

UX Team 4

Meet the Team



Sarah
Lead



Linlin Li
Participant



Zihao Li
Participant



Ethan Armbruster
Participant



Tuhina Dasgupta
Lead



Ritika Sharma
Participant



Junzhen
Observer



Kenda Flores
Participant



Brandon Elvander
Observer



Meet Ash!

Age: 20

Education: College student

Currently STEM-AWAY Intern

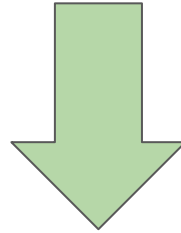
Goals

- Find internships
- Network with professionals
- Learn more about other careers in STEM

Frustrations

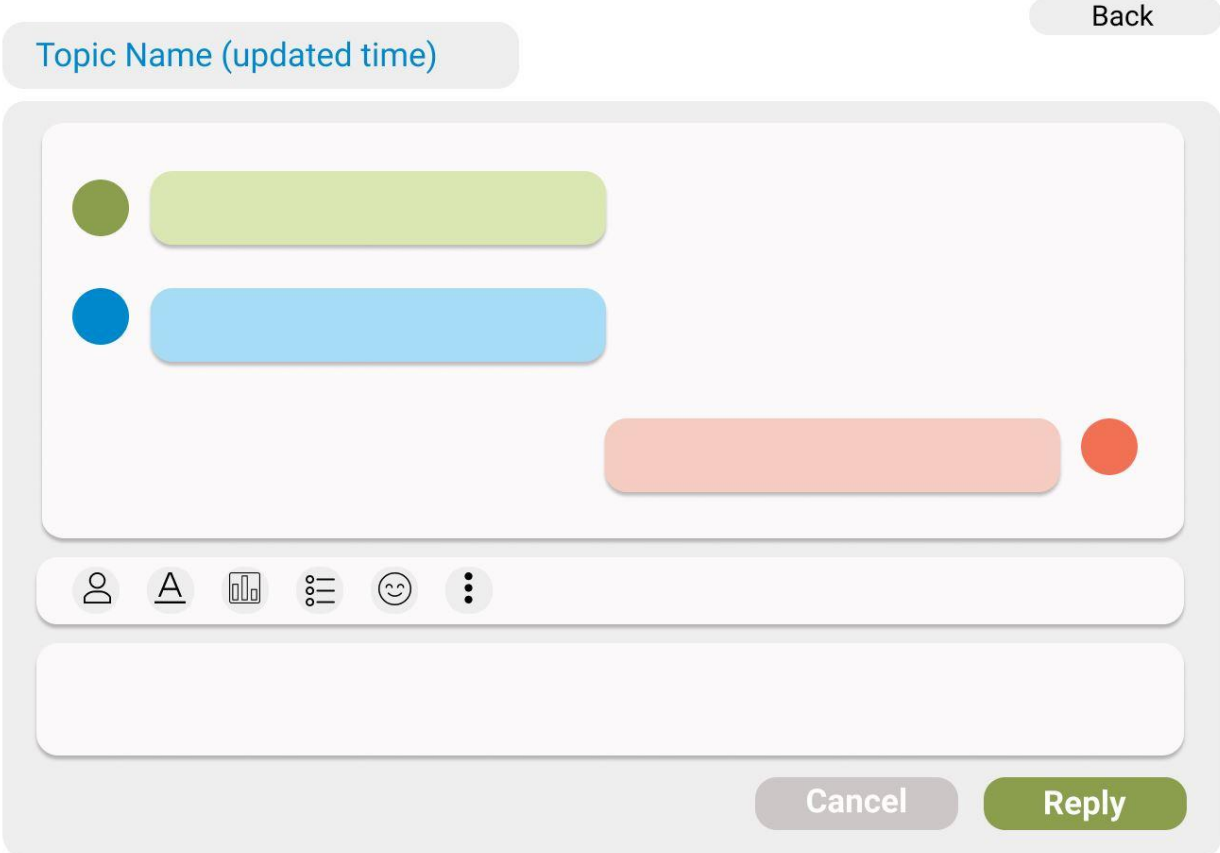
- Hard to navigate
- Confused by the similarity between forum replies and private messages
- Frustrated by the rating system
- Wishes a better way to connect with other users

How might we ***create a communication platform***
of virtual interns of STEM-AWAY to enable them
improve collaboration and network?



