Level Up

Medium-Fi Prototyping

Team Intro

Maroua

Class of 2026
Computer Science,
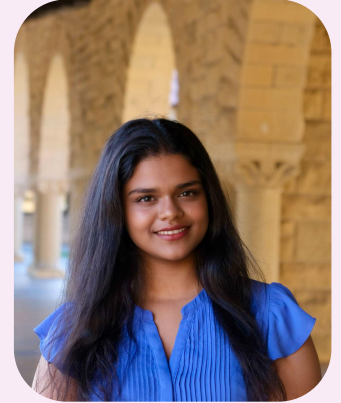Human Computer
Interaction

Nick

Class of 2024 (2025?)
Mechanical Engineering,
Product Realization

Taralyn

Class of 2026
Computer Science,
Human Computer
Interaction

Varsha

Class of 2026
Computer Science,
Human Computer
Interaction

Level Up

Build Human Skills One Experience at a Time

Problem

Young people often **struggle** to develop essential **human skills** needed for career growth, leading to **stress** and a l**ack of direction** in the career search process, as these skills are not usually taught in a traditional classroom setting.

Solution

Our solution **breaks down** the challenge of building human skills into manageable, **engaging tasks.** Through daily experiences, users steadily "Level Up," developing essential **skills** and **tracking their progress** over time.

Values in Design

Design Values

Privacy

We commit to getting user consent before using their data and sharing their progress with contacts

Accessibility

We commit to making tasks diverse such that individuals of varying ability/disability can participate

Positivity

We instill optimism and positivity regardless of users' progress, using encouragement as a motivator

Sustainability & Society

We provide opportunities to build human skills useful to help individuals be better integrated and productive to the workforce

Vulnerability

We encourage users to build human skills that naturally allow them to be comfortable with being uncomfortable

Competition

We foster the ability for users to compete with one another and build healthy competition to allow for greater development

Reflecting Values in Level Up

Competition

We provide a leaderboard where our users can compare their progress to that of their friends, and challenge other users to complete tasks.
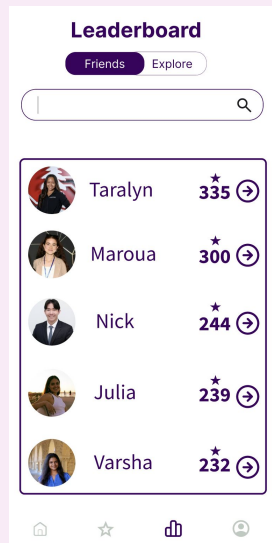
Vulnerability

We deliberately craft tasks that encourage users to step outside of their comfort zone in order to valuable build human skills
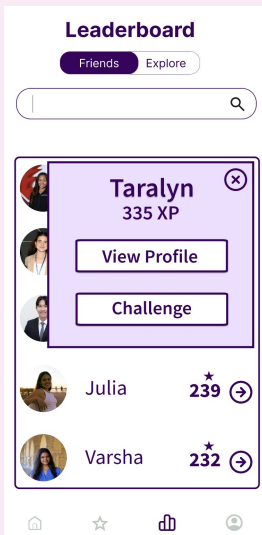
Positivity

We provide progress and trend trackers, allowing users to track their progress and realize growth over time

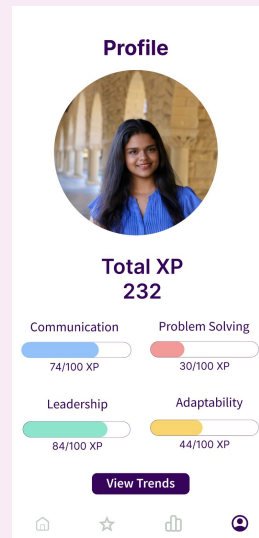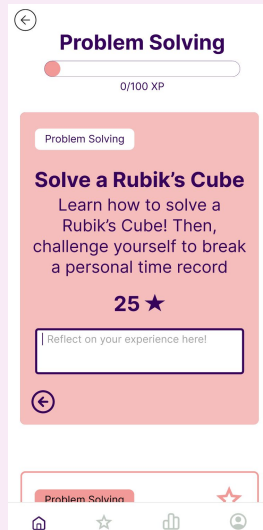# Reflecting Values in Level Up
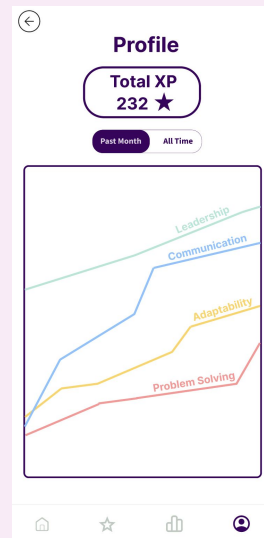
Examples from our Medium-fi Prototype

