Project Portfolio

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Description:

A2: A2_ Health Tracker - Project proposal .pdf

Description: Proposed the topic of building a mobile app for fitness and nutrition called Healthtrack. Created the tasks that the user will perform with the system.

Feedback:

The feedback was: “Goals like interoperability and user-friendly interface are system requirements and not tasks. You should choose 4-5 subtasks within the main topic that are unsupported currently. Discuss those tasks with the TA and get them approved at the latest.”

We received comments on establishing a list of 4-5 things the system would allow users to accomplish and connecting with TA via Zoom to discuss them for this assignment.

Reflection:

I discovered how crucial customer feedback, iteration, teamwork are to the development of a successful interactive system like Healthtrack. Additionally, have a proper proofreading of the requirements of the assignments, or the customers as a good lesson for a comparison in the real world.

A4: A4 - PACT Analysis, Personas, Tasks (1).pdf

Description: Conducted PACT analysis and interviews, we discerned key tasks for both primary and secondary users. Subsequently, we prioritized users and tasks based on user feedback, enhancing the tasks through verification.

<u>This assignment did not require any changes to be made.</u>

Reflection:

Conceptualization:

- Conducted PACT analysis and interviews.
- Identified key tasks for users based on system purpose, goals, and features

Design:

- Created personas and refined based on feedback.

Evaluation:

- Tested developed system for effectiveness and satisfaction.
- Gathered feedback from users.
- Analyzed results and iterate on design as needed.

A5: A5 - Storyboard and Paper Prototypes.pdf

Description : Created horizontal and vertical prototypes for the system and tested it with users to identify areas for improvement and redesigned the prototypes based on the feedback received from user testing.

<u>This assignment did not require any changes to be made.</u>

Reflection:

Conceptualization:

- Visualized daily user interactions through storyboarding and prototypes for enhanced engagement.
- Refined app features based on iterative design and user feedback for tailored health management.

Design:

- Created paper prototypes for both the vertical and horizontal prototypes.

Evaluation:

- Evaluated the prototypes made through user feedback.
- Noted changes to be made to each prototype as stated by the user.

A6: A6 - Digital Prototyping and User Testing (2).pdf

Description: Detailing the process of digital prototyping and user testing for HealthTrack app. Recognizing main tasks with PACT analysis, crafting vertical as well as horizontalprototypes in Figma. Do A/B testing to verify a better version.

<u>This assignment did not require any changes to be made.</u>

Conceptualization:

- Identified key tasks for users based on the system's purpose, goals, and features, such as account creation, real-time data tracking, personalized feedback, wearable device integration, and automatic data collection.

Design:

- Designed prototypes in Figma that concentrating on workout tracking, real-time data tracking and post-workout suggestions.
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Evaluation:

- Tested the developed prototypes with all team members to ensure the design of the workout tracking is as expected and the horizontal prototype aligned with previous discussions.
- Proposed A/B testing plans to evaluate alternative designs for the homepage information hierarchy and data visualization styles.

Key Learnings:

In this process, the team probably understood how crucial it is to focus on users when designing, keep making models and choose based on data. They might have learned about the give-and-take in design decisions like managing information density versus making navigation simple. Moreover, they could have acknowledged the significance of accessibility considerations and understood that it is important to cater for different user preferences and abilities.

A8 - User Testing.pdf

In this portion of the project, we had conducted an A/B hi/fi prototype testing to figure out which version has a more time efficacious layout. We grabbed ten participants (five for each version) and had them give us baseline data (pre-questionnaire) and user feedback/evaluation (post-questionnaire). The interview for each participant average around 3 minutes with the user completing a set of tasks that we had laid out for them. The results yielded promising understanding on what features were more time efficient, thus helping us refine the interactive system accordingly.

We received full marks for A4, A5, A6, and A8 and no changes were required in them.

Individual Contribution:

Priyadarshini Ramakrishnan: A4 Description and Reflection.

Duc Quang Tran: A2 descriptions, revisions.

Sangeeth Santhosh: A5 description and reflection.

George Ibrahim: A8 description and reflection.

Minh Khang Nguyen: A6 description and reflection.