Focus on **Messaging**

Direct Messaging Prototype



Category

- UX-Team-4
- UX-Summer-2020
- June Piazza

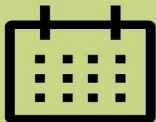
More...

Tags

- Mentorship
- Team Building
- Resources

More...

Date



UX Design: Interview Call

● June Piazza team-building ux-research ux-design

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Thanks
ABC

Like Rate Reply Share

V June 18'20 at 11:30 PM

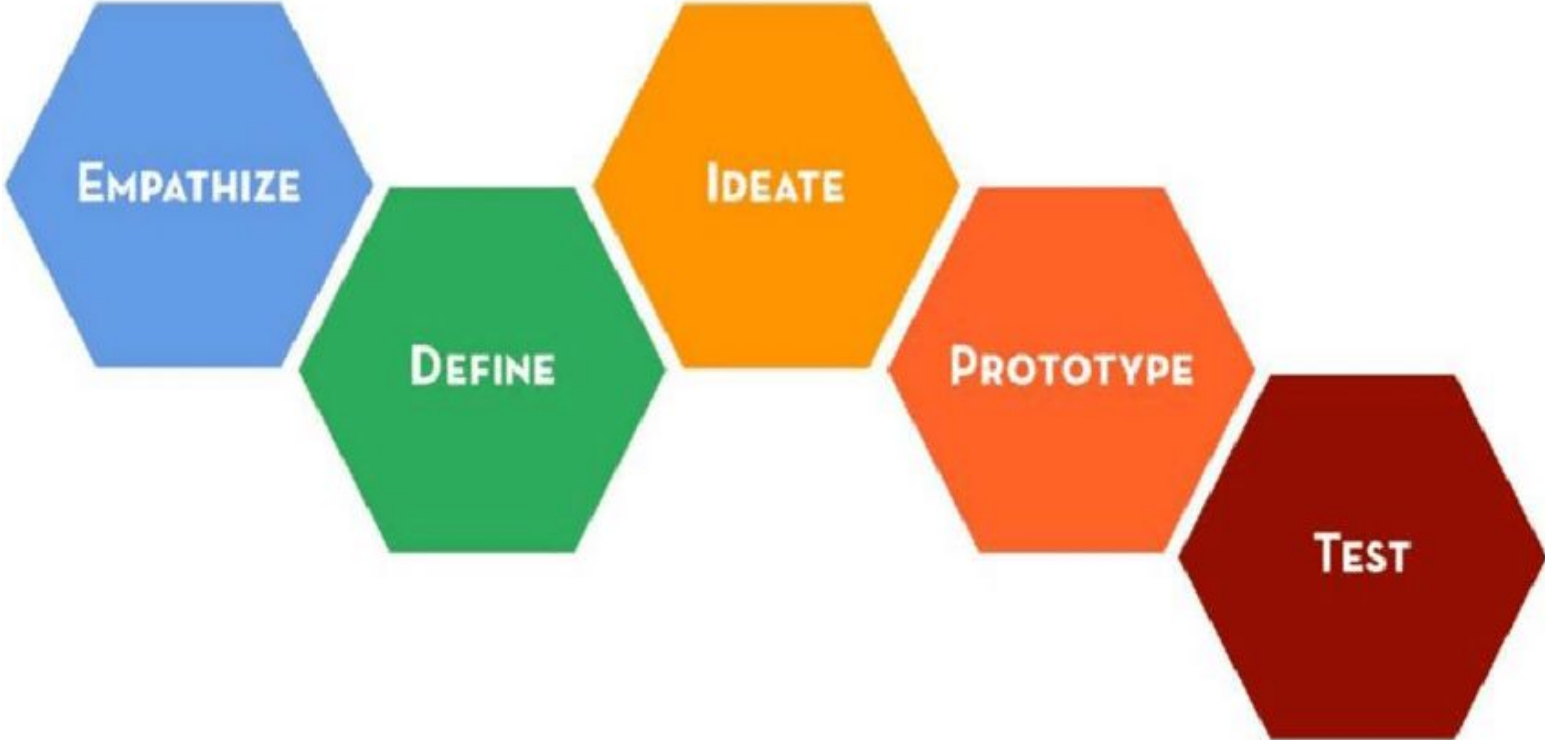
Like Rate

June 18'20 at 11:50 PM **T**

Jul 4
1 / 2