Competition

Vulnerability

Positivity

Value Tensions

Vulnerability vs Privacy

Our goal is to cultivate a supportive environment such that users feel empowered to complete new tasks an document their journey, such that they can build skills organically and incrementally. As users may be hesitant to openly document their progress if they feel exposed to potential judgement from other users, we prioritize keeping the visibility of reflections, progress trends over time, or category wise progress, private for only users to access.

Competition vs Positivity

We want use friendly competition in a way to motivate users to continue to learn and master more skills, also serving as an accountability tactic. Level Up uses a leaderboard where users can view their friends'/ all users' levels and feel motivated to "Level Up." As we expand, we'd like to introduce and heighten moderation to ensure that the atmosphere of the competition/app as a whole is friendly and positive.

Tasks

Simple   Wants to **access** a new task

Moderate   Wants to **track** personal progress over time

Complex   Wants to **compete** with friends

Usability Goals

Efficiency
- One goal is to **lower the barrier** and **break down the efforts** needed to build skills through bite-sized tasks

Enjoyment
- The novelty of our tasks and the concept as a whole is that it is **"bite-sized", easy, and fun**, allowing users to learn and master human skills without it adding to their plate.

Key Measurements

- **Time it takes an user to get through each task flow**
- **Number of errors recorded in each task flow**
- **User post-test ratings (1-10)**
  - Overall flow of app
  - Interface and aesthetic
  - Overall enjoyment of this experience and the app's concept

Progress on Usability Goals

Efficiency

- Our Low-Fi efficiency results, indicated by time taken for each task flow and users' post-test ratings/feedback, were fairly positive.
- During our prototype testing, tasks were mostly accomplished in a reasonable amount of time.
- While we did notice an efficiency discrepancy between users that are tech-savvy and those who aren't, our target user segment (students and early professionals tend to understand the user flow with heightened efficiency.
- Our navigation bar (available at every screen) provides efficient access to different parts of the application

Enjoyment

- During our post-test rating/feedback from users', we had high enjoyment scores, averaging at 7/10.
- We implemented a colorful palette for the visual theme of the app, along with pictures to grab attention and enhance enjoyment.
- Transitions between screen/page apparitions are playfully animated.

