



Plant a Garden of Kindness Tablet Application

Handoff Package

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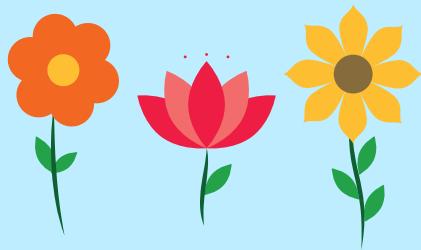
Seulkee Choi



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Project Scope

Project Background

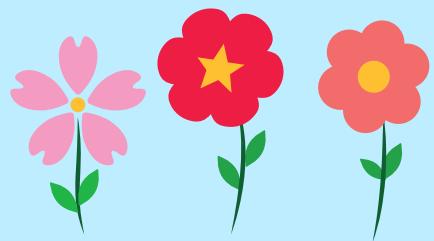
The User Experience and User Interface design team will follow the user-centred design approach to produce a mobile interactive prototype based on the “**Plant a Garden of Kindness**” book written by Lindsey Barr for **World-Changing Kids**. The prototype will be based on iPad screen dimensions (9.7” display), and designed to comply with the iOS design guidelines for this project phase.

Project Scope

The scope of the project includes designing an interactive iPad (9.7” display) app prototype based on the “Plant A Garden of Kindness” activity book. The app will be targeted towards children aged 4-8 years old. The interactive prototype shows the main interactions and tasks that can be performed while using this app following the primary user persona Andy. Some front-end web development (HTML and CSS only) has been completed for the main pages of the app which acts as the app's base for future progression into development.

This Tablet Application will allow users to...

- View and complete Acts of Kindness
- Add and collaborate with friend
- View a global art gallery
- Track Act progression
- Create drawings



Persona



Meet Andy Brown! Andy is a primary user upon which our user scenario and user testing is based around. Personas are based on user research, and are representations of a target demographic.



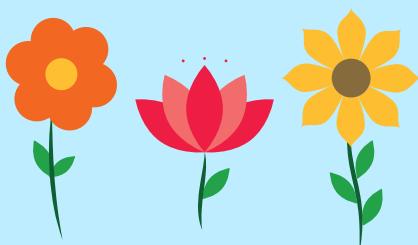
Andy Brown

Age	8	Gender	Male
Occupation	Child	Education	Grade 3
Technical Skill	7/10	Device	iPad 2017

Biography

Andy Brown is an interested student, he loves learning and reading. He has blazed through reading material meant for 5th and 6th grade students.

Andy has recently been listening to the news and been more interested in the world around him. He has begun to realise how lucky he is to have so much, and wants to give to people who have less. He wants to be more involved in his community and meet his neighbours.



Scenario

Andy's user scenario walks through a typical interaction a user might have with the Plant a Garden of Kindness app. His scenario was used as the base for user testing as well.

User Scenario

Andy and his friend Jason are playing at Andy's house and both realise they have the "Plant a Garden of Kindness" app, and decide they want to do a task together.

Andy adds his friend Jason to his friend list, and then invites Jason to do a task with him.

User Scenario Steps:

1

Andy adds Jason as a friend in the Plant a Garden of Kindness App

5

They each make a card using the app

2

Jason accepts the friend request under his account

6

After making the card, they're both able to check off the Act of Kindness and get points

3

Jason and Andy both want to complete an Act of Kindness together

7

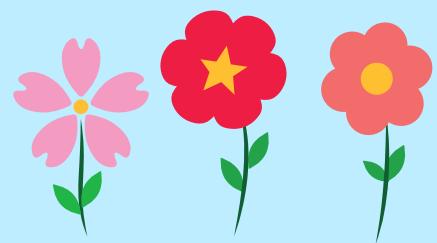
Andy asks his mom to download the images and print them on their printer