Jul 5

1m ago

Design Thinking Process



Empathize

User Research

“Messages could look different from posts”

“I would take out all those boxes in the category sections and try to put it in more organized way”

“I think switching to a list view instead of a grid view for the category might make it easier to locate a category of interest”

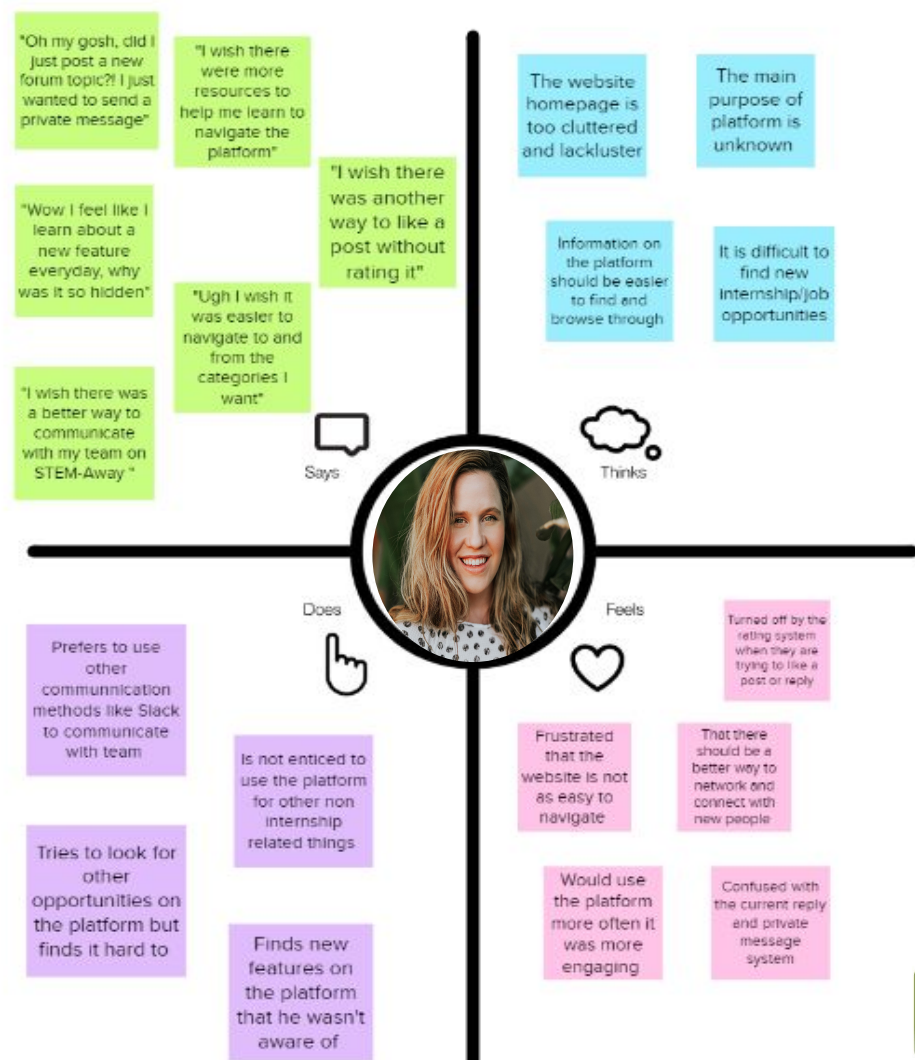
“I don't like always having to go back to the main page”

Q: What do you think is the main focus of the website after using it?

