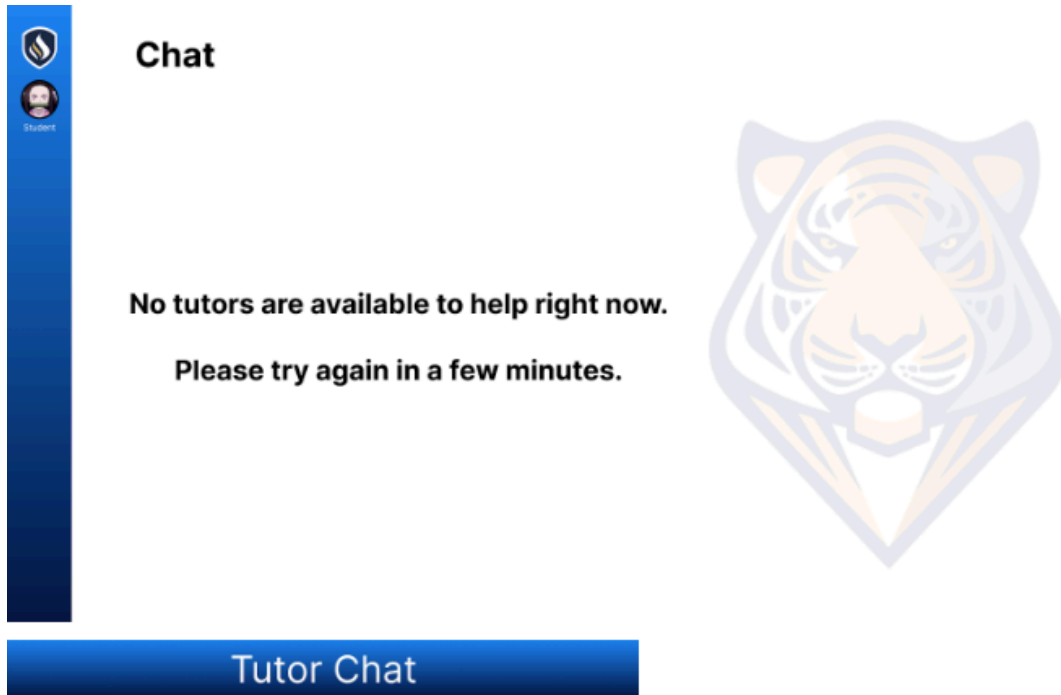


1. Visibility of System Status (users should know the system status at all times and get feedback on interactions with it)

Showcasing availability of tutor:



Invalid User credentials



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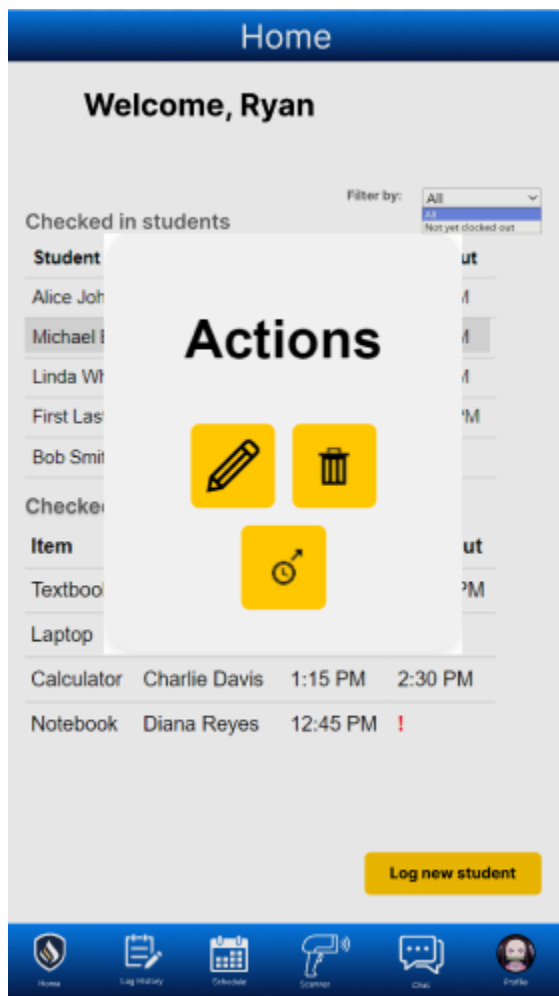
Username:

Password:

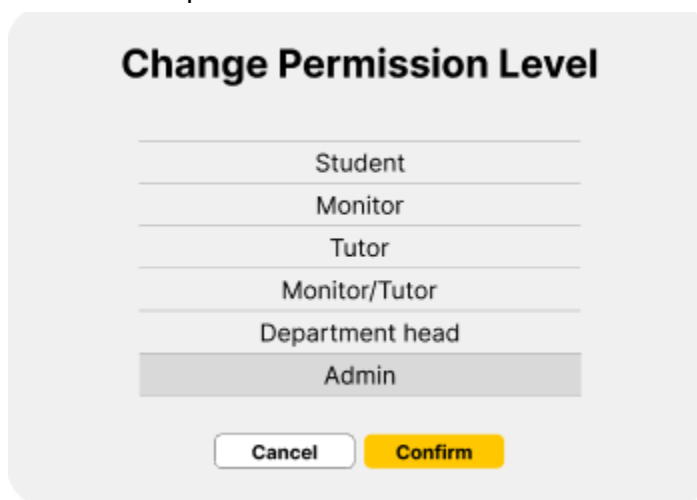
Invalid username or password.

