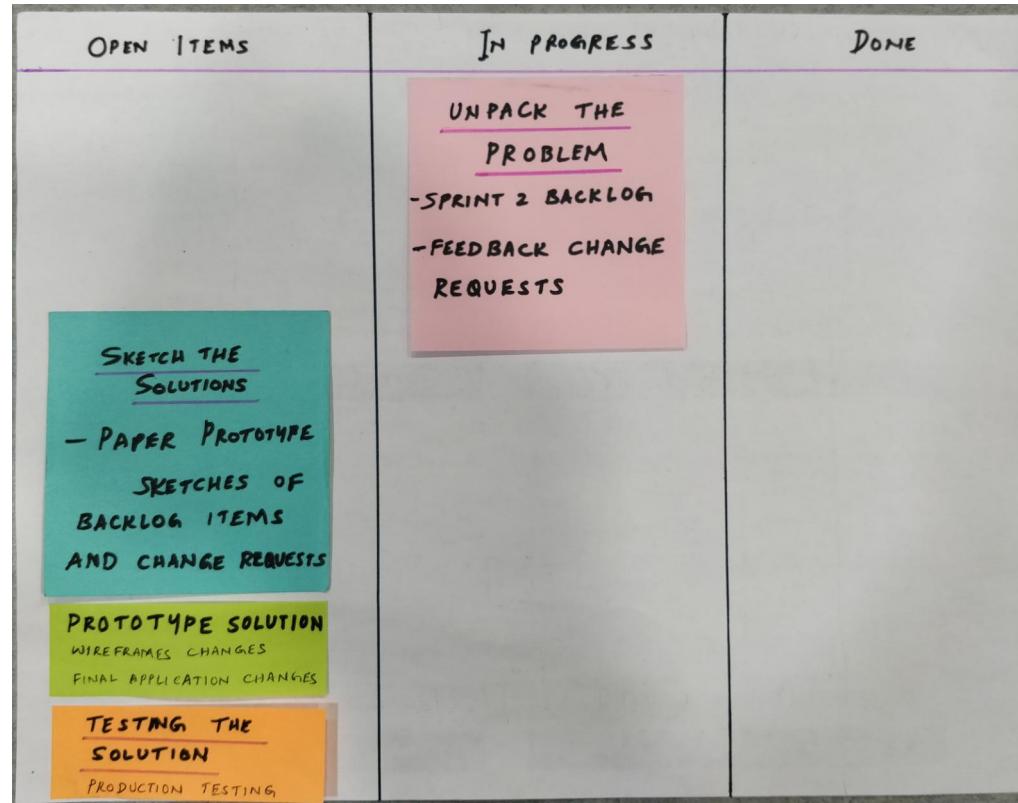
Agile Methodology Process - Sprint 2

OPEN ITEMS	IN PROGRESS	DONE
<p><u>UNPACK THE PROBLEM</u></p> <p>-SPRINT 2 BACKLOG -FEEDBACK CHANGE REQUESTS</p>		
<p><u>SKETCH THE SOLUTIONS</u></p> <p>- PAPER PROTOTYPE SKETCHES OF BACKLOG ITEMS AND CHANGE REQUESTS</p>		
<p><u>PROTOTYPE SOLUTION</u></p> <p>WIREFRAMES CHANGES FINAL APPLICATION CHANGES</p>		
<p><u>TESTING THE SOLUTION</u></p> <p>PRODUCTION TESTING</p>		

Unpack the problem

Discuss backlog items for Sprint 2 and define changes by brainstorming on the critiques and feedback received

Agile Methodology Process - Sprint 2



Focus areas of Sprint 2

- 1) Improve the screens we have initially worked on in Sprint 1 with few pixel perfection fixes.
- 2) Address change requests based on the feedback taken from friends.
- 3) Filter the feedback received with respect to relevance, feasibility and scope of the application.
- 4) Evaluating, wireframing and redesigning by adding changes to the screen.
- 5) Stick to the design principles.
- 6) We have also added a couple new pages - Sign in page and Comment section on each presentation; based on user feedback and backlog items.

