

CAMPUS INSPIER

Prompt

Your school wants to strengthen the community by encouraging experienced students to connect with new students and help them adjust to campus life. Design an experience that allows mentors and mentees to discover each other. Consider the needs of both mentors and mentees, including how someone may become a mentor and how to connect mentors to mentees.

Deliverables

1. Designing an experience that allows mentors and mentees connect each others
2. Designing the full user flows
3. High fidelity mockups.

Questions To Ask

First, the biggest question is who are the users. The prompt clearly state the two major users: mentors and mentees, and they are university students who want to engage more in their campus life.

How to register as a mentor? How to become a mentor? How to make sure this person is qualified as a mentor?

Qualification: enrolled students, GPA, hobbies, enrolled group, major?

What mentor needs?

What is the motivation of becoming a mentor?

Sharing an experience? Giving advice and help on the field to someone? Can mentor go to a mentee ask if they need help?

The ice-breaking point.

What mentor can do with this design?

Questions to Ask

What kind of mentees?

- Local
- International
- Freshman
- Change major/ new to the field

What experience do mentees need?

- Academic advice
- Study buddy
- Social network
- Finding course location
- Language preparation / practice

Questions to Ask

What are the regulations?

How to ensure the data privacy of mentees and mentors?

School need to pass certain regulations to ensure the experience. Also, the reporting systems allows mentor and mentee to report issues (like assault?)

What interface am I creating on? Mobile? Website?

mobile device is the major platform

Common Tools Research And Feedback

In my research, some schools offer one-on-one mentoring by student organization. They will like to use these tools to schedule and communicate:



Google Hangouts

Can schedule via internet but less people are using.



Feels this just design for engineers.. The "channel" things are confusing



Too much information and easy to ignore

Design Criteria

This prompt is asking to build connections between mentors and mentees. Understanding what both groups need is essential to build a trusted connection between these two groups. There are some key points I want to focus on:

1. Matched both groups based on personal data.
2. Provide a platform for connected mentors and mentees to communicate.
3. Simple to use, navigate and customize.
4. Keep the both groups of users' privacy safe.

Points To Target

To build an efficient solution, there are some points I have to look at for my design:

1. Mentees and mentors have hard time to set up **a prepared agenda**.
2. Mentees and mentors may have different understanding about the **expectations**.
3. Mentors and mentees should be open for **feedback**.
4. Mentors and mentees should **feel comfortable and safe** while using this design

Opportunities

There are some opportunities need to be met. There are three aspects: school, mentors, mentees participate on the design. To provide a powerful social network platform for mentors and mentees in order to help the school to strengthen the community. I need to solve these problems in my design:

1. Allow mentors and mentees to share their personal data to optimize the matching process.
2. Allow mentors and mentees adjust the fitted meeting time.
3. Report the inappropriate language use while communication to school.
4. Acquire the data about mentors and mentees from school to help each side to verify the student identification.
5. Evaluate the behavior so that the school can protect the safety of mentors and mentees

What Are My Intentions?

To frame my intentions, I partook “how might we” exercise. Here are some points I really want to include:

(photos)

1. I really wanted to make sure that mentors and mentees have their best matched.
2. I needed to make sure mentors and mentees' time are respected.
3. I wanted to make a comfortable and safe environment for mentors and mentees to communicate and share.
4. I wanted to design a platform that attract more students to use so that the school can strengthen the community.

MENTEE'S

How will mentors
and mentees see
the relation
experience?

How will help
mentees frame
their learning?

How will mentors
help see
the bigger picture?

How will allow
both mentors
and mentees
to adjust each
other.

How will allow
mentees to
experience through
online system.

How will create a
platform for mentor
demonstrating they
are leading & engaged.

How will
allow mentors
to demonstrate
the relationship.

How will be
leading learning
experience.

How will
see quality of
mentors' learning
experience.

MENTOR

How will
mentors
experience the
relation?

SCHOOL

CAMPUS LIFE

How will experience
the campus life?
A challenge?

How will see the
relation in campus
life?

How will see the
relation in campus
life?

How will see the
relation in campus
life?

How will see the
relation in campus
life?

How will see the
relation in campus
life?

