

# IHCI First Project Submission

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## Rules

- Submit a Google Doc, NOT a PDF or a Google slide.
  - Use the default fonts, line spacing, and font size unless specifically required in the assignment.
  - After submission, the Google Doc will get automatically locked, so you won't be able to make any changes.
  - Standard plagiarism rules apply.
  - Your submission will not be considered for grading and feedback if you do not follow these guidelines.
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### **Names of Group Members:**

**Anusha Rana (2023114)**

**Arpit Raj (2023132)**

**Asher UI Haque (2023151)**

**Bhavik Garg (2023170)**

**Devaj Rathore (2023190)**

**Gaurav Chauhan (2023218)**

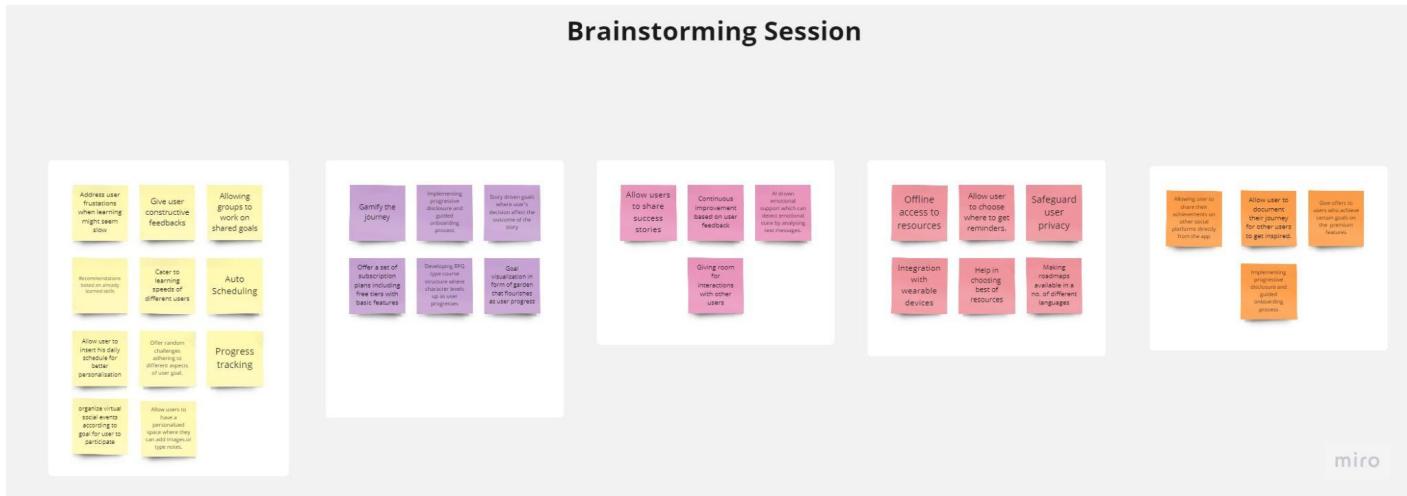
**Project Group Number: A\_G4\_P2**

**HCI Group No.: 4**

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# Requirement Gathering

## • BRAINSTORMING AND IDEATION

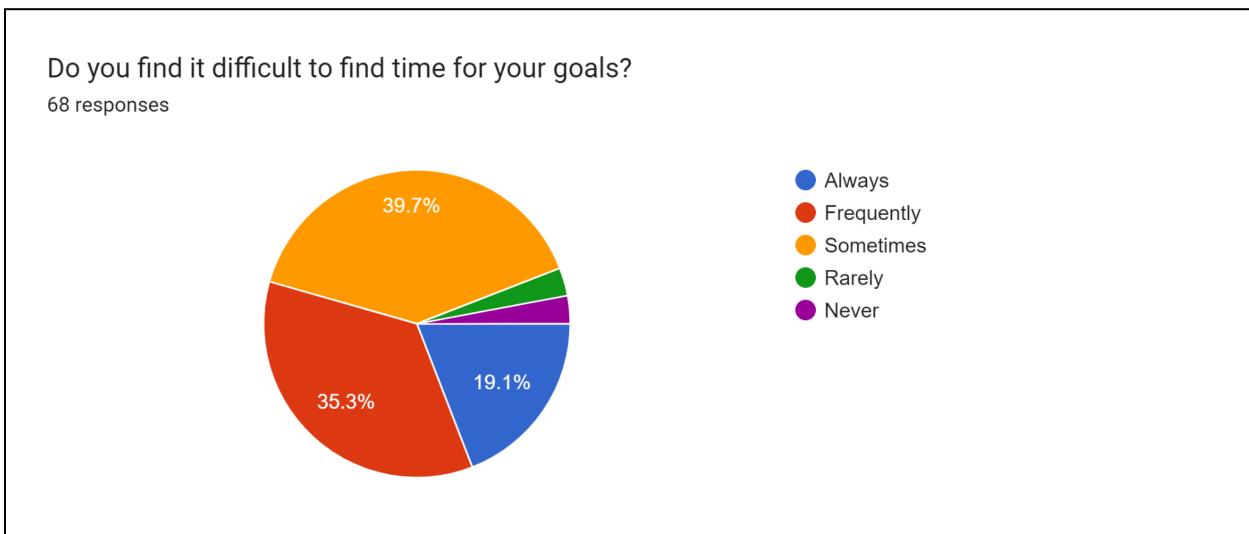


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## • INTERVIEWS THROUGH FORMS

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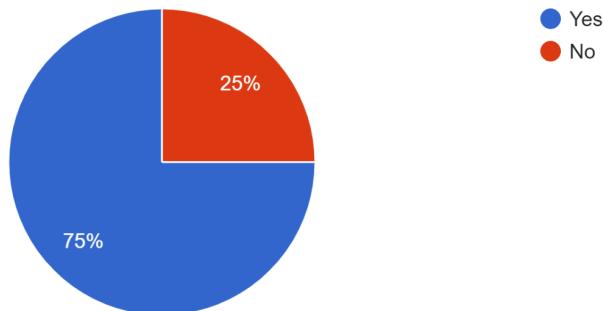
Character Profile Survey - HCI Group A-G4-P2 (Responses)



The team confirmed the requirement for scheduling suggestions as **only 5.8%** of the respondents rarely or never found it challenging to find time for their goals.

Do you find starting a new goal/hobby difficult?

