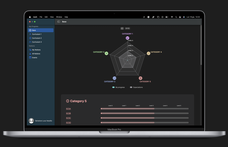
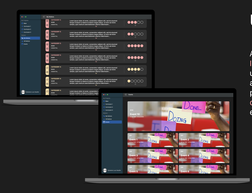


mark

About the project

mark is a macOS based pedagogical tool created around Challenge Based Learning as a framework for learning, developed in the Apple Developer Academy @UNINA FEDERICO II in Naples.



User Interface

Adhering to Apple's Human Interface Guidelines, mark users can expect a familiar and intuitive interface that primarily utilizes native components for an optimal experience.

Accessibility

Being an app that uses colors to convey information, colorblind people may have a bad experience using mark.

That's why we decided to introduce symbols to give guidance, giving a smoother experience in exploring mark.

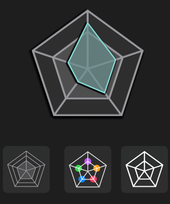
Color Scheme

#E2A6FD	#1E1E1E
#FDDCA6	#2A2A2B
#A6BEFD	#4E4E50
#B2FDA6	#698F8E
#FDA6A6	#83D1CE

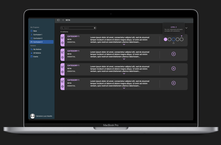
Choosing a palette that fits our mission is challenging, with five main colors to work with. Still, we managed to ensure that the color scheme of our application is inclusive and easy to navigate for any user.

Icon

The icon serves as a representation of the app's functionality and mission. It has been designed to resemble a radar chart because it represents the idea of exploring and discovering new things. The radar chart is often used to analyze and visualize data, which aligns with mark's purpose.



Development



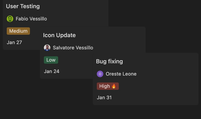
The macOS app embraces Swift, SwiftUI, and MVVM architecture, seamlessly integrating native Networking and Concurrency support. It fetches data through Airtable Platform REST APIs, and handles them efficiently with Core Data and FileManager. Airtable securely stores app data and collects anonymous user usage data. To gain insights, we use a Python-based tool and specialized software for export and analysis.

Research

To validate the experience mark offers to the users, we conducted User Research involving the administration of a quantitative survey and a subsequent qualitative interview.

Moreover, a Usability test followed by a SUS (System Usability Scale) to validate our design choices

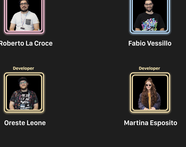
Methodologies



Our team uses an Agile-based development methodology, taking inspiration from the Kanban and Scrum frameworks suiting our working needs.
We predominantly manage our work by dividing it into tasks, utilizing a board to arrange everything and set priorities, and trying to keep our workflow as dynamic and flexible as possible.

Tools

Team



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Project Manager
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Developer
Oreste Leone

Developer
Martina Esposito

Developer
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