

Level Up

Medium-Fi Prototyping

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Team Intro



Maroua

Class of 2026
Computer Science,
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Interaction



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Mechanical Engineering,
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Taralyn

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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 **lack 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 only assigning tasks that are achievable by every user regardless of disability status

Positivity

We approach every user with optimism and positivity regardless of their progress, opting for encouragement to accomplish tasks

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 a healthy competition to allow for greater development

Reflecting Values in Level Up

Competition

We provide a leader board where our users can compare their progress to that of their friends

Vulnerability

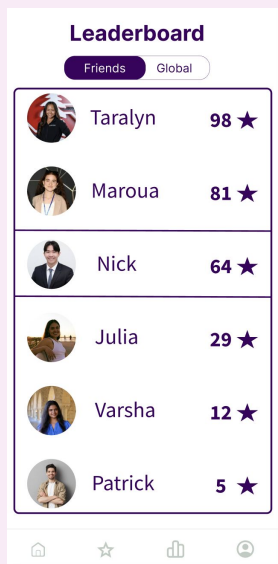
Our suggested tasks encourage the user to step outside of their comfort zone in order to valuable build human skills

Positivity

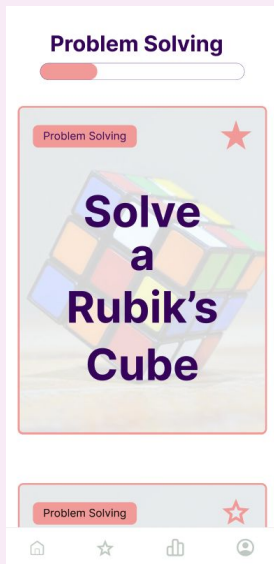
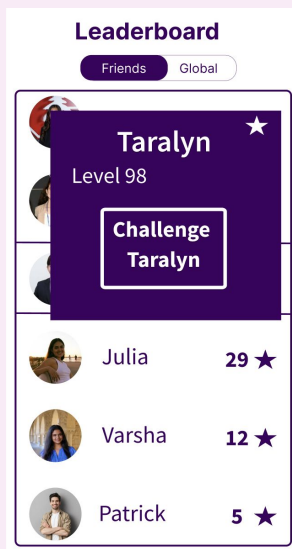
We provide a progress tracker, specifically designed to highlight the completed part rather than the remaining progress

Reflecting Values in Level Up

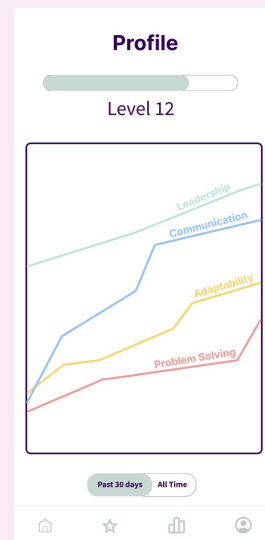
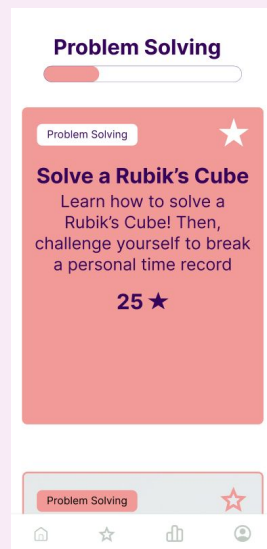
Examples from our medium-fi prototype



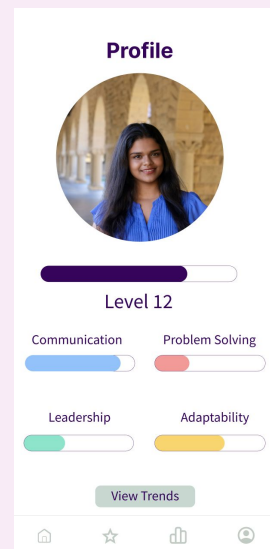
Competition



Vulnerability



Positivity



Value Tensions

Vulnerability vs Privacy

Our goal is for users to feel comfortable accomplishing unusual tasks and documenting that. We design prompts to encourage new experiences, but users may feel hesitant to accomplish and document them if they're concerned about exposure, either from friends or from the platform itself.

