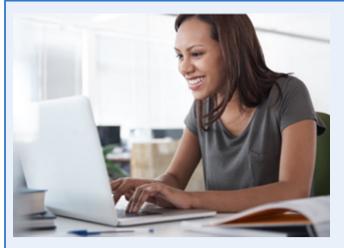
Cousin Maya



Gender Female
Age 32
Education Masters of Phychology
Business
Academic
Interaction

Hardware and Software



13" Retina Display(2015) Intel Core i5-5257U @ 2.7GHz 8GB 1866 MHz RAM 256GB PCIe-based Flash 720p Facetime webcam 10-12 hours battery life



Up to 100mpx canvas Incognito UI Paper to digital scanning cross platform support over 190 custom brushes

4.7" 1334x750 IPS LCD Dual Core Apple A8 1GB RAM 16GB Memory 8MP camera 1810mAh Battery



1920x1080 Display 15.6" display 8192 lvls. of pressure low activation force



Tagline

"The happiest times are those you don't have to think about"

Personality Traits

Friends say Maya fun to hang around with and invites people to join. Is not willing to be influenced by another person easily but will with no hesitation talk about cats for 3 hours

Grokkability

- Sketching of animals in unique landscapes
- Big fan of light nights watching movies during cold winters
- Goal is to start a family with my fiancé
- Can't stand huge crowds except if it is for seeing cute cats

Persona Essay

I keep my work very separate from my private life. When I get home from a days work, I want to be able to set my imagination free. I love to draw using my drawing tablet to digitally store my personal creations. The app Sketchbook gives me limitless options and that freedom allows me to work how I want to(thank god for youtube tutorials). However when I use unfamiliar technology I quickly lose my cool with it, what works now is best for me. Whenever I see my bestest friends we always share our latest cute cat photos we found on Facebook. The collection is so big I'm starting to run out of space on my phone! Normally this takes place out our local café, otherwise a girls night at my place isn't out of the question. My life is filled with happy memories but none more so then meeting my fiancé who is the rock of my life.

Work as an academic is tough, there is so much that I didn't realise I would have to do. I thought I would be free to research what I wanted, but I had to start my way from the bottom. Doing the grunt work for a more senior researcher was a pain at the start as it was hard to see how my work was having any effect on the project at hand. After a few years I finally settled in and really let my voice be heard, and really found my niche in an amazing group of people. One of the niche's I made apparently clear at the start was my less then stellar computer literacy. I'm afraid to say that I am a perfect example of 'time spent on a computer does not equal tech savvyness'. For work I mostly utilise basic office programs, I know where my computer skills start and end and that is anything past the first page of google, hahaha. All I can say is all pray EndNote, my poor hands wouldn't have been able to survive the war that is a reference list had it not been for this program. Everything I have set up is how it should be, anyone moving even a single icon on my desktop will be forced to see all of the cute cats in my collection!

Persona Story

Maya has a very busy and stressful schedule. After the manic pressure that there is after finishing a project, she felt her productivity collapse when coming to publishing. Maya noted that she would rather have an organised process to push information on her project to multiple different sites at once. The current method is to update every service individually with the new project. These services have overlapping information requirements, meaning a lot of time is spent on different services sending the same information. She doesn't care so much about the performance and speed at which uploading across these platforms occur, more so the convenience of such a program. It would seem she is a user that relies heavily on being guided through a program while using it.

Todd(Toddy)



Gender Male Age 49 Education Computer Science PhD Business Academic Interaction

Hardware and Software



IntelliSense autocomplete Debugging in Editor Inbuilt Git commands Extension Store Cloud Connected Azure SQL dtabases



15.6" FHD Infinity Edge Display 9th Gen Intel core i7-9750H Windows 10 Home 64-bit NVIDIA GTX 1650 4GB 8GB 2666MHz RAM 512GB M.2 NVMe SSD



6.1" 19:9 AMOLED display Octa-core CPU 8GB RAM Bluetooth 5.0 USB 3.1 Type-C 3400mAh Battery

Advanced running features Built-in Barometer advanced dynamic data 2 week battery life VO2 max readings



Tagline

"When things go wrong, just call it iterative"

Personality Traits

Colleagues say that he can handle his own in an altercation despite his reserved nature. He is in his best mood while drinking coffee, so any conversations that may get stormy are best held at this time.

Family say Todd is a tech enthusiast who can fix any problem given enough swearing has been had.

Grokkability

- · A perfect meal for every occasion is pancakes
- The majority wins in any argument so stop complaining
- The only innovating thing in modern day gaming is the graphics
- Can't wait for the next wave in virtual tech.
- Having time to slow down is important but don't get stuck in that grove.

Persona Essay

It can be easy to say that people shouldn't have to rely on a lot of the technology we use today in society, but they forget to see that without it, life would become stagnant. Our reliance on cellphones has seen the world become more and more advanced, yes we would struggle without them, but we have refined and improved the services we use and even opened new aspects of our lives to be formed into the digital space. That's why I have embraced technology to it's utmost, living in the future is possible if you be open to the new tech that is developed. The rants can stop here. When do we see people ever care about this stuff really?