A: “No idea, internships?”



Empathy Map

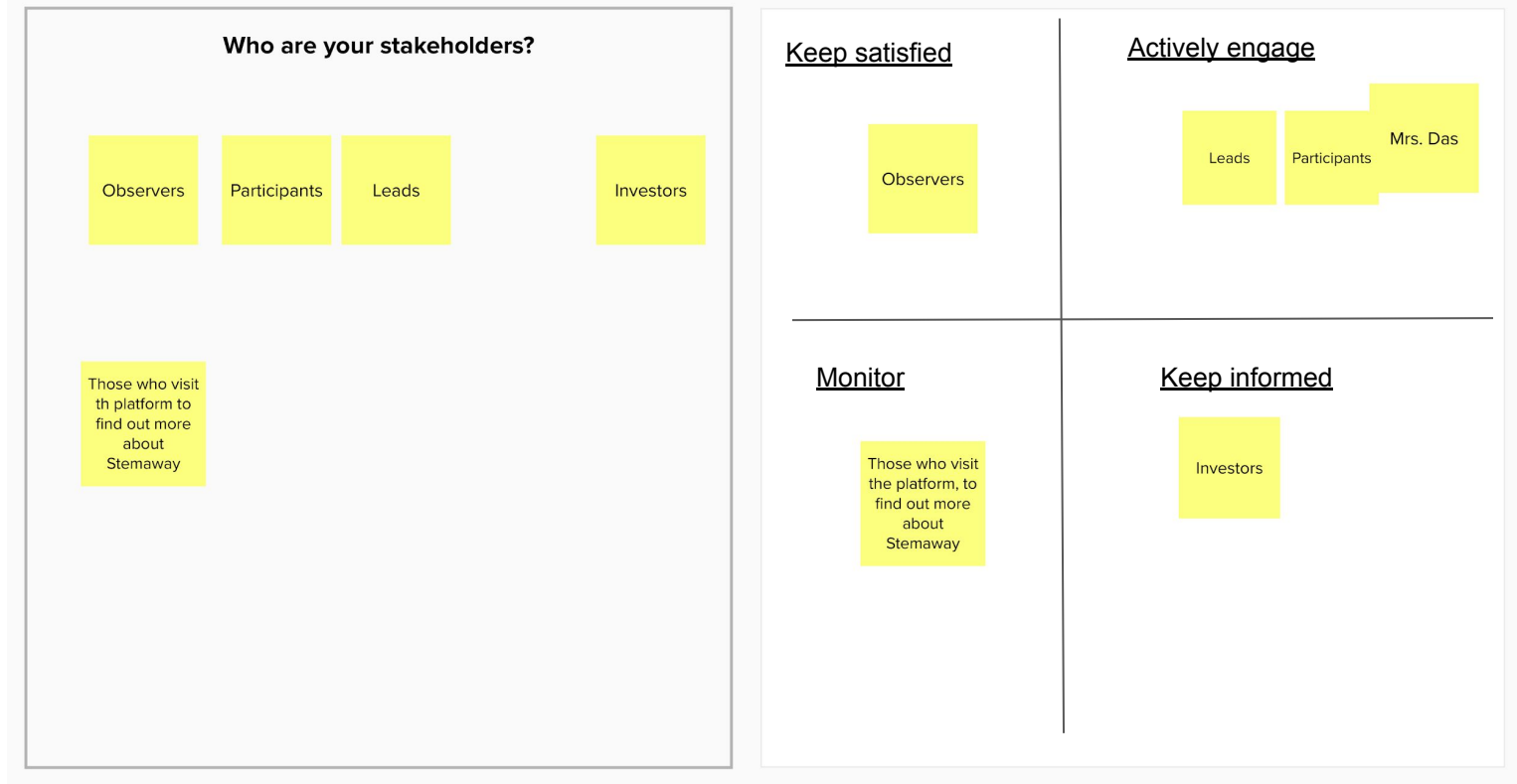


Bull's Eye Diagram



Define