4

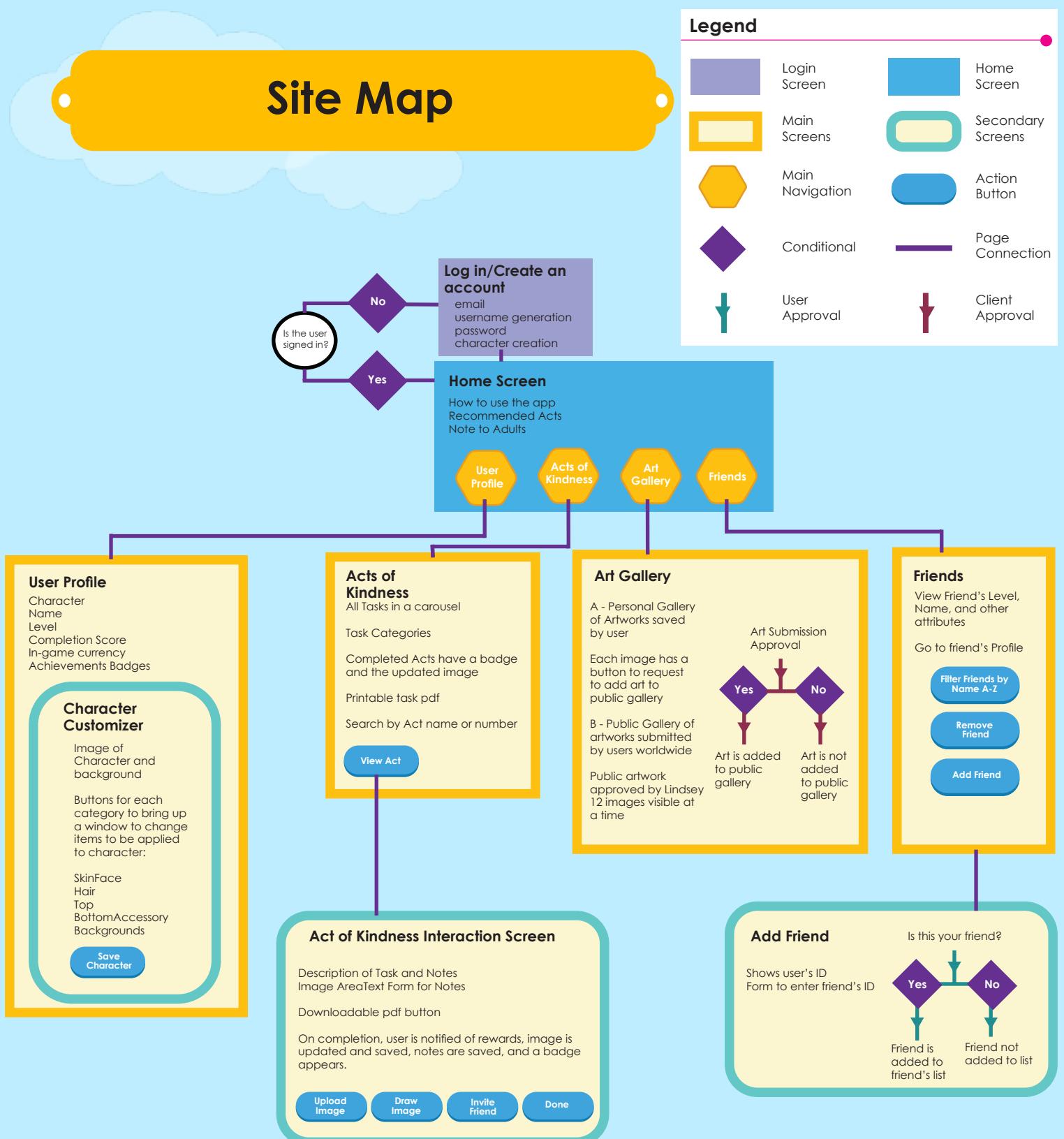
They choose to do Act of Kindness #31: Make a Card for a Police officer

8

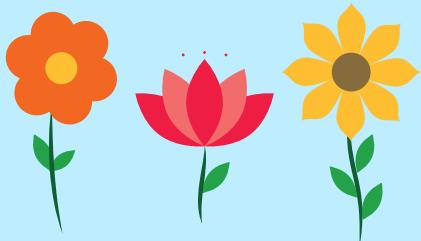
With Andy's mom as an escort, Andy and Jason visit the police station to give their cards to a police officer