Login

Clicking Items On Grid Highlights The Item And Showcases Menus



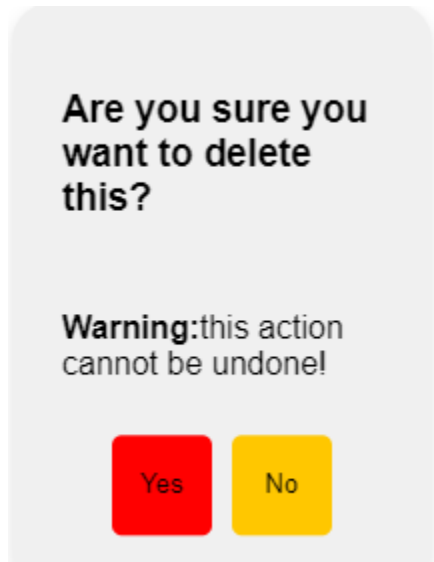
Another example:



On desktop, hovering the mouse over items will highlight them gray

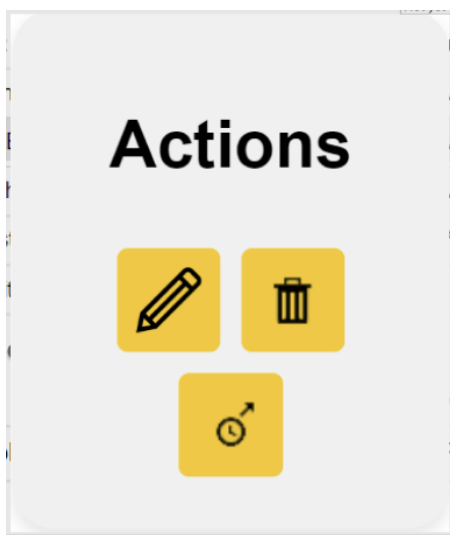
Logs that are modified show up on the table/datagrid automatically showcasing that the record was updated.

Deleting gives a confirmation, with the danger button being red and the warning displaying that it cannot be undone.



2. Match between system and the real world (the system should resemble the experiences that users already had)

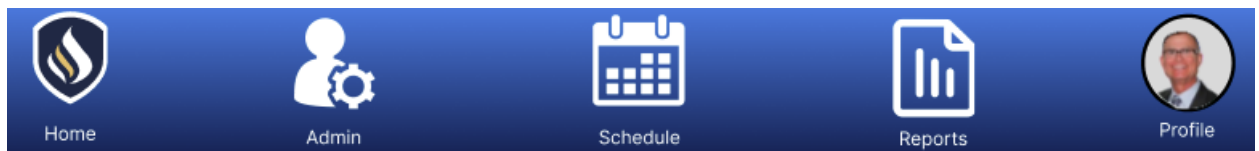
An important part of our system is the ability to edit and delete records. Instead of buttons with text, we use icons.



Pencil and trash icons are used, common representatives of edit and delete operations. The third icon is meant to represent clocking out.

We use familiar terms like “logs”, “admin”, and “users”, and since our program is meant to be used in a college setting, we have terms familiar to that setting like “student ID” and “department head”.

Our navbar uses multiple icons with small labels to help users understand what their purpose is.



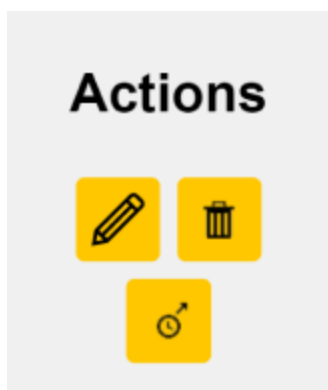
Our profile button is similar to many other programs which have the profile icon always visible and able to be clicked on to edit or view their profiles.