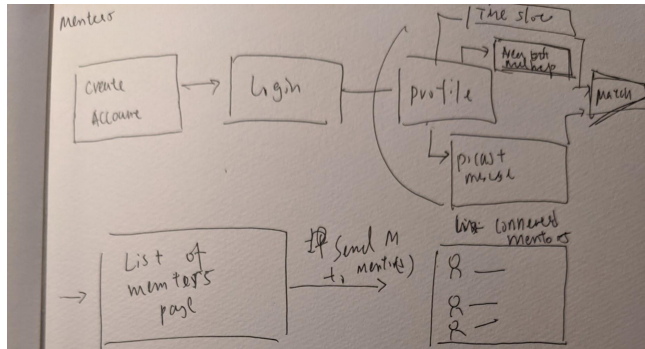
How will see the
relation in campus
life?

How will see the
relation in campus
life?

COMMUNITY

OUTSIDE

Sketches



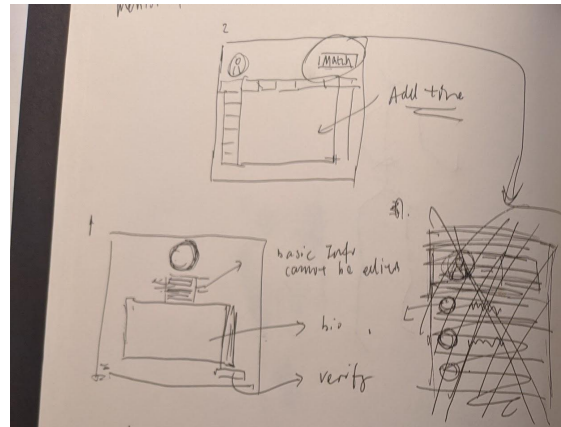
* Need to choose specific area of that need help.

re-login mentors.

* Every time, they need to pick up an area to find the best matches.

* chat history is saved.

mentors are registered.



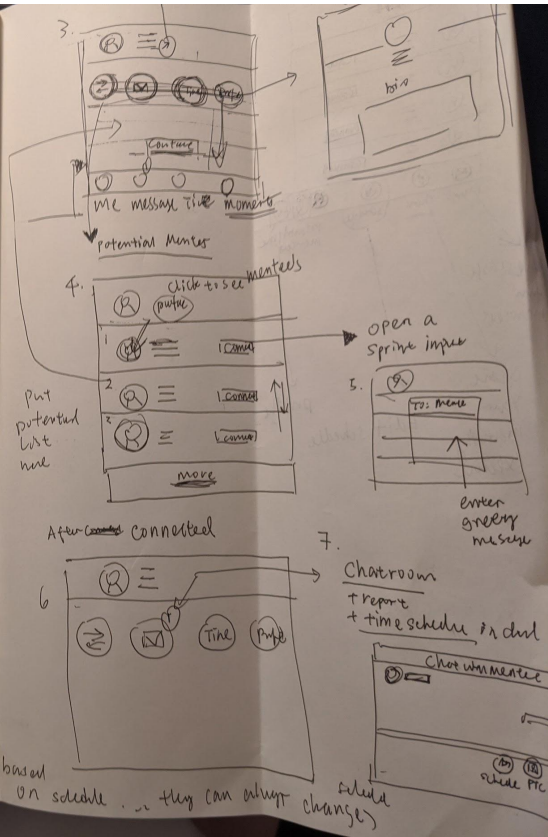
Mentor & Mentee

connected based on

- * major
- * year
- * Mentor's GPA
- * Time

The core feature

is match Group of mentor & mentee based on their GPA that they their time schedule are match (and they always can find better match)



Main Functions

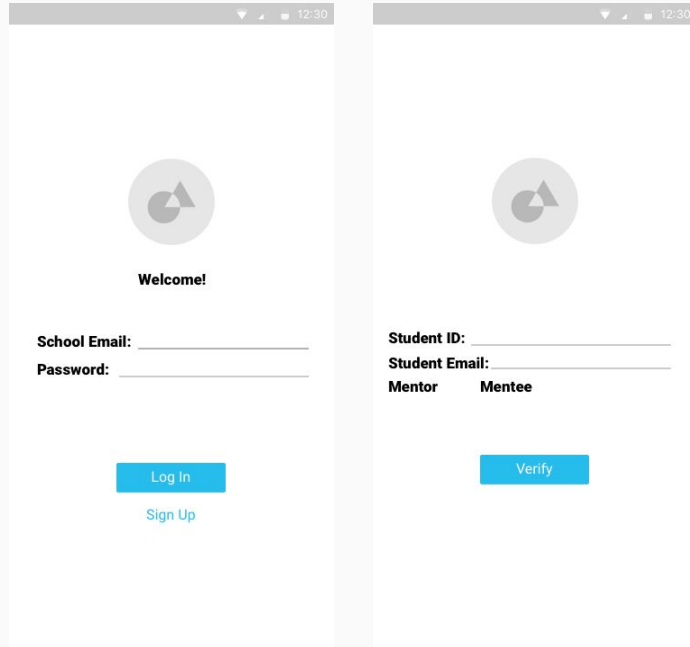
1. Message with mentors / mentees
2. Share moment to community
3. Online mentoring available via chat
4. Schedule with mentor / mentees