Design Changes

Design Change #1

Make the Home Screen more intuitively interactive and fun
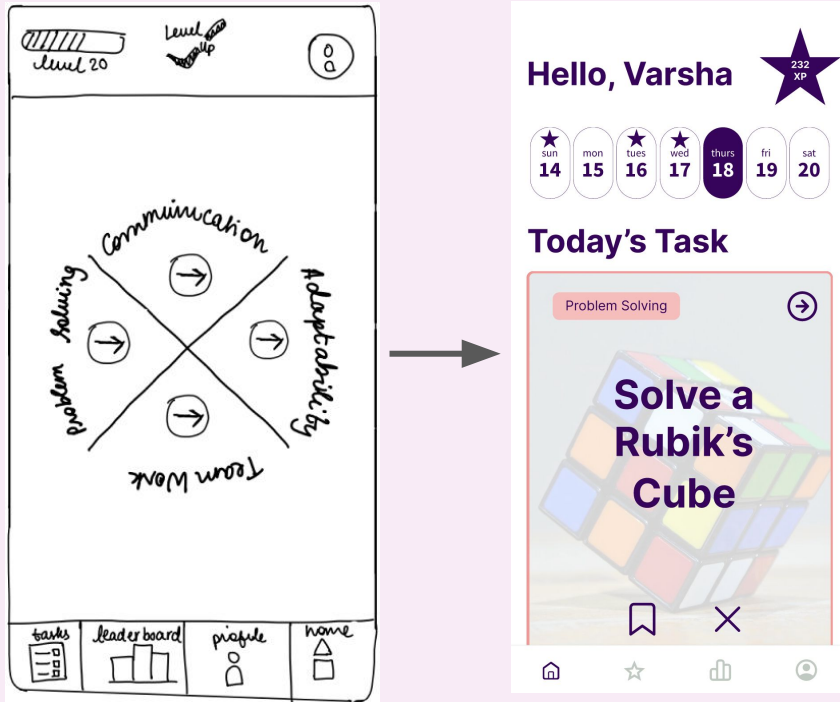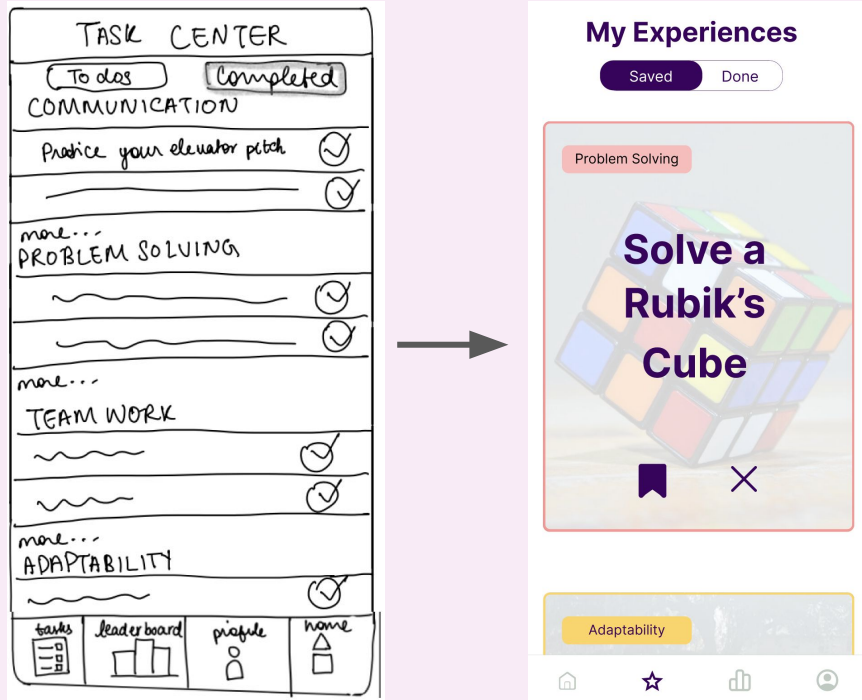

Feedback: Lo-fi testing suggested that the Home screen was **confusing** and **lacked a clear purpose**. Most users did not click the main buttons to go to the tasks screen. We believe that Home screen needs to catch the users' attention/be intuitive.

Change: Emphasize the main features of the app through depiction of experience points (XP) and the daily challenge task card. Additionally, the buttons (next, save for later, uninterested) are more intuitive for use. Upon scrolling on this page, users see a list of the four skill categories, with buttons that are more intuitive to navigate using.

Effect on Usability Goals & Key Measurements: The modified home screen is better streamlined highlighting key features of the app. This will help prevent errors and make the app more efficient as users will be able to do tasks directly from the home screen and explore further by navigating via the buttons on this screen. In summary, this should reduce the total number of errors and reduce the time it takes to do a task.

