1. Write the description for your prototype.

Main Screen / Home Page:
The main screen consists of all the courses the user has enrolled in. A search option is given on the main screen to navigate different courses and search for other users within the organization.

Channels Screen/ Meeting History:
This page consists of all previous meetings recordings and activities in the channel. The user can also view the different channels created within the course.

Join a meeting:
This page provides the interface for joining a meeting with the options for muting audio and pausing video while joining. The user can choose to proceed and join the meeting or even leave before entering the meeting.

During a meeting:
This page is the interface for the present meeting. The user can view the screen being shared and the participants speaking at the moment. The user can mute audio, pause the video, raise their hand, share their screen, etc.

View Participants:
The user is also provided with the option to view participants who are attending the meeting.

---

2. Define multiple screens and their contents. For example, the home page will have a join button.

Main Screen / Home Page:
It contains all the courses the user has been added or registered for. The user may view different courses by scrolling down the main page. A search bar may be used to find a course or individual other than browsing. A voice search may also be used to help you find a course or another user.

Channels Screen / Channel History:
It comprises all the channels that the team administrator has created. This page appears when a user clicks on a particular course team. Meetings, unread messages, and other events are indicated by bold channel names and a meeting symbol in the case of a new session.

Join a meeting:
Users have the option of turning on or off their audio and video. The user can click the Join button to join the meeting. Otherwise, they can leave the meeting by clicking the Leave button.

During a meeting:
The user can mute or unmute their audio to speak, pause or turn on their video to be visible to other meeting participants, raise their hand, view meeting participants, or leave the meeting.

View Participants:
The user can view the meeting participants divided into subsections like organizers, presenters, and participants.

---

3. Design controls to switch from one page to another and justify them. For example, Left swipe to open chat.

Left Swipe can be used to open the chat section. People swipe left to open the chat section in the popular social media app 'Instagram'. This can help the smartwatch Teams, app users. Right Swipe can be used to leave the meeting along with a confirmation message to ask the user to confirm.

 Up Swipe can be used to bring in the participant's list.

4. List and apply any of the HCI guidelines or laws that you have studied in the HCI course in designing the prototype.

Strive for consistency:
The user interface of the app is consistent with regards to the font and maintains the colour theme of the Teams app.

Shortcuts for users:
When a person wants to join or leave a meeting, they are always asked to confirm that they want to do so. This helps to reduce unintended mistakes such as accidentally entering or leaving a meeting.

Design dialogues to yield closure:
When a user wishes to join or leave a meeting, they are always requested to confirm that they want to proceed with that action. This aids in minimizing unintentional errors such as joining or leaving a meeting by accident.

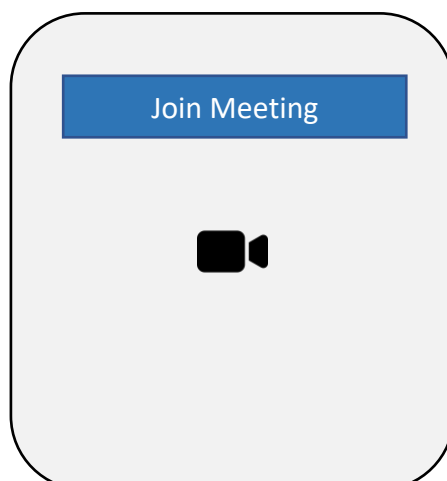5. Consider at least five hand-drawn (neat) prototypes of each of the screens you have designed. Assume round screen
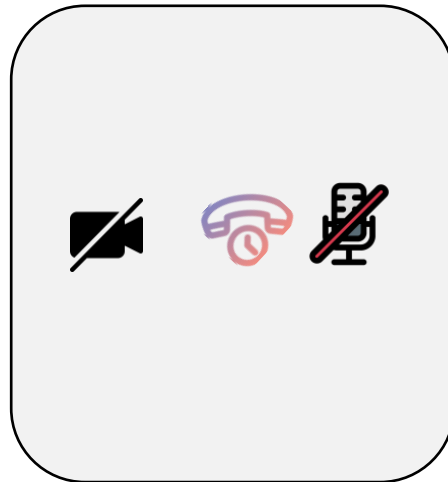
Main Screen:

Search. 🎤

IT351

IT352

IT353

IT354

Channel Screen:

IT351

Channel 1
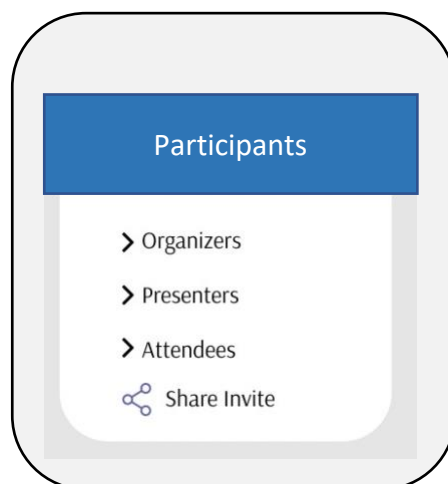
Channel 2

Channel 3

Channel 4
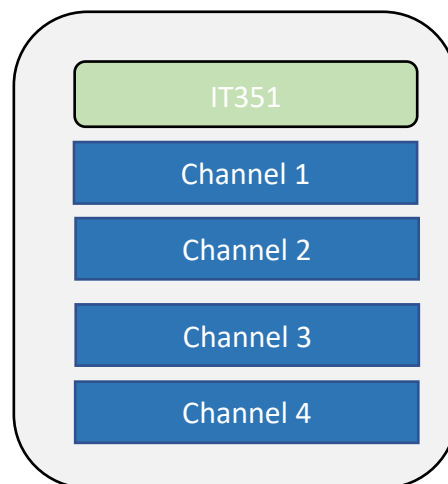
Join Meeting:

Join Meeting

📹

During a meeting:

View Participants:

6. If you were to evaluate design, what evaluation guidelines will be used in this context. List 3 evaluation guidelines used in this context and explain why they were used.

a. Schneiderman's golden rules:
The user interface follows various rules from Schneiderman's rules such as striving for consistency within the user interface, providing shortcuts to the users, designing dialogues to make the user avoid mistakes.

b. Nielsen's rules:

It follows Nielsen's rules such as user control and freedom where the user is prompted to confirm their choice to leave or join a meeting. The user feels more in control due to this addition.

c. The team's app on the web, desktop and mobile is very easy to use due to the comparatively large screen sizes compared to a smartwatch. Thus, by adding different shortcuts, confirmation dialogues, following a colour theme, I try to make the user experience for the user on the smartwatch comparable to a desktop team's app.

d. User Control and freedom :

Users should be given complete control over the application, If there is a sequence of button pressing involved to access a feature of the application it will be hard for a user to control the application thus ruining the user experience.