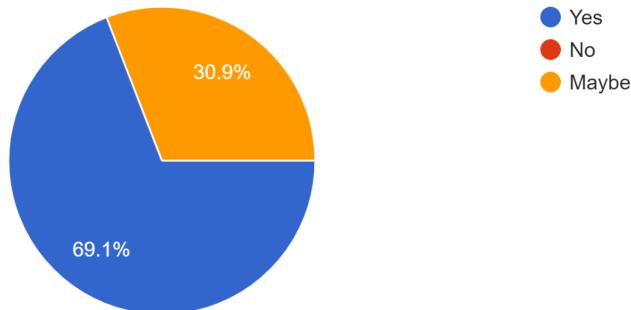
68 responses



The team confirmed that **75%** of the target user base requires aid to start learning a new goal/hobby.

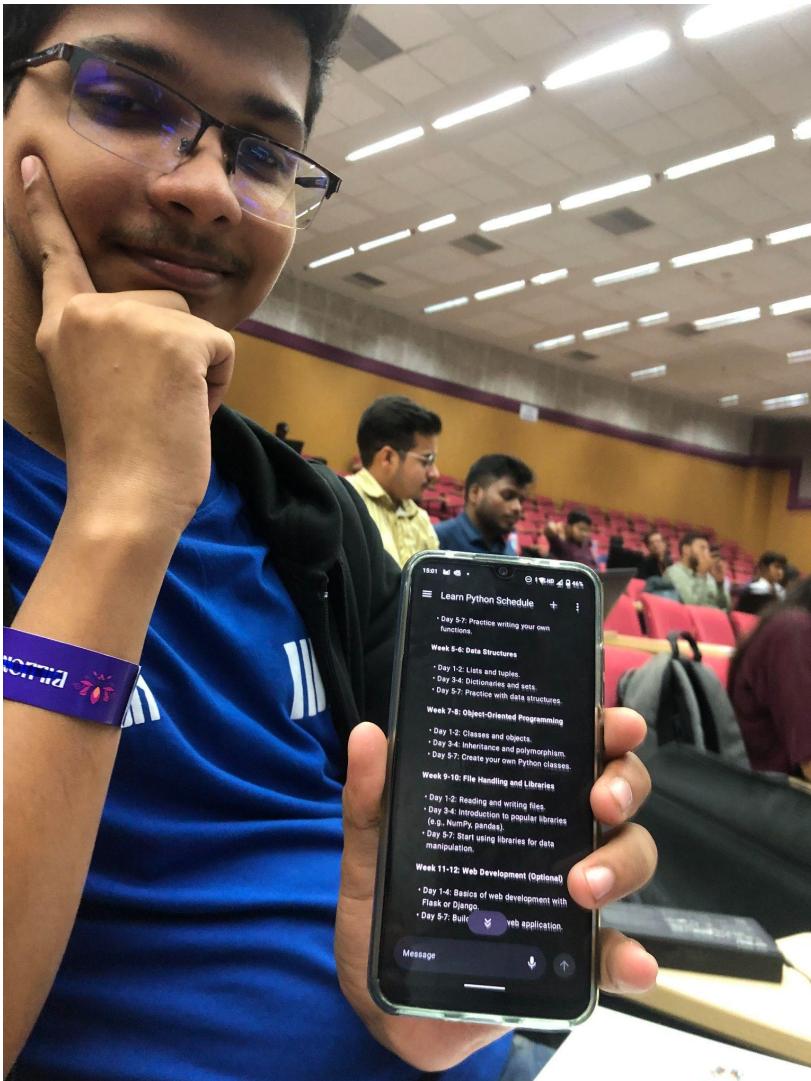
If an application could provide you with a roadmap towards your goal/hobby, would you use it?

68 responses

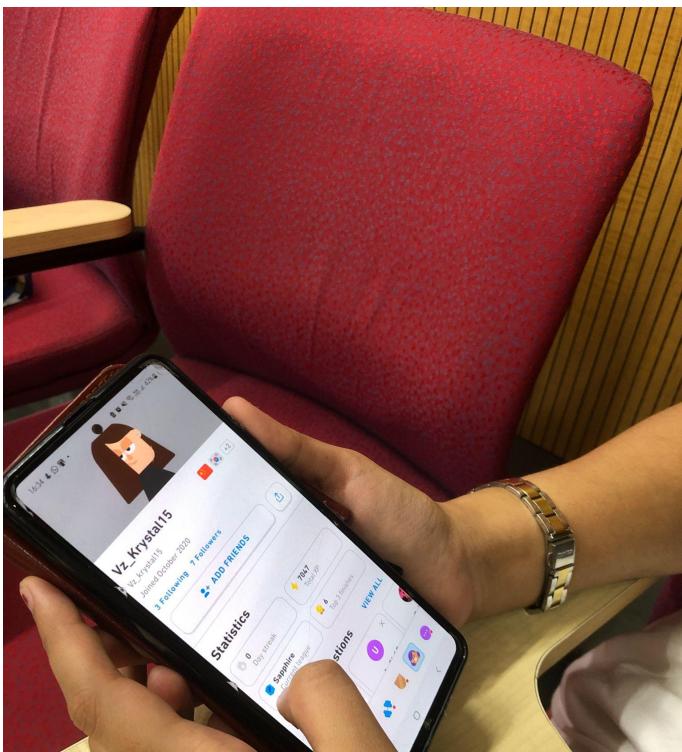


**100%** of the respondents showed interest in our application.

- IN-PERSON INTERVIEWS



ANIMISH YADAV (A student at IIITD) explains how he uses chat-gpt to help create learning micro-schedules for him.



NAVYA SHARMA's (Avid language learner) Duolingo account, which enables her to learn new languages. Although not hassle-free.

- **STAKEHOLDERS IDENTIFICATION**

In our preliminary research, the team was able to identify several stakeholders, the list of which includes:

- **USERS:** Per our problem statement and motive to create an application that will enable upskilling and learning, this project will “have users of every social group, as learning new things is not bound to age, caste, religion or any other subdivision of society.” as highlighted in our project proposal. As a direct result, our most diverse stakeholder group will be our users, who will play a key role in providing us with feedback.
- **LEARNING CONTENT CREATORS:** The application will use third-party resources to create schedules/roadmaps/learning syllabi for the users, so naturally, the creators of these third-party resources will be able to play a critical role in the development and usability processes.
- **AI DEVELOPERS:** Integration of AI in order to facilitate personalised learning is one of our goals for the future of this project. Using APIs created by developers of AI algorithms will be able to help make this goal a reality.
- **DEVELOPERS OF SCHEDULING SOLUTIONS:** Although a possibility, developing a calendar-based system (or something similar) to organise personalised schedules from scratch does not make sense. The team should collaborate with developers of existing scheduling solutions and integrate them into our application to address the development of this project efficiently.