Initial application redesign - Sprint 1

The original application interface features a dark-themed header with the 'voicethread' logo and a user profile for 'John Specter'. Below the header, the 'Home > Create' navigation path is displayed. The main content area is titled 'Create Voice Thread' with the sub-instruction 'Select one option to get started'. Six options are listed in a grid: 'My Computer' (document icon), 'Media Sources' (camera icon), 'Audio Recording' (microphone icon), 'Web Photo' (camera icon), 'Webcam Video' (camera icon), and 'Paste URL' (link icon). At the bottom of the page, there are 'Training ▲' and 'About ▲' links, and the 'UMBC' logo.

The redesigned application interface features a dark-themed header with the 'voicethread' logo and a user profile for 'John Specter'. A prominent blue 'Create a voicethread' button is located in the top-left corner. To its right is a search bar with a magnifying glass icon. The main content area is titled 'Groups' and includes a 'View' dropdown set to 'Alphabetically' and a 'Sort' dropdown. Below this, four groups are listed in a grid: 'HCC 127' (with two people icon), 'HCC 613' (with two people icon), 'HCC 629' (with two people icon), and 'HCC 729' (with two people icon). At the bottom of the page, there are 'Training ▲' and 'About ▲' links, and the 'UMBC' logo.

Initial application redesign - Sprint 1

The screenshot shows the main dashboard of the application. At the top left is the "voicethread" logo. On the right is a user profile for "John Specter" with a dropdown arrow. Below the logo is a blue button labeled "Create a voicethread". To the right is a search bar with a magnifying glass icon. The main content area is titled "Group 629 > Professor's Lectures". It features a grid of nine white boxes labeled "Week 1" through "Week 9". To the left of the grid is a sidebar with "Group 629" and two menu items: "Professor's Lectures" and "Students Assignments". At the bottom are links for "Training ▲" and "About ▲". The footer contains the "UMBC" logo.

The screenshot shows a slide editor interface. The title bar says "Work 0 > Slide 2" and "Slide 10 of 10". The main area is titled "Prsentation 1". A video player window is open, showing a video frame with a person's profile picture. The video player has controls for play/pause, volume, and a progress bar showing "0:03 / 0:03". Below the video player is a toolbar with icons for video, audio, and other media. The footer contains the "UMBC" logo and links for "Training ▲" and "About ▲".

Feedback

We gathered feedback from few of our friends/users regarding each screen and the flow of the application.

Here are the questions we asked them:

Questions for gathering feedback

- 1) What do you think are the most important actions on the designs?
- 2) Can you navigate through the pages easily?
- 3) Are the designs intuitive?
- 4) What do you think is missing in the designs?
- 5) What are the changes you suggest in this designs?

We noted their opinions and suggestions and boiled down to relevant, feasible and most common ones with respect to the scope of the project/application.

Feedback

Friend/User 1: Inclusion of login screen, explore other groups section, drilldown of specific group folders on the left panel.

Friend/User 2: You can add a notification on the screen for new activities. Add details about the presentation upfront. The options for viewing in grid or tile view can be more visible. Currently it is merging with the background.

Friend/User 3: Showing up the scroll bar on pages, the comment section is not clear, the comment pop-up on the slides is not clear to the user. A plus sign could be added instead.