Site Map

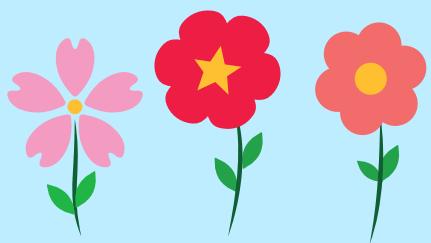
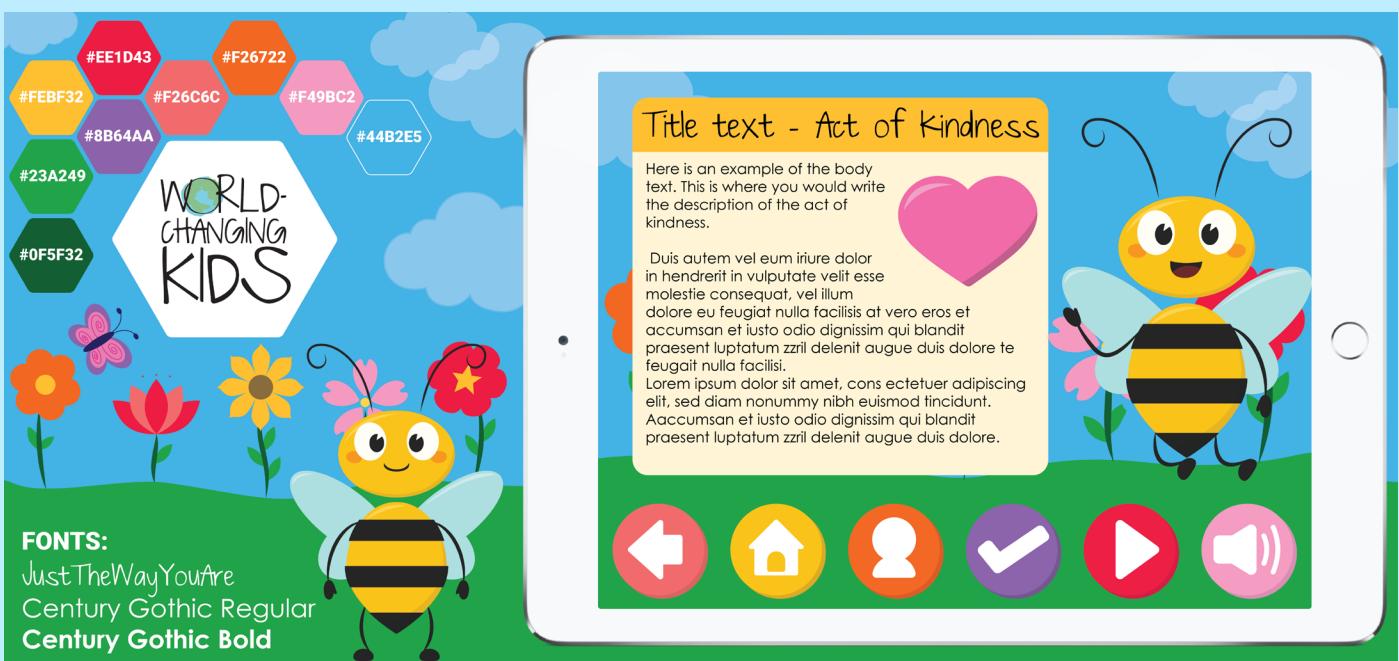


The Sitemap's purpose is to provide a hierarchical chart showing the structure of the application to make sure all content is placed where a user would expect find it.



Moodboard

The **moodboard**'s purpose is to give a first glimpse of a look and feel to the design. The moodboard allows us to take the first initial steps in our design and draw inspiration from it later in the project. In our design research, we found that children in the age range of 4-8 share similar design recommendations, such as the use of bright and vibrant colours, humanoid characters, and the typography is simple and easy to read.



