
CS147 Winter 2021

Assignment 8: Interactive High-Fidelity Prototype

Team College Companion

Kevin J., Mobile Developer

Raaisa M., Mobile Developer and Designer

Celine W., Project Manager

Table of Contents

[Acknowledgements](#)

[Value Proposition](#)

[Problem and Solution Overview](#)

[Needfinding Interviews](#)

[POV and Experience Prototypes](#)

[Design Evolution](#)

[Final Prototype Implementation](#)

Acknowledgements

First and foremost, we would like to thank Abdallah, our lovely TA, who answered all of our frantic questions with patience and grace. He guided us through it all, from technical to design, and made studio a wonderful community. We also want to thank Professor Landay, who taught us about all these novel concepts related to human computer interaction, and inspired us to take initiative and create this project.

We also want to thank all of our interviewees for taking the time to talk so candidly with us about your college application experiences, and for giving us feedback on CC. We are so grateful for the time they spent with us in navigating this issue.

We would also like to thank everyone in our studio who gave us such great feedback each week. We are thankful for their kindness and camaraderie, and are continuously inspired by everyone's work and dedication to their projects.

And of course, we want to thank our family and friends who listened to us talk about CS147 throughout the quarter at the dinner table. We are thankful for their support and open ears.

Value Proposition

Let's conquer college applications together!

Problem and Solution Overview

The college application process is convoluted and stress-inducing. The application is unintuitive and information about how to apply is not consolidated in one place.

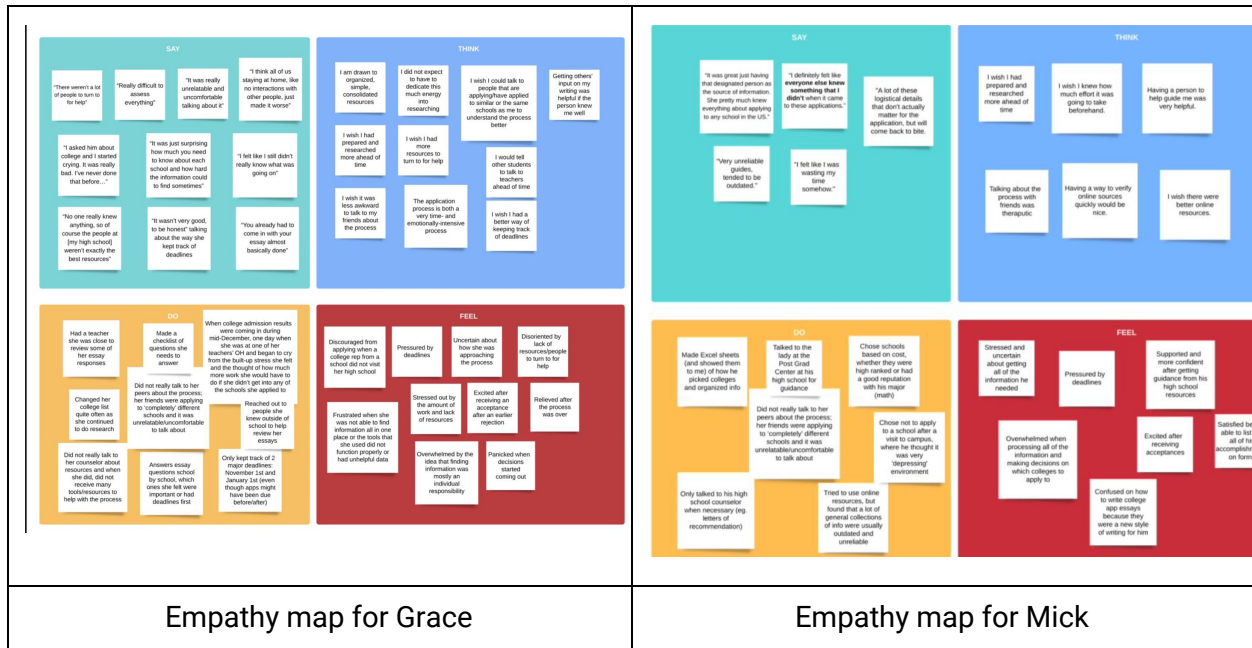
College Companion will help guide the student through the process, specifically with community colleges. Through proactive guidance on the application itself and combining all relevant information in one user-friendly place, College Companion will help students conquer their applications!

Needfinding Interviews

Since we were focusing on the college application, we needed to hear perspectives from those involved with the post-secondary application process. We decided to focus on three sets of people for our needfinding process - parents and college counselors, college application institutions, and high school students looking to apply to college. We were seeking to understand what tools our stakeholders were using to help with the college application process, and what they were confused about. Overall, we wanted to understand how they felt about this general process.

First we interviewed two high school students, Grace and Mick. Grace helped us understand that the college application process was overwhelming and awkward, and she wasn't sure who she could talk to about her questions. Mick had similar lines of thought, however he spoke of how reliant he was on his college counselor who clarified applications for him. We then interviewed Anna, a parent of two college students, who emphasized how, as an immigrant, she was not sure how to help her children with college applications and was upset to see them so stressed all the time. We also interviewed Martin, a former Stanford admissions officer and a college counselor at the Harker School, who gave us insight on how students without privileged backgrounds and those who come from immigrant families were unfamiliar with the college process and figured out logistics extremely late. Lastly, we interviewed Adam, an associate director at the Common App, who talked a bit about the applicants themselves, and told us how 1/3 of applicants do not actually have regular access to a computer.

From these needfinding interviews, we took away three very important insights. The first was that students seek a reliable source to talk to about their college concerns. Next, it is surprisingly difficult to find relevant college information consolidated in one place, which frustrates and overwhelms students. Thirdly, we discovered that many students do not have access to a computer at home to fill out their applications. The diversity in our interviews certainly helped us gain these important realizations and gave us plenty of information to build off of to continue the project. We have included our empathy maps below to better describe our learnings in detail.



	<p>Empathy Map - Martin</p> <p>SAY - "I wish things should be better" - "I wish things should be better" - "I wish things should be better" - "I wish things should be better" - "I wish things should be better"</p> <p>THINK - "I wish things should be better" - "I wish things should be better" - "I wish things should be better" - "I wish things should be better" - "I wish things should be better"</p> <p>DO - "I wish things should be better" - "I wish things should be better" - "I wish things should be better" - "I wish things should be better" - "I wish things should be better"</p> <p>FEEL - "I wish things should be better" - "I wish things should be better" - "I wish things should be better" - "I wish things should be better" - "I wish things should be better"</p>
<p>Empathy map for Adam</p>	<p>Empathy map for Martin</p>
	<p>Empathy map for Anna</p>

POV and Experience Prototypes

POV #1

We met Niki, a common app project manager, focusing on underrepresented students

We were amazed to realize that many students don't know where to start when they first enter the Common App portal

It would be game-changing to guide students through the application process at each step from start to end

How might we...

- Make the existing college application process smoother
- Develop a simpler application process
- Have colleges apply for students

POV #2

We met Grace, a high school senior from Colorado who applied to 10 schools.

We were amazed to realize that students want to be able to talk to their peers about college without feeling competitive tension.

It would be game-changing to connect high schoolers in a way where they feel comfortable talking about the college application process.

How might we...

- How might we provide a non-threatening, college community?
- How might we better organize college application resources to be more organized?
- How might we establish a sense of community and camaraderie within high schoolers applying to the same colleges?

POV #3

We met Enkhy, an Asian-American, FLI college sophomore attending Stevens Institute of Technology, applied to 10 colleges

We were amazed to realize that she spent more time researching information than writing her application.

It would be game-changing to reduce the time needed to research logistical info and connect students to consolidated, organized resources

How might we...

- Create a centralized place for colleges to input their college app requirements?
- How might we reduce the individual burden of finding and organizing app information?
- Reframe preparation/research for the college app process so it is not just an individual responsibility?

Experience Prototype #1: Typeform Prototype

How Might We

How might we develop a simpler application that guides students through the process?

Solution

Make the application process more proactive by guiding applicants through questions.