3. User control and freedom (users should be able to reverse their action if done by mistake)

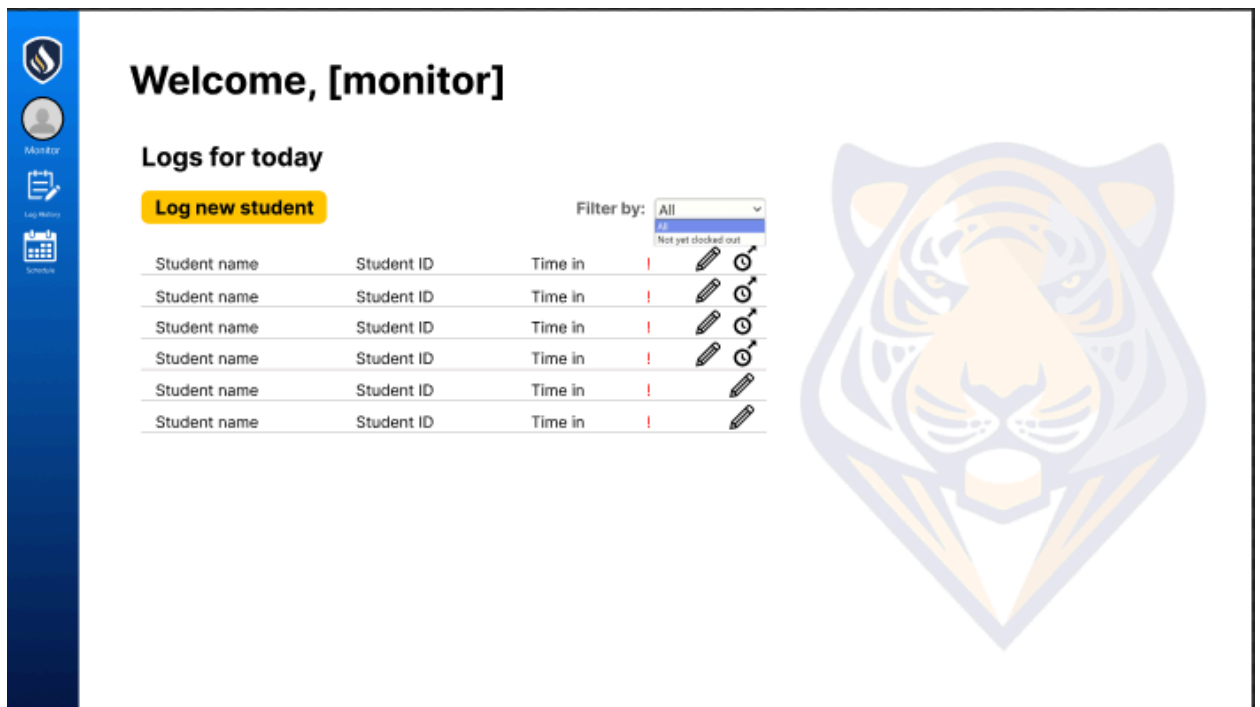
There are several confirmation pop-ups that allow users to backtrack by canceling in case they accidentally clicked something.



Also, depending on the permission level of the user, they may even have access to add/edit/delete records that may have accidentally been added/edited/deleted.

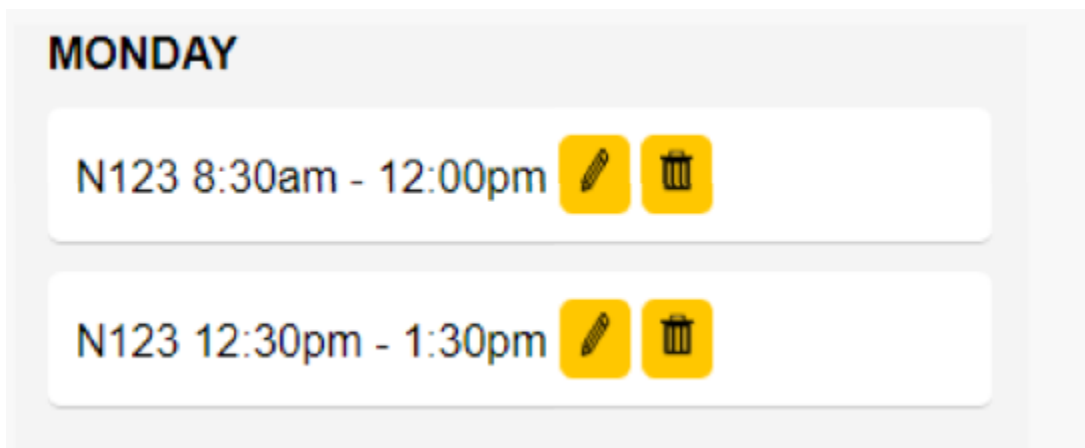


The mobile and desktop experience are very similar and the screen adapts to both platforms.



The navigation bar will be blue, the background will be white, and buttons are going to be yellow. This will help with familiarity on the system so that users can seamlessly work with the mobile experience and desktop experience.

The edit buttons all resemble pencils



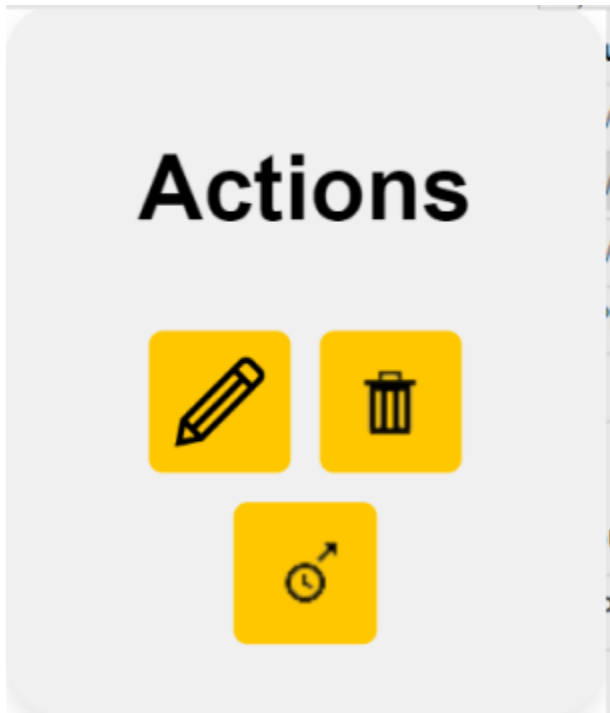
Delete actions are trash can icons, a familiar icon to remember