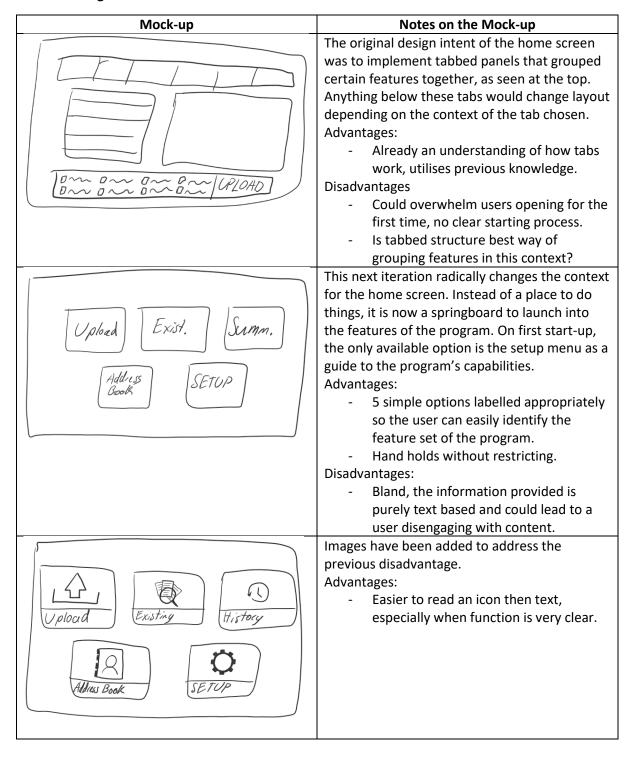
I treasure my childhood, I loved playing video games like Mario Bros, Zelda and Contra. It was an amazing introduction to a world that wasn't real, no limitation seemed to apply to what was able to be created. But it wasn't until my twenties that I was able to actually see where technology was moving towards. After I finished my bachelor degree I travelled into the ever expanding world of software. Working within silicon valley was an eye opening experience in where technology could go. Just lets not talk about the awful dot-com bubble that I had to deal with while I was there, the important thing is I got to the other side of that. After my short time there I returned to complete my masters and PhD and started researching the ways that people interact with devices of different sizes. I've had the pleasure of working with a lot of different people, some stubonly ignorant to my opinions, but otheres that I would gladly call friends. Maybe a chat over coffee is in order to reconnect with some of them. Then again, my life isn't getting any less busier, just 15 more years and maybe I'll contemplate about retiring.

Persona Story

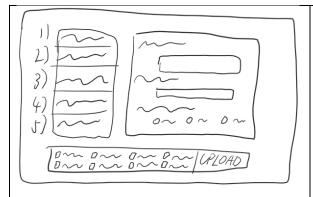
Todd enjoys the freedom that computer software allows him. However in his words "being restricted is an understandable by-product of a more reliable system" if it is fit for purpose. Todd requires a method to upload the same information to the same place. He wants a desktop program that is designed for the sole purpose of doing this function. He talks about his disdain for multi-purpose programs that do it all, mostly because of the potential for features to not be fully fleshed out. An interesting work flow that was noticed was his use of keyboard shortcuts and full utilisation of time saving features in software when doing day to day tasks. Todd is very computer literate.

The tables show the process which was taken to find the final design, the designs are shown in order of when they were created, so the last design is the final revised design.

Iterative Design Process of the Home Screen



Iterative Design Process of the Upload Screen



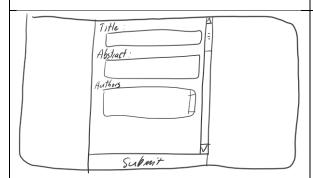
After the tabbed nature of the home screen was removed, some of the design inspiration was used here. Tabs were placed to the side, to act as a pseudo hamburger menu which would change content to the right of it. Numbers imply the order of function but is not required to be followed.

Advantages:

- Caters for easily lost users & existing users that would be familiar with function.
- Grouped functionality, easy to search for desired action.

Disadvantages:

 Is suitable for forms requiring lots of actions and information to be filled.
 This program probably lacks that depth and doesn't need to be designed needlessly complex.



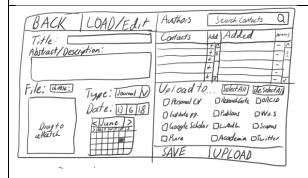
Complete re think of the structure needed. Inspiration taken from online surveys. Idea quickly abandoned.

Advantages:

 Simple and ordered, clear understanding of complete step and move to next.

Disadvantages:

- Overly simplifies the processes the program intends to implement, causing information to be too spread out.
- In its current form, it could feel like an endless list to the user. How are they to know where to attach a file without scrolling around the page, potentially frustrating users.



A two-panel structure was taken, is to be interacted with like a book. As opposed to previous design, all information is presented to the user on one page. This also integrates template statements.

