Project Completion

Date: 12/8/2019

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Original Copy of Wireframe:
Link

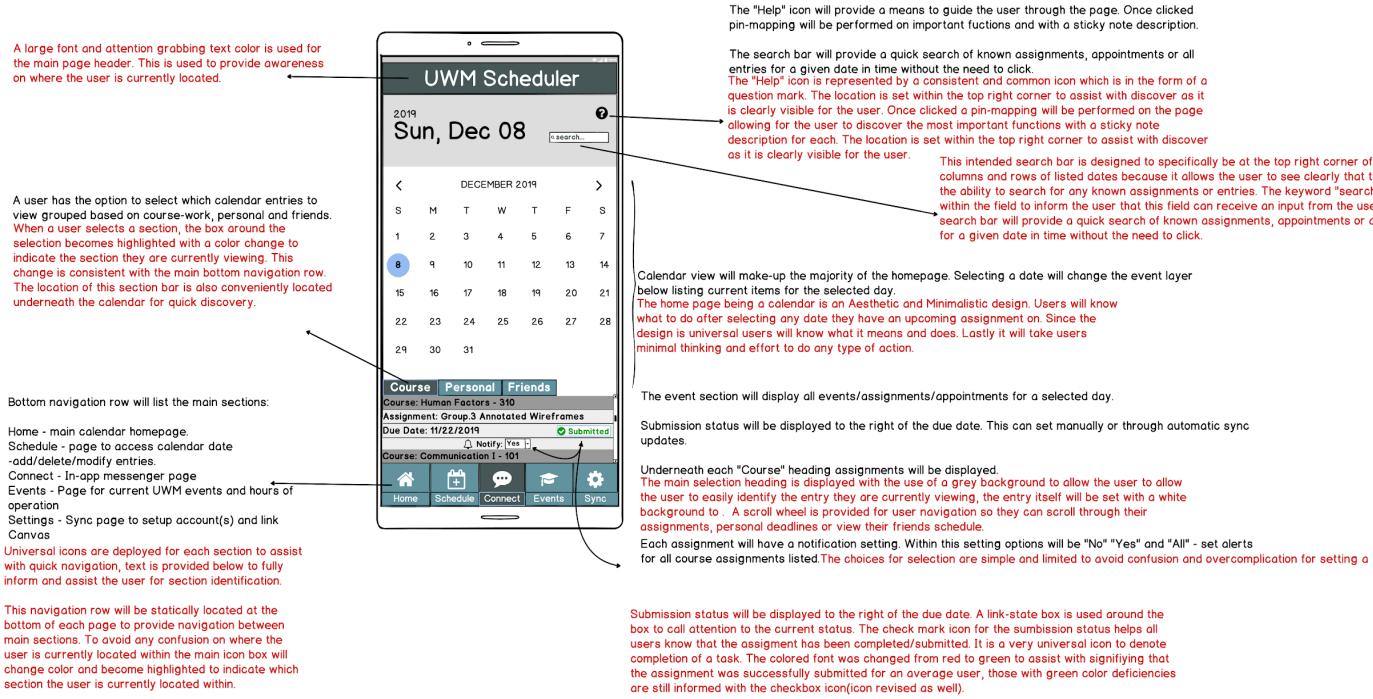
UID Project Topic: Mobile app that integrates and syncs Canvas assignments, assignment due dates and announcements into Google Calendar/Outlook Calendar. This app will automatically sync Canvas calendar entries to this external calendar and provide users with a consolidated scheduling experience that augments the use of Canvas. Target Audience: Our established target audience for this app will be UW-Milwaukee students that are enrolled in undergraduate or graduate programs. These students represent a diverse adult population with different work and educational statuses -part-time or full-time. This will mostly target students who are well organized and use already use some form of calendars dealing with their courses, work, and other things as well. Students who normally struggle with organizing their assignments and projects on scheduling apps will be one of the main targets, because this app will be designed to benefit students who are currently struggling with organization and planning.

User Task: The task selected represents navigation from the homepage into the in-app messenger. Once within the messenger the task of sending a message to a classmate is performed. The individual is able to go from the home screen to being able to create a new message in a new tab. Once the user clicks the new tab with the new message logo they are able to perform the action of messaging a different user of the app. When they click the specific name they want to send the message to they are capable to see past messages with the individual. When they are in the middle of sending the message they are able to see the action when they are currently typing and have the ability to enter their own message, add an attachment, and send an image as well.

Summary of Instructors Feedback: Professor Choi, explains that we have insufficient explanations about the decisions we came up with the current design.He notes that our explanations were focused on describing what the design elements were for, instead of elaborating on how and why we chose the design elements, and most importantly, how they could improve the usability and accessibility of your design for the intended users.