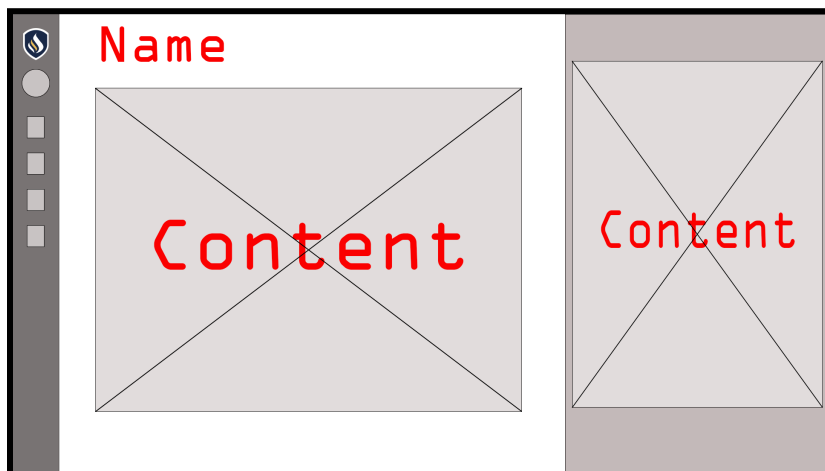
Time out actions will be a clock with an arrow resembling clocking out.



Action menus will always appear as a window on mobile in the center of the screen.

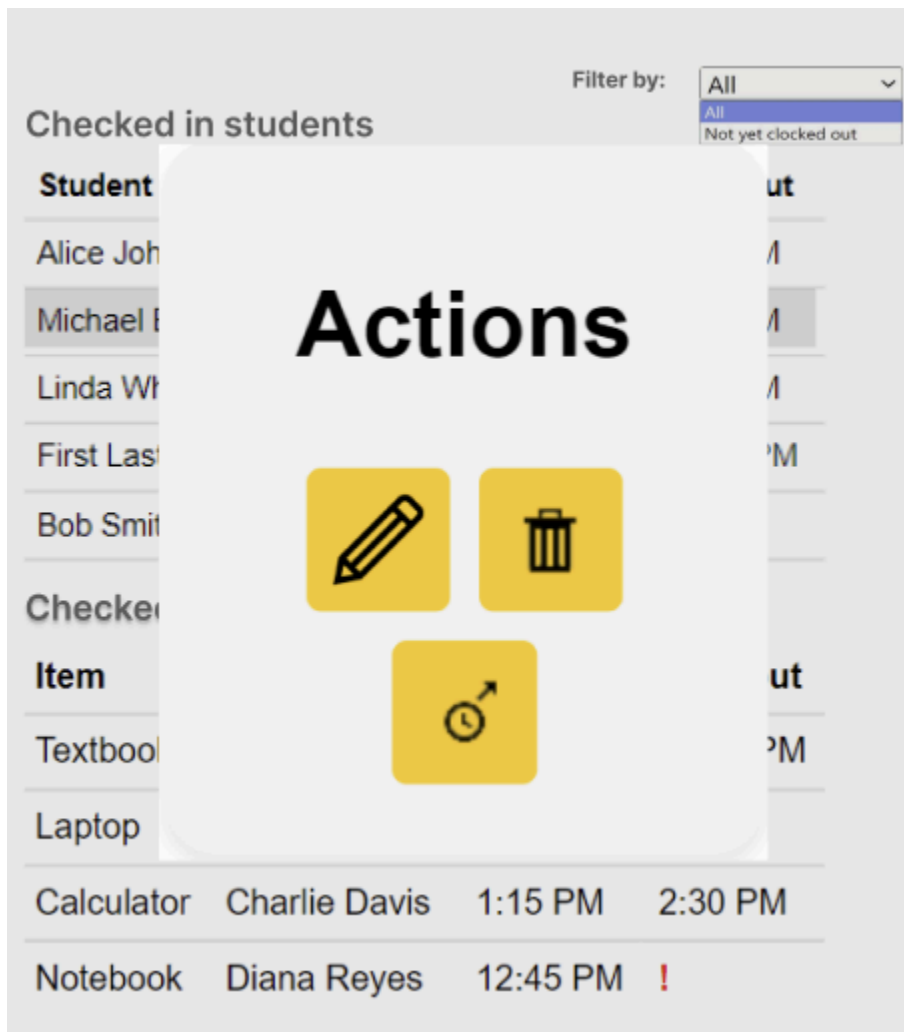


Since there's more screen real-estate on desktop, action buttons are condensed into the table and forms will open on the right hand side.

