

Project Completion

Date: 12/8/2019

Contributing members(Group.6):

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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:

A large font and attention grabbing text color is used for the main page header. This is used to provide awareness on where the user is currently located.

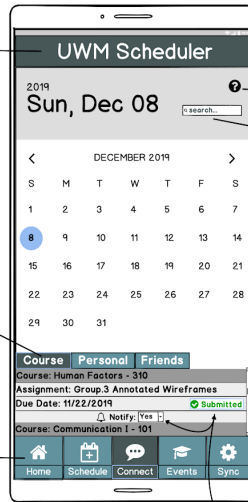
A user has the option to select which calendar entries to view grouped based on course-work, personal and friends. When a user selects a section, the box around the selection becomes highlighted with a color change to indicate the section they are currently viewing. This change is consistent with the main bottom navigation row. The location of this section bar is also conveniently located underneath the calendar for quick discovery.

Bottom navigation row will list the main sections:

Home - main calendar homepage.
 Schedule - page to access calendar date -add/delete/modify entries.
 Connect - In-app messenger page
 Events - Page for current UWM events and hours of operation
 Settings - Sync page to setup account(s) and link Canvas

Universal icons are deployed for each section to assist with quick navigation, text is provided below to fully inform and assist the user for section identification.

This navigation row will be statically located at the bottom of each page to provide navigation between main sections. To avoid any confusion on where the user is currently located within the main icon box will change color and become highlighted to indicate which section the user is currently located within.



The "Help" icon will provide a means to guide the user through the page. Once clicked pin-mapping will be performed on important functions and with a sticky note description.

The search bar will provide a quick search of known assignments, appointments or all entries for a given date in time without the need to click. The "Help" icon is represented by a consistent and common icon which is in the form of a question mark. The location is set within the top right corner to assist with discover as it is clearly visible for the user. Once clicked a pin-mapping will be performed on the page allowing for the user to discover the most important functions with a sticky note description for each. The location is set within the top right corner to assist with discover as it is clearly visible for the user.

This intended search bar is designed to specifically be at the top right corner of the columns and rows of listed dates because it allows the user to see clearly that they have the ability to search for any known assignments or entries. The keyword "search" is used within the field to inform the user that this field can receive an input from the user. The search bar will provide a quick search of known assignments, appointments or all entries for a given date in time without the need to click.

Calendar view will make-up the majority of the homepage. Selecting a date will change the event layer below listing current items for the selected day.

The home page being a calendar is an Aesthetic and Minimalistic design. Users will know what to do after selecting any date they have an upcoming assignment on. 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.

The event section will display all events/assignments/appointments for a selected day.

Submission status will be displayed to the right of the due date. This can set manually or through automatic sync updates.

Underneath each "Course" heading assignments will be displayed.

The main selection heading is displayed with the use of a grey background to allow the user to allow the user to easily identify the entry they are currently viewing, the entry itself will be set with a white background to. A scroll wheel is provided for user navigation so they can scroll through their assignments, personal deadlines or view their friends schedule.

Each assignment will have a notification setting. Within this setting options will be "No" "Yes" and "All" - set alerts for all course assignments listed. The choices for selection are simple and limited to avoid confusion and overcomplication for setting a

Submission status will be displayed to the right of the due date. A link-state box is used around the box to call attention to the current status. The check mark icon for the submission status helps all users know that the assignment has been completed/submitted. It is a very universal icon to denote completion of a task. The colored font was changed from red to green to assist with signifying that the assignment was successfully submitted for an average user, those with green color deficiencies are still informed with the checkbox icon (icon revised as well).

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:

The main heading for the current page is displayed with the use of larger sized font and set with a eye catching background/text color choice.



The "New Message" function is set within the main header for the user. This position will assist with discovery along with the use of positive contrast for the text. The rationale behind making this button stand out was due to its critical importance. This button will allow a user to start a new message thread with another user that is not present within their current contact list.

