



Interactive High-Fi Prototype



Assignment 8
Checkpoint

01



intro



ELEVATE

Students Connecting For Shared Success

Our Team



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Problem

Students searching for jobs and post-graduate career options often feel isolated and alone



Solution

Connect students with similar interests to form community groups that provide support surrounding the job search

Agenda

01 intro & overview

02 heuristic evaluation
results

03 design revisions

04 prototype
implementation status

05 hi-fi demo

06 appendix

02

heuristic evaluation results



High-level summary

1 severity 4 violation	—————>	1 change
18 severity 3 violations	—————>	13 changes
20 severity 2 violations	—————>	11 changes
22 severity 0-1 violations	—————>	15 changes
61 total violations	—————>	40 total changes

Our most common violations were of **H4: Consistency & Standards** (10), **H1: Visibility of System Status** (8), and **H7: Flexibility & Efficiency of Use** (8).

Key takeaways

- The most significant concerns regarded **community values**, with concerns of unintentional competition and minimal interactive features.
- More common frustrations included **formatting inconsistencies**, no **visual differentiation between sections**, confusing **navigation**, and lack of **clear instructions** for new users to do in the app.



High-severity violations

H4: Consistency & Standards (4)

- Profile page displaying **redundant information** more than expected personal information
- Unset formatting across app can confuse users and appear **less polished**

H10: Help & Documentation (2)

- Tasks not being explained or aided with documentation **leaves users behind**
- Purposes of features only described by icons may not be obvious to users

H12: Value Alignment & Inclusion (3)

- Starting tasks through the Personal Home feels **isolating**
- Functionalities for collaboration and interpersonal connection are **not emphasized enough**

H3, H9: User Control, Help Users with Errors (2, 2)

- Inability to leave matched group **costrains users** to initial onboarding pool
- Lack of error prevention mechanisms throughout tasks and onboarding (undo, back, confirm etc.)

Unaddressed violations:

Violations that stem from limitations of the design tool used for the medium-fidelity prototype

Examples:

- Less content on-screen meant to suggest scrolling, though our Figma prototype didn't equip scroll
- Limited goal visibility due to screen size

Rationale: These kinds of violations will be resolved after building the high-fi prototype, as the change in tools will refine and address these issues.

Unaddressed violations:

Violations that we felt conflicted with how specific non-negotiable app features appear on screen.

Examples:

- Group chat button not visible on all pages
- Personal tasks accessed by the Personal Home rather than Group Home

Rationale: The severity of these violations are subjective to the user, so solving parts of our implementation to accommodate for these violations became low priority. Some of these became a matter of preference.

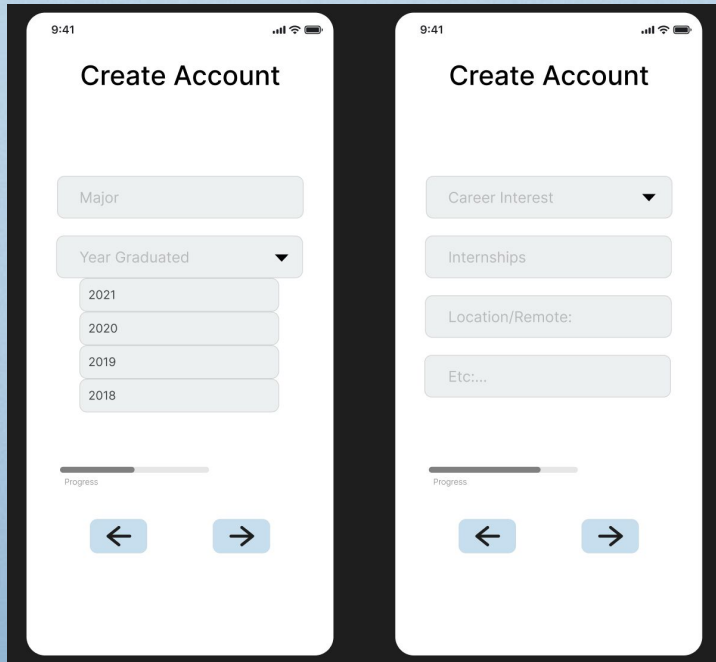
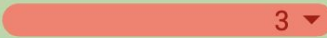
03

design revisions



Severity 3 & 4 violations: Mandatory fields

When creating an account, it is unclear which information is required and which is not