Low Fidelity Wireframes





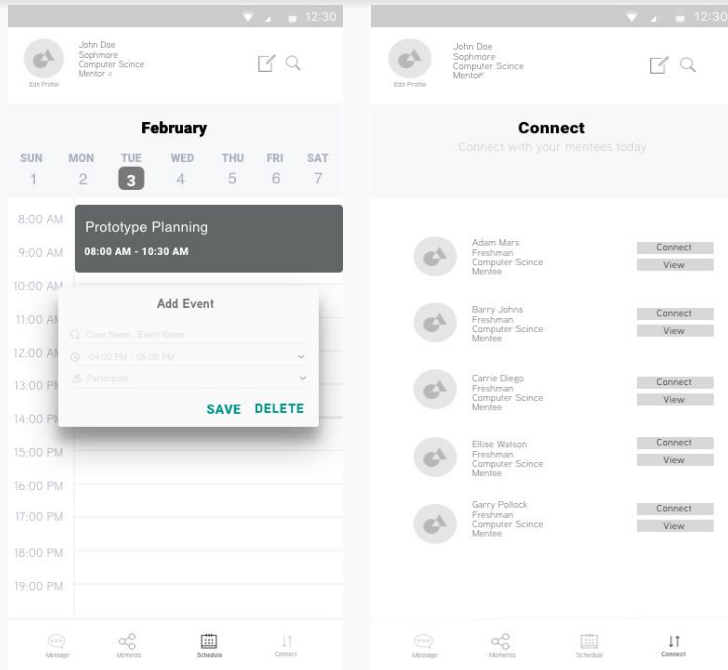
Verifying Based on Student Data



The image displays two side-by-side mobile application screens. Both screens feature a status bar at the top with signal, battery, and time (12:30) indicators. Each screen has a circular logo with a stylized 'A' and 'S' inside. The left screen is a login page with the text 'Welcome!' below the logo. It contains two input fields labeled 'School Email:' and 'Password:', followed by a blue 'Log In' button and a blue 'Sign Up' link. The right screen is a verification page. It contains two input fields labeled 'Student ID:' and 'Student Email:', followed by a blue 'Verify' button. Below the 'Student Email:' field, there are two radio button options: 'Mentor' and 'Mentee'.

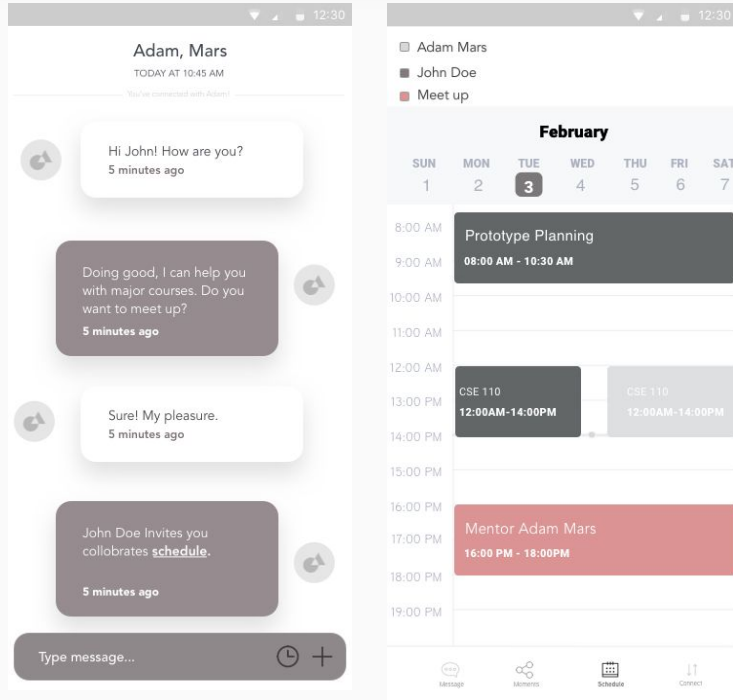
- The app retrieve the student information by student ID and email to ensure the identity
- To become a qualified mentor, the app will check whether the GPA will meet the requirement.

