**UI/UX Advanced Product Report**

CMGTwitch

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# Solution’s Stylesheet

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

A black screen with white text

Description automatically generated with low confidence



**Text

Description automatically generatedA picture containing graphical user interface

Description automatically generated**

# Hi-Fi Prototype

## 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.

## 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**](https://nilsmeijer349496.invisionapp.com/prototype/ckylo3ts3000n2y01lx5rv3gx/play)

**Version B:**

* [**https://nilsmeijer349496.invisionapp.com/prototype/ckx6h0c6i006f2i01nyt943nw/play**](https://nilsmeijer349496.invisionapp.com/prototype/ckx6h0c6i006f2i01nyt943nw/play)

# 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 |

# Unity/Web Application

## 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.

## 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.

## 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> (make sure to enter fullscreen mode, I noticed some elements can be placed differently when it’s not in fullscreen)

**Version B (Optional for Excellent):**

* …

# 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](http://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> |

# 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> |