9:41

Create Account

Major

Year Graduated

2021

2020

2019

2018

Progress

← →

9:41

Create Account

Career Interest

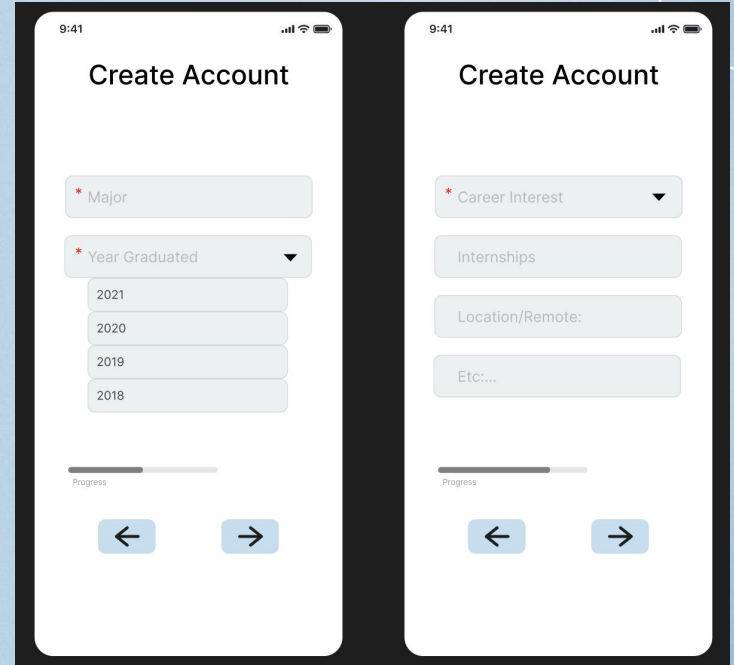
Internships

Location/Remote:

Etc:...

Progress

← →



9:41

Create Account

* Major

* Year Graduated

2021

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2019

2018

Progress

← →

9:41

Create Account

* Career Interest

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Etc:...

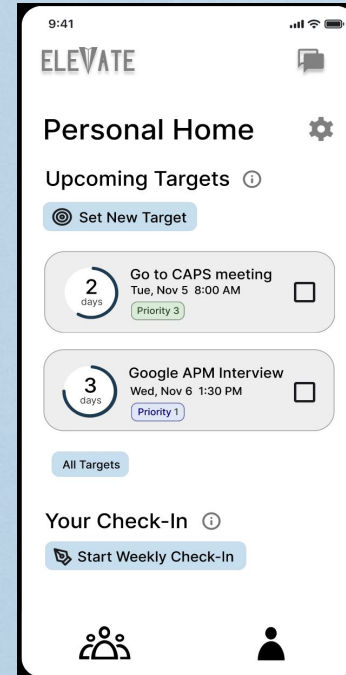
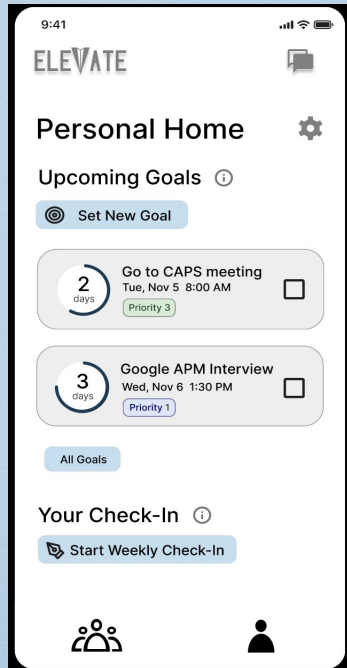
Progress