Design Change #2

Clean task list and make it pleasant to the naked eye

Feedback: Lo-fi testing revealed that some users felt task list was **overwhelming** at first sight. Feedback suggests that users feel like this is a "list of chores" and will get stressed and shut down the app. This implies that the task list is not encouraging users in skill building and was not pleasantly presented.
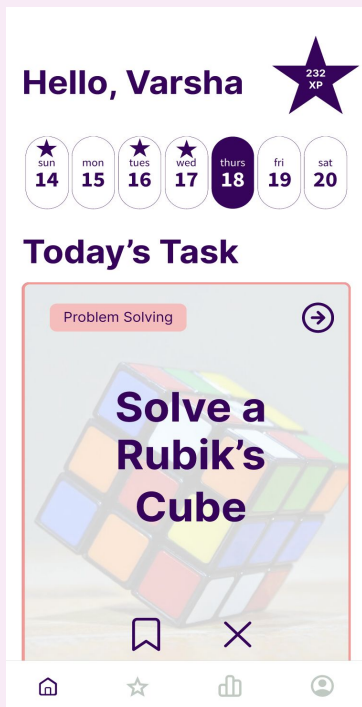
Change: Users can able to scroll down through task cards making each task feel unique, bite sized, and purposeful. Additionally, there are multiple screens with different categorizations of tasks (for instance, by category, by saved or completed) splitting up the tasks instead of bombarding users by presenting all tasks at once

Effect on Usability Goals & Key Measurements: The task list screen became more visually pleasant and encouraging, as opposed to overwhelming. This should increase the enjoyment of the app and help in pushing the users to continue using the app because they are having fun.
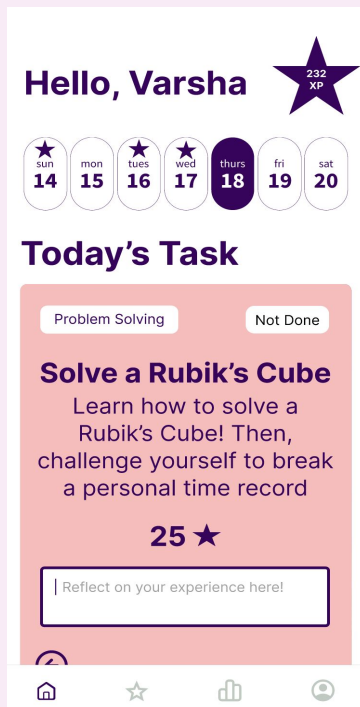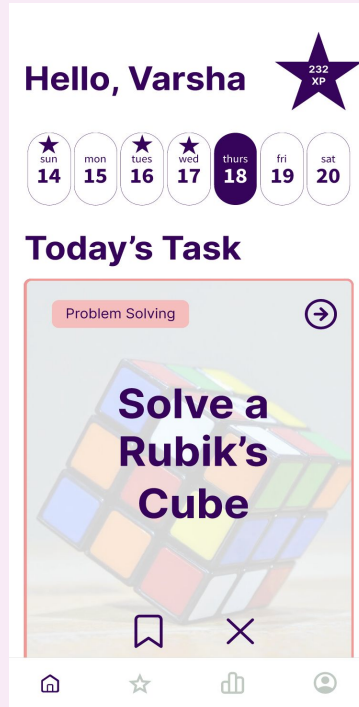
Medium-Fi Task Flows

Simple   Wants to **access** a new task

Hello, Varsha 232 XP

| sun 14 | mon 15 | tues 16 | wed 17 | thurs 18 | fri 19 | sat 20 |

Today's Task

Problem Solving →

Solve a Rubik's Cube
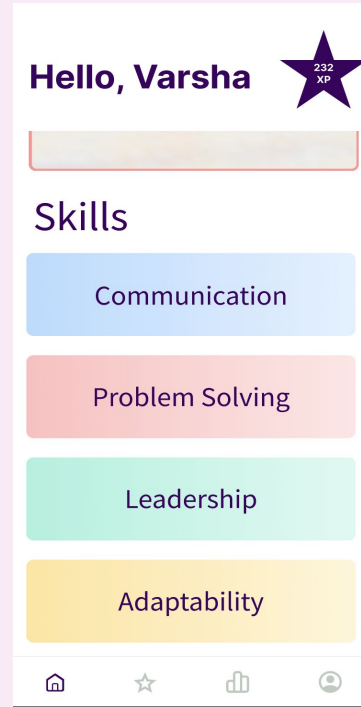
One way: Access task through Daily Challenge and click on the arrow button of the top right. They can also save or mark as uninterested