Matching Based on Schedule



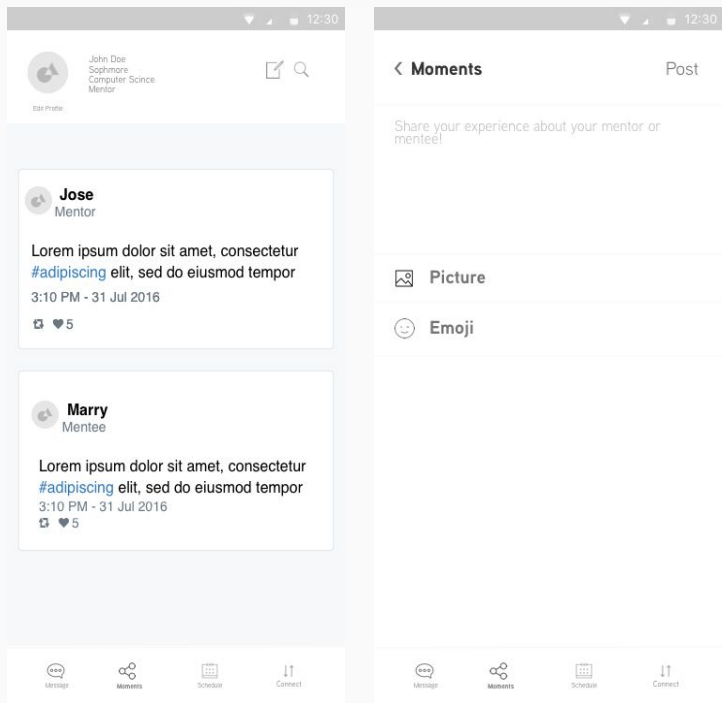
- This application ask both mentors and mentees to enter their weekly schedules.
- On the backend, the application will filter out the mentees/mentors who has most fitting schedule.

Schedule Time In Chat



- Mentor and mentees can chat through this application. Online mentoring should also be considered as a method to provide help.
- The “schedule request” in chat functions help both mentor and mentees to decide what time they want to meet up and easy to adjust.
- The mentor-mentees relationships are not one-on-one so the schedule and chat can help both mentors and mentees manages their time

Sharing Experience With Community

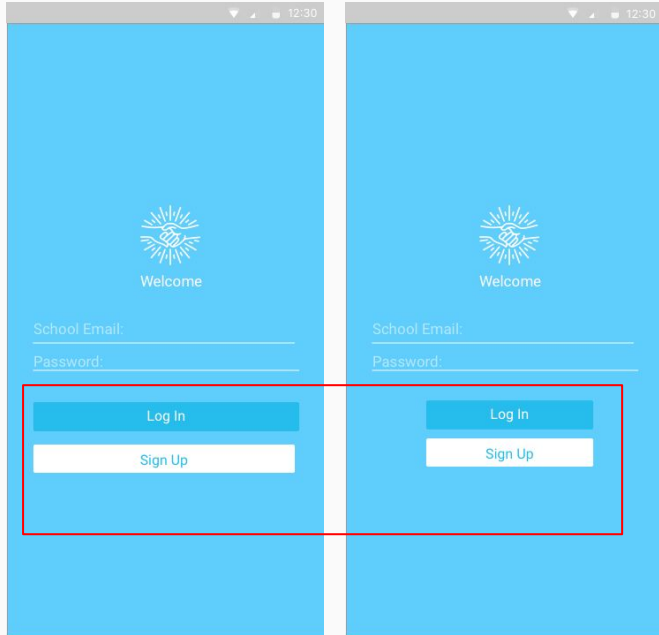


- To build a ecosystem of mentors and mentees, let others know the feeling of experience helps maintain and improve this ecosystem.
- Mentors and mentees can share their thoughts about their experience and also view other's post in "moment" function"

