Design Test – Mobile Survey

The Context:

A generic survey application. Five yes/no questions.

The Exercise:

Two screens only, as high-fidelity as you feel comfortable working in:

**· A mobile screen where the user answers the yes/no questions of the survey.**

***You need to collect:***

* ***User’s Contact info***
* ***Users 5 affirmative answers (do away with a choice for no, no answer = ‘no’)***

**· A desktop screen where the owners of the survey explore the data collected by the survey**.

***You need to convey:***

***How does the individual user compare to the bulk of demographic information about each user***

***user search feature in header***

Assumptions:

· Demographic data exists and can be tied in (or not, your choice) anywhere.

· The users of the survey are extremely busy people.

Things to consider:

The following is entirely up to you. There are no right answers, but we're interested in understanding

why you would take one path over another. Feel free to make up new paths not included below, too!

· Will you have users answer all five questions in one screen or one question at a time? Will you

require confirmation at any point?

· Will you allow them to undo their answers, or is it better to keep it simple and just move

forward?

· Will you allow them to navigate questions back and forth? Or is it better to keep it simple and

just move forward?

· Will you display demographic data to the users as they are answering the survey? Or is it better

to keep it simple and not include it?

· Will you allow for mobile gestures or only click/tap?

· How should the screen handle different real estate sizes / ratios?

· How will the desktop screen summarize the data (including demographics)? How will it drill

down into details?

Thank you!