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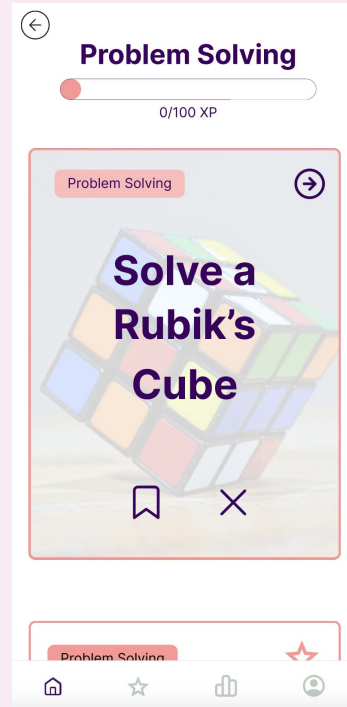**Hello, Varsha** 232 XP

| sun 14 | mon 15 | tues 16 | wed 17 | thurs 18 | fri 19 | sat 20 |

Today's Task

Problem Solving   Not Done

Solve a Rubik's Cube
Learn how to solve a Rubik's Cube! Then, challenge yourself to break a personal time record

25 ★

Reflect on your experience here!

Doing so, allows users to access the description of the task, where they can mark and done and add reflection.

Hello, Varsha 232 XP

| sun 14 | mon 15 | tues 16 | wed 17 | thurs 18 | fri 19 | sat 20 |

Today's Task

Problem Solving →

Solve a Rubik's Cube

From the home screen, users can scroll down to view the 4 distinct skill categories.

Hello, Varsha 232 XP

| sun 14 | mon 15 | tues 16 | wed 17 | thurs 18 | fri 19 | sat 20 |

Skills

Communication

Problem Solving

Leadership

Adaptability

Users can click of any of the four categories, each represented by a distinct color

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← **Problem Solving**
0/100 XP

Problem Solving →

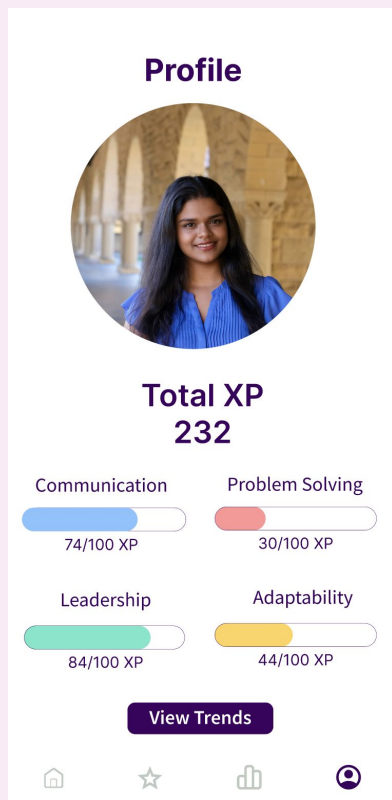## Solve a Rubik's Cube

Problem Solving ★

Here, users can access, review, and complete skill-wise tasks for the chosen skill category (problem solving shown here)

Moderate — Wants to **track** progress over time

Hello, Varsha 232 XP

| sun 14 | mon 15 | tues 16 | wed 17 | thurs 18 | fri 19 | sat 20 |

Today's Task

Problem Solving

Solve a Rubik's Cube

Profile

Total XP
232

Communication	Problem Solving
74/100 XP	30/100 XP
Leadership	Adaptability
84/100 XP	44/100 XP

View Trends

Profile

Total XP 232 ★

Past Month | All Time

Leadership
Communication
Adaptability
Problem Solving

Profile

Total XP 232 ★

Past Month | All Time

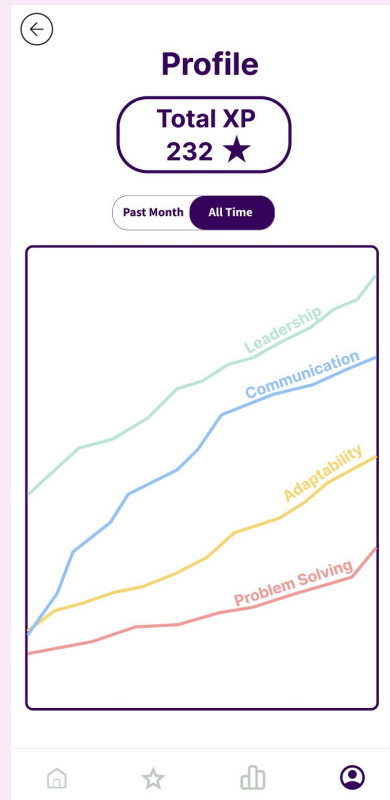Leadership
Communication
Adaptability
Problem Solving