Define Project Scope - Stakeholder Map



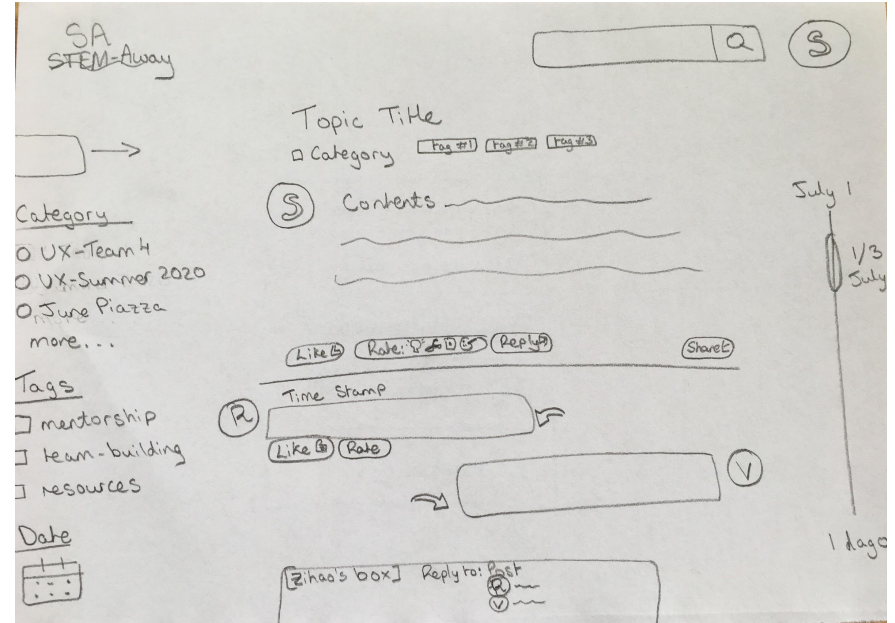
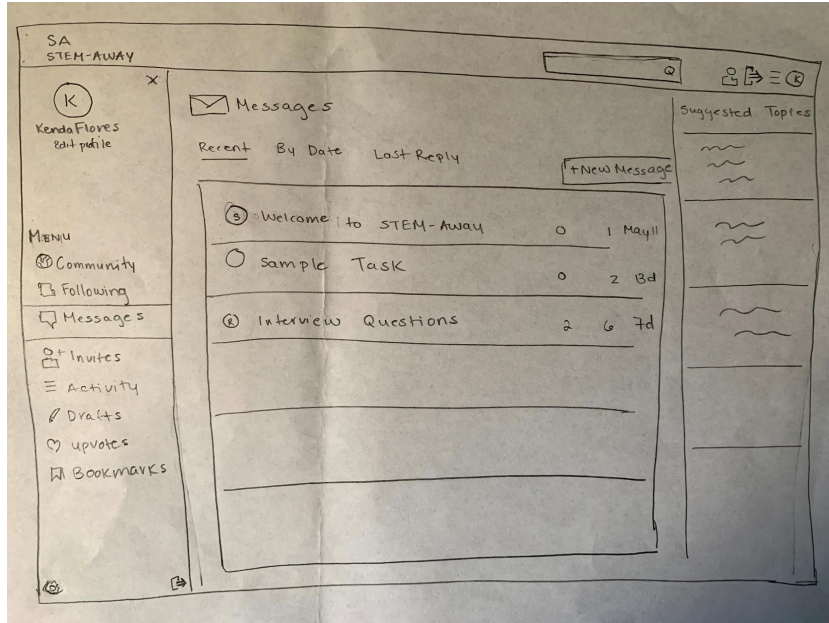
Ideate