Competition vs Positivity

We want to encourage our users to continue their learning and accomplish more assigned tasks by creating a light competition with their friends (or user around the world) to maintain the motivation to be serious about their learning, we are using a leader board that showcases levels to achieve that. However, competition can become negative if it gets out of control so we have to make sure it is as positive as possible.

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 efforts needed to complete tasks and build skills

Enjoyment

- The novelty of our tasks and the concept as a whole is that it is “**bite-sized**”, **easy**, and **fun**.

Key Measurements

- Time it takes user to get through a full task flow
- Number of Errors
- 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 were extremely positive.
- During our prototype testing, tasks were mostly accomplished during a reasonable amount of time, we did however notice a difference between users that are tech-savvy and those who aren't.
- Our navigation bar (available at every screen) provides access to our main tasks

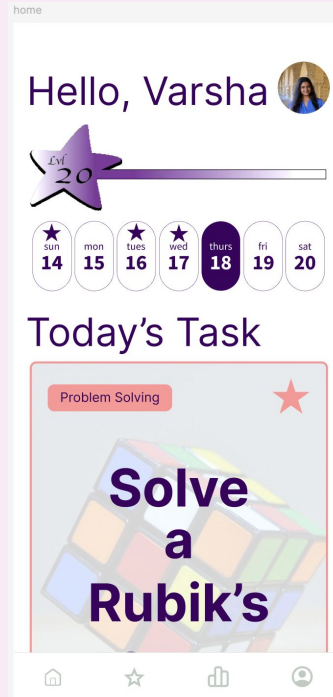
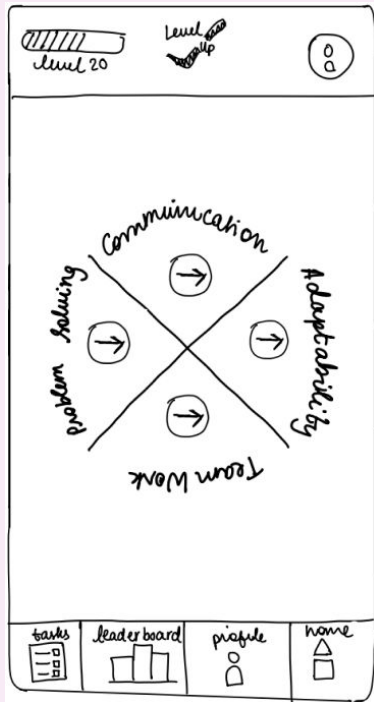
Enjoyment

- During our interviews, we had very high enjoyment scores.
- We tried implementing a colorful palette for the visual theme of the App, we also try showing pictures that can be visually attractive as much as appropriate.
- Transitions between screen / page apparitions are playfully animated.

Design Changes

Design Change #1

Make the Home Screen more intuitively interactive and fun



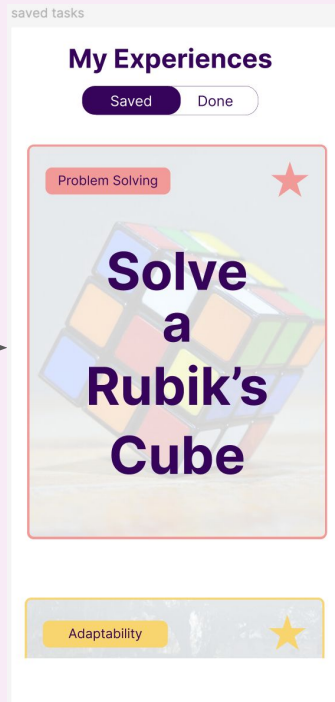
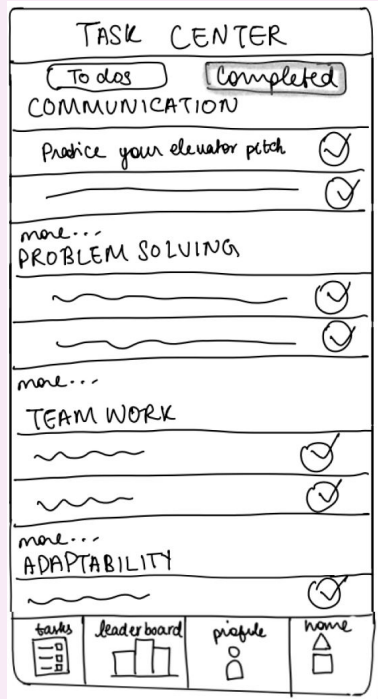
Feedback: Lo-fi testing suggested that the Home Screen was confusing and did not have a clear purpose. Most users did not click the main buttons to go to the tasks screen. We believe that Home Screen needs to catch the user's attention/be intuitive.