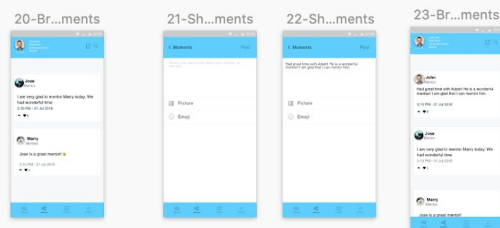
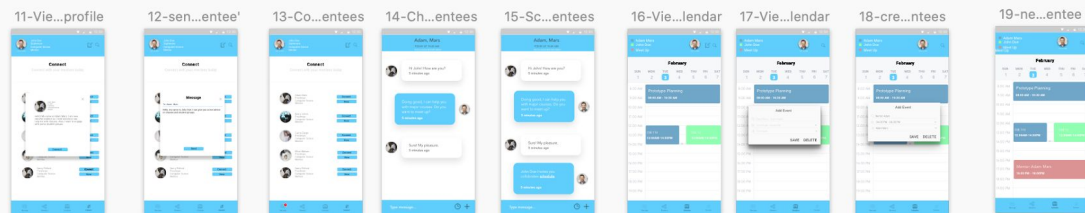
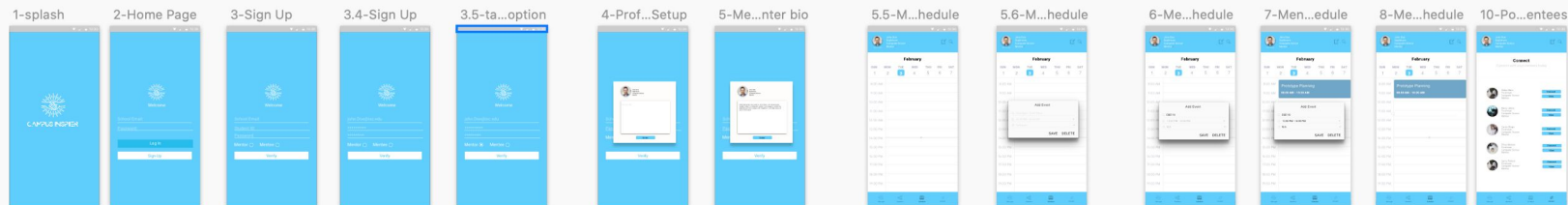
High Fidelity Mockup



Make Things Tappable



- I eventually decided to expand the size of button so that the users feel easier to tap

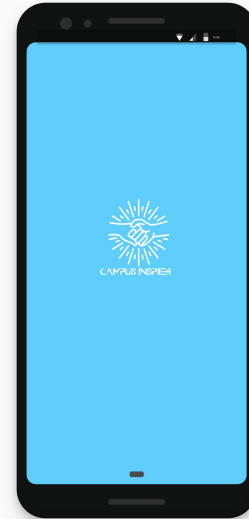


Interactive Prototype

Interactive Prototype at: <https://invis.io/ZBVSCDH57DA>
Password:challengeHannah!

Sample User Task

1. Sign up as a mentor
2. Enter schedule
3. Connect with one mentee
4. Schedule with mentee in chat
5. Share thoughts about mentoring experience to community



Click To See Interactive
Prototype

Password:challengeHannah!

Final Thoughts



Final Thoughts

In reviewing my final designs and reasoning behind them all, I can see potential opportunities for a real product. My interest initially focuses on creating an ecosystem for school to strengthen their community based on the interactions between mentors and mentees. The relationship between these two groups of users may exchange because people's talent and interests are different. They are inspiring each others. I hope this application can minimize unnecessary information for users to digest. I also hope the nature of my solutions demonstrates the possibilities of these concepts, has created opportunities for school and their students.

For The Future

How effective is the psychology behind this app? I am willing to test it with college students to see how they feel about this application.

- Does this application make them feel comfortable with their mentors and mentees?
- Will the features encourage students to become mentors and mentees?

Is the schedule sections simple enough?

- Will the students easily collaborate the schedule?

Will there be any regulation on this application? How to guarantee students' safety?

- Safety is important to a social network application. However, how to make students feel that they are protected rather than "being watched"?

Technological Thoughts

- Leverage the data: could we create larger-scale solutions. For example, open to national levels
- Can we leverage the "shared experience" to other social network platform?

These are the questions I want to be able to explore more in the future to improve this application.

I am very glad for the opportunity to work through this design challenge, it was very fun and inspiring.

Thank You!

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