← →

Severity 3 & 4 violations: Goal > Target



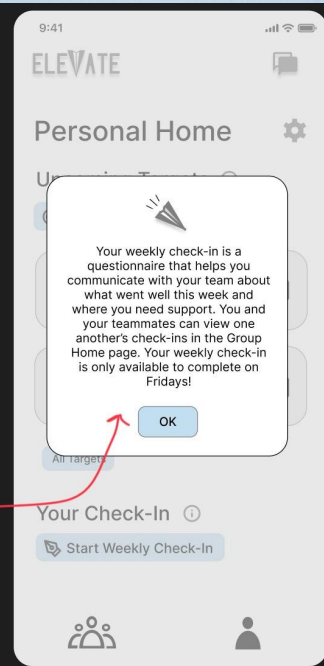
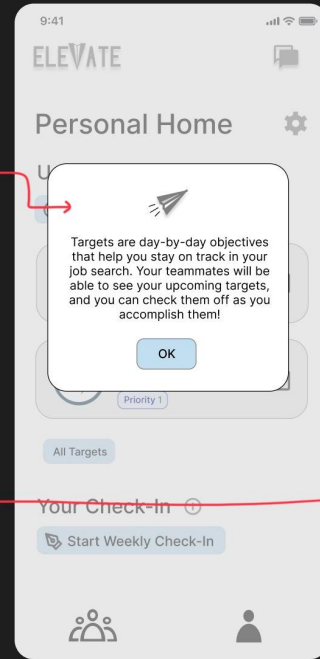
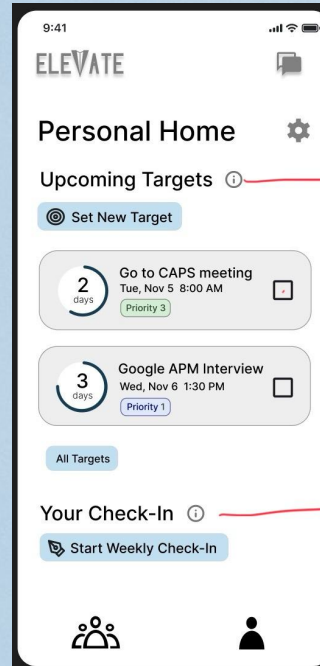
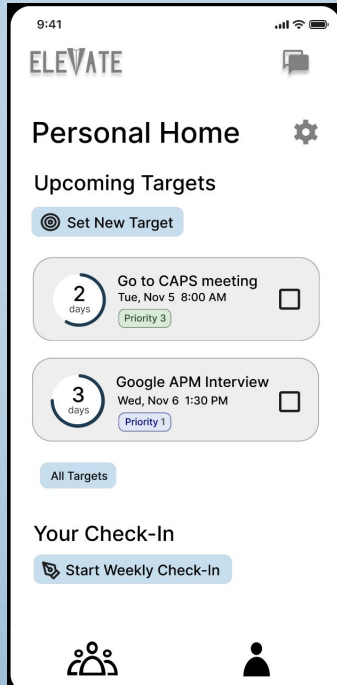
The word goal seems to be used to refer to any general task or event.



Severity 3 & 4 violations: Target/Check-in Info

3

No instruction provided for the upcoming goals and check-ins



Targets are day-by-day objectives that help you stay on track in your job search. Your teammates will be able to see your upcoming targets, and you can check them off as you accomplish them!

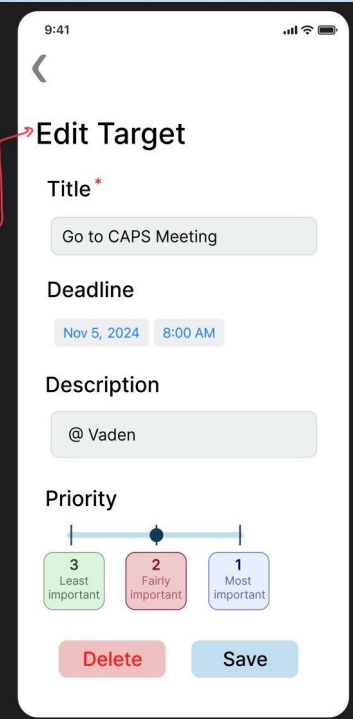
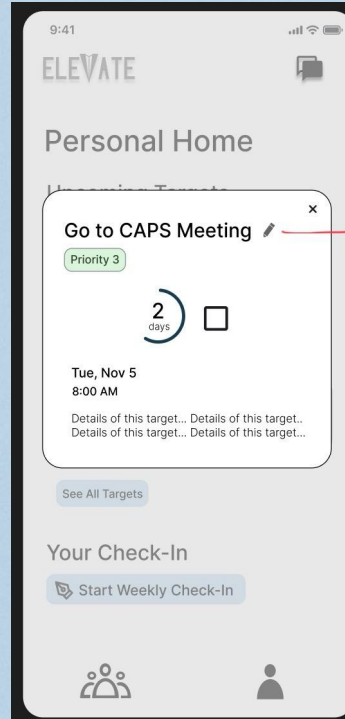
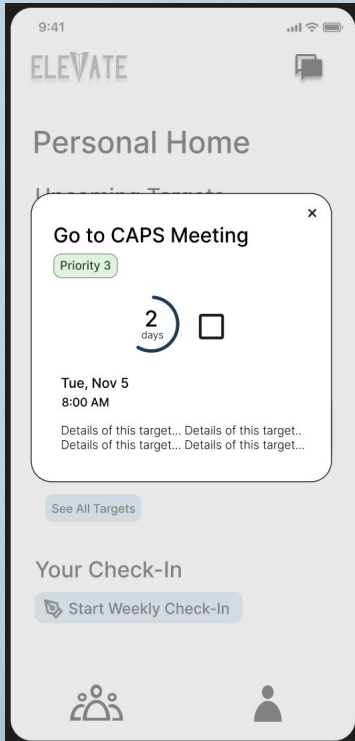
OK

Your weekly check-in is a questionnaire that helps you communicate with your team about what went well this week and where you need support. You and your teammates can view another's check-ins in the Group Home page. Your weekly check-in is only available to complete on Fridays!

