

advisr: readme

Week 6: Medium-fi prototype

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Prototype link: <https://marvelapp.com/ab1a804/screen/34322732>

Instructions

We chose to create our iPad app prototype on Marvel, a prototyping tool on web. Users can click through the prototype using their mouse, which symbolizes the touch-screen interaction. Marvel highlights all clickable parts of the prototype. All key tasks can be accessed through the menu.

We recommend the following path:

1. Onboarding
2. Interact with dashboard
3. Interact with requirements
4. Interact with plan
 1. Click on CS requirement
 2. Click on Calendar toggle
 3. Click on drone course

Wizard-of-Oz/ Hard Coded Features

Our prototype presupposes the existence of highly sophisticated AI technology, that we have not yet implemented. In order to simulate the experience of using AI for academic planning, we have hard coded a specific path for a student named Jane Doe.

Users will follow the flow as if they were Jane Doe.

Limitations

There are a few limitations in our prototype.

1. **Not all functionality is mocked.** The product we envision has a diverse set of features and tools that assists students in academic planning. Due to the restricted timeline of this course, we have chosen only the most salient tasks to display. This might reduce the 'wow factor' that we imagine our full product might have.
2. **Certain actions cannot be simulated** in Marvel. One of the key components of our UX is a drag and drop action that users would complete to personalize their 4-year or 1-year plans. In the prototype, 'drag-and-drop' is represented by a before and after, where the user cannot actually practice the action.