# Personas and Scenarios

- PERSONAS

## PERSONAS

**Rohit Raj**



**Demographics-**  
>> 27 years old  
>> Has a 5-3 job  
>> Has a non-working wife, two kids

**Pain Points-**  
>> Too many options in trading game  
>> Doesn't know where to learn  
>> Gets overwhelmed easily

**Goals-**  
>> Save enough to buy a small flat  
>> Get a significant side earning  
>> Learn Trading

**Habits-**  
>> Overworking  
>> Taking too much tension  
>> Dedicated

**Ajay Garg**



**Demographics-**  
>> 20 years old  
>> Student at IIT D  
>> Has a hobby of playing guitar

**Pain Points-**  
>> Frustrated about learning new things  
>> New to programming

**Goals-**  
>> Learn Programming  
>> Practice coding and having fun  
>> Complete 100 questions on Leetcode by the end of the year

**Habits-**  
>> Quick learner  
>> Gives up quickly when faced with challenges  
>> Good at time management

**Anjali Rana**



**Demographics-**  
>> 35 years old  
>> Mother of two  
>> Works part-time  
>> Her husband is supportive of her business but not fully involved in it

**Pain Points-**  
>> Her pregnancy suddenly has left her body and mind drained  
>> She has a severe lack of time  
>> She has to juggle multiple chores  
>> Can't easily learn business plan and setting strong goals

**Goals-**  
>> Manage her married life and her business  
>> Give time both to her baby and her business  
>> Start the business within a year

**Habits-**  
>> Anjali has many online blogs, documentaries and start-ups  
>> Constantly worrying over her business  
>> Spends several hours online trying to find a good business model

**Gaurav Sharma**



**Demographics-**  
>> 40 years old  
>> Has no job  
>> Has two kids to support  
>> Short pay

**Pain Points-**  
>> Not accepted in society due to being a stay at home dad  
>> Help his wife instead of being taunted by her

**Goals-**  
>> Learn web-development  
>> Get a significant income streaming from web development  
>> Help his wife to put bread on the table

**Habits-**  
>> Lazy  
>> Taking too much tension  
>> Wastes too much time on social media

**Ishee Malik**



**Demographics-**  
>> 60 years old  
>> Retired nurse  
>> Lives alone  
>> Bachelor in Nursing

**Pain Points-**  
>> Lack of confidence in her teaching abilities  
>> Difficult to find a good voluntary teaching program that allows her to teach what she wants to teach  
>> Can't follow through more complex applications on the internet due to her age

**Goals-**  
>> Wants to become a volunteer teacher  
>> She wants to give back to the society  
>> To teach the next generation how to be a good nurse

**Habits-**  
>> Excellent nurse  
>> Quick learner  
>> Active on social media  
>> Warm, Kindness and generosity  
>> Avid reader

**Devashri Rathore**



**Demographics-**  
>> 65 years old  
>> Retired teacher  
>> Passionate about music

**Pain Points-**  
>> Lack of access to a guitar teacher who is patient and understanding  
>> Not able to play the guitar  
>> Not easy to find a platform which tests her skills and gives feedback

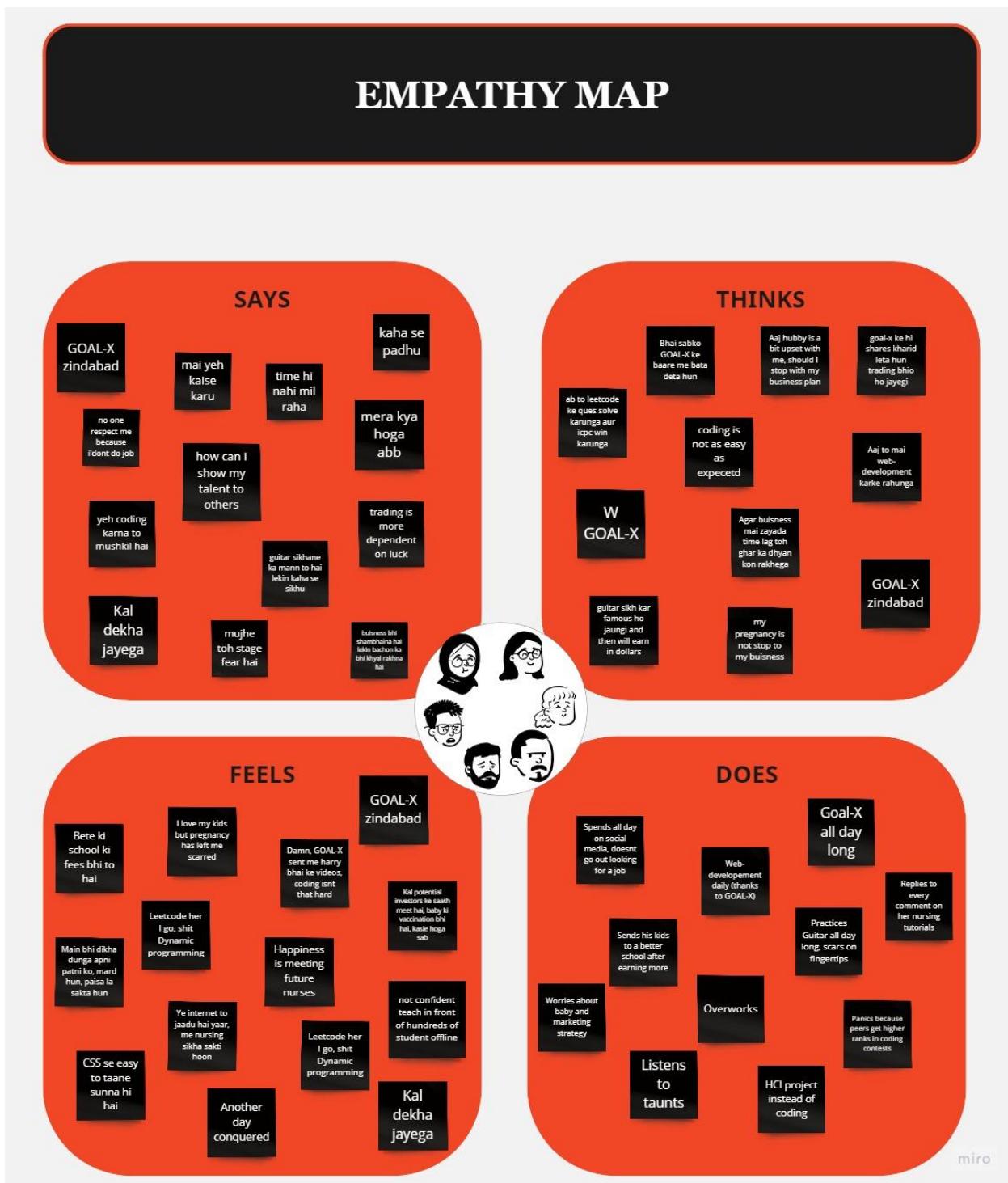
**Goals-**  
>> Learn how to play the guitar  
>> Express her creativity through music on a platform with other guitars on similar skill level