OK

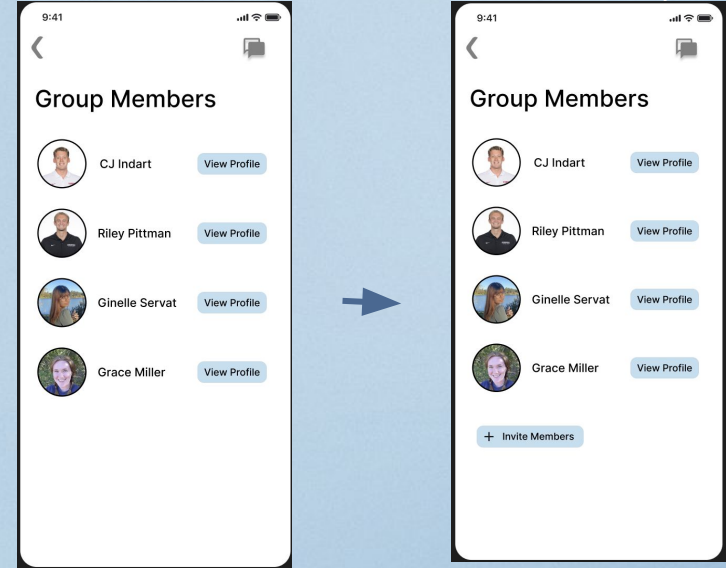
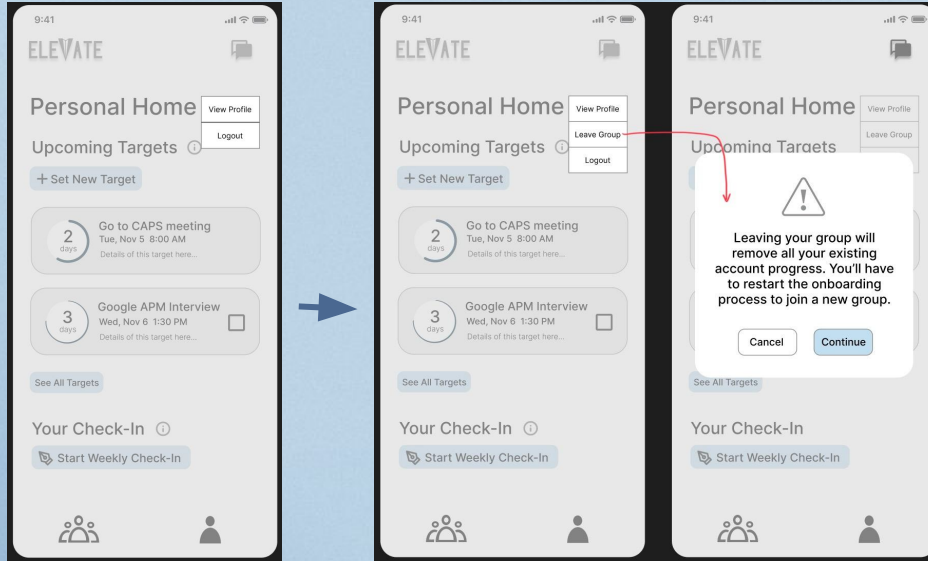
Severity 3 & 4 violations: Edit/delete targets

If users accidentally added a goal, there is no support for editing or deleting the goal