Assumption

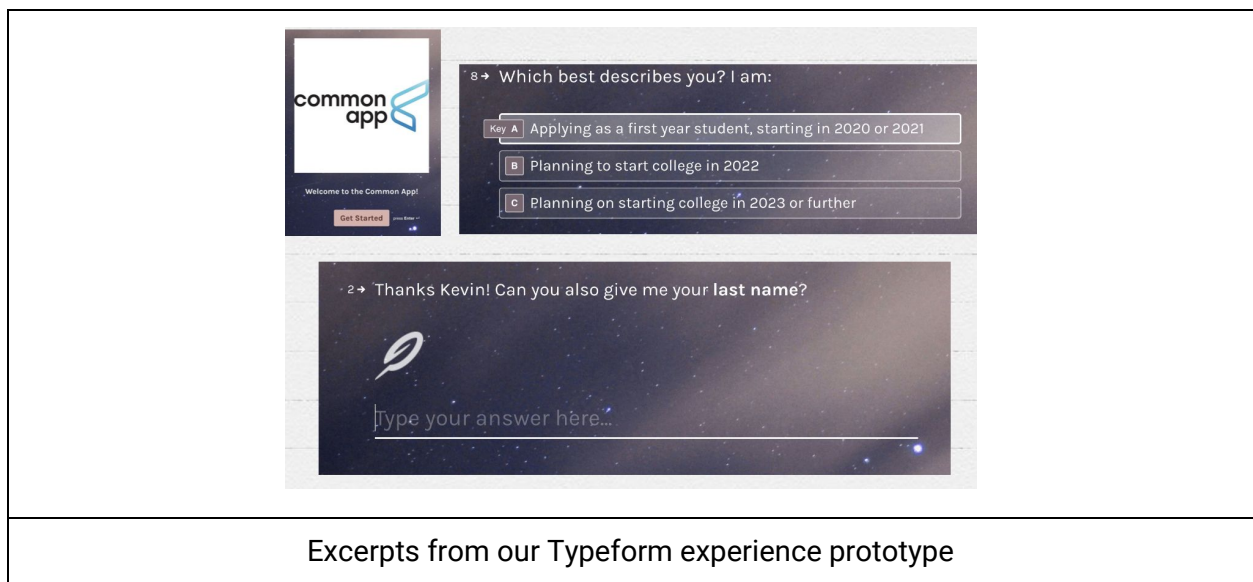
Students prefer prompted questions rather than a normal form.

Prototype Description

Our prototype was a guided Type form application that prompts students with college application questions. We tested this prototype with two international students. We discovered that the user-friendly buttons and prompted questions worked well since the user felt more engaged with the application. However, we learned that users wanted to be able to go back and edit questions easily.

New Assumption

Students want to edit and review questions.



Experience Prototype #2: CollegeFam

How Might We

How might we establish a sense of community and camaraderie within high schoolers applying to the same colleges?

Solution

College support groups of 3-4 people where students rely on each other for support and information.

Assumption

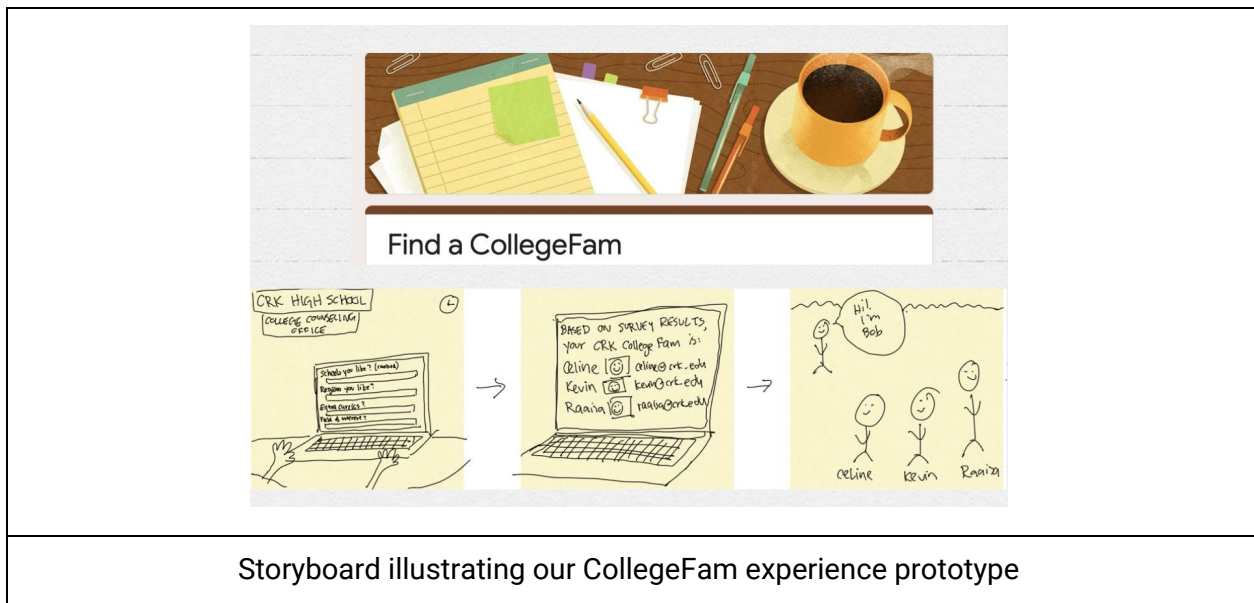
Students want to talk about college with their peers without feeling competitive.

Prototype Description

Our prototype was a Google form that surveyed major interests, academic pursuits, college interests, and other similar questions and matched them with other high schoolers who filled out the survey. We surveyed recent high school graduates and high schoolers, and were able to get a few of them to get together in a group and discuss colleges. From this experience prototype, we discovered that students were able to meet new friends, which was great. However, competitive tension increased within the group because students still felt competitive with one another.

New Assumption

Students want a safe community of peers where college does not dominate the atmosphere.



Experience Prototype #3: CollegeCart

How Might We

How might we reduce the individual burden of finding and organizing college application information?

Solution

Have a centralized "shopping cart" app that allows students to see the logistical info of each

school's application

Assumption

Students want a single tool that unifies info about applying to college.

Prototype Description

Our prototype consisted of a sketch of a “shopping cart” app that has different colleges’ application requirements. Prominent features include the application fee, deadline, number of essays, and a link to the school’s net price calculator. There is also a subtotal at the bottom of the sketch with the number of essays, prep time, and total application fees for all the colleges the student picked. We showed this to 2 high school seniors and asked them to imagine using this during the application process. Surprisingly, during one of the interviews, one senior actually tried to scroll up and see if there were more colleges to look at. We discovered that the standardized organization of information worked well, but what didn’t work was the expected time commitment.

New Assumption

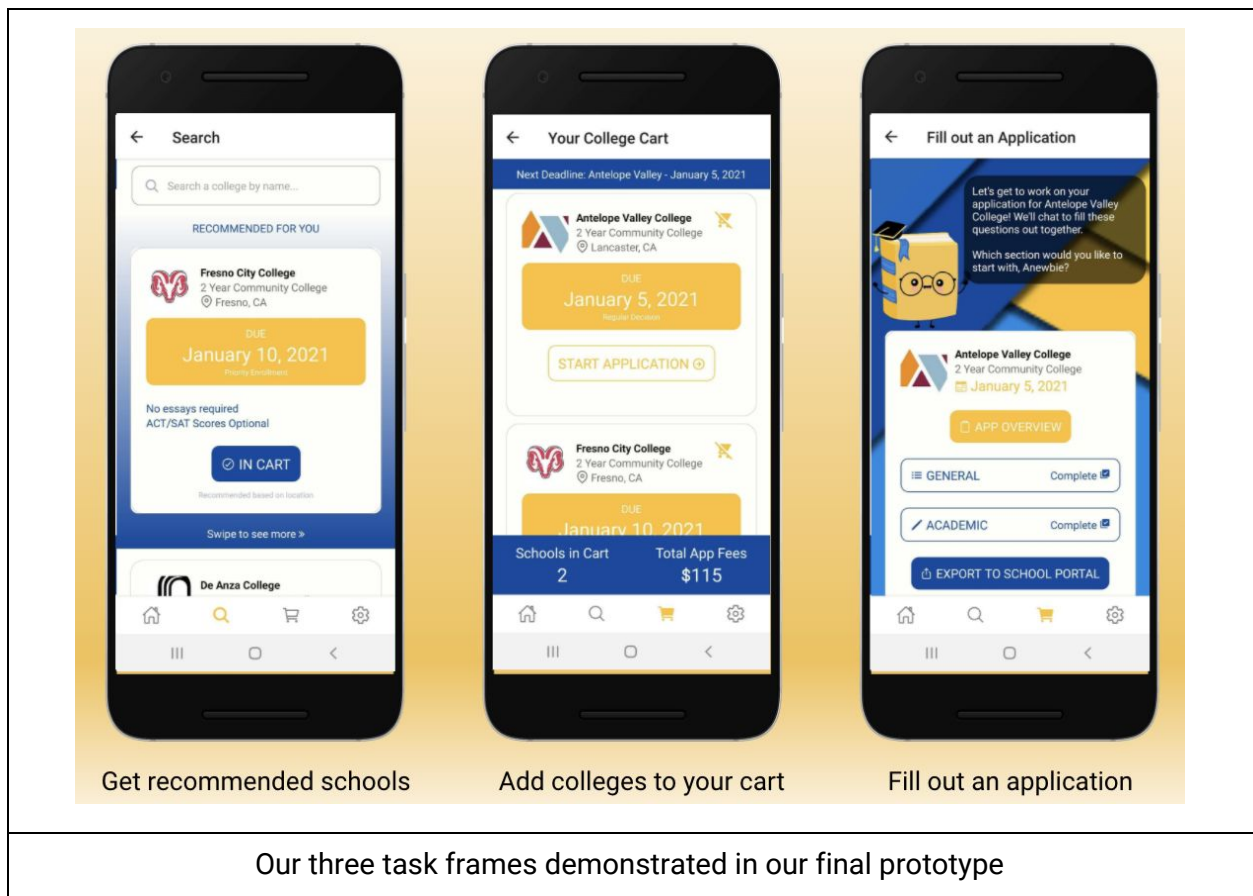
Students don’t want to be compared to others, even implicitly. Students also want information in terms they understand.