**Habits-**  
>> Not active on social media  
>> Constantly worrying over her health  
>> Plays guitar as an escape  
>> Listens to a lot of music

miro

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- EMPATHY MAPPING



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- STORYBOARDS

**STORY BOARD**

**GOAL-X**

**Ajay is a student who recently cleared JEE and got into IIIT Delhi in the CSE branch. He is very passionate and wants to learn new things.**

**There, He came to know about the world of Programming. He finds it interesting but finds it difficult to learn. He has gone through many sources, but none of them were helpful.**

**He got so frustrated and demotivated because of that. Due to continuous searching over the internet, he could not focus on other things in his life.**

**Then he remembered that his friend told him once about "GOAL-X" (an app that provides a roadmap for specific things, whichever the user demands).**

**He then created his account on it and explored the app. He got his all holidays scheduled there and got a perfect step-wise guide for programming.**

**Now, He is delighted as GOAL-X improved his work-life balance and also helped him learn Programming effortlessly, which he was keen to learn.**

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# GOAL-X

STORYBOARD



Rohit earns very minimal with his 9 to 5 job. So, he wants to have a side income with which he can provide more to his family.



He discussed his problem with his friend, to which his friend suggested him to do trading, as today trading generates the best side income one can have.



He started exploring different sources to learn to trade, but due to the guidance of many non-trustable sources, He started losing money in stock market and became very sad.



Then, one day, while scrolling YouTube, he saw an ad of "GOAL-X" that provides a proper roadmap per the user's needs. He downloaded it and filled in every info there, whatever is required in the app.



GOAL-X provided him with a perfect timetable for daily life and the best sources and books to learn to trade. He started following the steps religiously.



Now, Rohit is one of the big and profitable investors from his city in the stock market. See his happiness! Lastly, he rated GOAL-X a 5 star as it was actually the key-factor because of which he learnt trading properly.

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## **Problem Understanding**

*A vast portion of society finds it challenging to manage their time between their daily schedule and learning any new skill*

*~Project Proposal*

Learning is universal; regardless of a person's age, caste, religion etc., every human being has the capability to grow to be a better version of themselves. But a vast majority of people find it hard to begin or continue on this journey.

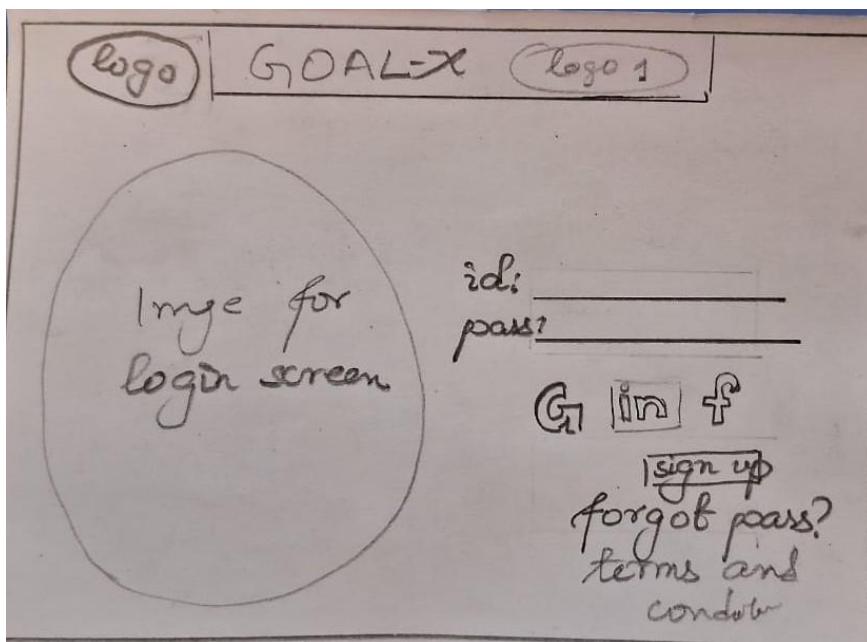
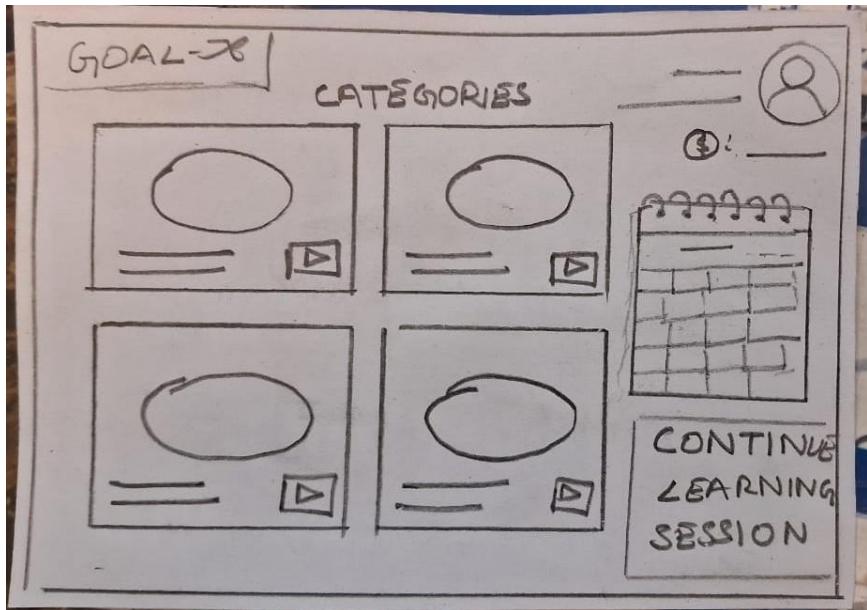
The first of the many barriers presented to our targeted user base is the lack of credible sources to learn. The vastness of the internet provides the user with various sources claiming to be the best source of knowledge on the topic, but the user, because of his lack of awareness, cannot make the choice on his own. This is where Goalx comes in Goalx will provide the user with information/ knowledge drawn from several sources after a thorough inspection of their material quality and credibility, assuring the user of the material's contribution to their journey.