Style Guide



Primary Colours



Additional Colours



Fonts & Logos



Just The Way You Are

A B C D E F G H I J K a b c d e f g h i j k

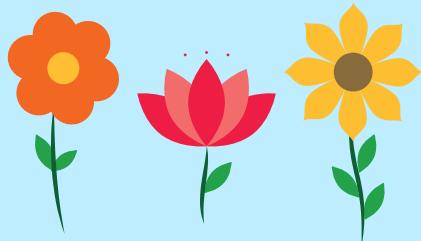
Century Gothic Regular

A B C D E F G H I J K a b c d e f g h i j k

Century Gothic Regular

A B C D E F G H I J K a b c d e f g h i j k

Character Positions



Style Guide



Main Navigation

● Inactive State



● Active State



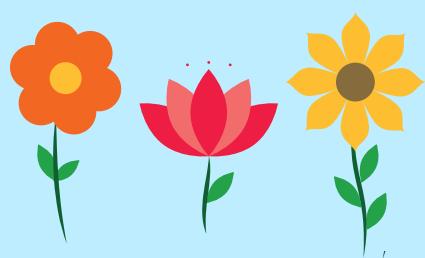
● Action Buttons



● Add a New Friend



● Category Navigation



Style Guide



Notifications



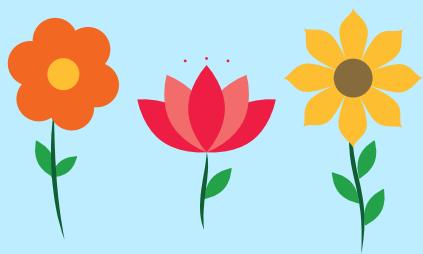
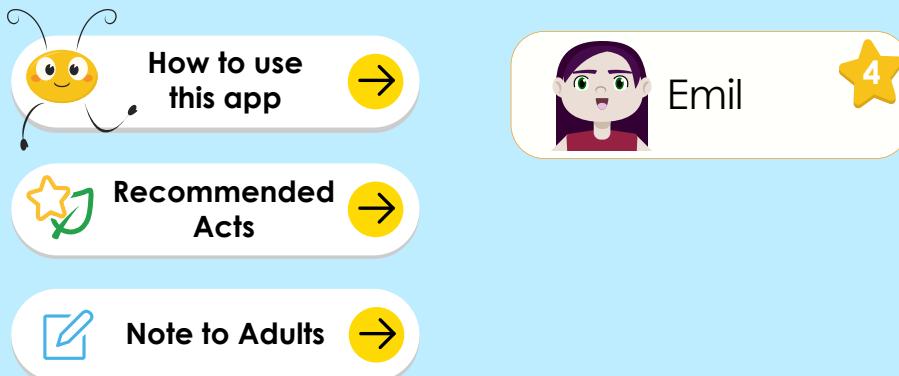
Sort/View Options



Expand & Collapse Icons



Additional UI Elements



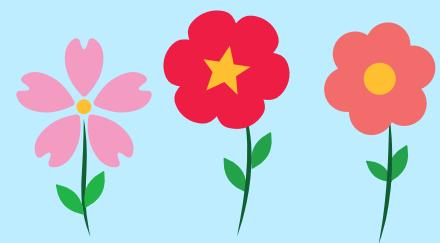
Wireframes

The wireframing process was the first step in the design process. The team created two initial designs for the wireframes and combined the most intuitive elements into the final wireframe design. The goal of this wireframe design was to create a fluid and usable interface while maintaining a consistent user task flow.

Option 1



Option 2



Visual Design

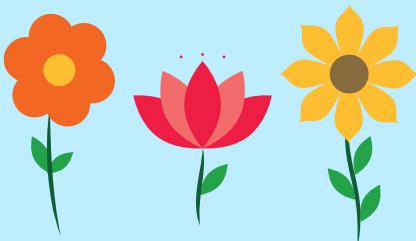


1 Home

Our goal for the high-level design was to create a fun and engaging user interface based on our moodboard that appeals for children of different ages, backgrounds, and personalities. We used saturated colours and rounded shapes that are appealing to a younger audience. The user interface is stylish while still being simple and practical.



There are 3 large buttons on this screen, "How to use this app", "Recommended Acts", and "Note to Adults". "How to use this app" and "Note to Adults" lead to pop ups of written instructions and elements by Lindsey Barr, and "Recommended Acts" brings the user to an act that is similar to ones they have already completed.



Visual Design

2 User Profile

On this page there are several features; there is the character's avatar, the character customization button for the avatar, the currency they currently have, their current level and progress as well as the number of badges they have earned.



Visual Design



3 Friend List Dashboard

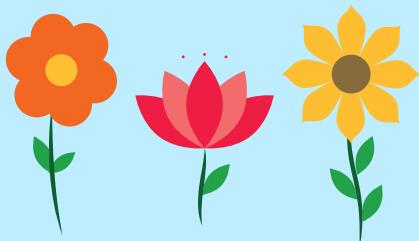
Here is the friends list, new friends are added to the beginning of the list until they are interacted with. This could be by viewing their profile or by adding them to an activity. Once the friend has been interacted with, the friend is no longer pink and is sorted in alphabetical order.

Each user's tile has their character avatar, their name and their level in a star icon.