Messaging Systems on STEM-Away

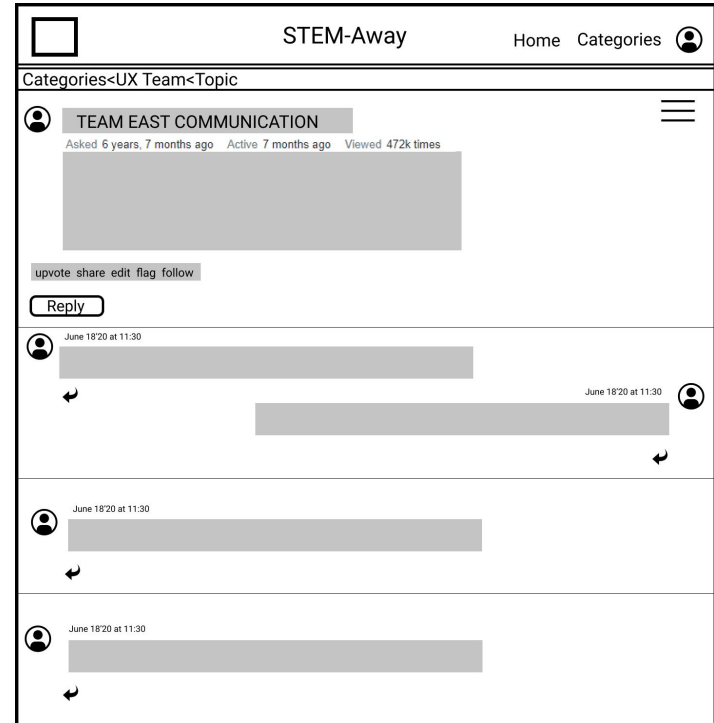
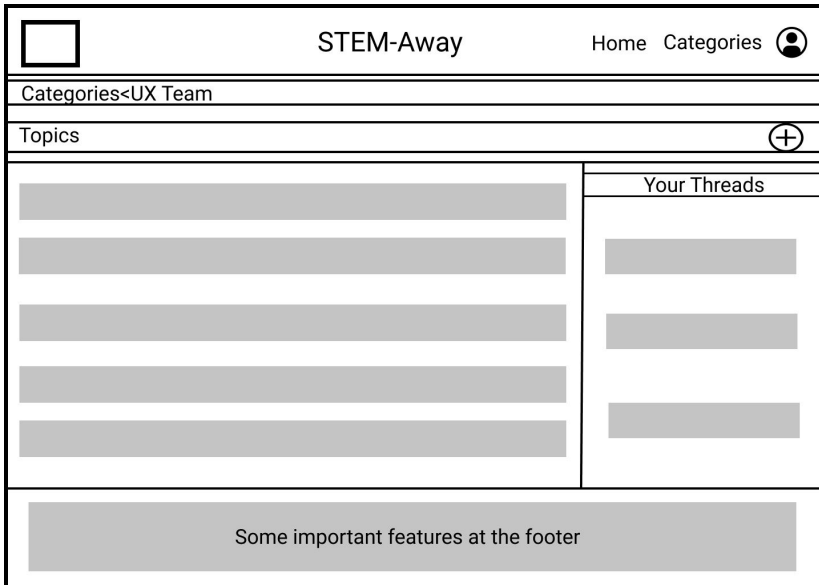
- Distinguish direct messages from topic posts
- Bring order to replies to forum topics
- Introduce a 'like' button

Prototype

Design Phase - Paper Prototypes



Low-fidelity Prototypes



Test

Feedback and Iteration

Timeline

Showing Response

Distinguish comment and replay

Distinguish post and message

---- FS Team

Timeline

keep colour scheme

---- Debaleena

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Thanks
ABC

Like Rate Reply Share

June 18'20 at 11:30 PM

V

Like Rate

June 18'20 at 11:50 PM

T

Jul 4

1 / 2
Jul 5

1m ago

Start a message Thread

Add an user

Topic

Content...