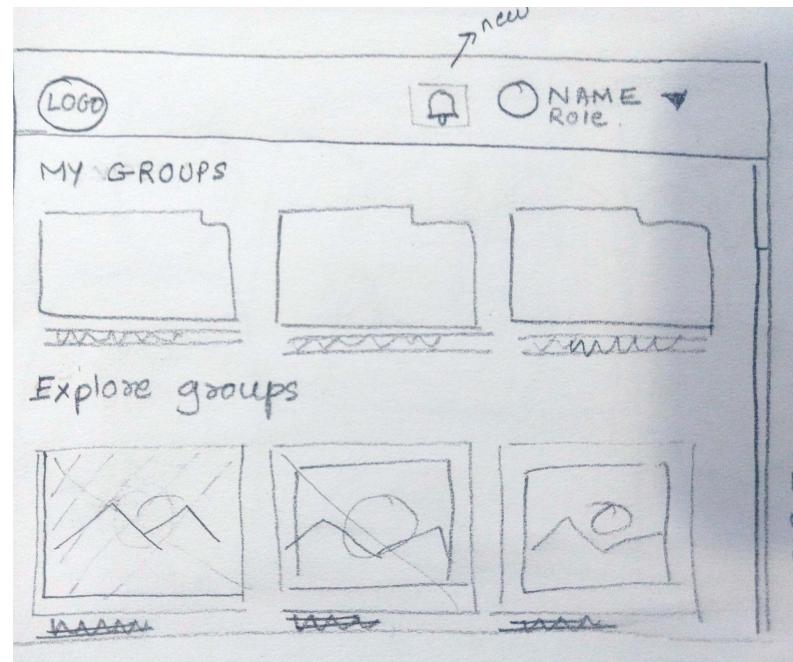
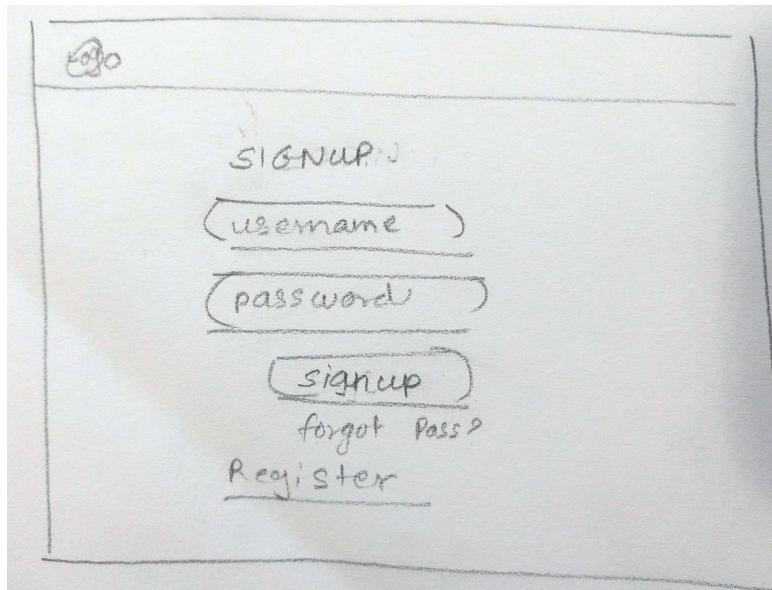
Sketch the solutions

Paper prototypes were created highlighting Sprint 2 scope based on the feedback and backlog items

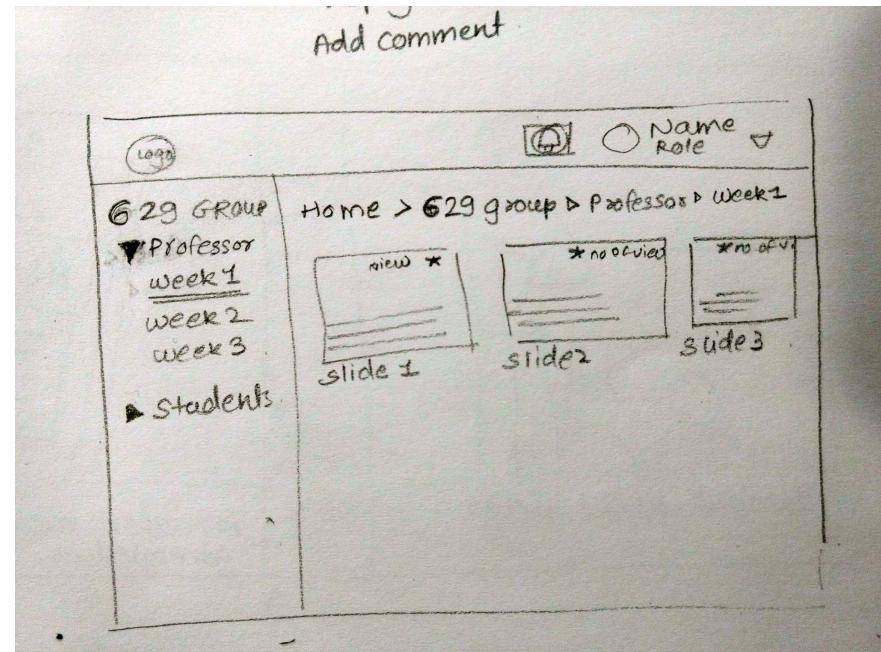
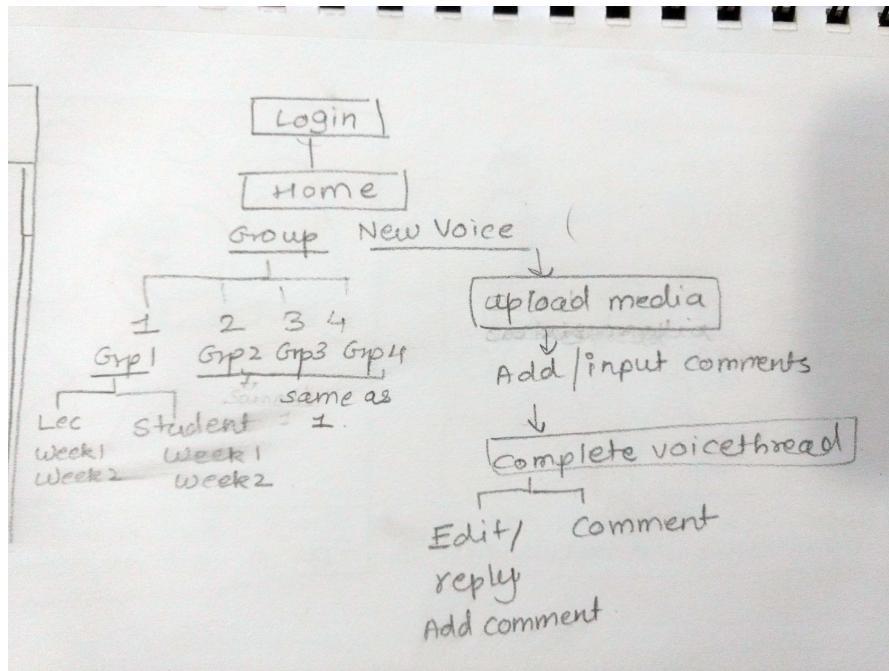
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	<p><u>SKETCH THE SOLUTIONS</u></p> <p>— PAPER PROTOTYPE SKETCHES OF BACKLOG ITEMS AND CHANGE REQUESTS</p>	<p><u>UNPACK THE PROBLEM</u></p> <p>-SPRINT 2 BACKLOG -FEEDBACK CHANGE REQUESTS</p>