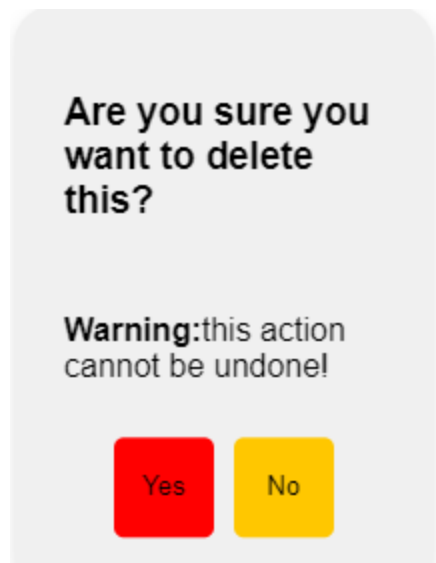


5. Error prevention (minimize the likelihood of making mistakes)

Deletion of records is generally irreversible for the user. Therefore, we have confirmation windows to ensure the user is certain of what they are doing.

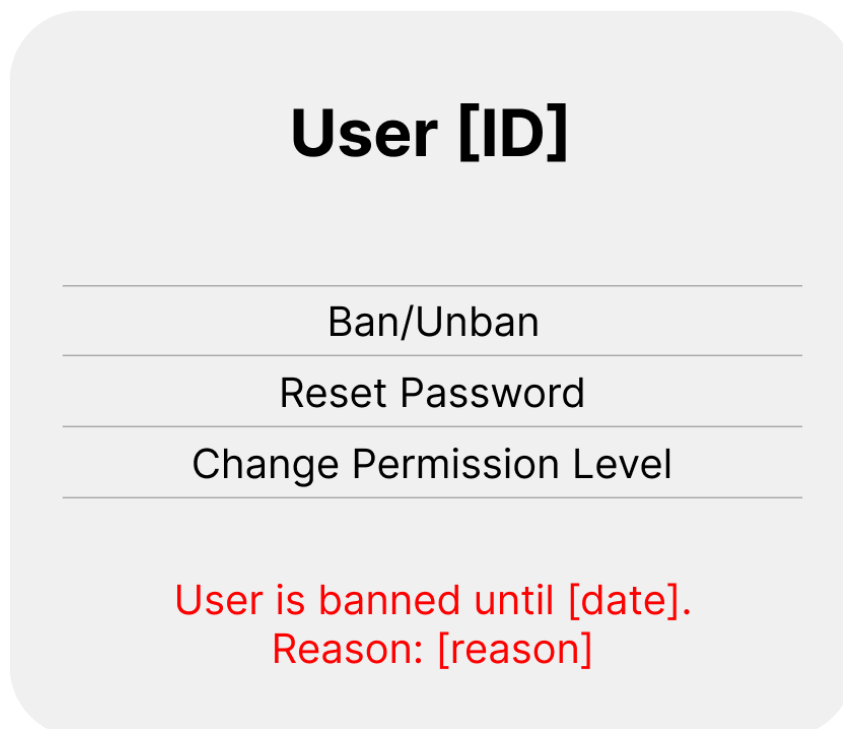


If a user clicks this delete button, they receive a confirmation window.



Note that, in the screenshot including the options modal, the selected record is highlighted while the modal is open. This allows the user to know which record they are interacting with.

In the Admin side of things, clicking on a user will bring up a menu of consequential actions.



Unban and reset password have a simple confirmation window.

Are you sure?

No

Yes

“Ban” and “change permission level” bring up different forms. “Ban” is a regular info form, but “change permission level” is different.

Change Permission Level

Student

Monitor

Tutor

Monitor/Tutor

Department head

Admin

Cancel

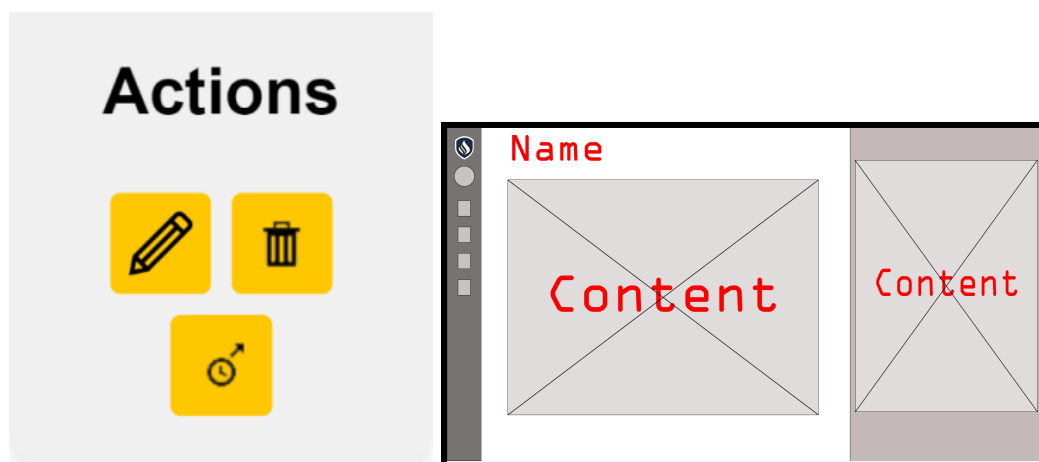
Confirm

When a level is clicked, it is highlighted as the selected option. Then, the admin needs to hit confirm. In requiring two options and allowing for the admin to change their mind before clicking confirm, we require a lot more intent in this action.

Having all of these confirmation windows is intentional for this permission level - banning, resetting passwords, unbanning, and changing permission levels are all very consequential actions. We are requiring so much intent on the admin's part so that we minimize the amount of mistakes that happen.