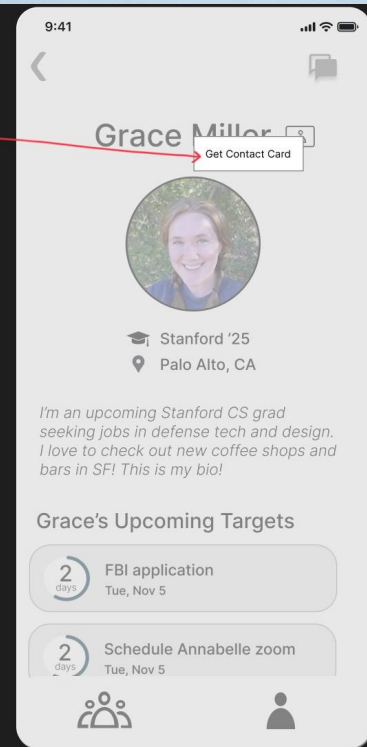
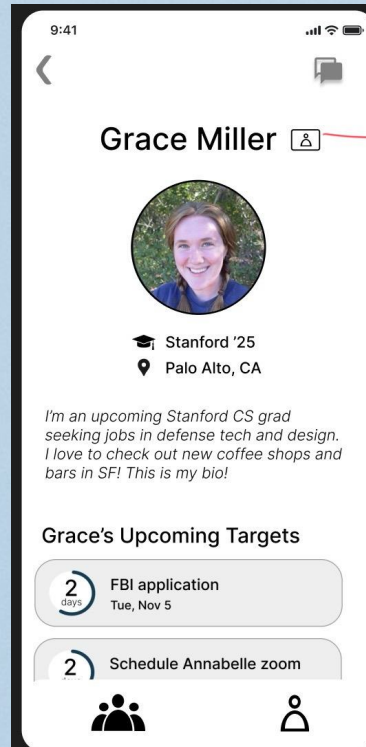
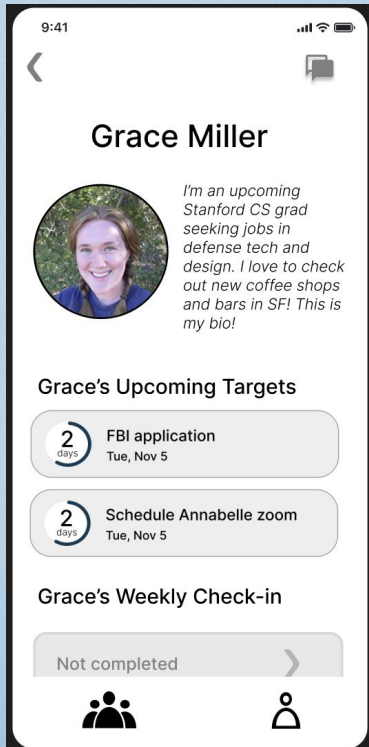
Severity 3 & 4 violations: Edit/leave group

Once a user has automatically been assigned a group, it is not possible to switch.

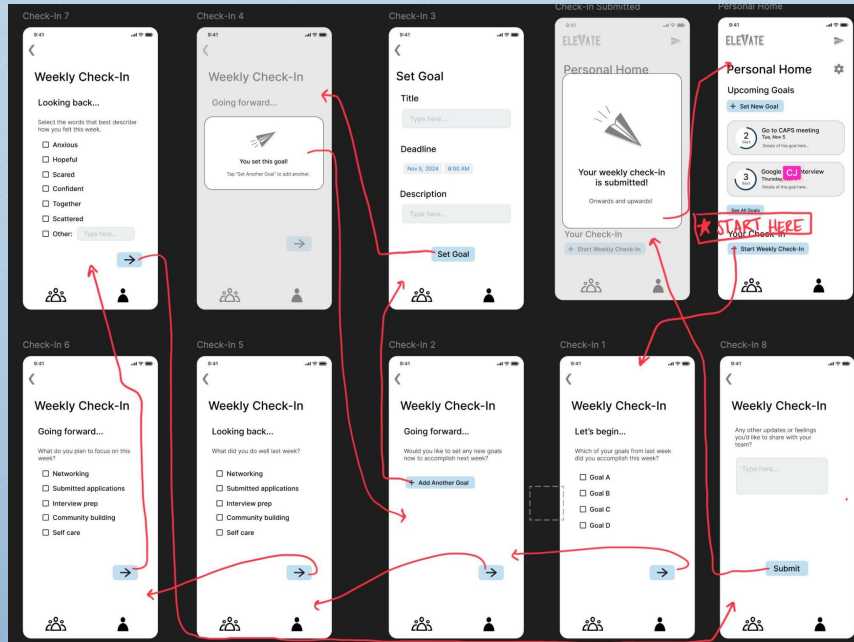


Severity 3 & 4 violations: New profile features

Viewing a member's profile shows only their upcoming goals and checkin rather than any information about the person.

