

CONNECT: MAKING DREAMS ACCESSIBLE

Direct Link to Medium-Fi Prototype: <https://marvelapp.com/125fgch>

Web: http://web.stanford.edu/class/cs147/projects/learning/lime/medium_prototype.html

Email: jasmineg@stanford.edu, balegria@stanford.edu, sageis@stanford.edu, cpopescu@stanford.edu

INTRO:

“Connect” is a mobile web application that exposes low income and minority students to fields they might be interested in pursuing and provides them means to explore interests through in person opportunities. The app allows users to add new opportunities and to review posted ones, empowering them to help others.

The medium fidelity prototype was created in Sketch, runs on Marvel, and can be accessed via web browser at <https://marvelapp.com/125fgch>; another way to access the prototype is via the team website, where it is embedded. Click link below!

http://web.stanford.edu/class/cs147/projects/learning/lime/medium_prototype.html

OPERATING INSTRUCTIONS:

The prototype can be used on mobile (if you buy the app) as well as online. “Click” or “Tap” are interchangeable, depending on the device type used. Click freely on the app, if a feature has not been developed blue boxes will flash over the implemented features.

The quiz, user preferences, map, search, and add features are all Wizard of Oz techniques. This prototype shows the consumer facing structure, layout, and workflow of the app but lacks coded functionality.

WALK THROUGH/LIMITATIONS:

1. Start on login page, see blank username and password fields.
2. Click Username field, the username and password are then prefilled.
3. Click login to advance to the next screen.
4. After logging in, the user is directed to the user profile screen, where they can click on the “heart” button for interests and the “search” button for opportunities. Users can also view their saved “interests,” “opportunities,” and “community” members.
5. If the user selects the “heart” button, the user is prompted with an alert that asks if you want to “(re)take quiz?” If the user selects “no”, one can see the limitations of the prototype, because a list of careers is shown on screen, and the user can then select “view quiz results” even without having taken the quiz. However, if the user selects “yes”, the user is taken to a screen with a multiple choice question: “what do you like to do in your free time?”

6. On the “what do you like to do in your freetime?” screen only option “socialize” is clickable. Once the user clicks it, he then clicks “next” and he or she is taken to the “what is your favorite subject?” question.
7. On the screen with the “what is your favorite subject?” question, the only clickable option is “history”. Once the user clicks it, he then clicks “next” and he or she is taken to the “what is important to you?” question.
8. On the screen with the “what is important to you?” question, the only clickable option is “sharing”. Once the user clicks it, he then clicks “next” and he or she is taken to the “results” screen.
9. On the “results” screen only the “Computer science” option is clickable.
10. Once the user clicks “Computer Science”, the user is taken to the career screen corresponding to the aforementioned career. The user can then click “Back”, “Search”, and the “house” buttons - the latter corresponding to the profile screen.
11. On the profile screen the user can select “interests”. A drop down then appears with the interests the user has (based on the quiz). Only the “Computer science” option is clickable and the end result of clicking on it is that the user is taken to the career screen corresponding to the aforementioned career. The user can then click “Back”, “Search”, and the “house” buttons - the latter corresponding to the profile screen.
12. On the profile screen the user can click “opportunities”. Only “Teens Exploring Tech” is clickable.
13. On the “Teens Exploring Tech” screen, the user can then click “Back”, “heart”, “Search”, “view more results” and the “house” buttons - the latter corresponding to the profile screen.
14. On the home screen if the user clicks “community”, only “Jose Ortegaz” is clickable.
15. On the “Jose Ortegaz” screen only the “Back”, “heart”, “Search”, and the “house” buttons are clickable, the latter corresponding to the profile screen.
16. If the user clicks on the “Search” (magnifier) image, a screen displaying a map is displayed. The user can click on “+” or “find opportunities”.
17. If on the previous “map” screen, the users clicks the “+” button, a textbox with the message “search to write a review” message is shown.
18. If the user clicks on the textbox, a menu with multiple options appears - only the “Cannot Find? Submit NEW” is clickable.
19. If the user clicks on the “Cannot Find? Submit NEW” option, he or she is taken to a screen where they can add a new “opportunity” that they can review.
20. If the user clicks on the “name” text field, the prototype simulates filling in all fields.
21. The use can then press “Add”. An alert is displayed stating “thanks for adding! ready to submit?”. If the user presses “yes” he or she is taken to the original map screen.
22. On the map screen if the user selects “find opportunities”, a list of filters is shown.

23. The user then clicks “Filter” button, he or she is taken to a screen which shows it is processing information, and then the screen changes to a “Filter results” screen with pins on a map (pins represent placement on the map of the respective opportunity) and a text list in the left side of the screen with links to these opportunities.
24. On the “Filter results” screen the user can click either the text links on the left of the screen or the pins on the map, to access descriptions of those opportunities.
25. By clicking on either the text links on the left of the screen or the pins on the map, the user is taken to a “Teens Exploring Tech” screen.