The screenshot shows the 'Friends List' section of a mobile application. At the top, there's a search bar with the placeholder 'Search friends', a blue button labeled 'A - Z', and a red 'Remove' button. Below the search bar is a dashed yellow box containing a plus sign and the text 'Add a New Friend'. The main list area displays six friends in three rows of two:

Friend	Level
Jason	3
Arthur	2
Emil	4
Florian	4
Geoff	1
Jacob	6
Kelly	2
Lisa	8

A pink 'New' badge is positioned above Jason's tile. The bottom of the screen features a green navigation bar with icons for Home (house), Profile (person), Acts (leaf), Gallery (camera), Friends (two people), a magnifying glass for Search, and a question mark for Help. The background of the app is a light blue sky with white clouds and a green grassy field at the bottom.



Visual Design

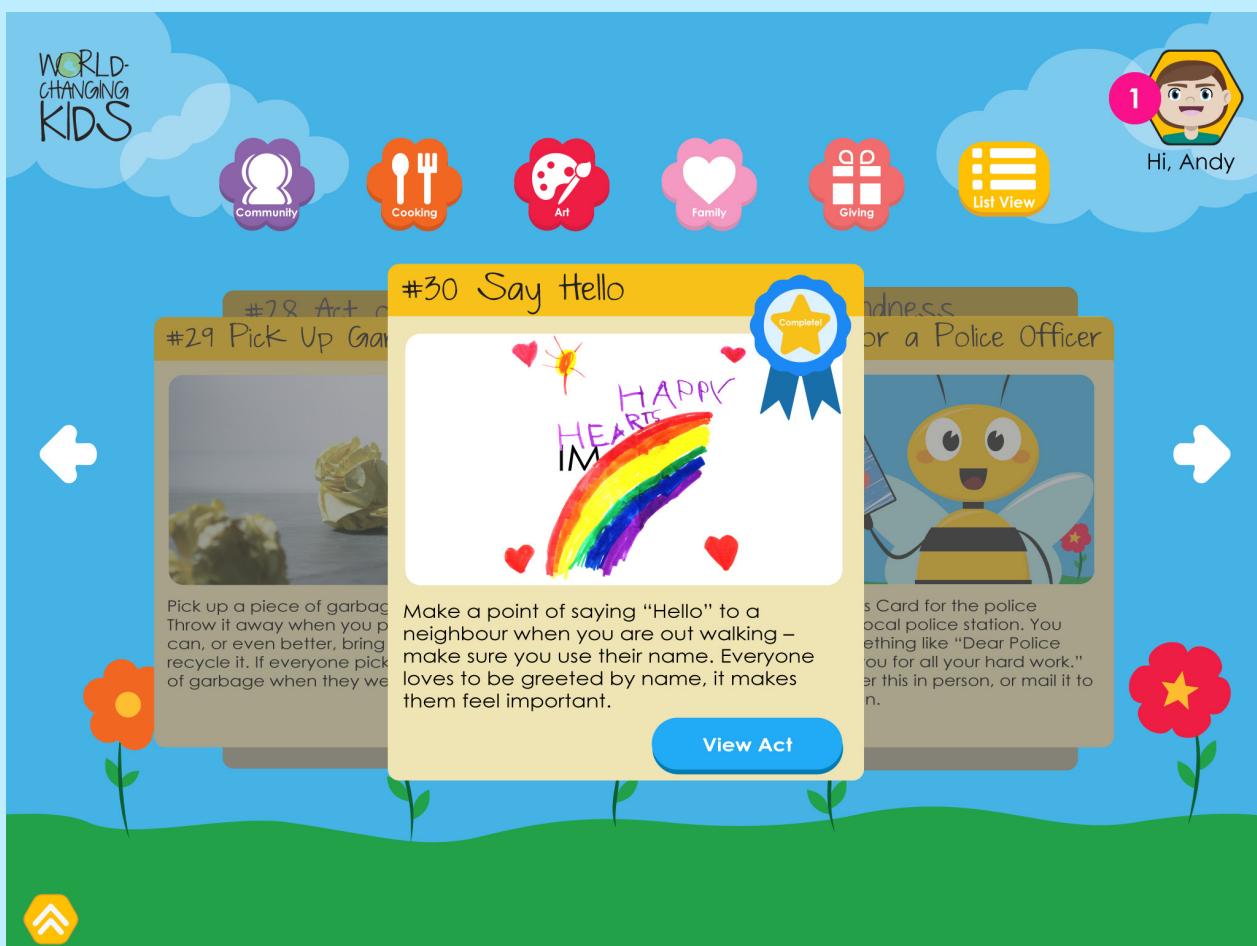
5 Acts of Kindness

This screen allows users to see the list of Acts available to do.