Design Evolution

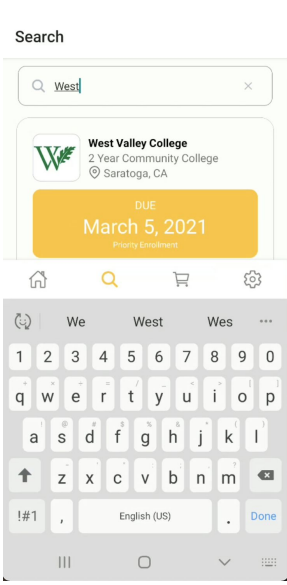
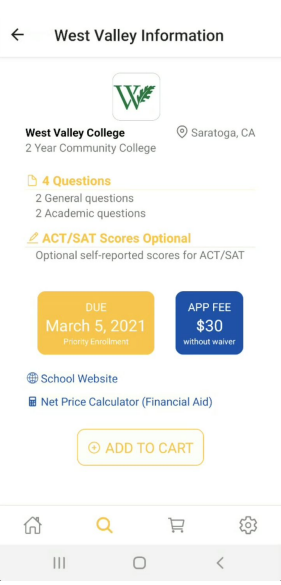
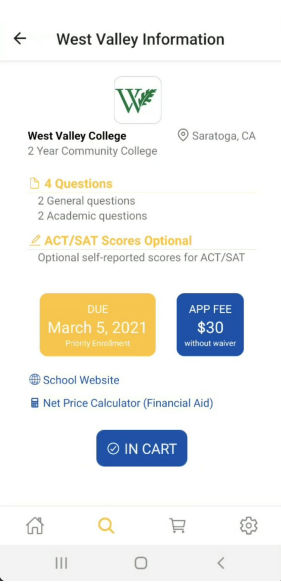
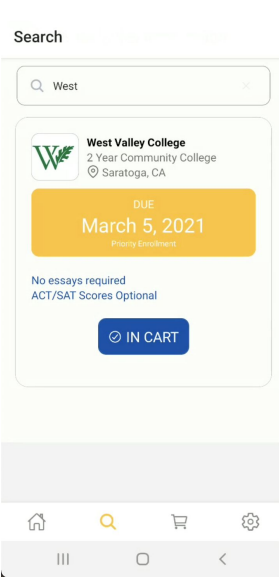
Final Solution

Our final solution is a mobile application called College Companion, or CC for short. Based on our experience prototypes and needfinding interviews, we determined that there is a strong need for an accessible, digital platform that consolidates college resources in one central hub and interactively guides students through the application process. This makes the college application process more convenient but also more exciting and enjoyable. As a result, our final solution is a mobile application that allows students to search up community colleges, learn the basic information about them, and add them to a cart, which is filled with colleges they want to apply to. While searching for colleges, CC also recommends colleges we think the user would be interested in. The user is then guided to an application process, which includes a chatbox (to help personalize the experience), and can then submit the application. We decided to focus on community colleges because demographically, those that apply to community colleges have less access to personal computers. Furthermore, community college applications do not require a significant amount of text or writing, so a mobile application would fit this purpose perfectly.



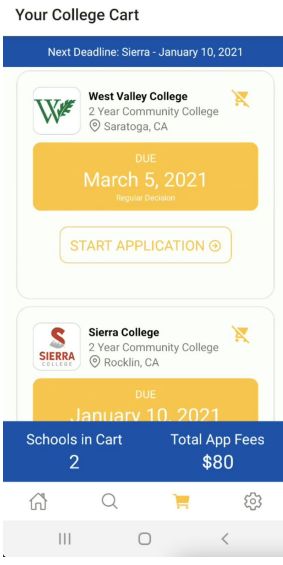
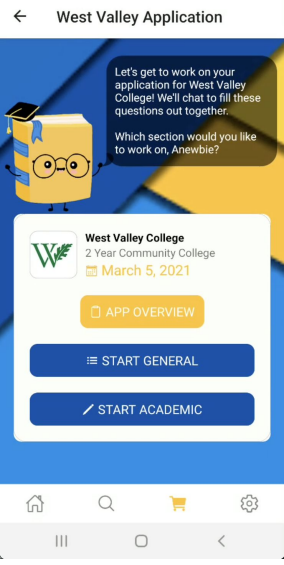
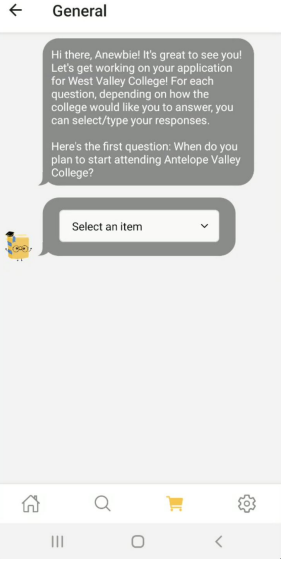
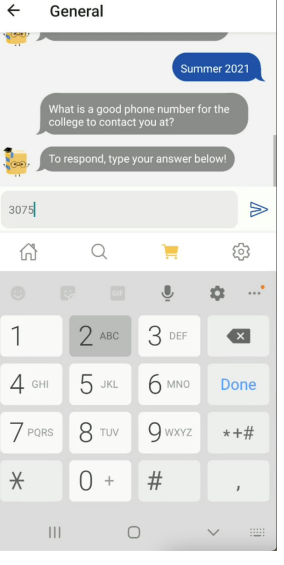
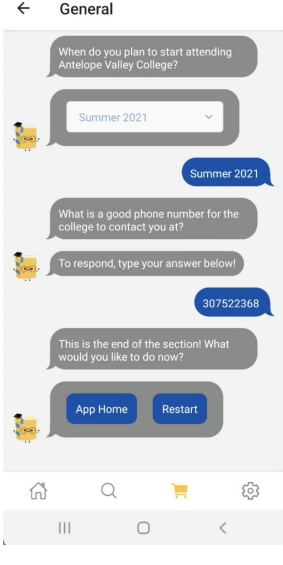
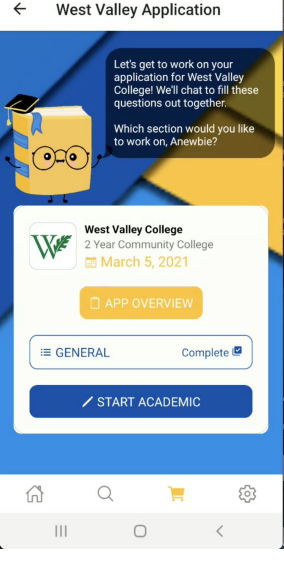
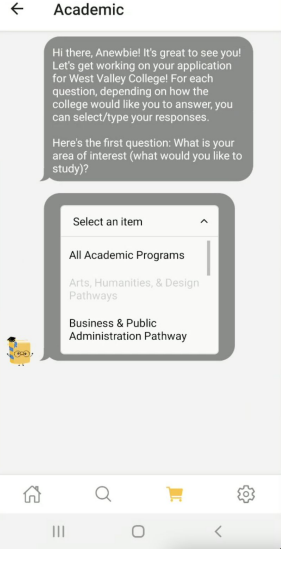
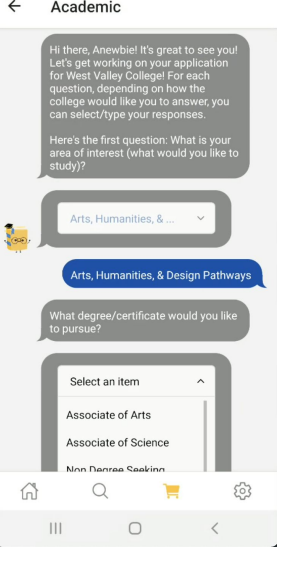
Simple Task: Find a college and add it to their cart

We want our students to be able to find community colleges that they're interested in and read about the important details in our application. This ensures that CC is a one-stop source for learning about colleges, making it convenient for our users.