Revised Wireframes with Annotations:

Homepage Wireframe:

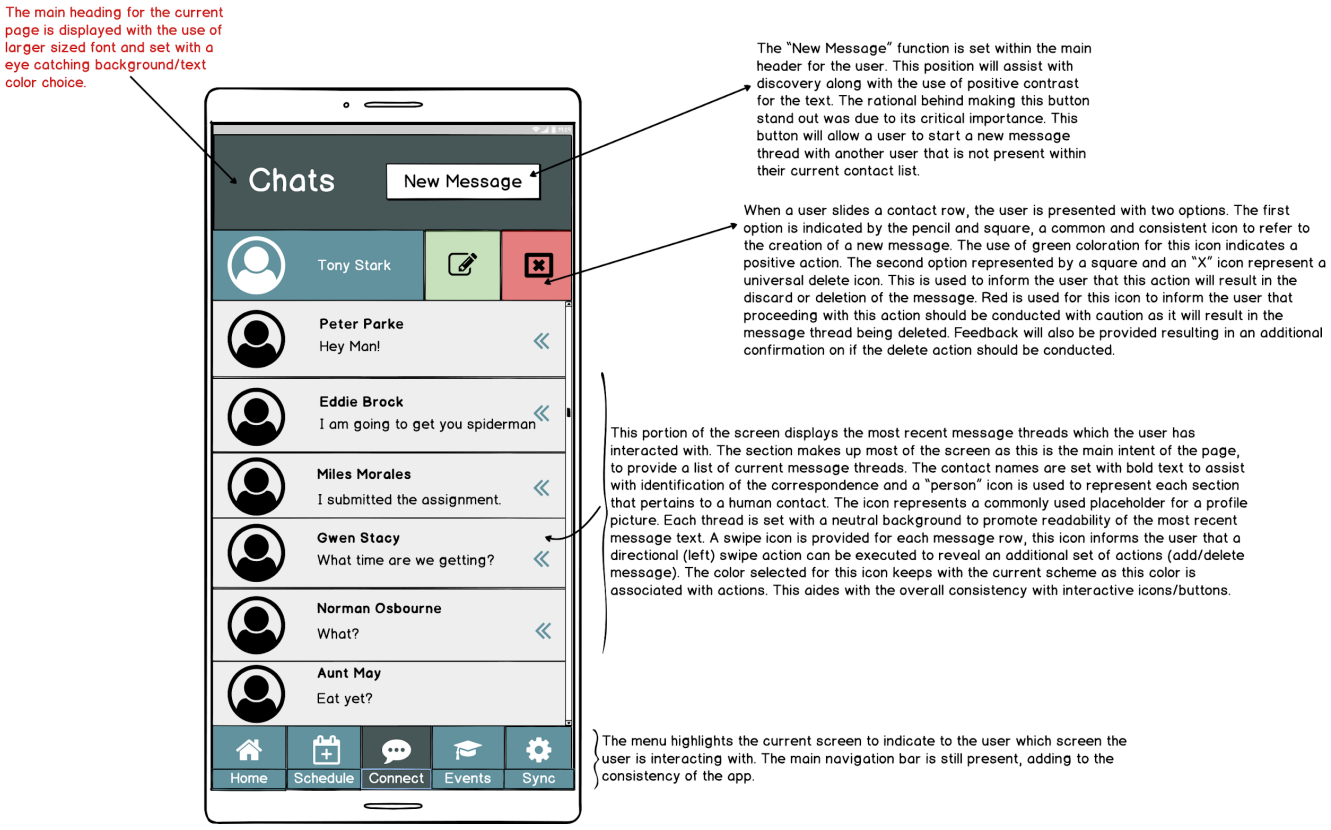


Design notes:

Why this design: The homepage being a calendar is an Aesthetic with a Minimalist design. Users will know what to do after selecting any date they have an upcoming assignment. Since the design is universal users will know what it means and does. Lastly it will take users minimal thinking and effort to do any type of action.

Accessibility and Usability: There are multiple colored labels for users with bad vision to tell rather than assignments and such have been submitted. The search bar design is implanted to be brighter and stand out more for people to search what they specifically want, instead of clicking each date.