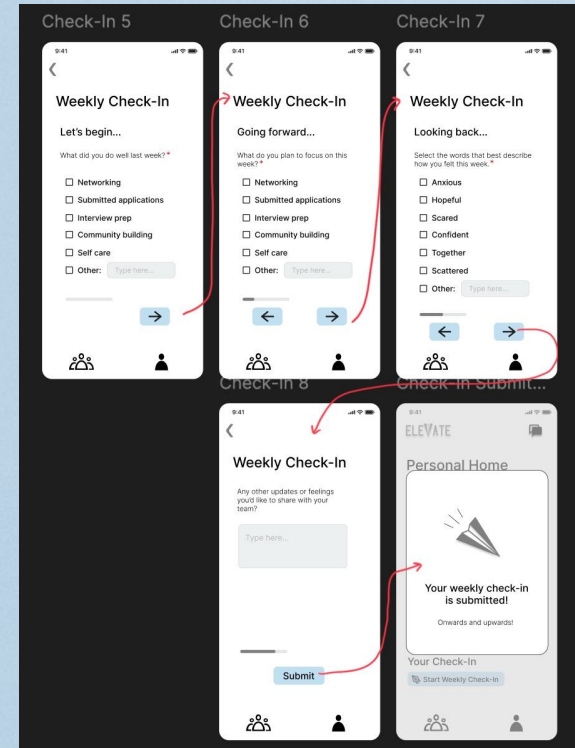


Severity 3 & 4 violations: No targets in check-ins

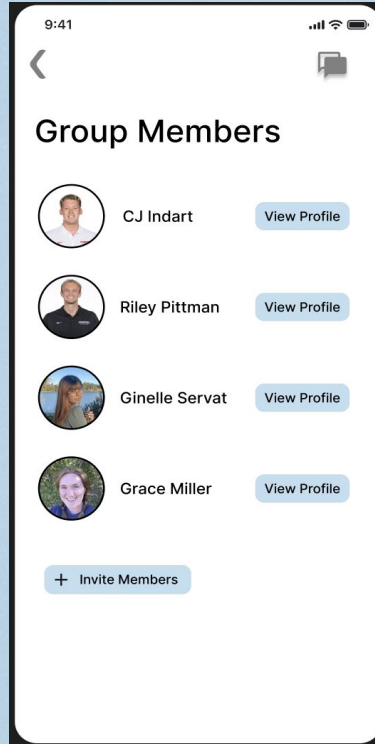
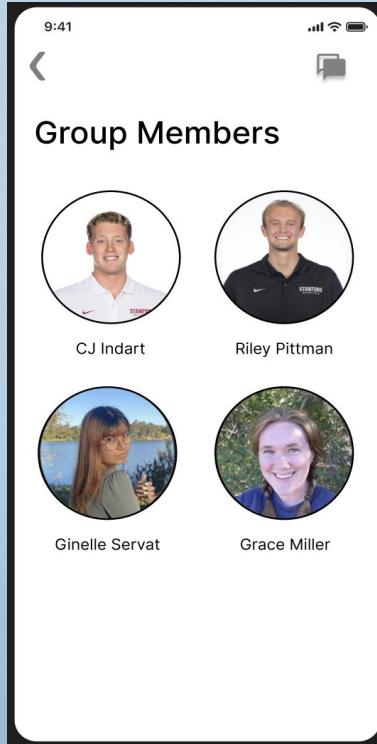


4 ▾

Checkins provide extremely granular information about each user (such as the exact goals they completed or did not complete).