			
<p>Searching up a college</p>	<p>Clicking on the college card</p>	<p>Adding it to the cart</p>	<p>Verifying that it's in the cart</p>

Medium Task: Fill out a college application

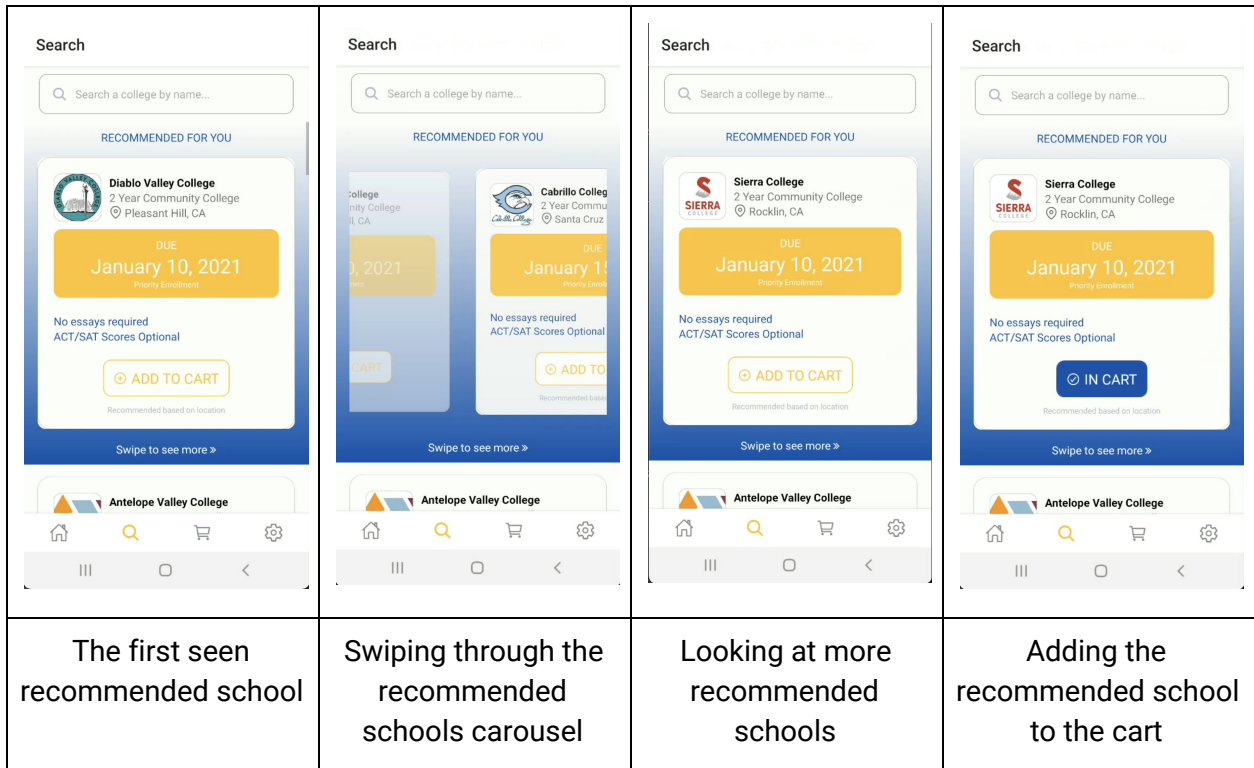
Once again, our aim is to make CC a central hub of college application resources, and this includes filling out and submitting the application. Because community college essays are relatively short, this can easily be done on the phone. Furthermore, as we learned earlier, $\frac{1}{3}$ of college applicants do not have regular access to a computer, so having the application on a mobile app creates the process more accessible. We use a chatbot to help engage the students and make the application a more exciting and enjoyable experience.

			
<p>Colleges in the cart</p>	<p>Starting the West Valley College app</p>	<p>Answering general questions with our chatbot</p>	<p>Typing in answers</p>
			
<p>Finishing up general questions</p>	<p>Starting the academic questions</p>	<p>Choosing an academic discipline</p>	<p>Filling out more relevant information</p>

<p>Seeing that the general and academic portions are complete</p>	<p>Looking at the application overview</p>	<p>Submitting the application</p>	<p>Celebrating the submission</p>

Complex Task: Find recommended schools

We want the process to be less stressful for students, and interactively guide them through applications. As a result, we want to be able to give students recommendations of colleges we think they'd be interested in, currently based on location. Essentially we are emulating how a typical college counselor will introduce colleges they think would fit their students so that there is more guidance in this confusing process.