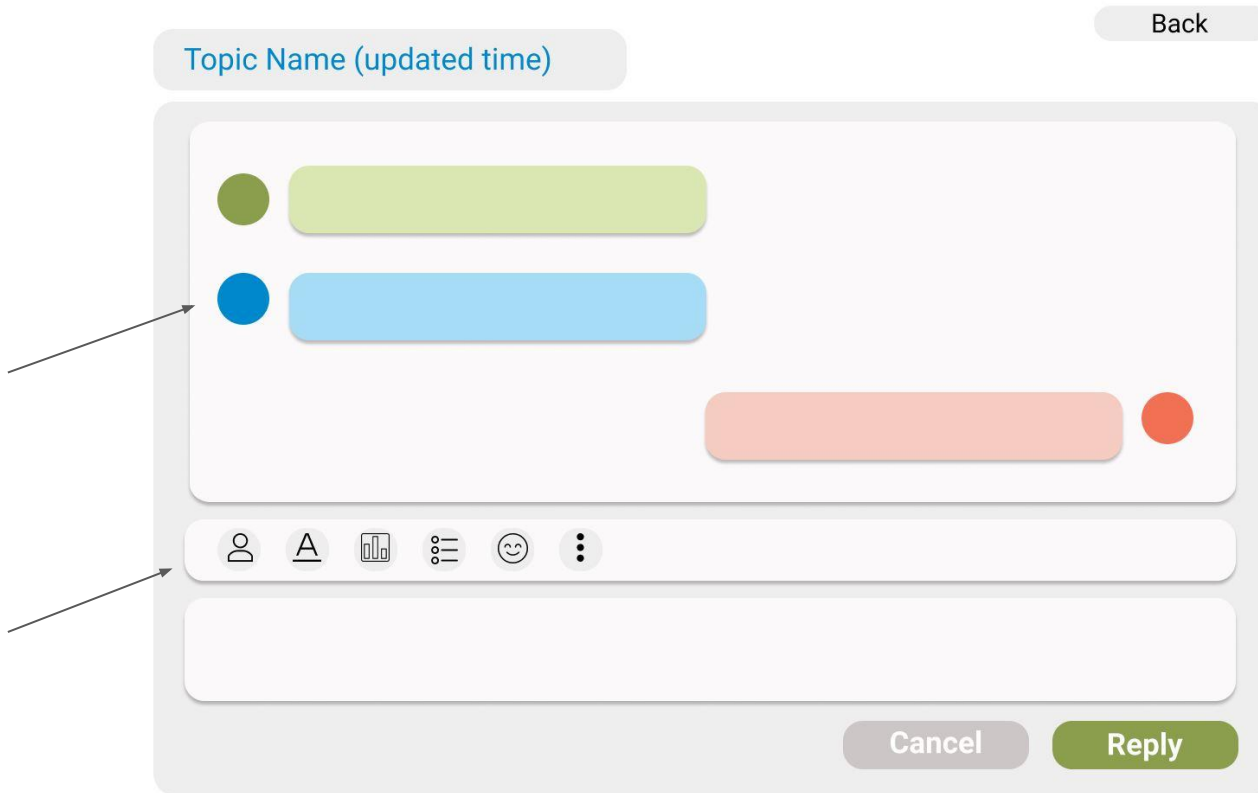


Cancel

Create Thread

<https://www.figma.com/file/1XJw0qlH1gZZdBZqGIA6Ek/Messaging-Forum?node-id=0%3A1>





https://www.figma.com/file/1dhrdbjDZR82jnCpA4yIZb/SA_Message_High-fi_Prototype_Zihao?node-id=0%3A1



Thank you!

Any feedback or questions?