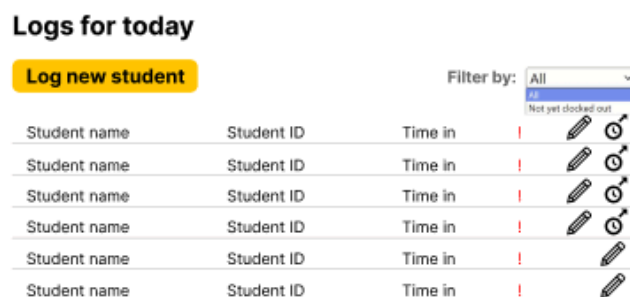
6. Recognition rather than recall (users should be able to interact with the system without prior information or context)

We use a lot of elements in our design, such as symbols indicating what buttons are for, as well as a simplistic format. This allows any user to use our application without need of any direction or experience.



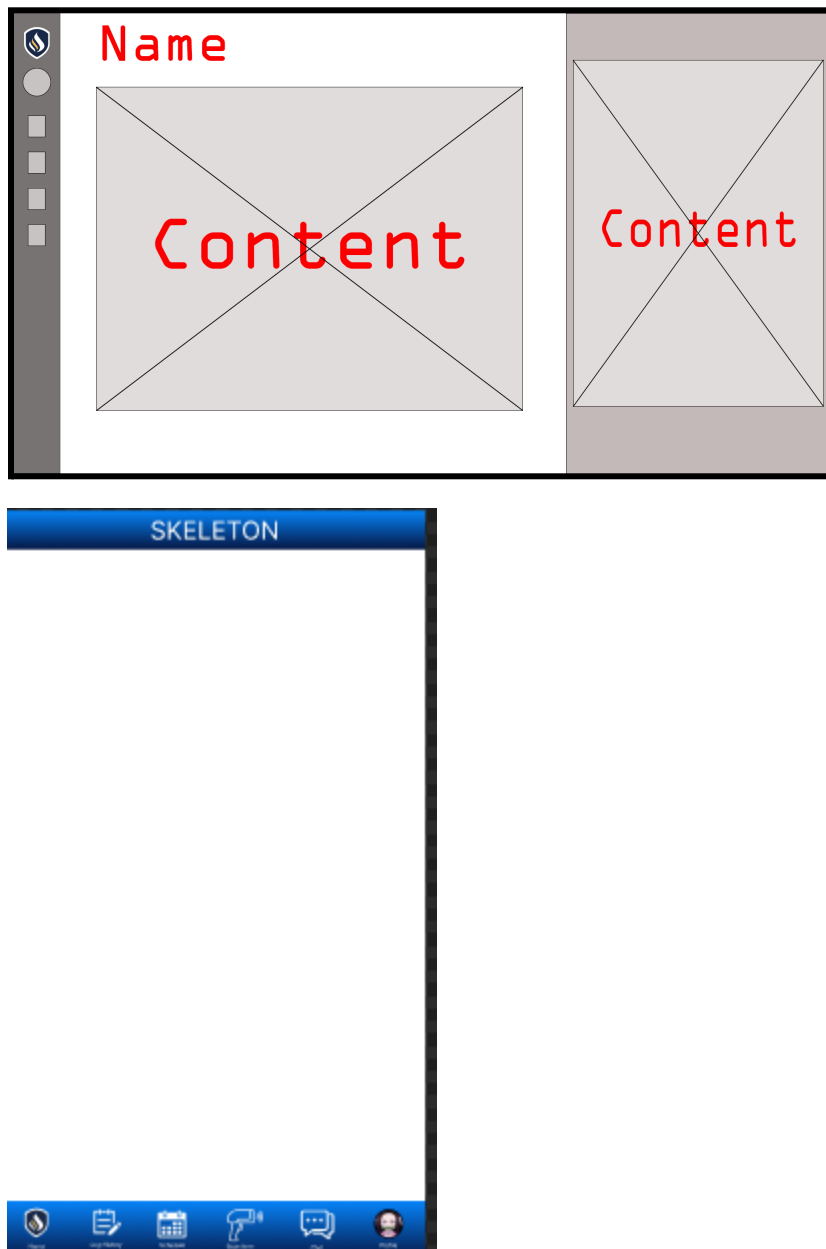
Every page of our application is labeled accordingly where there is new information to let the user know what that information is for.

For example, the page that displays all the students will be labeled accordingly to show which row is the student name, ID, and the time-in/time-out. There is also a button that is labeled “Log new student” which makes it clear what the purpose of the button is for without having to rely on prior knowledge.