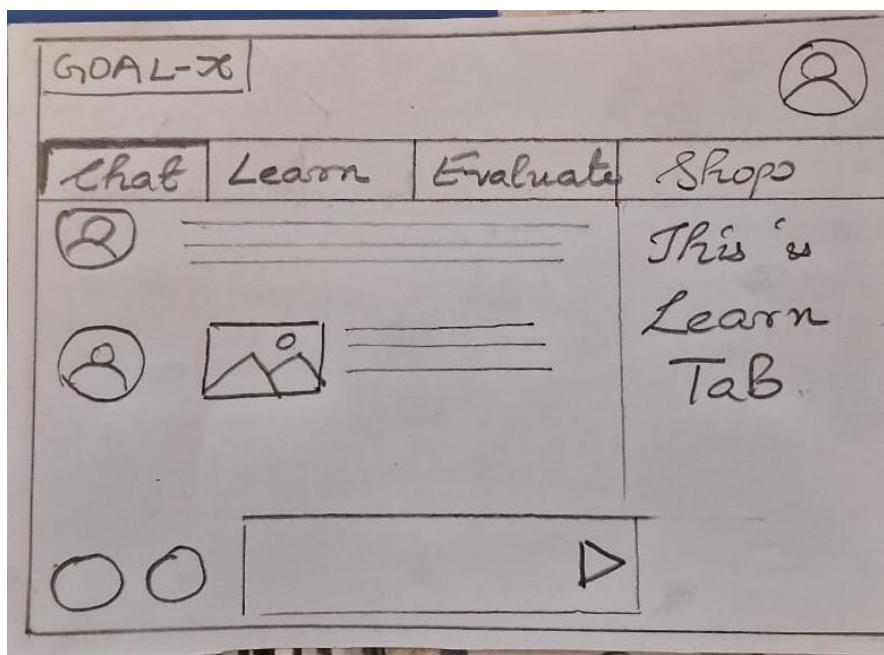
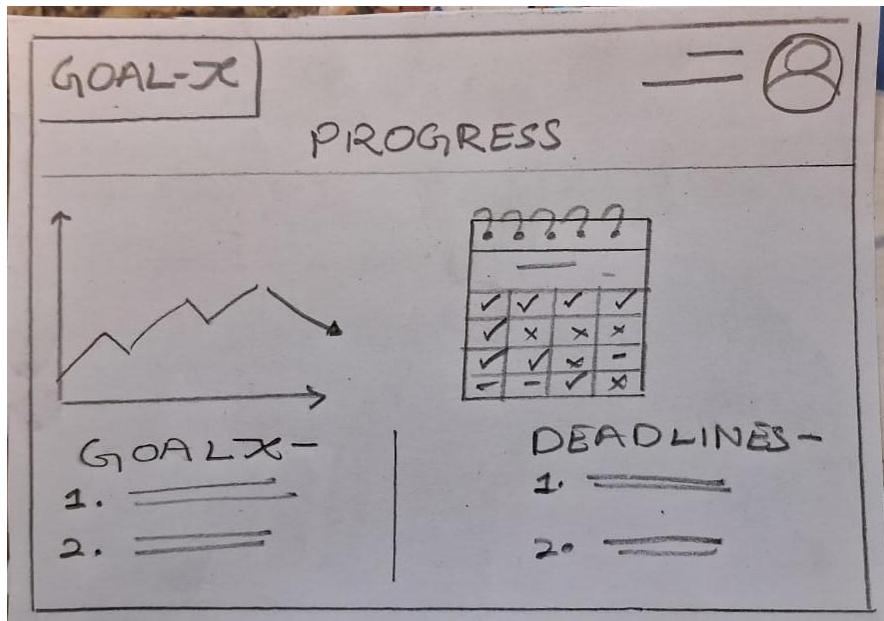
Another common barrier is their lack of scheduling abilities. Finding time for their goals and hobbies is a concern that our team discovered was shared by many. Many times the user simply forgot about their task and, in most of the other cases, could simply not be able to find the will to do the task after a tired or hectic day (something which is very common in this century). Goalx will have the capability to create a micro schedule for the user with minimal input data about their existing schedules using only tag-like features to realise what time the user is expected to be tired and at what times the user is going to be able to show willingness towards their learning goal.

By providing these features, Goalx will be able to afford a new quality of learning for its target user base.

## Low-Fidelity Designs

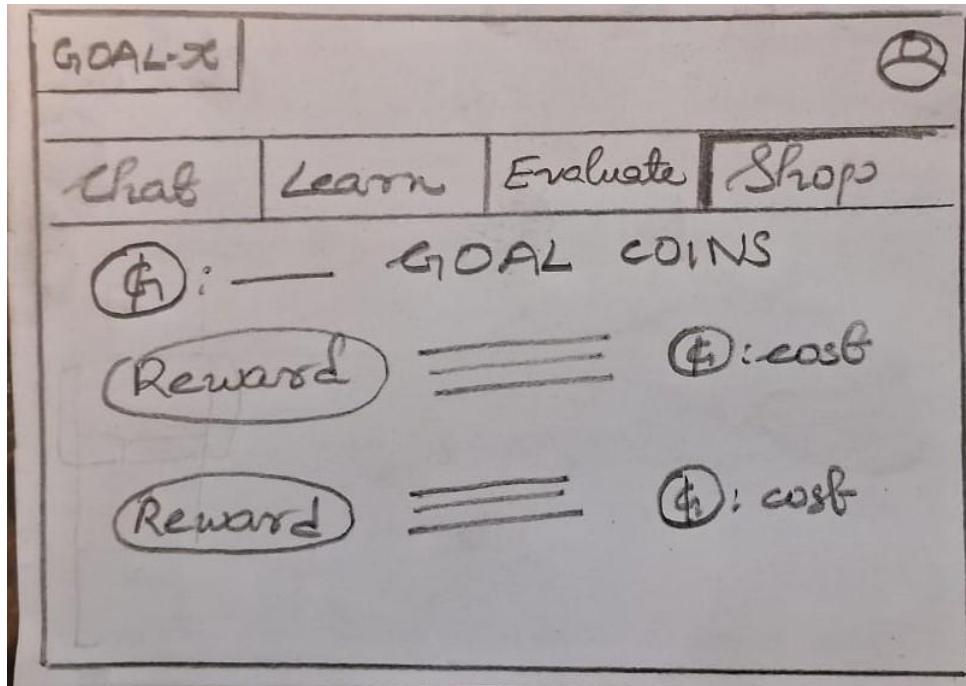
- Low-fi Design A





GOAL-X		=	⑧
Chat	Learn	Evaluate	Shop
<p>This could Be-</p> <ul style="list-style-type: none"> <li>• A video</li> <li>• Some text</li> <li>• Other</li> </ul>		NOTE	<hr/> <hr/> <hr/> <hr/> <hr/> <hr/>