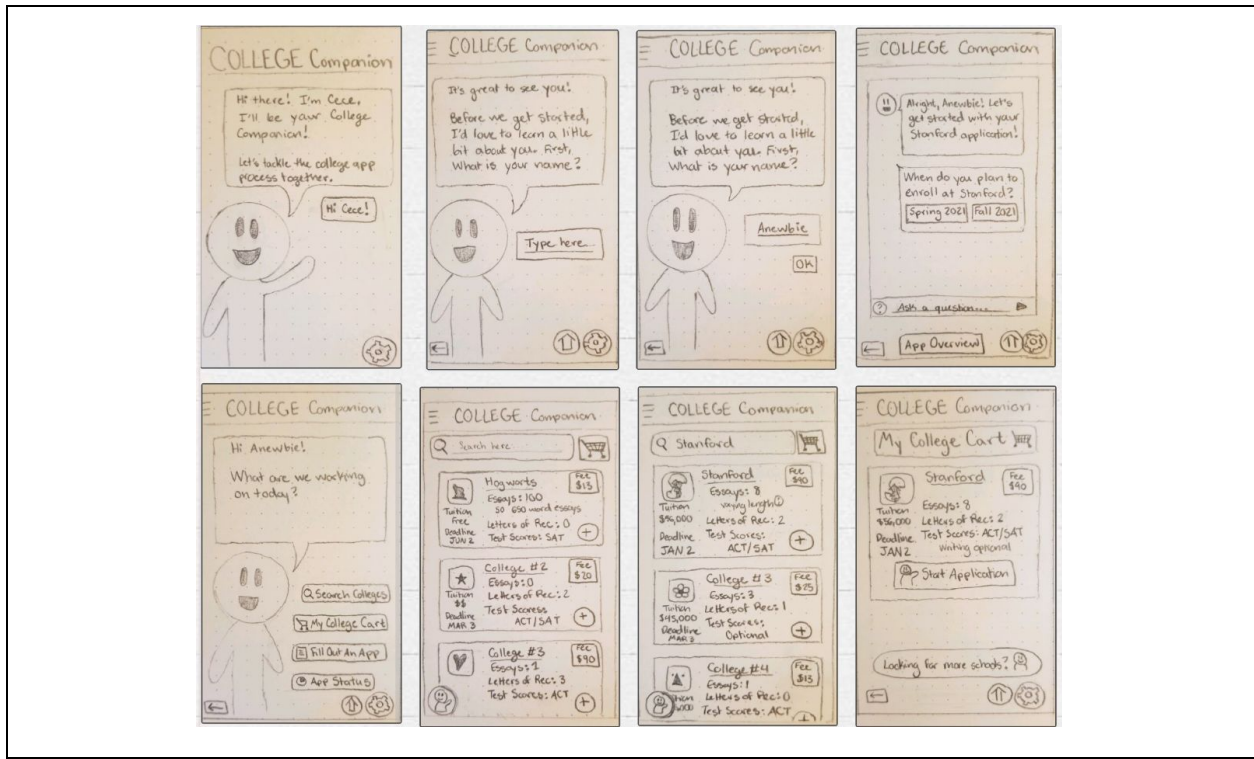
The first seen recommended school

Swiping through the recommended schools carousel

Looking at more recommended schools

Adding the recommended school to the cart

Low-Fidelity Sketches

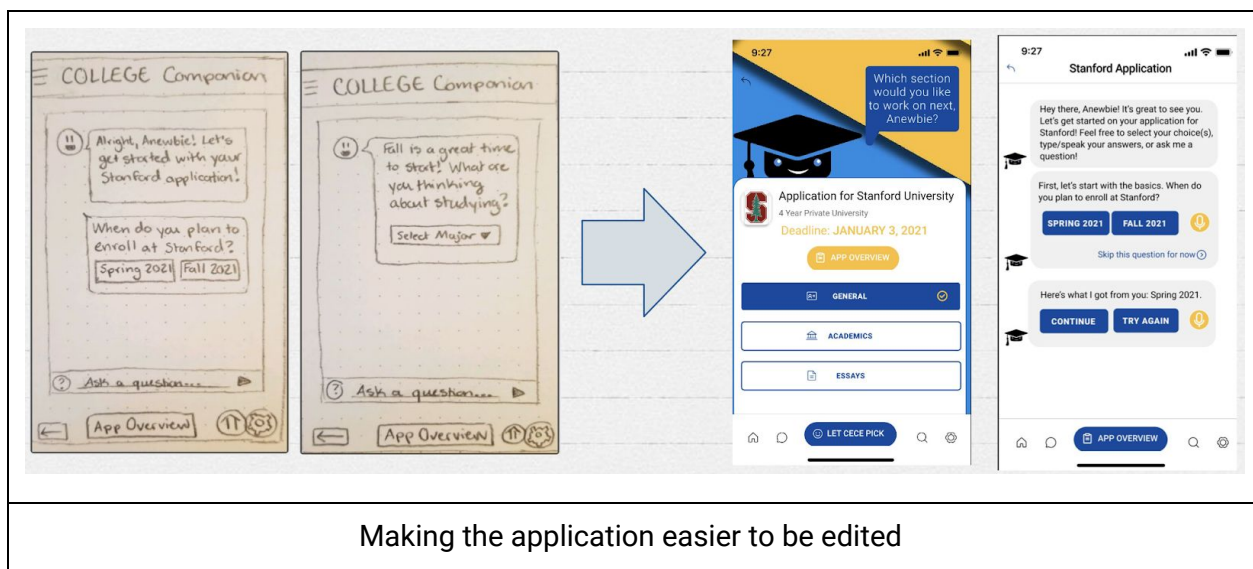


A few excerpts from our Low-Fidelity prototype

Low-Fidelity to Medium-Fidelity Process

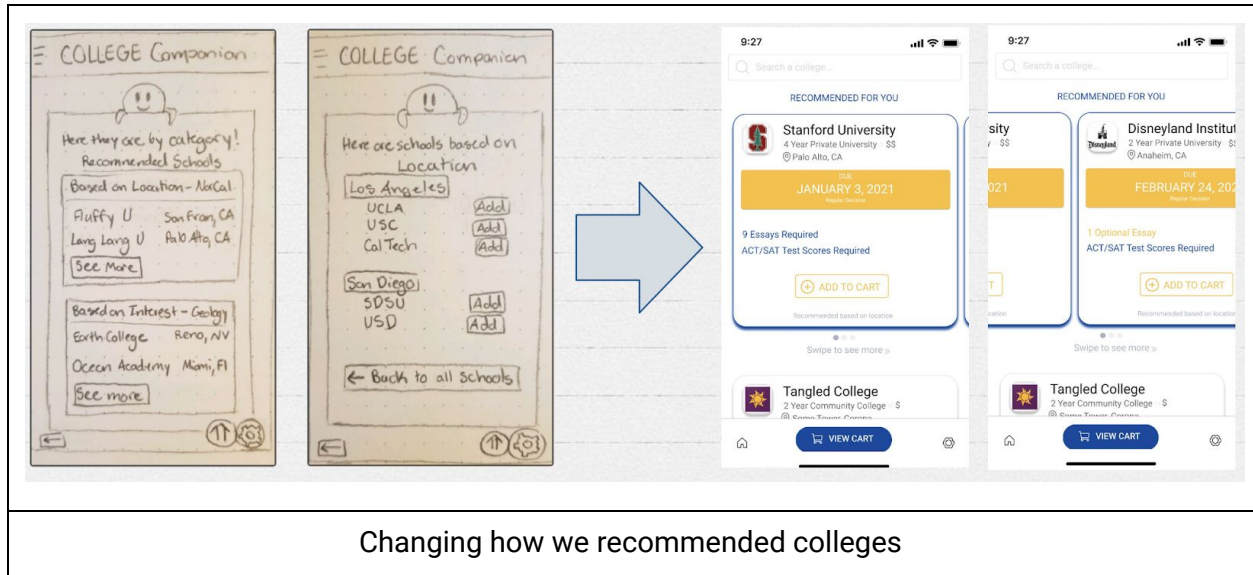
Most of our changes from Low-Fi to Med-Fi stem from usability testing. We tested our Low-Fi prototype with three interviewees, where we sent them a simulator mimicking our app and observed how they used it. Interviewee 1 is a college sophomore at CU Boulder, who recently went through the college application process. Interviewee 2 is a college junior at Boston College, who is a first-generation college student. Interviewee 3 is a project manager at the Common App, focusing on design. From these usability tests, we made three major design changes.

One of the major design changes between the low-fi sketches and the new interface is the way in which students fill out the application. In the past, especially with our initial user interviews, we assumed that the process would be simple and linear. However, this would cause many problems when the application became as long as many college applications actually are. To fix this problem, we decided to create sections, but make each section short and able to be completed in a linear fashion. Furthermore, by shifting our initial focus from universities to community colleges, the application became shorter, which makes more sense with a mobile application.



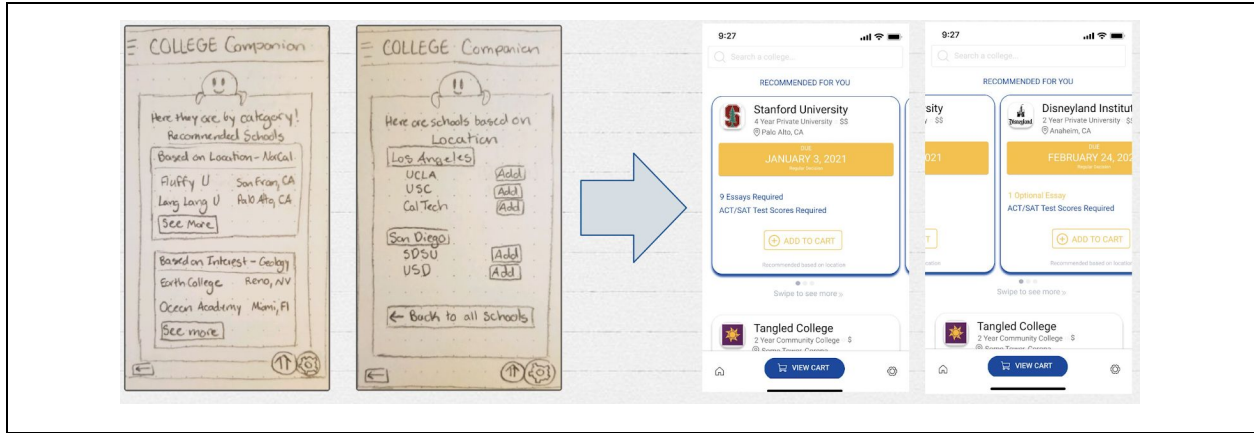
Another major design change that we made was regarding how recommendations were given to the user. Initially, we had a small icon in the bottom left that one could click on to get a series of pages that the user could click on to get more refined recommendations. However, many of our users struggled to find the recommendations in the low-fi prototype, leading us to go back to the drawing board in terms of how we should service recommendations to the user. We decided to simplify the recommendations given significantly by using a carousel instead of a separate user interface. This is in line with how recommendations are given for search engines like Google, where the recommended links are at the top. Using the carousel also allows us to

provide the user with multiple recommendations and not clutter up the search results. Finally, we decided to remove the extra filtering on the recommendations since we found that users didn't really care about it. Also, we decided to go with a layout for the recommendations that are similar to that of the lower college format, since that is what the user would be used to.



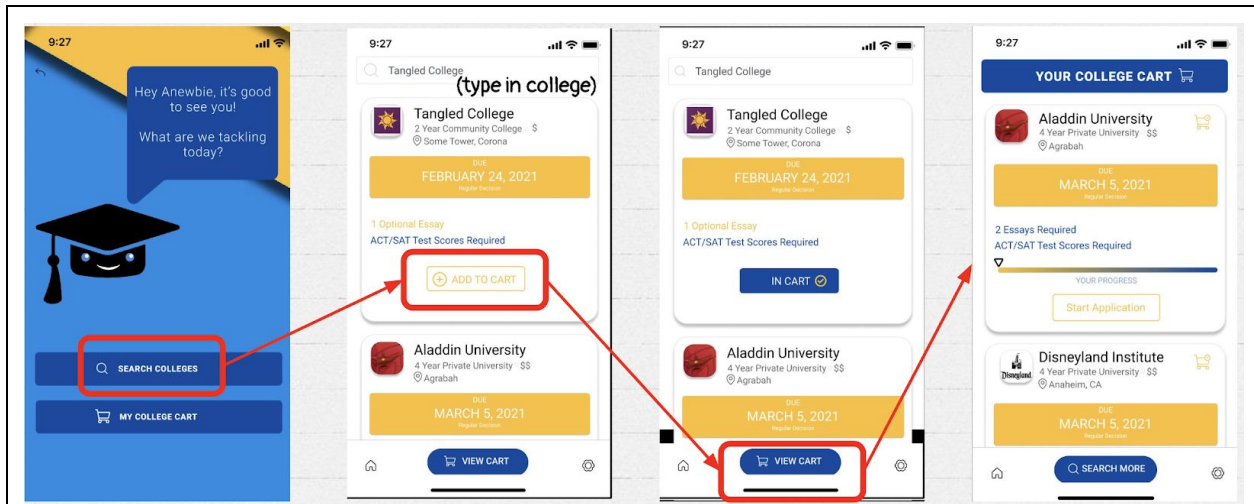
Changing how we recommended colleges

After our initial user testing, we learned that users really wanted a place where all of the information for a college can be listed together, concisely, in one place. So, for our low-fi prototype, we wanted to display this information on the section containing the school when a user searched for it. However, we tried to squeeze too much information in that space, and users felt tired looking at all of the information. Also, it was hard for them to identify which part of the screen was most important to be looking at. In our medium-fi prototype, we decided to separate this out into two different segments. The first image on the right of the arrow shows what the new interface looks like. As you can see, there is less information here than there was before. Also, we decided to remove the plus icon and just allow students to add a school with the add to cart features. In the second screen, we see that all of the information is laid out in a nicer, easier-to-read format.