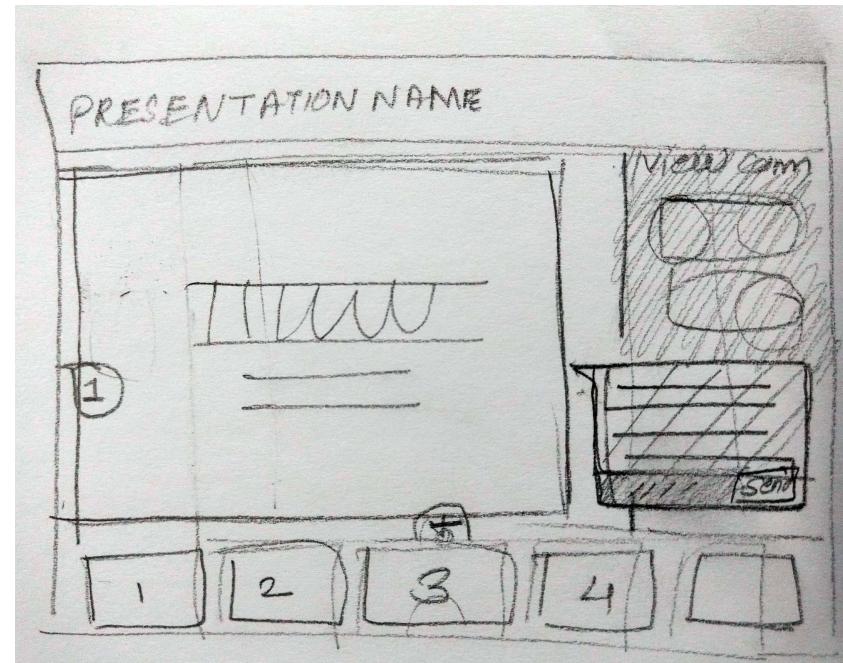
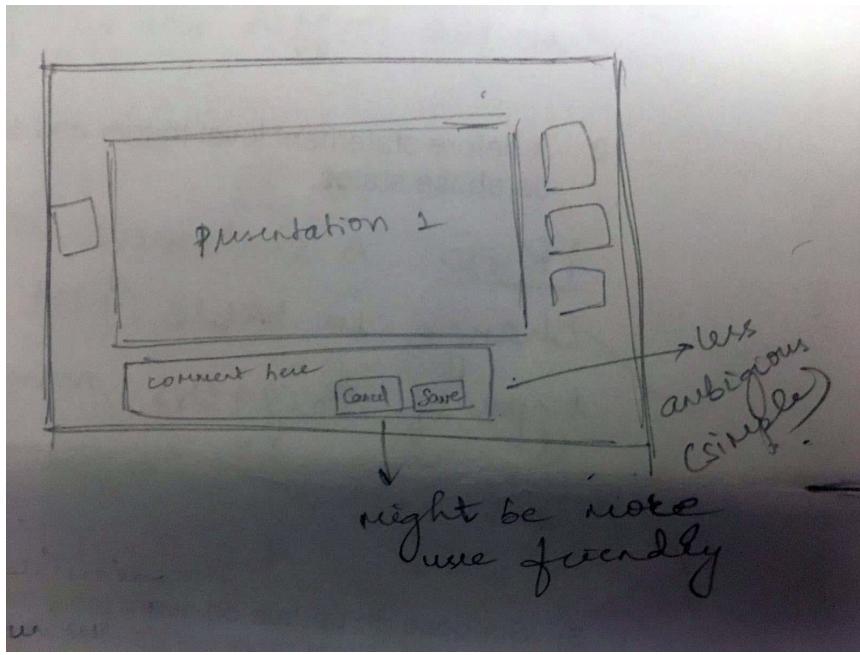
Sketches: brainstorming and ideation