Chats Wireframe:

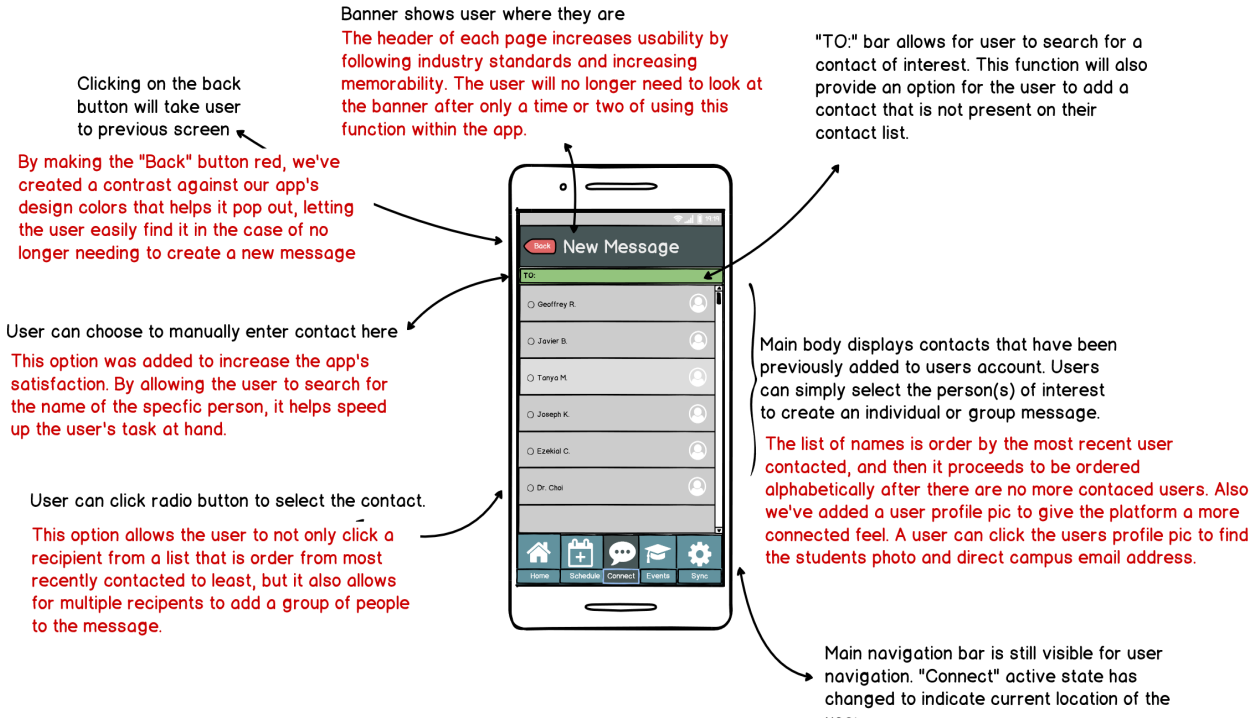


Design Notes:

- Color Scheme: The color scheme was determined to make the users relaxed while working under stressful situations. The colors are cool and make users feel less stressed out about dealing with scheduling, due dates, and homework. Our app avoids making large areas of importance predominantly red or green to avoid accessibility issues.
- Item Placement: The hierarchy on the iPhone screen was deliberately designed to efficiently provide users quick results. Screen readers can easily scan through items without getting stuck in one particular area. Items are placed top to bottom to convey importance, the first being the most important. A label for the current page, a button to start a new conversation, and the conversation topics closest to the top are the most recent conversations with contacts. By putting these items where they are, the user can perform quick actions without difficulties. Users can save time by not looking for conversations through a long list or get frustrated when trying to start new conversations.

- Accessibility Notes: Users will note that there are two areas, one red area, and one green, these colors are hard to perceive for some users. Icons have been placed within these areas for users to gain insight into their functionality.

New Message Wireframe:



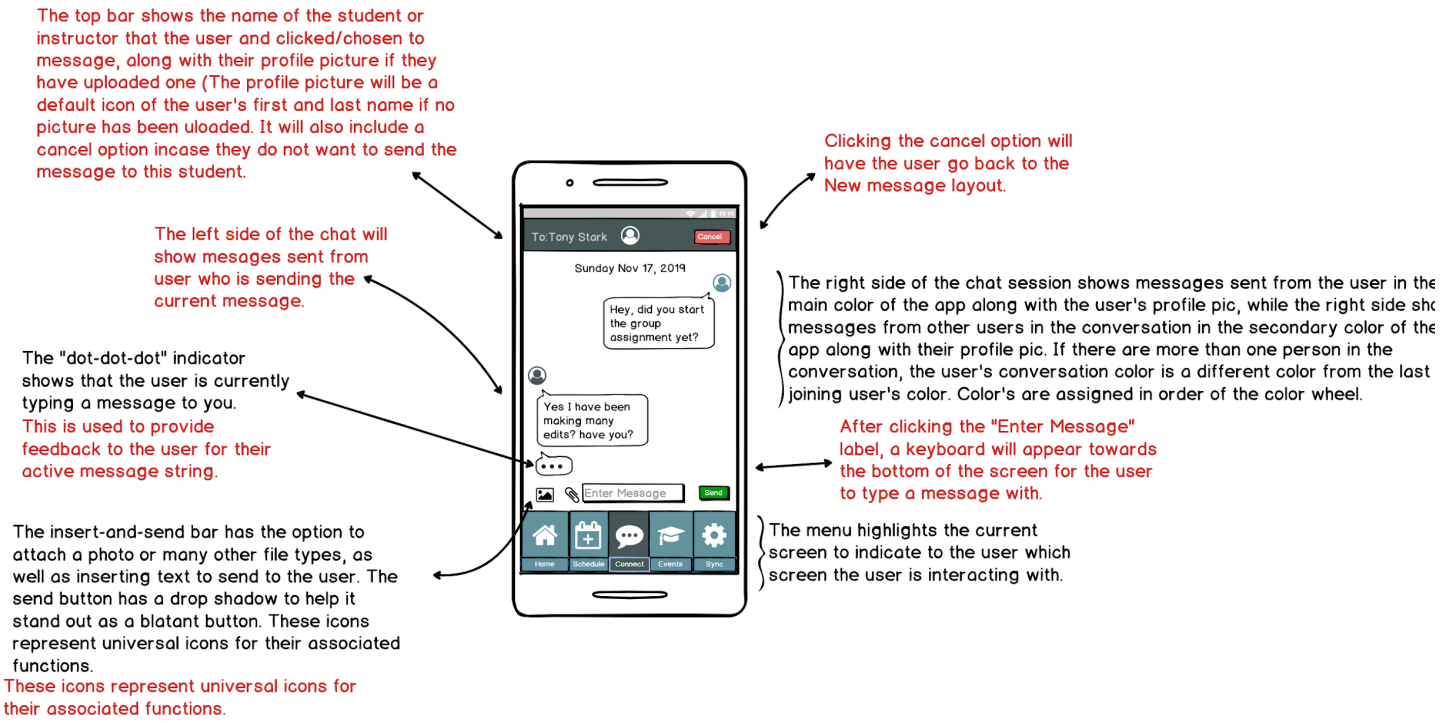
Design Notes:

Why this design: We decided this would be the best layout design for a number of reasons. The colors we chose help to guide users as they create a message or no longer need the message. We wanted to make sure choosing a recipient was very convenient so our ordering process takes satisfaction into consideration by ordering by recent recipients followed by an alphabetical order. Multiple users are also able to message one another simultaneously by creating a group chat. This design is simple, and has labels that are big and easy to read.

Accessibility and Usability: We feel that our chat design is very well thought out and ready to be implemented. By following industry standards we assure that learnability will be great for most users. For those that are not used to apps or the internet, the big font and colors help to make it understandable. By adding the specific ordering algorithm, along with the "To:" bar we have a very efficient "New Message" Page. Most of what is on the "New Message" page is very self explanatory, making it very memorable. The only feature that isn't self explanatory is the option to click the recipients photo to see the user's direct email address. This could potentially be fixed by adding a backdrop shadow to the photo, but the function isn't vital. By

keeping this page simple and sweet, we minimize errors. All of these features put together gives this page high satisfaction according to usability and accessibility standards.

Active Message Wireframe:



Design Notes:

Why this design: We chose to use a layout similar to instant messaging, and other types of mobile instant messaging layouts because it would be the fastest, easiest, and most convenient way of contacting other users about important information. Students will be able to receive the message very fast and are capable of instant messaging one another while both users are online, using the application. Multiple users are also able to message one another simultaneously by creating a group chat. This design is simple, has labels that are easy to read and do specific actions on. This form of messaging has become sort of an industry norm, so by sticking with this formatting, it'll immediately feel natural for them to send and receive messages.

Accessibility and Usability: This design has labels that are certain colors so that people with bad vision are able to understand what the colors are supposed to mean. Green

and red are universal colors that are normally designed to let people know to go or stop, respectively. The "Send" label is green to correspond with the "Go" indicator similar to street lights, and the cancel label will have them understand that it is to stop the current message. The text box is large with a bolded border for users to easily see this is where to begin typing a message. As mentioned above, many of these features and functions have become industry standards, so sticking with the standards will only increase the usability for each user. The default font displayed is a larger font for users who may have visibility problems, but each user is given the option to increase or decrease the size of the font in the app's settings menu.