GOAL-X			
Chat	Learn	Evaluate	Shop
Q:	_____	⑧	wave
	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
Q:	_____	⑧	
	attach		



- Low-fi Design B

The wireframes illustrate the following screens:

- Logging Page:** Features a logo, email input, password input, and forgot password links.
- Home page:** Shows a 'Dive back in >' section, 'Recommended for you >', 'Compare with friends:', and a help section with a chat box.
- Profile Page:** Includes sections for 'Name', 'Skills in progress', 'Skills learnt', 'Communities joined', and 'People of interest'.
- Skill Page:** Displays a 'Skill selected' section, 'Categories >', and lists for 'Videos', 'Tutorials', and 'Resources'.
- Records page:** Shows 'Lessons >', 'Attended', 'Marked for later', and 'Missed' sections, along with a 'NOTES FOR SELF:' area and a 'Prior records >' section.
- Performance P...:** Contains a 'Progress Report' section with a calendar icon, a 'Performance Graph' showing a line chart, and a 'Comparison chart' section.
- Rewards Page:** Lists 'REWARDS:', 'Points >', 'Cash prize >', and 'Badges >'.
- Premium Page:** Offers a 'SWITCH TO PREMIUM:' button, 'Invite friends', 'Make private learning areas', 'Send and get rewards', 'Link with many other apps', and 'Get regular tips from influential mentors!'.

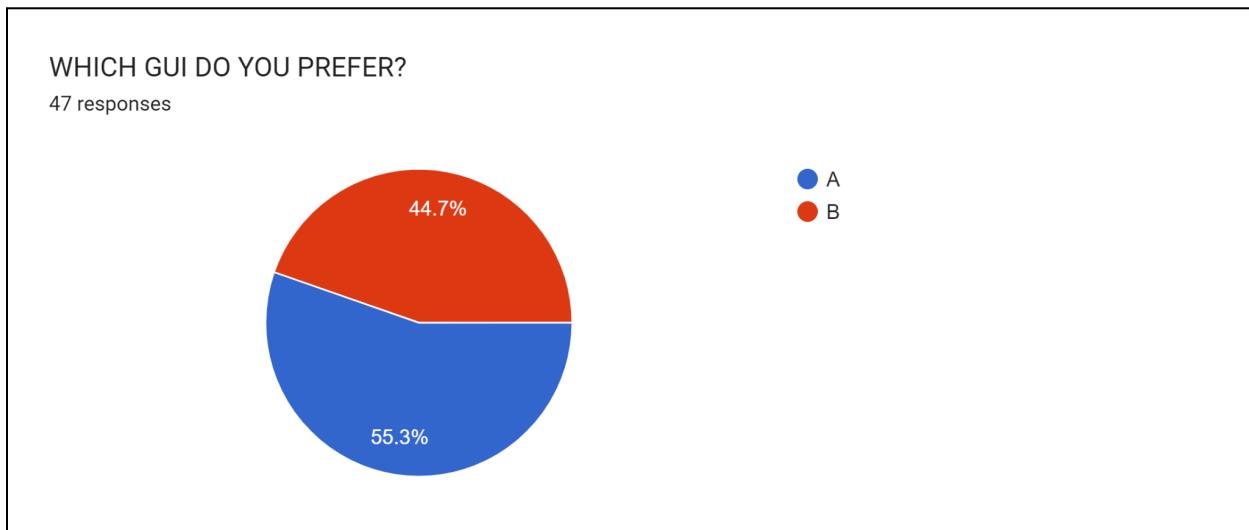
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## Low-Fidelity Testing and Testing Methodology

- A/B TESTING THROUGH FORMS

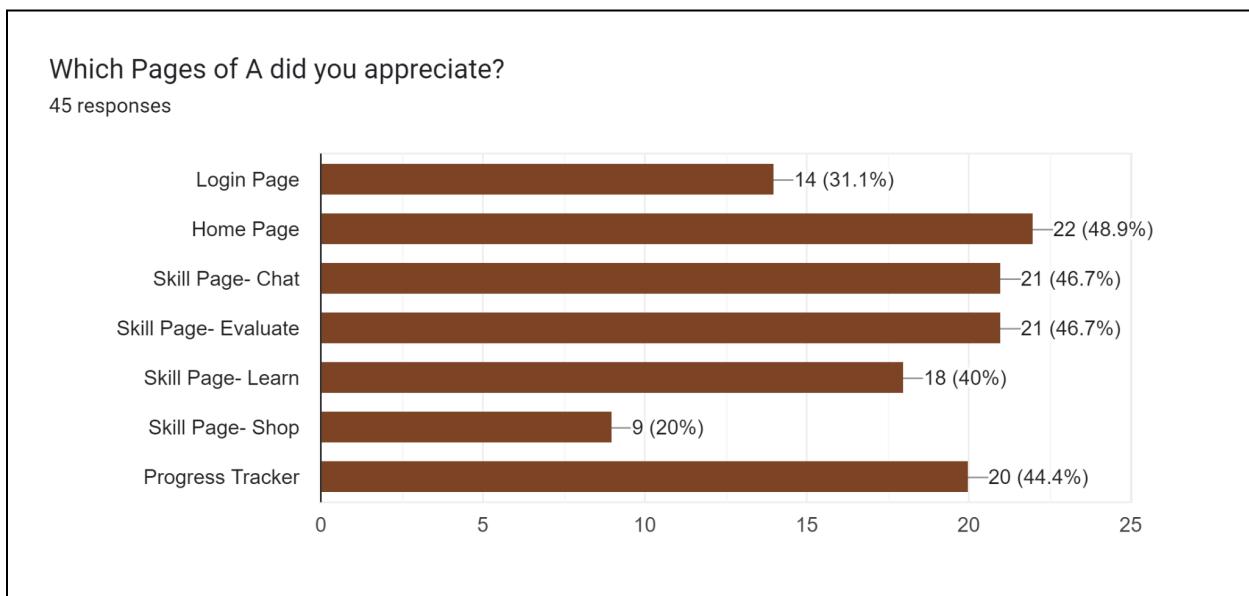
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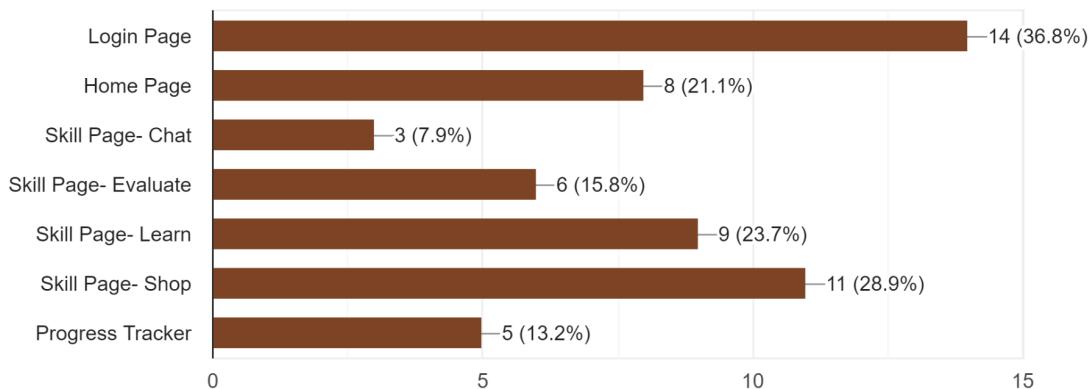
Respondents almost equally preferred both test Graphic user interfaces. Indicating that both of the test cases have roughly equal pros and cons.