Change: Emphasize the main features of the app, such as the level up system and the daily challenge. Additionally, make the buttons more interactive.

Effect on Usability Goals & Key Measurements: Home screen became more oriented towards the features of the app. This will help prevent errors and make the app more efficient because people will use the home screen as a central place to do their tasks. Overall, 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. They would get stressed and shut down the app. It feels like a list of chores. This implies that the task list is not encouraging users to build human skills and was not pleasantly presented.

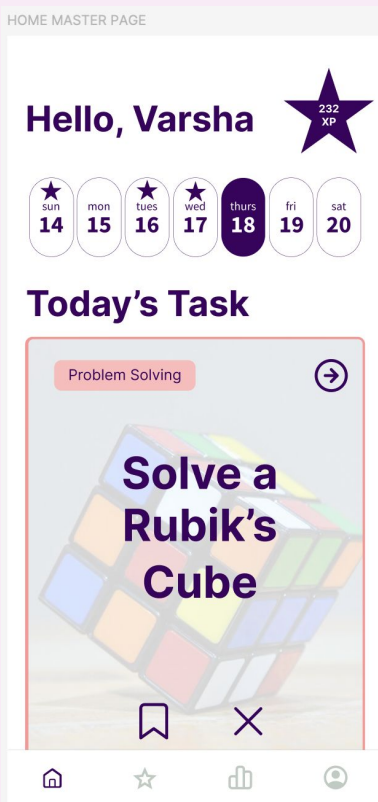
Change: Give the user the freedom to explore the app and choose tasks while guiding them in the right direction

Effect on Usability Goals & Key Measurements: task list screen became more simplified and pleasant to look at. This should increase the enjoyment of the app and help in pushing the users to continue using the app because they are having fun.

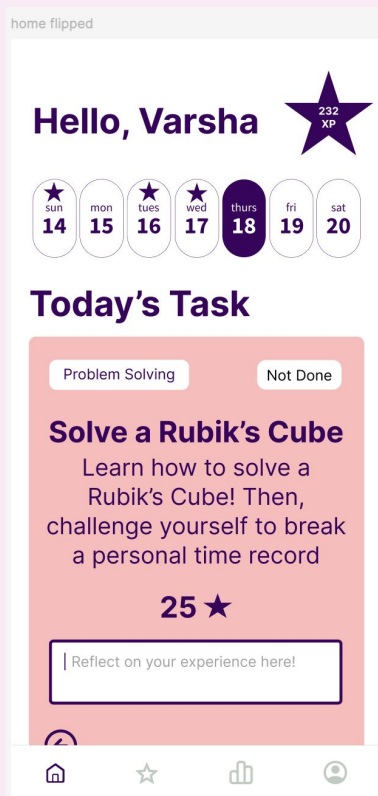
Medium-Fi Task Flows

Simple

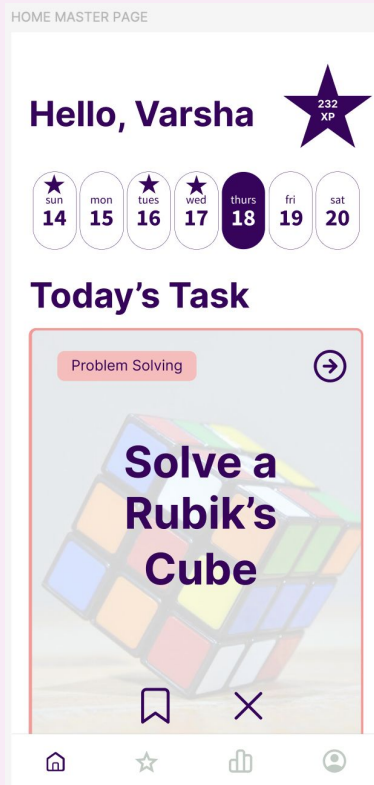
Wants to access a new task



(tap on the “Today’s task”)