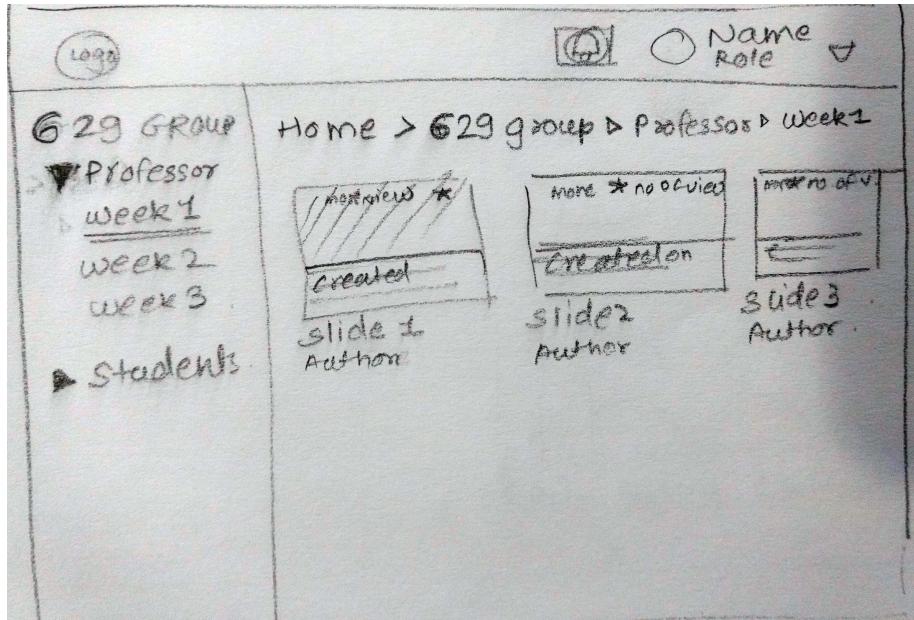
Sketches: brainstorming and ideation



Sketches: brainstorming and ideation



Sketches: brainstorming and ideation



Decide on solution

Medium Fidelity Wireframes

We included the updates on Sprint 1 wireframes
and new screens

Username

Password

Signin

[Forgot Password?](#)

[Register](#)

Include Logo

Home Page



Username, user photo,
logout icon

Create VT button

Search bar

My Groups

Group 1

Group 2

Group 3

Group 4

Explore

Group 1

Group 2

Group 3

Group 4

UMBC logo for branding and customization

Training, About

Include Logo

Create VT Page



**Username, user photo,
logout icon**

These are the create new VT options. Use good font icons or logos to depict each option