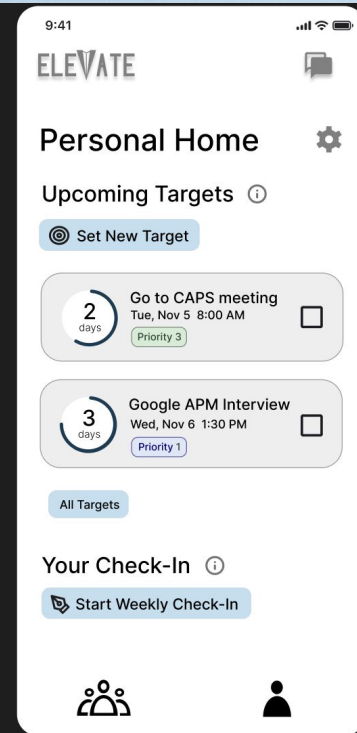
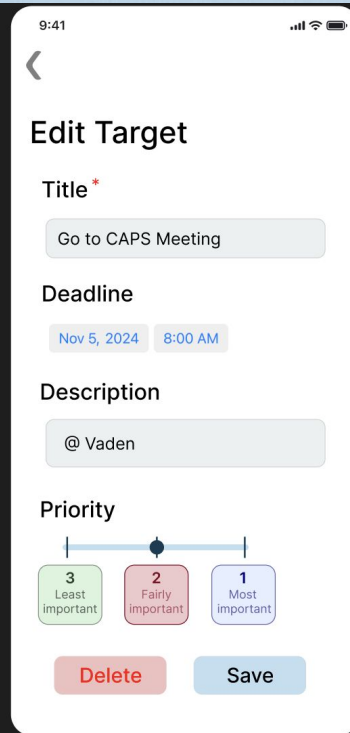
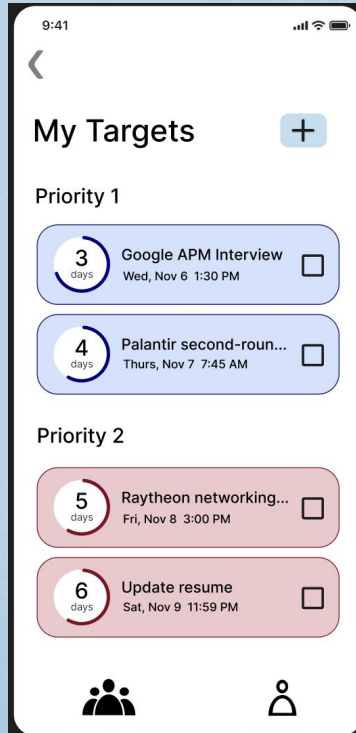
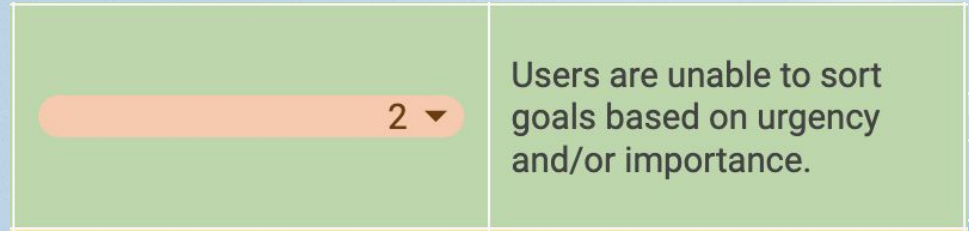
Additional changes: Group Home display



When you go to the "members" page of the group, it initially looks like it only lists out the members rather than contain clickable icons that lead you to each member's profile. (See image 1.1)

MyaNgo-Elevate-HE...

Additional changes: Target priority system



Minor changes

- Modified group chat icon from a paper airplane to double chat bubbles to better represent functionality
- Added progress bars for onboarding process and weekly check-in
- Cleaned up inconsistent phrasing in several places



Usability goals served



Explanation, not error

Mandatory fields & info buttons help users feel educated and empowered to use the system rather than relying on trial-and-error



Ease of access

A shortened check-in with less emphasis on goals lowers the barrier to completion and reduces associated negative emotion



Motivation to engage

Expanded features, such as task priorities and more detailed user profiles, give users more utility out of the system

04

prototype implementation status



Our tools

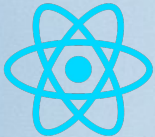


GitHub

remote repository that enables collaborative fetching, coding, and pushing updates among members

VSCode

members' IDE of choice, this is where we write all the code



React Native

our chosen framework due to its popularity in mobile app development

Expo Go

platform that builds and simulates our app's UI, allows for real-time updated previews



Implemented features

Onboarding flow

- leads user through the process of creating an account

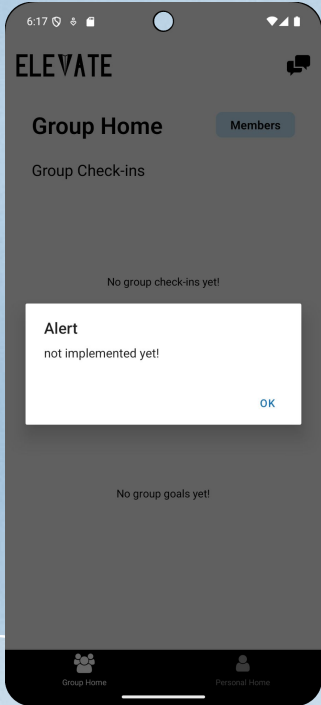
Simple task: match with a group

- goes hand-in-hand with onboarding flow, as finishing preliminary questionnaire provides the info needed to get matched