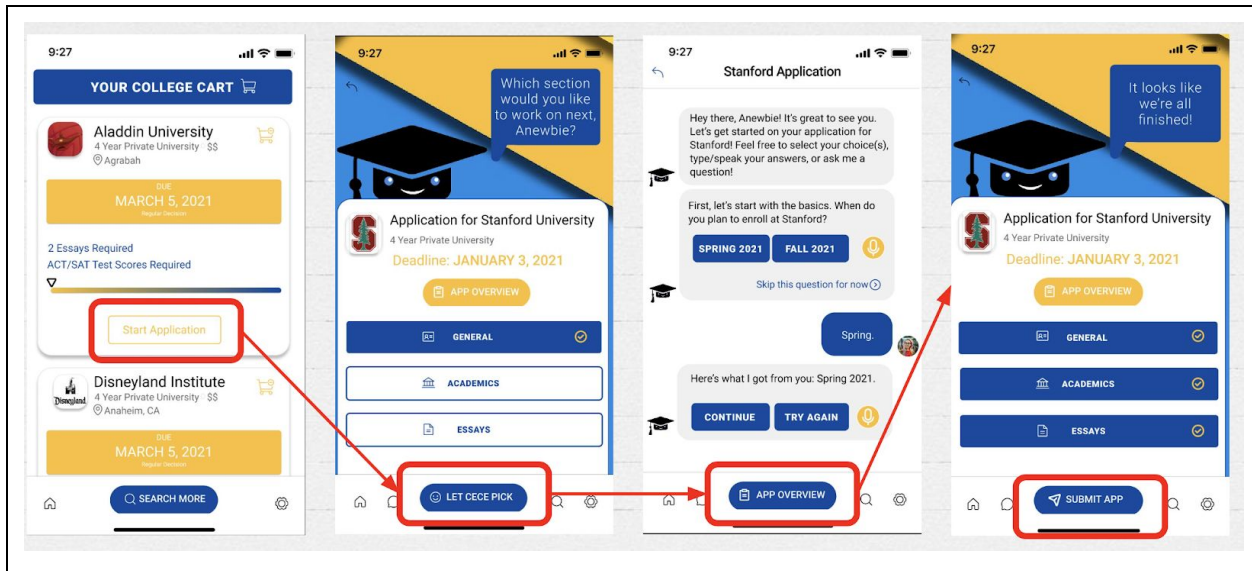


Reducing the amount of information displayed about each school

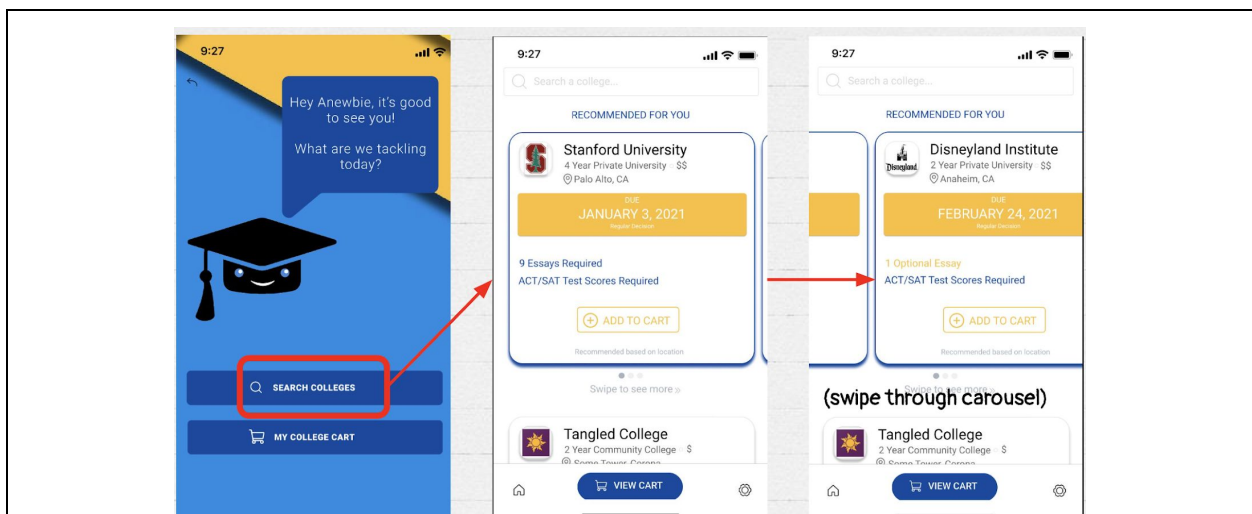
Medium-Fidelity Prototype



Our first task (searching and adding schools) in the Medium-Fidelity prototype



Our second task (filling out the application) in the Medium-Fidelity prototype



Our third task (getting recommended schools) in the Medium-Fidelity prototype

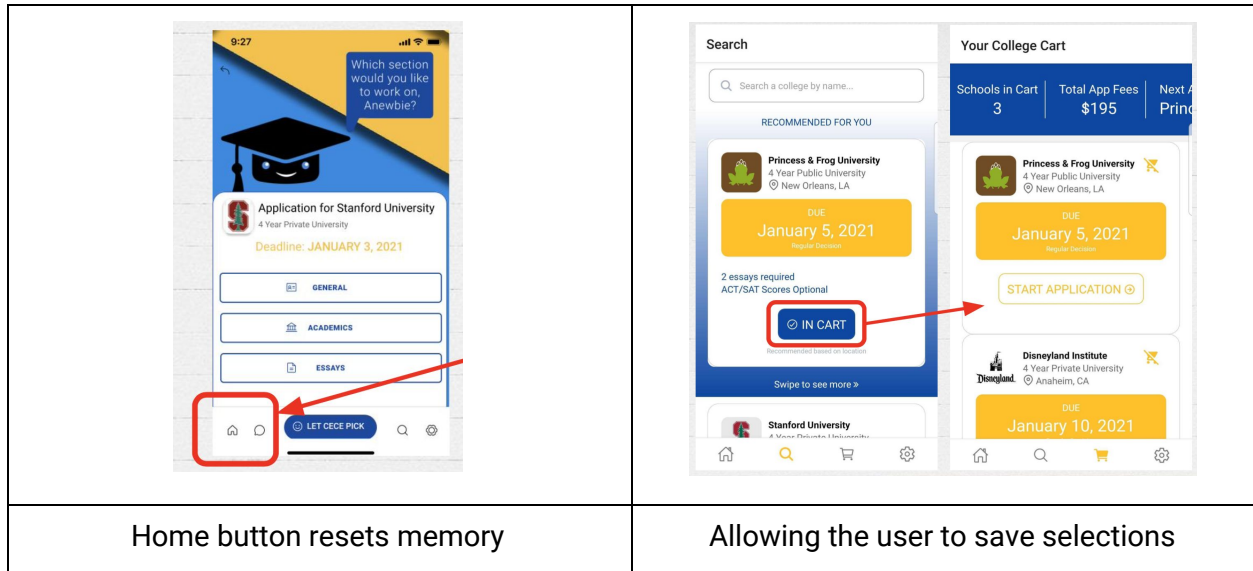
Medium-Fidelity to High-Fidelity Process

Most of our changes from Med-Fi to High-Fi comes from heuristic evaluations, courtesy of students in our studio. Though there were many heuristics, we primarily focused on the Level 3 and Level 4 ones because they impacted the usability of our app more strongly.

Major Design Change #1: H1 Visibility of Status (Severity 3)

In our Med-Fi prototype, we did not incorporate memory. As a result, a user discovered that going back to the home page deleted all the colleges previously added to the cart and the

applications included. Furthermore, there was never a confirmation that a school has been added to the cart. This was an issue with Figma and having set screens that couldn't save which colleges the user had already added to their cart. Functionality from ReactNative helps us save the users' selections so they can go back and view what they've saved to their cart. As a result, we fixed this by using AsyncStorage in ReactNative to save users' cart selections and application information.