Users should be able to either tap on the arrows, tap on the next card, or swipe left and right to navigate the acts available.

Acts can be filtered down by type using the flower shaped buttons above the carosel.

Before an Act is complete, there will be an image provided by the client that relates to the act visible. After the Act is complete, a blue ribbon will be shown on the Act card, and the image will be changed to uploaded or app art from the user.



Visual Design



6 Individual Act of Kindness

This screen is where users can complete an Act of Kindness they have chosen to do. This pop up page contains information about the Act of Kindness, an upload image section, and a notes section for users to reflect on their Act of Kindness.

Users can also invite their friends to complete an act of friend with them by clicking the add friend button at the bottom of the page.

If a child need assistance, they can use the "Speech" button to listen to instructions and they can use the "Voice" button for speech to text translation. This is especially useful for when children are started to learn how to read and write and ensures that every child can use the app.

Act #31 Card for a Police Officer

What did you draw on your card?
Did you deliver it in person?
How did it make you feel to create this card?
If you did, how did the police officers react?

Notes

Speech

Voice

Draw

Upload

Make a Kindness Card for the police officers at your local police station. You could write something like "Dear Police Officers, thank you for all your hard work." You could deliver this in person, or mail it to the police station.

Speech

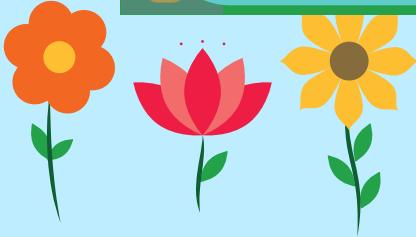
Invite a friend to get extra points!

Jason

Andy

+

Done



Interactive Prototype

As mentioned earlier, Andy's user scenario was used as the base for our interactive prototype task flow. The interactive prototype simulates a real experience with the application. We used the first version of our interactive prototype to complete user testing and used the analysis from those results to go through the iterative design process to create an even better user experience in our final interactive prototype.

- *Interactive Prototype Link*



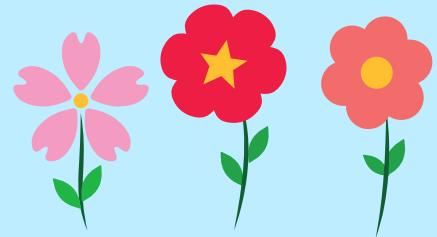
(Link: <https://invis.io/FXMIUJVBAC3>)

- *Interactive Prototype Steps*

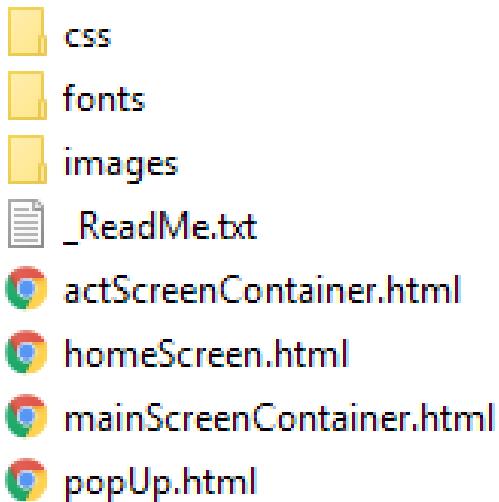
The interactive prototype is based on our user scenario for Andy Brown. Our user testing script is based on specific steps in the user task flow. To follow along, here are the steps for the user test used in the interactive prototype:

(Link to user testing script)

1. The user will navigate to the friends tab
2. The user will locate where to add a friend
3. The user will add Jason to their friend's list
4. The user will navigate to the Act of Kindness tab
5. The user will browse the Acts to find Act #31
6. The user will invite Jason to complete this act of kindness with them
7. After completing the act, the user will upload their image to the Act of Kindness
8. The user will complete the act and view how many points they received



HTML / CSS



The **HTML** and **CSS** was created for the Home Screen, the Act Screen container, the Main Screen container and the popUp overlay.