Users can click on the "profile" icon, present on the bottom right of all screens

Here, users can view their profile picture, total XP, and skill wise XP. Users can click view trends from here.

Users will be shown their skill wise progress trends over the past month. Using toggle, users can go to All Time
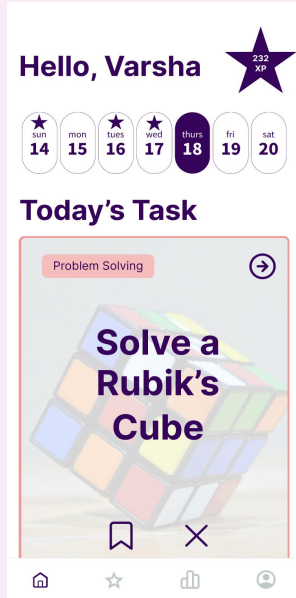
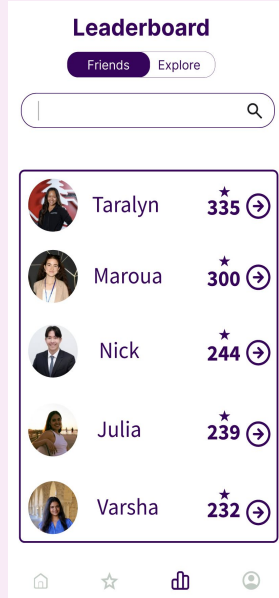Users can view their skill-wise progress trends over all time. The toggle can be used to go back to "Past Month"

Complex

## Wants to **compete** with friends and meet new people

Flow Part 1

Screen 1: Hello, Varsha
232 XP

| sun 14 | mon 15 | tues 16 | wed 17 | thurs 18 | fri 19 | sat 20 |

Today's Task

Problem Solving

Solve a Rubik's Cube

Screen 2: Leaderboard
Friends | Explore

- Taralyn — 335
- Maroua — 300
- Nick — 244
- Julia — 239
- Varsha — 232

Screen 3: Leaderboard
Friends | Explore

Taralyn
335 XP

View Profile

Challenge

- Julia — 239
- Varsha — 232

Screen 4: Profile

Total XP
335

Communication | Problem Solving

Leadership | Adaptability

Screen 5: My Experiences
Saved | Done

Problem Solving

Solve a Rubik's Cube

Send Task

Adaptability

Screen 6: My Experiences
Saved | Done

Problem Solving

Solve a Rubik's Cube

Challenge has been sent to Taralyn!
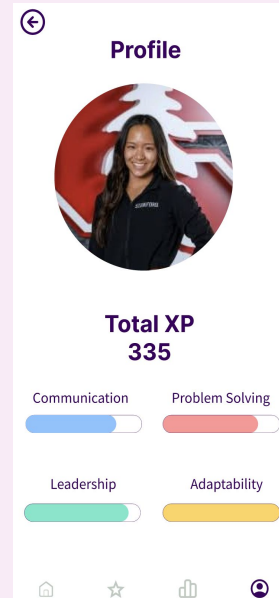
Send Task

Adaptability

User can click on the leaderboard icon (third from left to right)