More detailed feedback was collected in order to understand what aspects of the GUIs were appreciated and which were not.



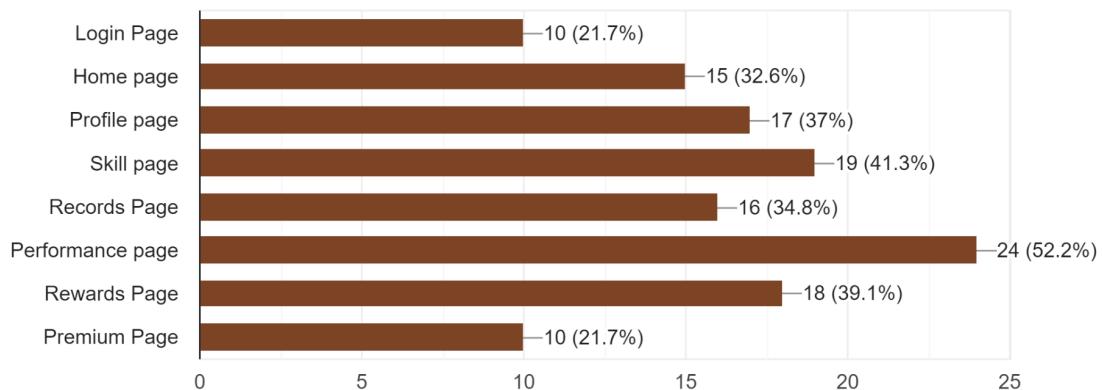
### Which Pages of A did you NOT appreciate?

38 responses



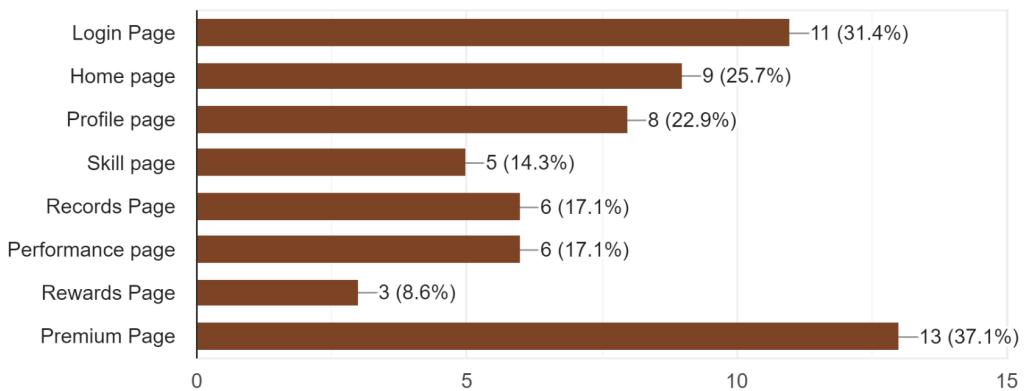
### Which Pages of B did you appreciate?

46 responses



Which Pages of B did you NOT appreciate?

35 responses

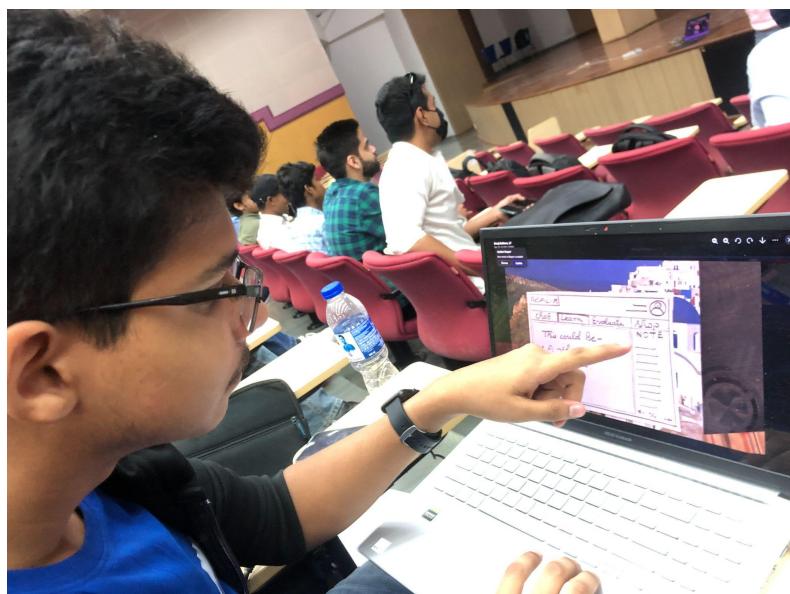


GUI CODE	MOST APPRECIATED PAGES (>40.0%)	UN-APPRECIATED PAGES (>30.0%)
A	Home page, Skill page-evaluate, Skill page-chat and Progress tracker.	Login Page
B	Skill page and Performance page.	Login page and Premium page.

- COLLECTING FEEDBACK IN PERSON



Navya Sharma analysing  
GUI A.