When a user slides a contact row, the user is presented with two options. The first option is indicated by the pencil and square, a common and consistent icon to refer to the creation of a new message. The use of green coloration for this icon indicates a positive action. The second option represented by a square and an "X" icon represent a universal delete icon. This is used to inform the user that this action will result in the discard or deletion of the message. Red is used for this icon to inform the user that proceeding with this action should be conducted with caution as it will result in the message thread being deleted. Feedback will also be provided resulting in an additional confirmation on if the delete action should be conducted.

This portion of the screen displays the most recent message threads which the user has interacted with. The section makes up most of the screen as this is the main intent of the page, to provide a list of current message threads. The contact names are set with bold text to assist with identification of the correspondence and a "person" icon is used to represent each section that pertains to a human contact. The icon represents a commonly used placeholder for a profile picture. Each thread is set with a neutral background to promote readability of the most recent message text. A swipe icon is provided for each message row, this icon informs the user that a directional (left) swipe action can be executed to reveal an additional set of actions (add/delete message). The color selected for this icon keeps with the current scheme as this color is associated with actions. This aids with the overall consistency with interactive icons/buttons.

The menu highlights the current screen to indicate to the user which screen the user is interacting with. The main navigation bar is still present, adding to the consistency of the app.

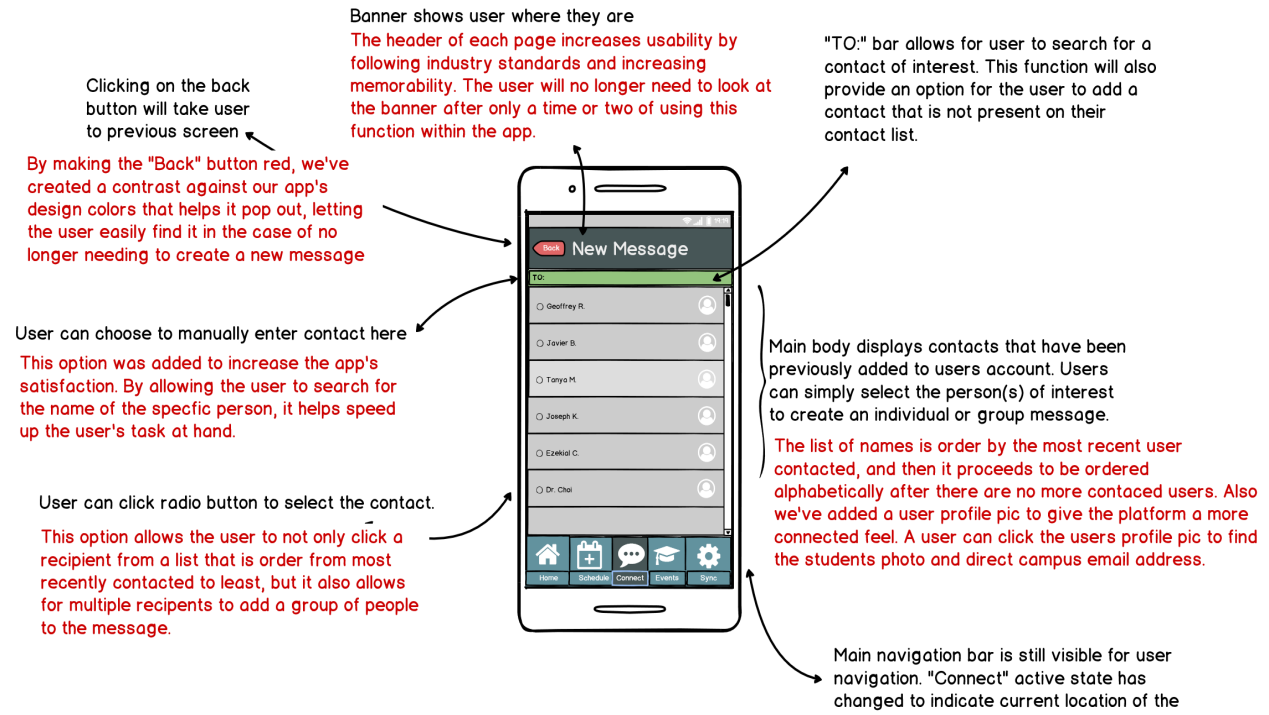
Design Notes:

- **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:



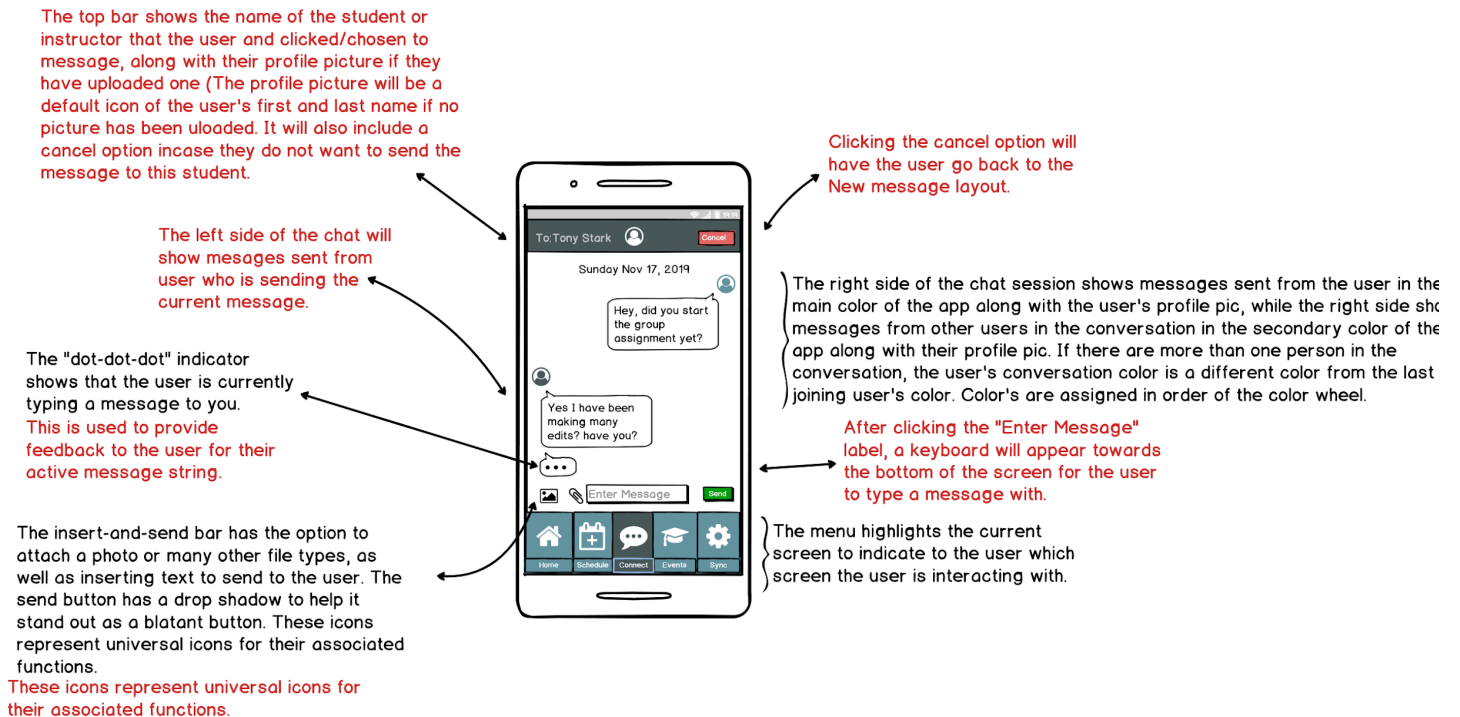
Design Notes:

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.