They are taken to the Friends Leaderboard list, where a user's friends are ranked by XP. They can click on the arrow button here.
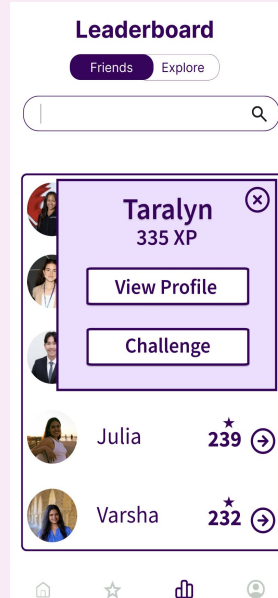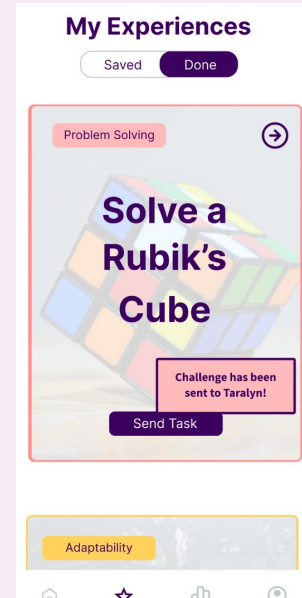
Here, the user can either click profile or challenge.

Clicking on "view profile" results in friend's profile with total XP and skill wise breakdown. User can go back and click on Challenge.
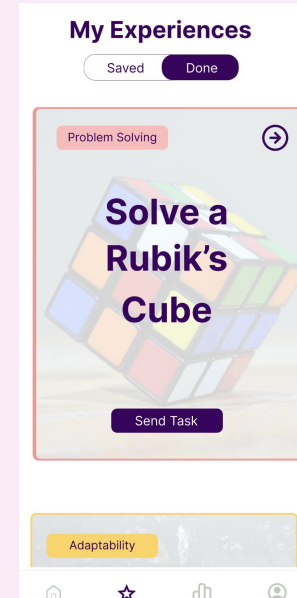
From there, they are taken to their done tasks, where they can click "Send Task"
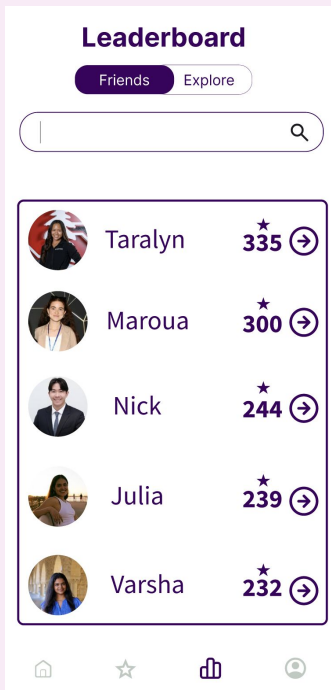
The user gets a popup message indicating "Challenge has been sent" their the chosen friend
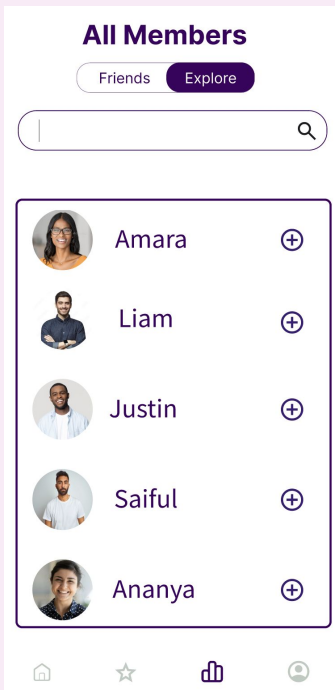
Complex

Flow Part 2

Wants to **compete** with friends and meet new people

Leaderboard

Friends | Explore

Taralyn	★ 335	→
Maroua	★ 300	→
Nick	★ 244	→
Julia	★ 239	→
Varsha	★ 232	→

All Members

Friends | Explore

Amara	⊕
Liam	⊕
Justin	⊕
Saiful	⊕
Ananya	⊕

All Members

Friends | Explore

Amara
628 XP

View Profile

Challenge

Saiful	⊕
Ananya	⊕

My Experiences

Saved | Done

Problem Solving →

Solve a Rubik's Cube

Send Task

Adaptability

My Experiences

Saved | Done

Problem Solving →

Solve a Rubik's Cube

Challenge has been sent to Amara!
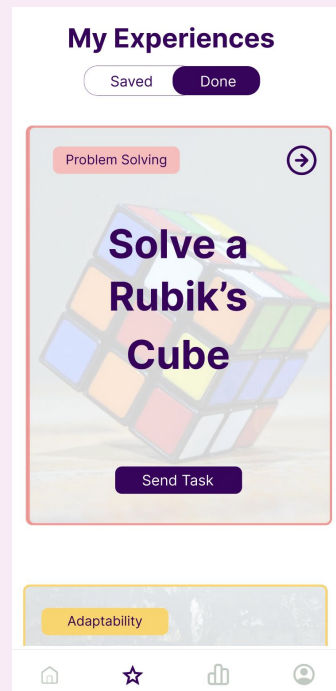
Send Task