Navigation bar

- ability to switch between the two main screens of the app: Group Home and Personal Home

To-be implemented features



Moderate task: set a goal

Complex task: complete a weekly-check in

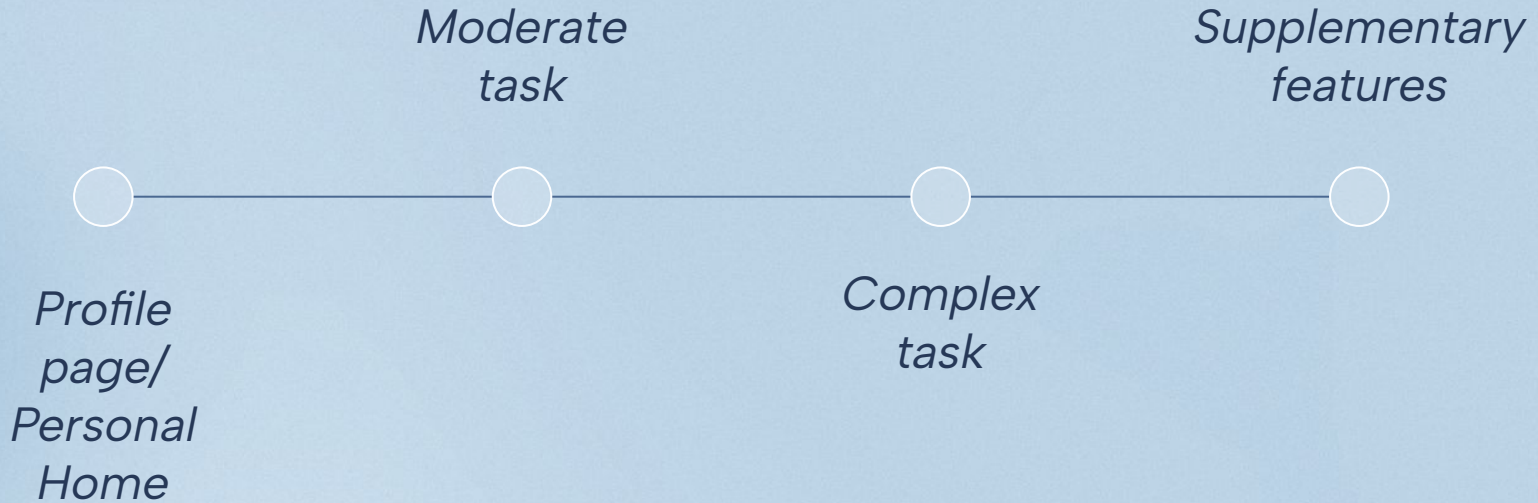
Profile page and logout flow

Group chat

Postable comments

All these come in with more of the previously mentioned design revisions, just haven't been shown for this stage of our implementation.

Timeline for what's left



Wizard of Oz techniques



Group matching

right now, we have our prototype tester go through onboarding, and then be magically connected to their group, even though no users are signed up on the app.

Hard-coded elements



Group member profiles

user will be added to the same group every time for this prototype

Goals

once the group is loaded in, goals in the Group Home from other members are listed on-screen

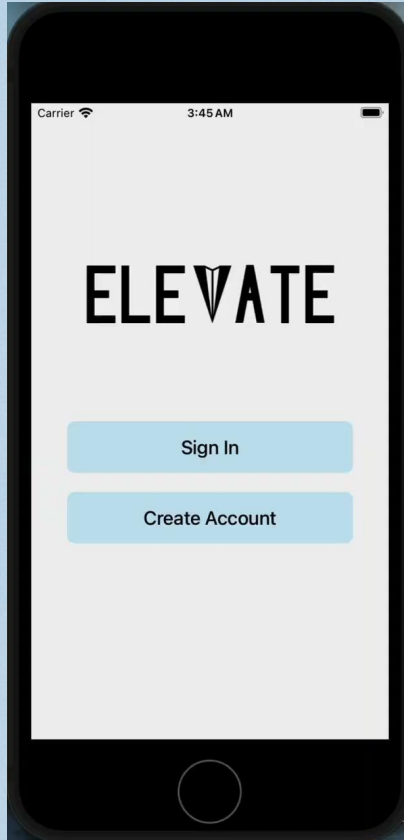


05

high-fi demo



Recorded demo



06

appendix



Full list of design revisions

<https://docs.google.com/document/d/1K7RxJS-c0S3ryoVBHLE2bt4trIFd26JhWxRx4tcFOOw/edit?tab=t.0>