Major Design Change #2: H2 Mach Between System and World (Severity 3)

In our Med-Fi prototype, our users were confused how a college was recommended to them. They weren't sure where this information was coming from, and how the recommendation algorithm was calculated. We fixed this primarily by pivoting our target colleges to community colleges (as opposed to 4-year institutions). We then decided to focus recommendations based on locations, and made this statement very clear in the recommendations box. Furthermore, it makes most sense for our users because if they are applying to community colleges, they are most likely looking for colleges nearby. Before, we had our recommendation algorithm based on academic interests, size, and other more nebulous factors.

<p>Confusion on what grounds of recommendation</p>	<p>Making it clearer and shifting to community colleges</p>

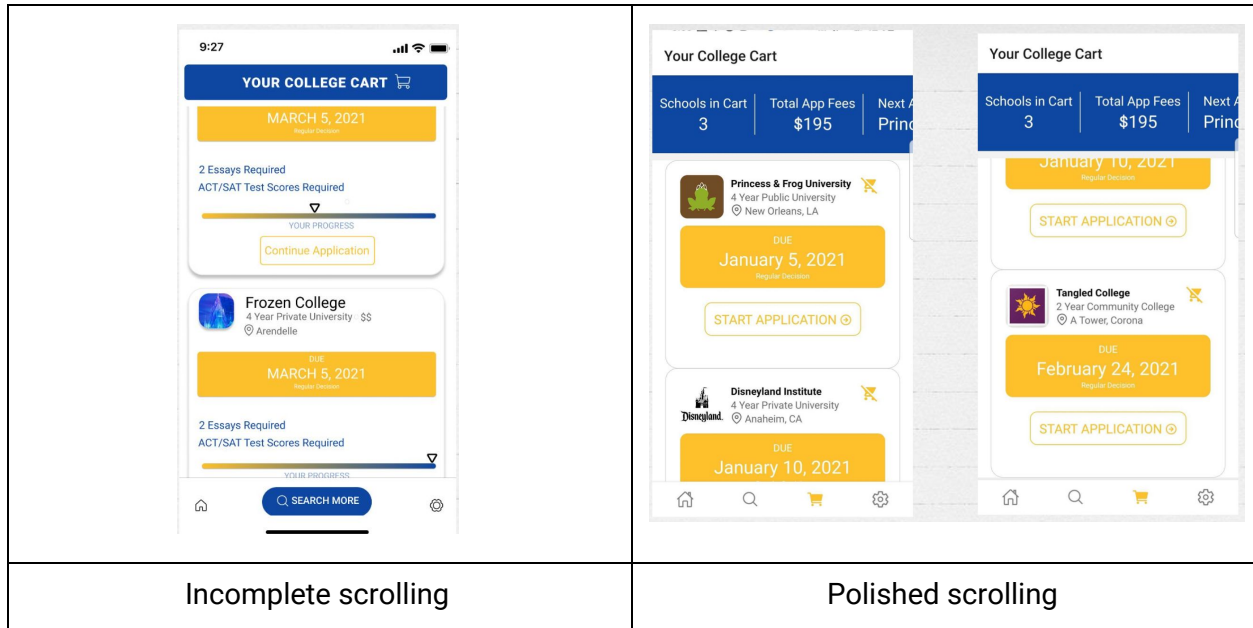
Major Design Change #3: H3 User Control (Severity 4)

We discovered that in our Med-Fi prototype, users were stuck in a loop between View Cart and Search. There was no option to exit out the page after searching for a college. Thus we decided to focus on adding more user control. We added an “X” button to the search bar that allows the user to exit the current search. We also decided to highlight the bottom navigation bar, which highlights the page the users is on and allows them to go back and forth these pages for ease of use so they don’t get stuck in between two of these pages.

<p>No way to exit this frame</p>	<p>Creating better navigation tools</p>

Major Design Change #4: H4 Consistency and Standards (Severity 4)

Our users discovered in our Med-Fi prototype that the College Cart scrolling is incomplete, and they were unable to view the application for the last college listed. This was a quick fix, and we programmed the app so that the user is able to scroll down to the bottom of the CollegeCart list.



Summary of Major Usability Problems Addressed (Severity 3-4 Violations)

H1: Visibility of Status

1. Selections of universities in CollegeCart are not preserved
 - a. Violation: After clicking back to home, the CollegeCart is cleared, so user information is not saved properly.
 - b. Fix: This issue was related to Figma, the tool which we used to create our medium-fi prototype. Our implementation of saving the user's cart was limited. In our high-fi prototype, this was implemented correctly.
2. Back button on the Home page redirects to the sign up page
 - a. Violation: After clicking back on the Home screen with Cece, this prompts the user to sign up again, even though they've already registered an account.
 - b. Fix: Remove the back button on the Home page, and instead add a Logout option on the Settings screen.

H2: Match Between System & World

1. The meaning of the dollar signs (\$ or \$\$) next to the college information is unclear.
 - a. Violation: It is unclear whether the dollar signs refer to the app fee or tuition of the school, and the range used to determine the number of dollar signs is unclear.
 - b. Fix: Remove these dollar sign indicators and instead explicitly state the application fee for the college on the College Information page when clicking on a college's card.

2. Unclear why schools would be recommended to the user
 - a. Violation: The Recommended For You section on the Search page included schools that were recommended for the user, but it was unclear why these colleges were placed there
 - b. Fix: Focus on recommending schools based on location, and note this at the bottom of the college's card by adding the text 'Recommended based on location'.
3. No consistent ordering of the schools on the initial search screen
 - a. Violation: The logic of the listing of the schools on the initial search screen is unclear, and users may be confused that it is sorted by particular categories.
 - b. Fix: Sort the initial search page alphabetically to avoid confusion.
4. The paper clip icon to upload a file does not prompt the user to add a file in the chat feature.
 - a. Violation: With the option to upload a file for an essay, the user would expect to be prompted to select a file, but our prototype navigated to the main application screen instead.
 - b. Fix: Removed this paperclip and the option to upload files for essays because community colleges' applications most often do not have any long written portions/essays.
5. The settings button on the bottom of the search page does not open a new page.
 - a. Violation: The settings icon does not bring the user to a new Settings page from the search page.
 - b. Fix: This issue was related to Figma, where we hadn't implemented this settings feature yet. This was implemented correctly in the high-fi prototype.

H3: User Control

1. The back button on the Submitted Application page brings the user back to the registration page.
 - a. Violation: The user would expect to be redirected to the CollegeCart screen after clicking back when finished with an application. Instead, we bring them to register for a new account.
 - b. Fix: This issue was related to Figma, where we hadn't implemented the back button functionality completely. Instead of a back button on the Submitted Application page, we give the user the option to "Work on Another App" to return to the CollegeCart, or the user can click the cart icon on the bottom navigation bar to return to the cart.
2. The user is not able to edit their previous selections in the application.
 - a. Violation: The user could not edit their application from the App Overview screen by clicking on the "Edit" buttons next to each question.
 - b. Fix: This issue was related to Figma, where we hadn't implemented the Edit button functionality completely. In the high-fidelity prototype, this was implemented correctly for each section; the button takes the user to the screen to chat with Cece and edit their previous answers.
3. The user can become stuck between View Cart and Search pages.