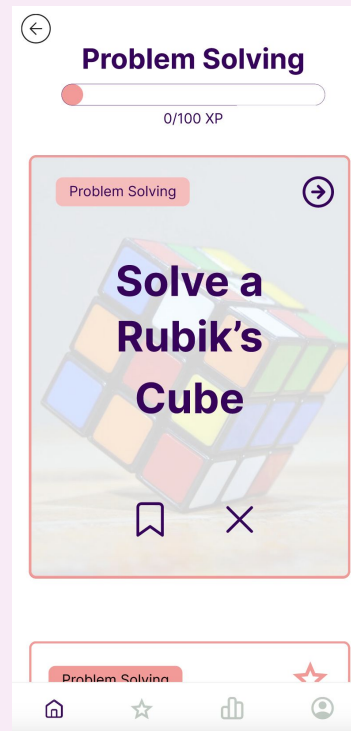
[task description]



(scroll down to “Skills”)



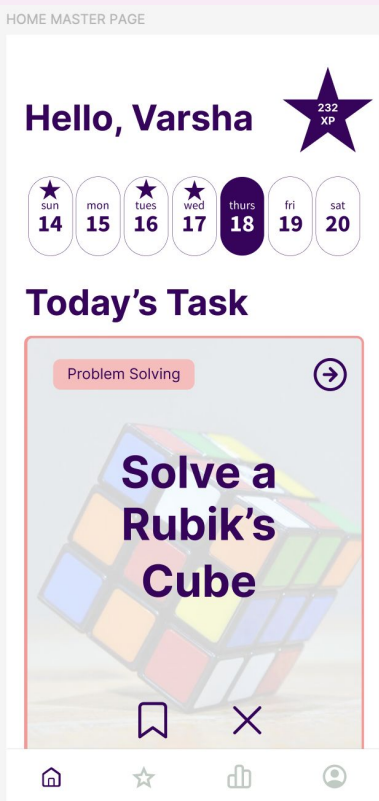
(Select 1 of the 4 categories)



[task list]

Moderate

Wants to **track** personal progress over time



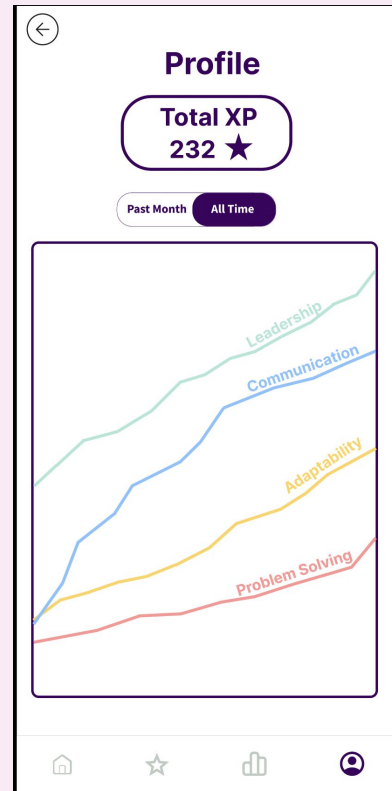
(tap on the profile icon in the Navbar)



(tap on "view trends")



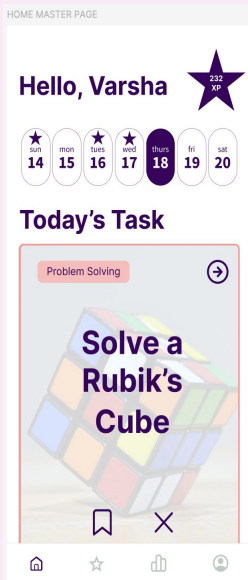
(tap on "All Time" to toggle)