Include Logo

VT Group Page



Username, user photo,
logout icon

Create VT button

Search bar

Professor's Lectures

VT 1

VT 2

VT 3

Sidebar with a drilldown

Student Assignment VTs

VT 4

VT 5

VT 6

UMBC logo for branding and customization

Training, About

Include Logo

Individual VT Page



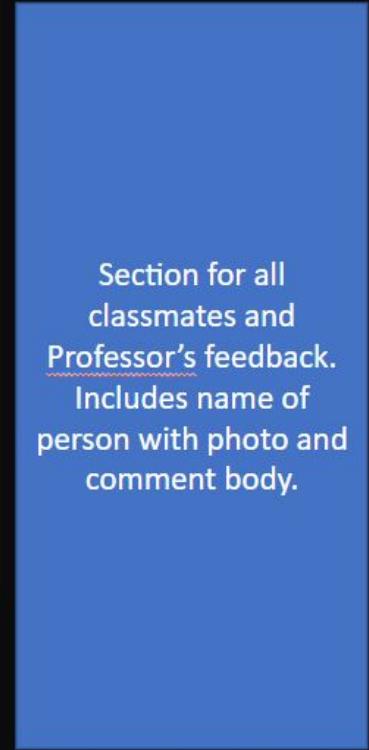
Username, user photo,
logout icon



Section for Creator's VT
Comments



Comment box
(For sprint 2)



Section for all
classmates and
Professor's feedback.
Includes name of
person with photo and
comment body.

Prototype the solution

Based on the updated wireframes we prototyped the final version of the voicethread application redesign

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Sign in

Username

Password

Sign in

Forgot Password?

New user? [Register](#)



Notifications



John Specter ▾
Student Profile

Create Voicethread

Home > Create

Create Voice Thread

Select an option to get started

 My Computer Media Sources Audio Recording Web Photo Webcam Video Paste URL

Home Screen

vt
voicethread

2

Notifications

John Specter ▼
Student Profile

Create a voicethread

Search

My Groups

View ▾ Sort Alphabetically ▾

HCC 127

HCC 613

HCC 629

HCC 729

Explore Groups

Travel

K-12

Higher Ed

Art

UMBC

Training ▲ About ▲

Presentation

Work 0 > Slide 2

Slide 10 of 10

Presentation 1



< >



▶ 1x

● 0:03 / 0:03



Comment on presentation

The image shows a screenshot of the Voicethread application interface. At the top, there is a logo for "vt voicethread" and a navigation bar with icons for "Notifications" and "John Specter Student Profile". The main content area displays a slide titled "Work 0 > Slide 2" with the text "Presentation 1". On the left side of the slide, there is a small video thumbnail showing a person's silhouette. On the right side, there is a list of three user profiles. A text input field at the bottom left says "Comment can be written here". Below the input field are two buttons: "Cancel" and "Save". At the bottom of the screen, there is a playback control bar showing a play button, a volume icon labeled "1x", a progress bar indicating "0:03 / 0:03", and navigation arrows. The bottom navigation bar includes links for "Training ▲", "About ▲", and the UMBC logo.

Work 0 > Slide 2

Presentation 1

Comment can be written here

Cancel Save

1x 0:03 / 0:03

UMBC Training ▲ About ▲

Principles we applied to the changes in the redesign

- **Navigation:** The original design requires the user to scroll down for more options, and the icons are smaller. In the redesign, the icons are placed horizontally so they are more visible.
- **Metaphor:** The folders look similar to a physical folder which is a metaphor. The bell icon on the home page is used for notifications.
- **Attention:** We have added a notification option. Whenever a new activity takes place there will be a notification near the bell icon in red. This attracts attention.
- **Consistency:** All the pages have the same look and feel. The header and the footer of all the pages is consistent throughout the UI.
- **Grid type-Modular(home and folder page):** The grid type used is modular for easier navigation and visibility.
- **Visibility:** The icons for converting to tile/listview are made more visible

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Testing the solution

Getting back to the users to verify the designs again

Feedback

We performed regression test by getting back with our friends/users who initially tested/critiqued our sprint 1 designs.

Every screen and the flow of the application.

This design process is open to more iterations of minor changes in the development and post production phase while developers look into feasibility of usage and post production phase.

This design project was one of the main representation of voicethread which highlights the main purpose of the application. There is more scope for minor details to be added on hover and other events on the screen which is left for future iterations.

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