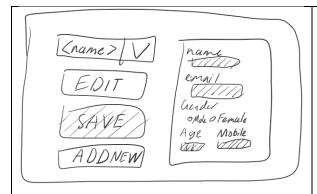
Advantages:

- Back button placed at top left, as far away from the completion button of upload located at bottom right.
- Allows for non-linear data entry.

Disadvantages:

- Requires a level of understanding. E.g Authors can't be entered if not in address book.
- A user may miss a field, need to alert and show required.

Iterative Design Process of the Address Book



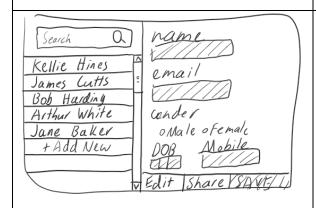
Initial view seen after accessing Address book from home. Drop down menu selects desired contact to view/edit. Shaded boxes represent non-editable/non-clickable areas.

Advantages:

- Simple, easy functionality
- Visual gues for disabled fields.

Disadvantages:

- For a large list of people, could be overwhelming to contain in a dropdown.
- What if Address Book was to have more features such as groups, share etc.
 Design is not scalable if more features added.



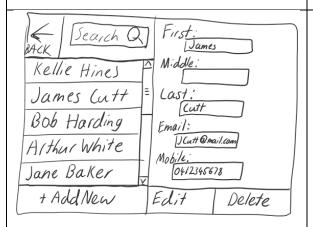
Inspired from previous thinking of a two-panel view. This should be considered as a design motif of the program.

Advantages:

- Easy to search and find contacts.

Disadvantages:

- Share button is not needed as part of spec.
- Save button should replace edit button once pressed, no need for it to take up space otherwise
- Information is unnecessary such as D.O.B. and gender since functionality is only for linking collaborators.



Consistent design language is brought in, split is in middle of screen and the edit/save button problem is solved with the save button replacing the edit button when pressed.

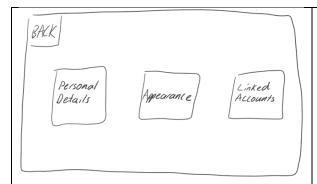
Advantages:

- Back button consistent with program.
- Add new is always on screen as opposed to end of list.
- Clear actions are available when contact is selected. Either view, edit or delete.

Disadvantages:

- Contact list should be ordered.
- Size may need adjusting to fit more contacts on screen at once.
- These can be fixed in design

Iterative Design Process of the Setup Screen



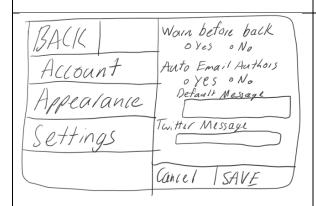
The setup area should be as efficient as possible, as a user will generally need one specific item among many to change. To aid the user, such settings are grouped. This first design used Windows 10 and MacOS10.15 settings which appear as tiles/icons.

Advantages:

- Minimalistic, so no clutter.
- Groups give clear understanding to the user about what each group has.

Disadvantages:

 Requires another view to then change a setting. This could lead to redundant movement and becoming lost inside the program.



Taking into consideration the other previous designs before, it was chosen to apply the two panel design to this screen. This is also done in many apps with settings where the groups are on the left and content of that group is displayed on the right. See web chrome for example.

Advantages:

 Same clear understanding of what each group does but can view information on the same window.

Disadvantages:

 The more settings that get applied the more cumbersome this interface will become. For the purposes of this application, it should be fine as there is limited setting items.

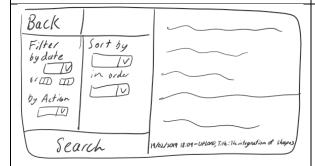
Iterative Design Process of the Summary Screen



Shows a complete detailed list of the history of actions from the user. Design based off various established online examples.

Advantages:

- Provides comprehensive information Disadvantages:
 - Lots of clutter
 - Search is non descriptive, is it searching action or title?
 - Takes up a lot of space.
 - While intuitive, it is overwhelming.
 - Spec only asks for a summary of action.



This design presents the information much like a server log, it also reuses the 2-panel design. Scribble lines are a substitute for the example text seen at the bottom.

Advantages:

- Raw data is shown
- Follows motif found in previous designs
- Very clear actions that can be taken to complete task.

Disadvantages:

 Displaying log as text is efficient for experience users but limits the understanding the average user may have of what is being shown.



A blend of the previous two iterations. The information on the right is replaced with a table view of the data. This displays the information in a more visible and consumable way.

Advantages:

 Low computer literacy required.
 Academics would be familiar with tables and how they work.

Disadvantages:

 Might not be the most effective way to display information. A table is good but by no means perfect.

Back Reset Today Sorthy Warrison A

Filters

By date from by t V

from II to III Yesterday

By Action

Wednesday, 15" March

Search

Added sort function back, is shown with information much like what would be expected in online shopping searches. The way information is presented on the right is copied from the design of browser history UI. It breaks the long rows of the table and adds heading to group the data.

Advantages:

- Data is self-explanatory, does not require headers.
- Fully featured, implements required features seamlessly where it is needed.