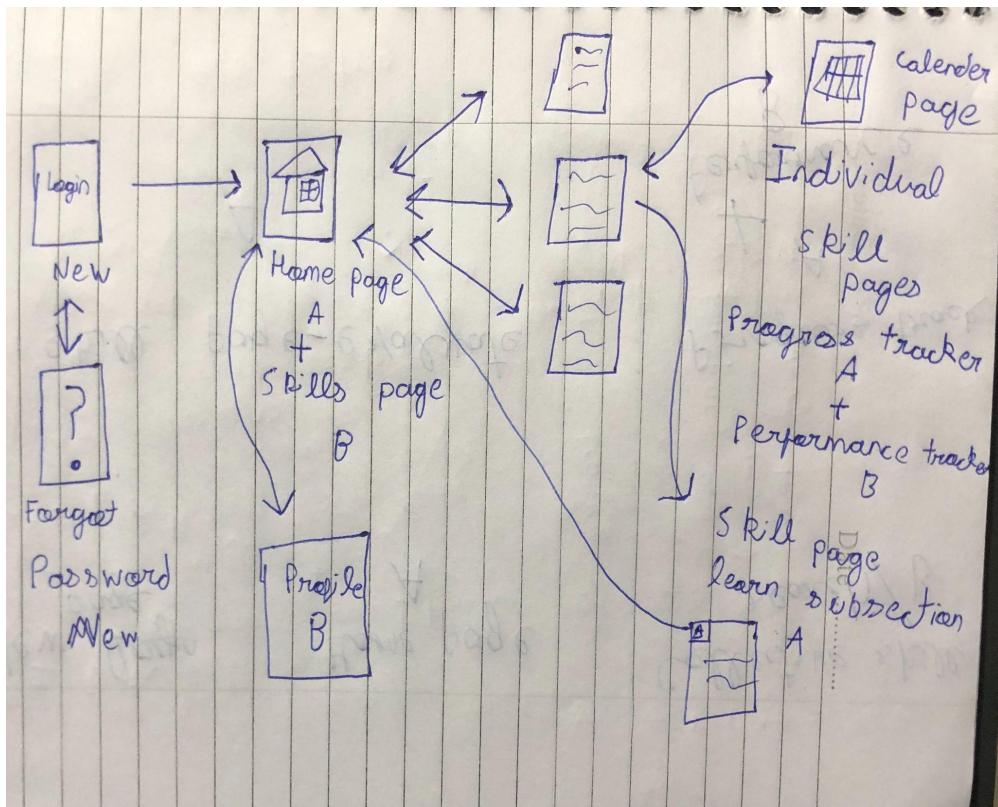
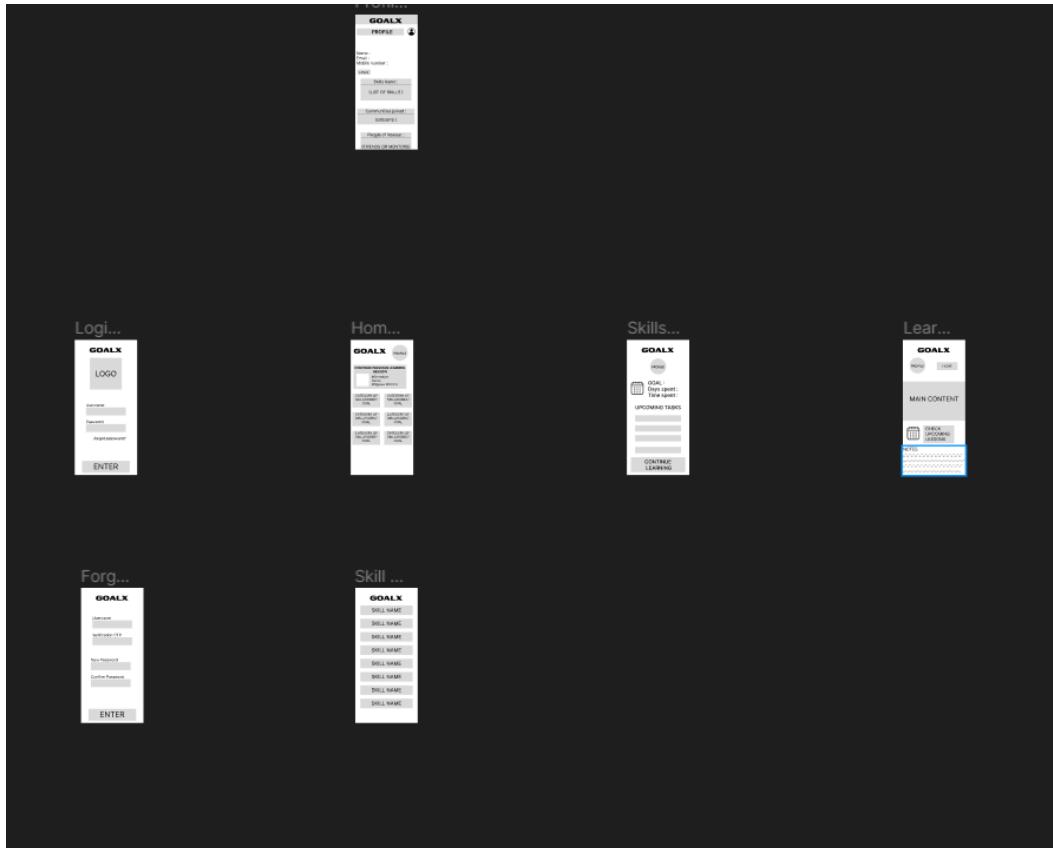
Animish Yadav exploring  
GUI A.

## Alternate Design

Based on feedback on the low-fi prototypes, the team decided on the following aspects:

PAGE NAME	DESCRIPTION
Login page	From Scratch
Forgot password page	From Scratch
Home page	Combined elements from Home page (GUI A) and Skills page (GUI B)
Profile Page	From GUI B
Individual skills page	Combined elements from Progress tracker (GUI A) and Performance tracker (GUI B)
Learn page	Skill page- Learn from GUI A
Skill selection page	From Scratch

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## Contributions

All Members contributed equally to the brainstorming and ideation in all phases of the First Project Submission. There is no reason to consider one member's contribution more valuable than the others.

Individual contributions are divided in the following manner:

Anusha Rana(2023114)	Low-fidelity design B and Creating alternative design Wireframe.
Arpit Raj(2023132)	Storyboard and Creating Alternative Design Taskflow.
Asher UI Haque(2023151)	Making Personas, Empathy mapping, Low fidelity design A and Creating alternative design Wireframe.
Bhavik Garg(2023170)	Storyboard, Empathy mapping and Creating Alternative Design Taskflow.
Devaj Rathore(2023190)	Interviews (In-person and Google forms), Data interpretation for requirement gathering and testing, Identifying stakeholders, Problem understanding and Creating alternative design Wireframe.
Gaurav Chauhan(2023218)	Compilation of individual ideas, Organisation of several brainstorming sessions and Creating alternative design Taskflow.