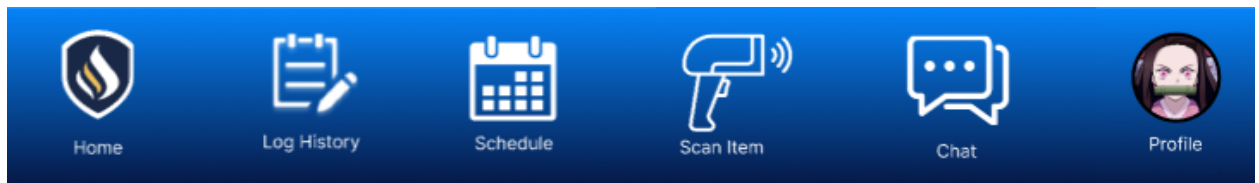


7. Flexibility and efficiency of use (both new and experienced users should be able to efficiently use the system)

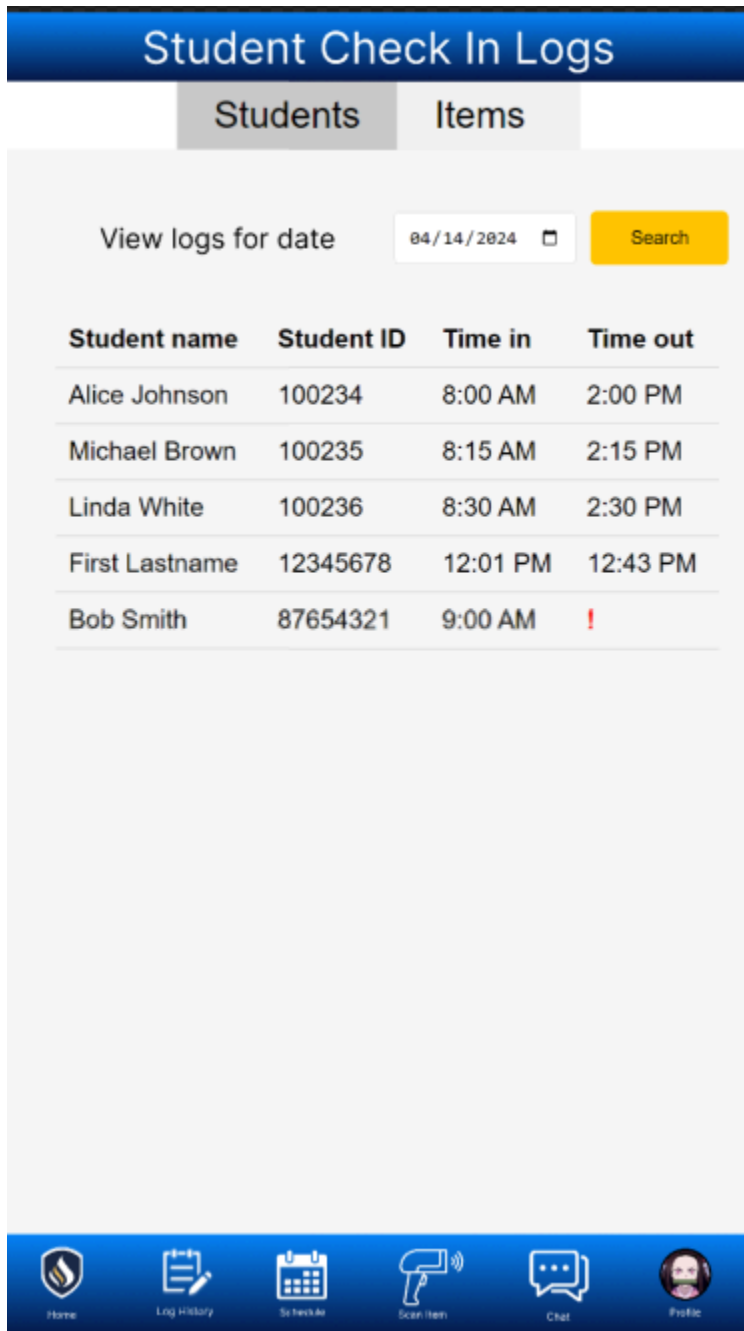
Our design is a familiar design that is commonly used on other websites and applications with the location of the navbar and the content, shown below, so it will be easy for new users to find everything. Buttons are labeled clearly and the icons we used are used to represent what they do.



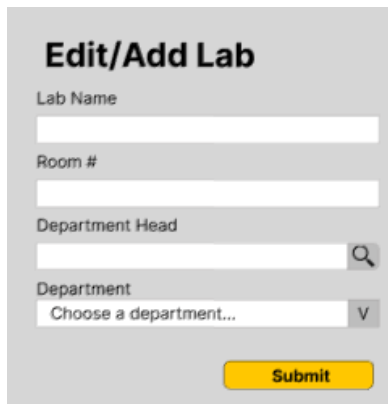
Buttons labeled:



The screen that they are on is labeled clearly in a header to showcase which action they are performing and/or where they are. Shown below



Tables are properly labeled and forms' fields are labeled.



The image shows a web form titled "Edit/Add Lab". It contains four input fields: "Lab Name", "Room #", "Department Head", and "Department". The "Department Head" field has a magnifying glass icon to its right, and the "Department" field has a dropdown arrow icon to its right. Below the fields is a yellow "Submit" button.

8. An aesthetic and minimalist design (declutter as much as possible, less is more)

The navbar is used to split the pages into digestible pages with their own purposes each. A lot of information is displayed in our app, therefore we need to be careful to present things reasonably, especially on the Admin's side. Most of them are simple tables with buttons in them, however the Admin has 3 tables consolidated into one navbar tab.

Administration

Users Labs Department

Enter a student ID...