Adaptability

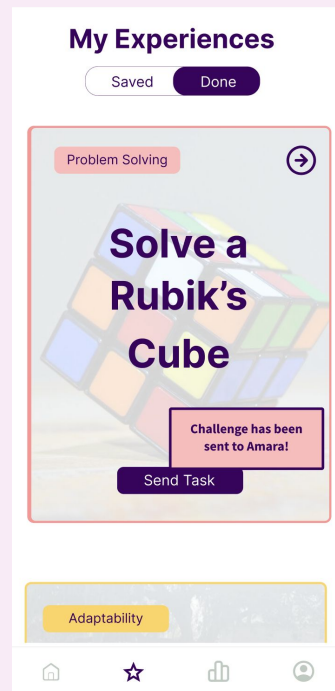From the friend leaderboard screen, the user can toggle to "Explore"

Users can now see a list of all members and can click on the plus button next to another user
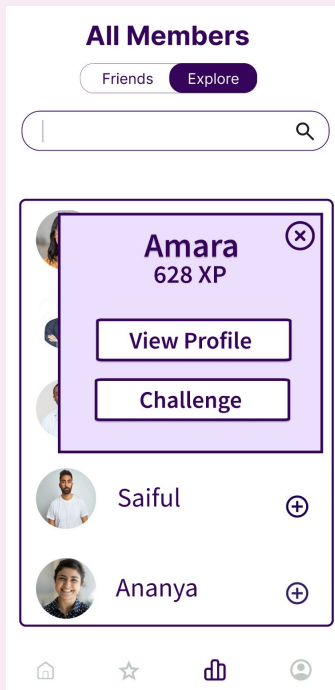
A popup arises of the chosen user's, giving user the ability to view profile or challenge them.

From there, they are taken to their done tasks, where they can click "Send Task"

The user gets a popup message indicating "Challenge has been sent" their the chosen friend

Design Implementation

Main tool used – Figma

Pros

- Has a lot of use tools and features allowing for design, iteration and prototyping modes.

- Allows collaboration between the whole group, such that users can work synchronously and asynchronously.

- Prototype tools allow for simulation of the app in almost complete functionality.

Cons

- Not as intuitive and user-friendly as it lacks drag-and-drop features like Canva, a graphic design platform.

- Unfamiliarity with the Prototype tool and a steep learning curve.

- Increased difficulty in complex design choices such as enabling text box or search.

Limitations

- The search bar on leaderboard screens is not functional. This feature will be added in the coded application.

- Users cannot type information during onboarding, as user typed inputs are not supported in the prototype.

- Profile editing is not available in the prototype. This functionality will be added in the final application.

- Only the Rubik's Cube task card on the home screen is fully interactive. Other task cards have limited functionality due to time constraints.

- Only one example task and a limited set of skills are shown. Notification pings and additional skills will be included in the full application.

Wizard of Oz and Hard-Coded Information

- The leaderboard displays a static, hard-coded list of friends and levels, as there is no backend to support real user data.

- Friend requests and challenges are simulated. The "Add Friend" and challenge functions do not actually send requests or track responses, as there is no backend to store these actions.

- Progress graphs and XP levels are based on hard-coded data and do not reflect real-time user achievements, as users have not used the app long enough for real progress data.

- Task selection is limited, with only a small sample of tasks per skill category available, creating a repetitive experience due to the absence of a dynamic backend to tailor tasks.

- Backend limitations prevent real-time data storage and task generation, which results in static content throughout the prototype.

Appendix

[Link to Figma Prototype](#)

[Link to Website](link)

[Link to README](README)