

# Assignment 4

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## 1. Instructions for Using the Guide Mobile App for the 4th Floor of Jishi Building

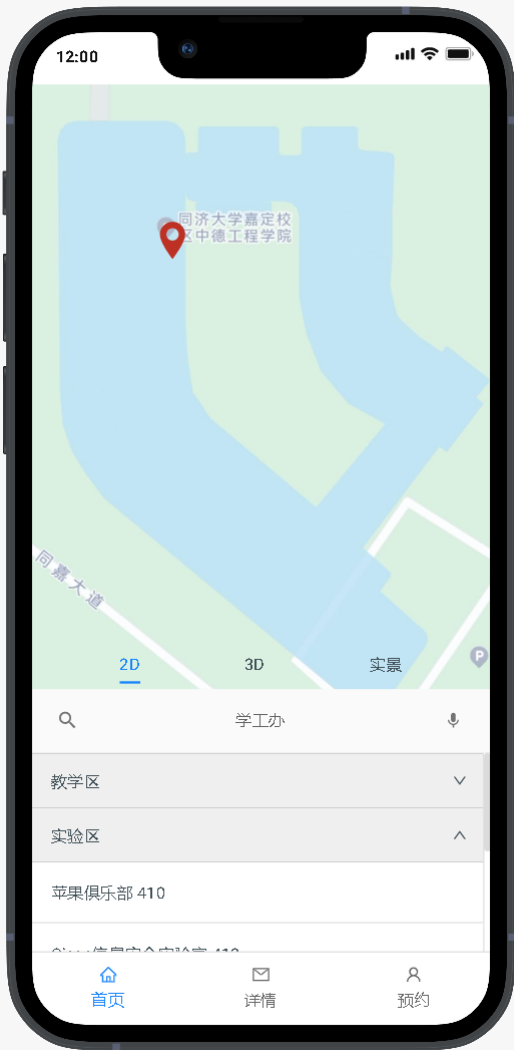
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### 1.1 Room Overview/Keyword Search

Upon opening the app, you will be taken to the home screen where you can see the overall floor plan of the 4th floor of Jishi Building (a screenshot from Gaode Map, it is recommended to use a more professional architectural floor plan in the actual design, which allows for a clear observation of the layout of each room).

By swiping left or right, you can switch between the 2D view, 3D view (in the actual design, each room can be marked with different colored blocks), and the live view. The live view allows you to change the perspective by dragging, simulating the user's real experience of walking and observing the scene on the 4th floor of Jishi Building.

The search box and drop-down menu at the bottom of the screen can be swiped up and down to adjust the range of visibility. By clicking on the search box, you can search for keywords such as the name of a classroom or room number. The system will match the keywords and display the specific rooms below the search box, with a red locator icon indicating their positions on the 2D or 3D floor plan. If it is a live view, the app can provide a route from the current perspective to the target room. Alternatively, you can achieve the same effect by directly selecting the target room from the dropdown menu below without using the search box.



## 1.2 Quick View of Room Details

After selecting a room by searching or clicking on the room name in the dropdown menu, you can quickly view the room details by clicking on the "Details" icon at the bottom. This includes interior photos of the room, room description, relevant personnel's names, and contact information, among other information.

If the "Details" icon is clicked without selecting a room, the user will need to choose/search for the room they want to view details for on the details page.



## 1.3 Classroom/Laboratory Reservation

By clicking on the "Reservation" icon at the bottom, you can choose a classroom or laboratory for reservation. Rooms that are already fully booked cannot be reserved. After clicking the "Reservation" button, a pop-up window will prompt the user to complete the corresponding reservation process, including selecting the reservation time, filling in personal information, and submitting for review.



## 2. About Fluid Navigation

- Navigation by selection
  - Users can directly switch pages by tapping on the icons at the bottom of the screen. We use highlighted icons to represent the selected option.
  - Grid Menu and Long Lists: Users can always use dropdown/tree menus to select specific room information they want to access.
  - Gestures: Users can swipe left or right to switch between pages or screens.
- Small displays
  - Utilizing contextual information and reducing data input: If users do not change the selected room, the system will always display location information and details related to that room.
  - Allowing space for swipe gestures: The map screen on the homepage must be large enough for users to comfortably swipe and switch screens. In fact, users can swipe up or down to adjust the proportion of the map image on the entire screen. Swiping outside of the map screen will switch between the app's home, details, or reservation pages.
- Content organization
  - Clear menu structure: Use a hierarchical structure that categorizes rooms into classrooms, laboratories, and offices.
  - Display menu structure as much as possible when there is sufficient screen space (refer to Figure 4 and Figure 6).
  - Sequence: Room numbers are arranged in ascending order.
- Audio menus

- Avoid deep menu structures: We only use a two-level menu structure.
- Form fill-in and dialog boxes
  - Search box: Display "Search" or recommended keywords (e.g., "Student Affairs Office," "Computer Lab") to prompt users to enter valid keywords.
  - The reservation button includes two types, representing available and unavailable for reservation, differentiated by different colors.