User ID	Name	Dept	User level
008015394	S Roucoulet	IT	Monitor
008015394	S Roucoulet	IT	Monitor

Home

Admin

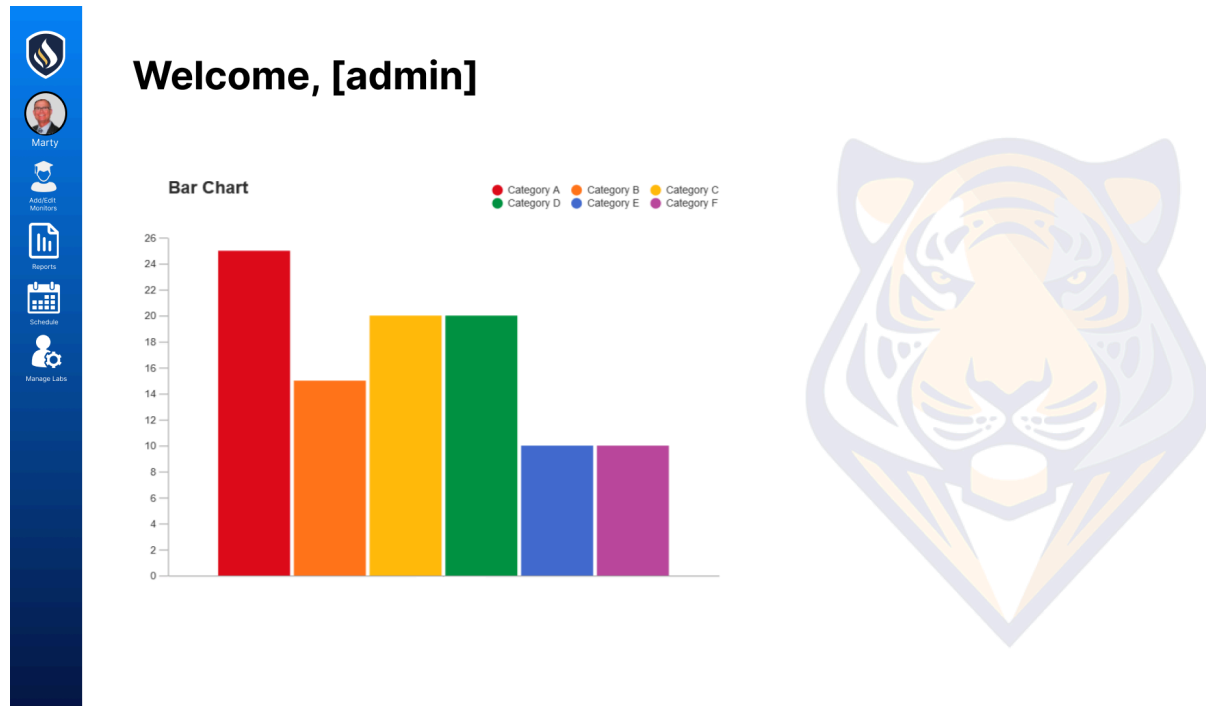
Schedule

Reports

Profile

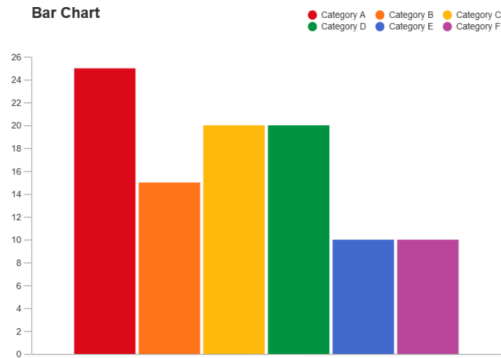
We split it further into 3 tabs in the Administration navbar tab to make it easy to use.

In the desktop version, we had a transparent tiger logo in the background. We had enough free space to do this.



However, in the mobile version, we have much less “screen real estate”, so we removed it so as not to visually clutter things.

Welcome, [admin]



Our design is not finalized, and we are working to improve certain aspects of our design as we work on other parts of the process.

9. Help users recognize, diagnose, and recover from errors (make error messages understandable, and suggest ways to fix an error)

For security purposes, we are limiting the types of errors that users can see.

To start, users can see if there is an error when attempting to sign-in. This error may change depending on the cause, for example if it is simply an invalid log-in, or if it is a server-side issue.



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Username

Password

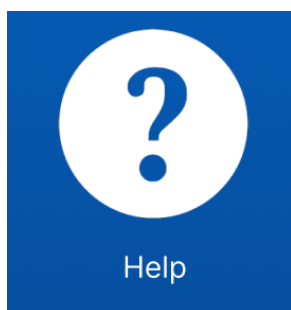
Invalid Login
or
Server is unreachable. Try again later.

Login

[Forgot password?](#)

The error for the server side error will remain the same no matter where the error appears. This means if it is an error with logging in or an error in regards to adding a new record, the error will simply display that the server is unreachable.

For any further assistance on errors being displayed, users can use the help button in the nav-menu to contact someone via email that can help.



10. Help and documentation (if a user has a hard time interacting with your app, make sure there's help that's easily accessible).

A help page will be made to report bugs or link to a help guide, which will be created before release.

Help

Got a bug? Report it here:

Report

How to use

The report button will open the email app via a mailto link. The how to use button will link to a pdf that exists on the webserver on documentation on how to use it.

Help will be accessed via the navmenu.

