

Interaction Design – User Flow and Wireframes – Assignment 01

Part One – User Flow Iteration*

*you have the option to modify the subject/service of the app but needs to include the various technical requirements of the user flow.

Instructions: After some initial discussion and research, plan out a “Class Status” app that provides a faculty member to give the status of a specific class and sends students a notification of the status. The student will be able to see the status of a class within their schedule and also details of the specific class.

The Class Status app will send the information to the student via multiple channels, the student can customize how to receive the message/notification (email, SMS text message, app notification). Each method will require authentication when added to the student's dashboard. An onboarding and login sequence will be required for the user flow.

In class, we will design the onboarding and dashboard for students and the dashboard and input screens for faculty. In addition, create the user flow for the validation/confirmation of setting up the account and two-factor authentication for adding notification channels.

Use Case 01: Faculty member needs to cancel a class due to illness. They log into the app and select the class to cancel. They select the class in question, write a message to the class and submit – they receive a pop up with a confirmation word – type in the response and a confirmation that the announcement has been sent. The confirmation is also sent to the faculty's email.

Use Case 02: Environment Canada is predicting a large snowstorm and it has been snowing for the past few hours. A student what to double check if classes are still running and checks the class status. The class status is noted as cancelled due to weather conditions and the student gives a quiet “nice!” and stays home.

The assignment is to be in grayscale, and you will be providing your initial concepts.

Information Design - display of relevant information, formatting, user prompts and feedback.

Information Architecture - display of information about limits or interaction on the fields, ie. Character limits, character types, data masking, errors, etc.

User Flow – illustrate how the user would move through the information space. Include the signup page, correcting errors, confirmation pages for setting up the account as well as turning off notifications to chosen platforms or channels.

Submissions will be uploaded to SLATE.

Follow the schedule and requirements as per SLATE.

All submissions in PDF format ONLY.

User Flow (10):

- Submit your initial sketches and sketch iterations (you should have minimum of two)
- Submission of your user flow finalized in a drawing tool (Illustrator, Adobe XD, etc) as a PDF.

Wireframes (10):

- Submit your initial sketches and sketch iterations (you should have minimum of two)
- Submission of your wireframes and annotations finalized in a drawing tool (Illustrator, Adobe XD, etc) as a PDF.