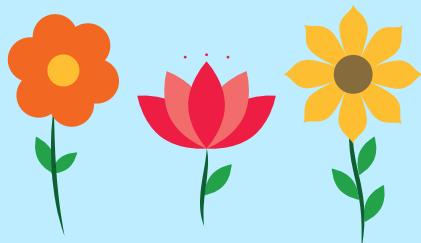
The **images folder** holds all of the assets.

The **fonts folder** contains the two font tiff files for the fonts "Century Gothic" and "Just The Way You Are".

The **ReadMe.txt** file contains detailed instructions on how the template was built and all the hex codes used for each element.

The folder structure includes:

- ❶ the html for each screen's container
- ❷ the css folder
- ❸ the fonts folder
- ❹ an images folder
- ❺ and a ReadMe.txt file



Recommendations

- 1 Develop content and interactions for all screens

Collect photographs for each Act of Kindness

Reword some of the Acts

Remove pronouns such as "she" and "his" to make the acts less gender specific

Example: #56 Teenage Friend ([Link to page example](#))

"Make an effort to say hi to him every time you see him out and about"

Create more Acts of Kindness

Children can continue past the initial 75 options, and past the initial year

Develop more social aspects of the app

User generated Acts of Kindness

- 2 Design remaining recommended pages

Gallery

View personal gallery

-View all saved images

View global gallery

-All photos must be approved by client before being uploaded to the gallery

- This is a safety measure to ensure that no personal information about a child, such as addresses or full names, has been accidentally uploaded

Calendar

Shows which days acts were completed

Shows the Act of Kindness number on the days

Map

Contains the most common acts completed within a certain kilometre radius

How many people are playing in your city/province/country

Interactive Drawing Screen

- 3 Create the assets for character customization

Note: options should not be gender locked (no boys versus girls clothes)

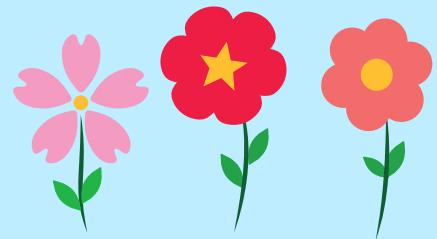
Hair styles

Hair colours

-Include options beyond the natural spectrum (Blue, purple)

Facial features, T-Shirts, Pants, Dresses, Hats, Accessories

- 4 Continue User Testing as project develops



Hand Off Package



Documentation

Project Charter
Meeting Minutes
Technology & Market Research
Signoff Records

Presentations

Kickoff Presentation
Midterm Presentation
Final Presentation
Handoff Presentation

Design Documents

Moodboard
Wireframes
Visual Design
Source Files

Analysis

Personas
Scenarios
Site Map (Information Architecture)

Prototype

Visual Design
Interactive Prototype
HTML/CSS Code
ReadMe.txt
Assets

Testing & Analysis

Signed NDA's
User Testing Script
User Testing Analysis/Results

Client Branding Information

Logos
Fonts
Images

Print Material

RE/ACTION Day Poster
Hand Off Booklet

ReadMe.txt

Acknowledgements

Special Thanks to

- 1 Client, **Lindsey Barr**

For her constant support and enthusiasm which helped us complete this project.

- 2 IMD Professor, **SuCheng Lee**

From the Interactive Media Design Program, who gave us feedback through every step of the project.

- 3 ARI Project Facilitator, **Adam Freed**

Who helped co-ordinate meetings.



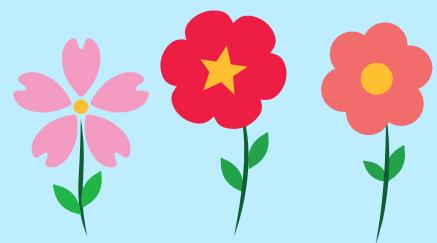
Ontario Centres of Excellence

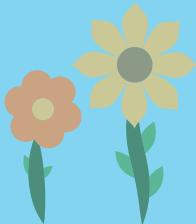
Where Next Happens

Providing this hands-on learning experience.

For giving us the opportunity to create and test the application's design.

For helping to fund applied projects.





Professor: SuCheng Lee
Project Facilitator: Adam Freed
Program: Interactive Multimedia Design



Ontario Centres of
Excellence
Where Next Happens



School of
Media & Design



Applied Research
& Innovation
Design Centre