UI/UX Advanced Product Report

CMGTwitch

Nils Meijer

466301

Contents

1. Solution's Stylesheet

-Provide the stylesheet for your solution (examples https://dribbble.com/tags/stylesheet).-

Header - Poppins

Paragraph – Linotte Light

0B0809	3C3E3E	A62F00	FD8726	FDF6D8
Rich Black FOGRA 39	Onyx	Chinese Red	Orange	Cornsilk

2. Hi-Fi Prototype

2.1. User functionality

-Make a list with the 3 most important tasks the user can carry out in your prototype.-

- Can open the "Account" page, to see all details of the user (e.g. study progress, what year they're in, the current term & school week etc.)
- View the schedule (in either a grid/list combination (A), or an agenda (B)).
- Attend live online classes (labs & lectures), and watch recordings of past sessions.

2.2. URL of the prototype

-Provide the shareable public URL to your prototype. Make sure it is accessible before submitting. In case of A/B testing with the prototype, add both URLs.-

Version A:

- **https://nilsmeijer349496.invisionapp.com/prototype/ckylo3ts3000n2y01lx5rv3gx/play**

Version B:

- **https://nilsmeijer349496.invisionapp.com/prototype/ckx6h0c6i006f2i01nyt943nw/play**

3. User journey of the Hi-Fi prototype (Optional for Excellent)

-Fill in the template with the required information.-

Persona	Male student, 21 years old, CMGT Engineer, 2nd year.
Scenario	An online environment, where classes can be followed and recordings of class sessions can be watched. Includes schedule for the student.
Goals & Expectations	The ability to easily find and attend online classes, and find the exact timeframe in which a class will take place.

Phase 1 *Describe the first step*	Phase 2 *Describe the next step*	Phase 3 *Describe the next step*	Phase 4 *Describe the last step*
User actions: - Arrives on login screen - Enters account details - Clicks login button	User actions: - Arrives on course overview page - Uses the course filter to navigate to the desired course - Clicks the button for their course	User actions: - Arrives on the course page - Starts looking for a way to attend a live class/watch a recording - Finds the online lessons element and finds/clicks their desired session.	User actions: - Finishes watching the recording/attending the live class - Exits session
User Thoughts: - Not much special here - What happens if I forgot my password or username?	User Thoughts: - Where can I find the course I need resources for? - I can use the schedule to find out details about my classes	User Thoughts: - Quite a lot of UI elements to look at - The important information is present -	User Thoughts: - Clean video player/online class UI
Opportunities: Misses a "forgot login details" button	Opportunities: Looks a bit overwhelming, should reduce the amount of text, or make the least important buttons/elements stand out more	Opportunities: Reduce the text size, or the way focus is laid out on elements	Opportunities: Should be able to hide the title (like "3D Rendering Live", in the top left of the screen). Not necessary to always show that

4. Unity/Web Application

4.1. Implemented interface (Max. 3 sentences)
-Describe the interface (screen) that you have implemented and explain its functionality.-

A replacement for blackboard, with most – if not all – functionality, such as visiting courses and its resources used in lab classes, watching recordings of previous lab/lecture sessions. It's also possible to figure out the details of the schedule for this term, using the dynamic schedule on the course overview page.

4.2. Implemented user journey (Optional for Excellent; Max. 1 sentence.)
-If you implemented the necessary interfaces for the user to carry out one complete task, describe the task here.-

The user can join a recording or a live class of their desired course, and customize (e.g. hide UI, show users/chat) the screen to their will to provide an as smooth as possible learning experience.

4.3. URL of the prototype
-Provide the shareable public URL to your application. Make sure it is accessible before submitting.-

-In case of A/B testing with the application, add both URLs (**Optional for Excellent**).-

Version A:

- https://nilsmeijer.itch.io/cmgtwitch

Version B (Optional for Excellent):

- …

5. Content that needs crediting

-List of free assets (code, icons, fonts, etc.) that were not made by you, and a link to the source of these assets.-

Asset	Location	Source
Edit Icon	Account page (hi-fi)	https://iconscout.com/icons/edit
Person Icon	Account page (hi-fi)	https://iconscout.com/icon/person-1767893
Logo (generated with website)	Every page (hi-fi + Unity)	www.freelogodesign.org
Linotte Light font	Hi-fi + Unity (paragraph text)	https://www.fontmirror.com/linotte
Poppins Medium font	Hi-fi + Unity (Header & other important text)	https://fonts.google.com/specimen/Poppins
Free sprite pack used to create rounded corners in Unity	Every button & other UI elements as background in Unity	https://www.patreon.com/posts/54505463?s=yt

6. Student-generated content (Optional for Excellent)

-List of assets (code, icons, fonts, etc.) that were made by you.-

Asset	Location
ScheduleManager code + dependencies	https://github.com/ngmeijer/Advanced-UI-UX/tree/main/Prototypes/CMGTwitch/Assets/Scripts