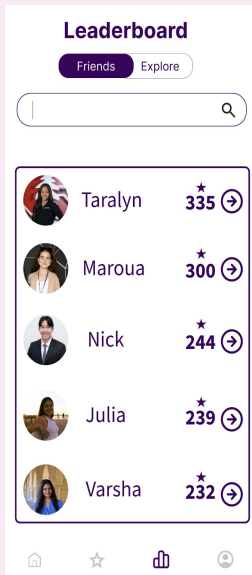
[Full progress history]

Complex

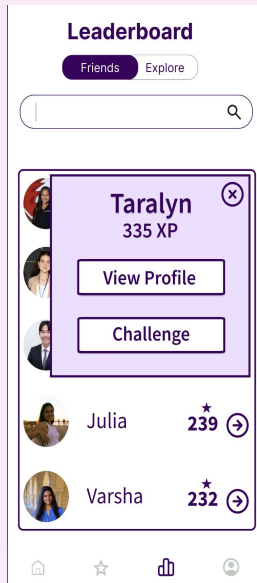
Wants to **compete** with friends and meet new people



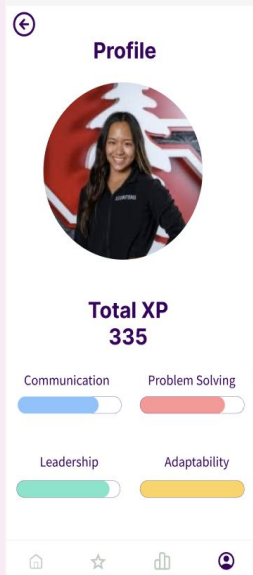
(tap on the leaderboard icon in the Navbar)



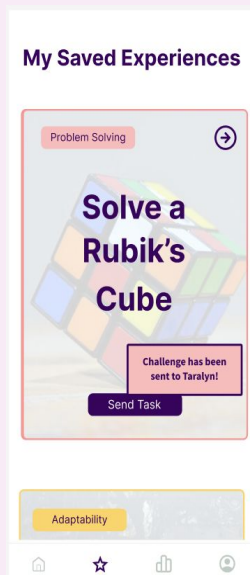
(tap on "Friends" to toggle to leaderboard with friends)



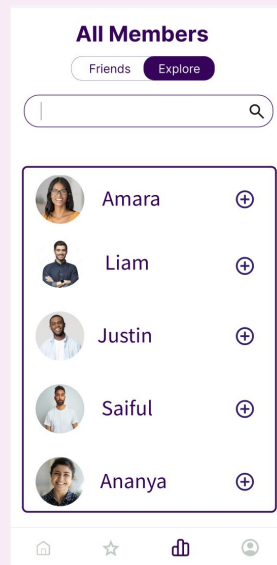
(tap on a friend's name to see their profile or challenge them)



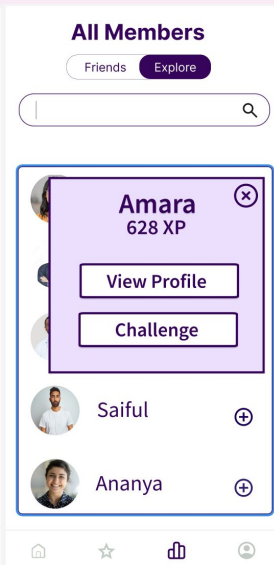
[If "Profile", then you can see your friends' progress]



[If "Challenge", it will transfer to a screen to pick a task to send]



(Back on Leaderboard, press "Explore")



[You can send Challenges to new people to make them your friends!]

Design Implementation

Main tool used: Figma

Pros

- It has a lot of useful tools relevant to our screen design.
- Allows collaboration between the whole group.
- The prototype tools is very unique and allows to see screens activate.

Cons

- Not as intuitive and user-friendly as Canva.
- Unfamiliarity with the Prototype tool and a steep learning curve.
- Is somehow limiting of some niche design choices.

Limitations

- Users cannot put their own information for the onboarding process screens yet.
- We were unable to control what specific buttons to be interactive, so we could not specify the examples of screens following a current one.
- Only one task example fully provided, rest unavailable.
- Limited amount of skills showed, the rest are to be developed.
- No example of how Notification pings to accomplish assigned tasks look like.

Appendix

Figma Link

Website Link