

README FOR HELPLIST

This prototype was created with Sketch, and animated using Marvel. To interact with it, simply click on the screen. Some areas of the screen contain links to other screens and some don't, but even clicking on a part that doesn't contain a link will make all the areas with links flash blue, so you know where you can click.

Limitations:

There are only some area of the screen that you can click, and not all buttons and interactions are full implemented. This is because of the nature of the prototype. We had to hardcode some things, such as the pre-existing questions for a class, because naturally this has not been open to user input. Therefore there is a very limited number of questions that exist on the screen, and only one of those per screen has been implemented for interactivity, which means that something will happen if you click on it (an answer screen will appear). This also means that you cannot scroll through questions. In addition, the search bar has not been implemented because that exceeds the capabilities of a tool like marvel.

Wizard of Oz techniques:

The first, and most salient of these, is the fact that the app recognizes what lecture you are in. When you navigate to the home screen there is some text that says "currently in: Physics 41". Ultimately, the idea will be that the app will use location settings to determine if you are in a classroom, and if so, will automatically sign you into the feed for that class that meets in that lecture hall at that time. The prototype reflects this: we are assuming that the user is in a physics 41 lecture. This is because we wanted to make it as easy as possible for the user to ask a question in the middle of lecture, without having to go through the hassle of signing into a class. However, if you are not in a recognized classroom, or if location settings are disabled, instead of having that text there, the app will prompt you to sign into a class's feed. This is for when you are at home or doing homework elsewhere and want to view the feed for a class, but here it won't matter if you have to sign in because there is no class to get distracted from. Another minor one is that we are not currently allowing users to type in questions themselves, because that exceeds the capabilities of the prototyping tool, so we just hardcoded in some questions and the user can click submit to the question we provide for him.