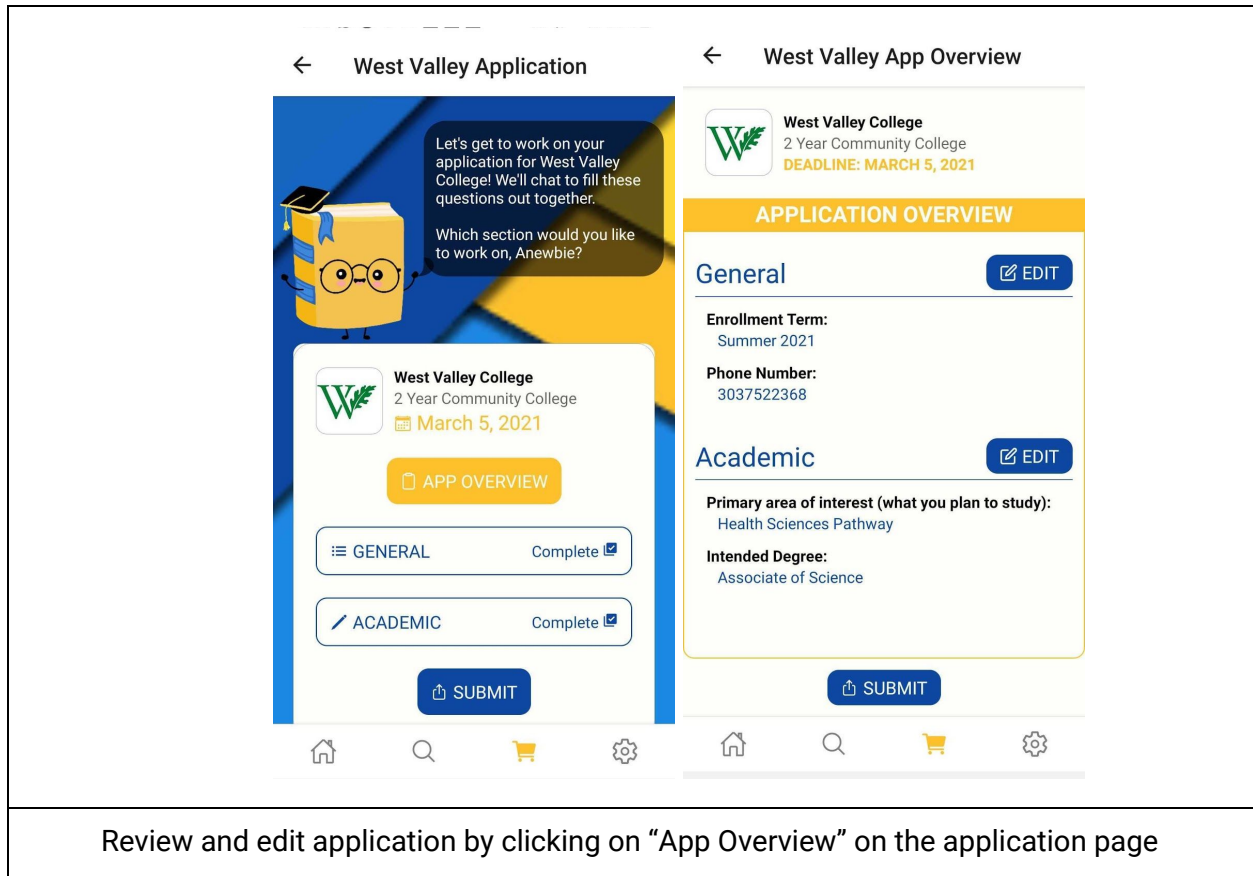
- a. Violation: The user could not navigate back to other pages because the navigation bar at the bottom was not linked to the home page.
 - b. Fix: This issue was related to Figma, where we hadn't implemented the navigation bar functionality completely. In the high-fidelity prototype, this was implemented correctly for each section; the icon on the navigation bar at the bottom of the app allows the user to go to the corresponding (i.e., Search, Home, Cart, Settings) screen.
4. There is no way for the user to exit out from a search.
- a. Violation: The user could not exit from a search of a college on the Search screen. They had to navigate back to the Home screen and reenter the Search screen.
 - b. Fix: Add an 'x' button in the search bar that clears the current search (see Major Design Change 3 above)

H4: Consistency & Standards

1. The scrolling on the CollegeCart screen was incomplete.
- a. Violation: The user could not scroll down to see their progress and continue their application for the last school in their cart.
 - b. Fix: This issue was related to Figma, where the scrolling functionality was limited on the screen. This was correctly implemented in our high-fidelity prototype (see Major Design Change 4 above).

H5: Error Prevention

1. Users are not allowed to revisit sections inside the application once they have been visited.
- a. Violation: The user could not review and edit their application once they had chatted with Cece to fill out the questions.
 - b. Fix: Add a functioning "App Overview" button and Application Overview page where users can review their answers and edit sections as they see fit (see images below)



Review and edit application by clicking on “App Overview” on the application page

2. The prototype does not give a way for users to retract information.
 - a. Violation: The user could not retract information that they may have inaccurately answered in the application when chatting with Cece.
 - b. Fix: Add the option to “Restart” a section in the application chat with Cece, and allow users to edit sections from the “Application Overview”.

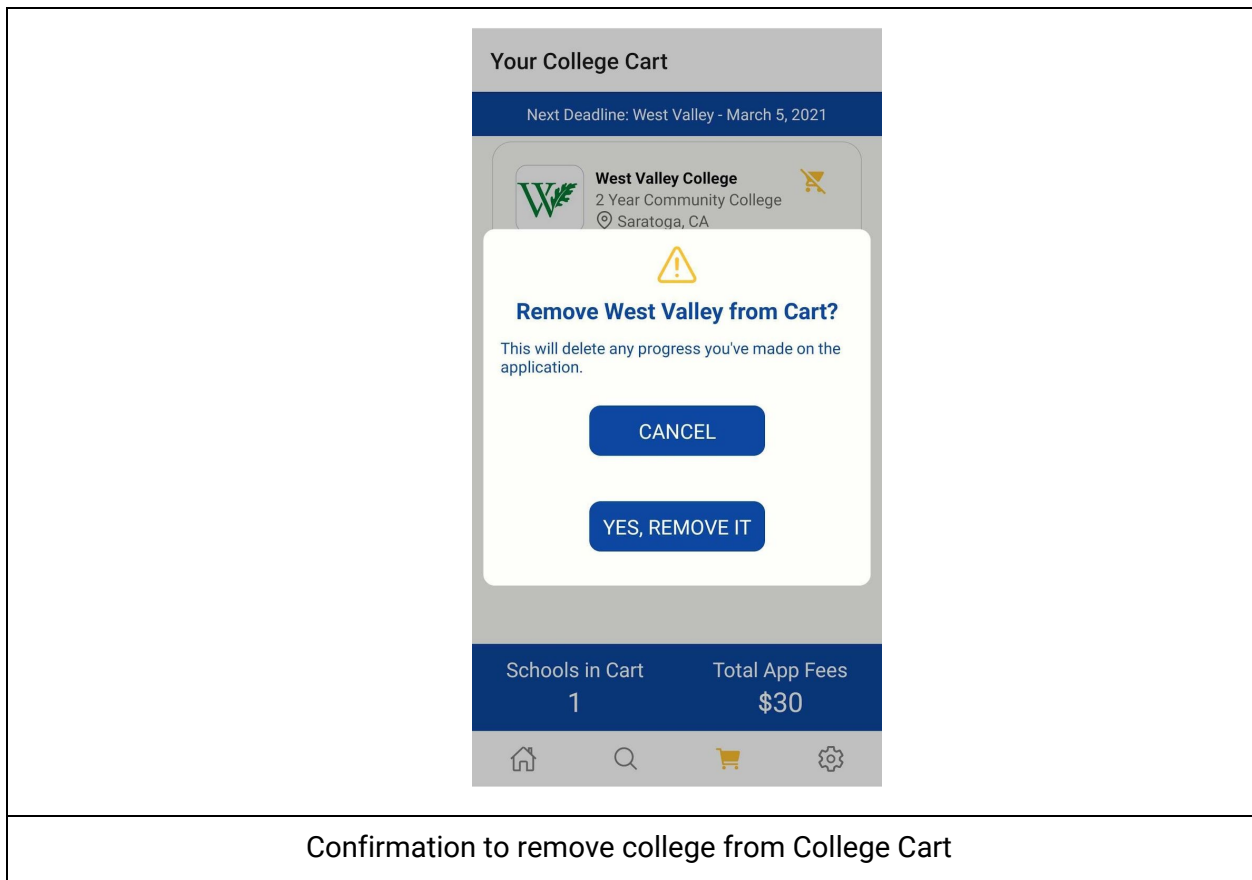
H7: Efficiency of Use

1. Power users who apply to many schools may have to answer the same questions over and over again.
 - a. Our team disagreed with the severity of this issue; our evaluator ranked this as severity level 4. From our further needfinding analysis with community college application stakeholders, we found that community college applicants may select different answers for different schools—even if the questions are the same. For example, schools may ask students for their area of interest (what they want to study), which can differ from school to school based on considerations such as the school’s resources.
2. There is no way to summon Cece (the chat bot) on demand.
 - a. Our team disagreed with the severity of this issue; our evaluator ranked this as severity level 4. Cece (as the chat bot) is intended to help students with the college application, so we need users to first select the school they would like to start/continue applying to before we can allow Cece to help them fill out the application. Summoning

Cece on demand before the user has selected a school from their cart would make the process convoluted and confusing because the user would have to chat with Cece to figure out what schools are in their cart, where they are in the application, and what section they can start on next before even beginning to fill out the application.

H9: Help Users with Errors

1. There is no confirmation when a user removes a college from their cart.
 - a. Violation: On the Search screen, when a user clicks on the “In Cart” button for a college, this will immediately remove the college from their cart, even if the user clicked on the button by accident.
 - b. Fix: Add a confirmation to remove a school from the cart on both the Search screen and College Cart Screen to add error prevention if a user accidentally clicks on this “In Cart” or remove from cart icon button (see image below).



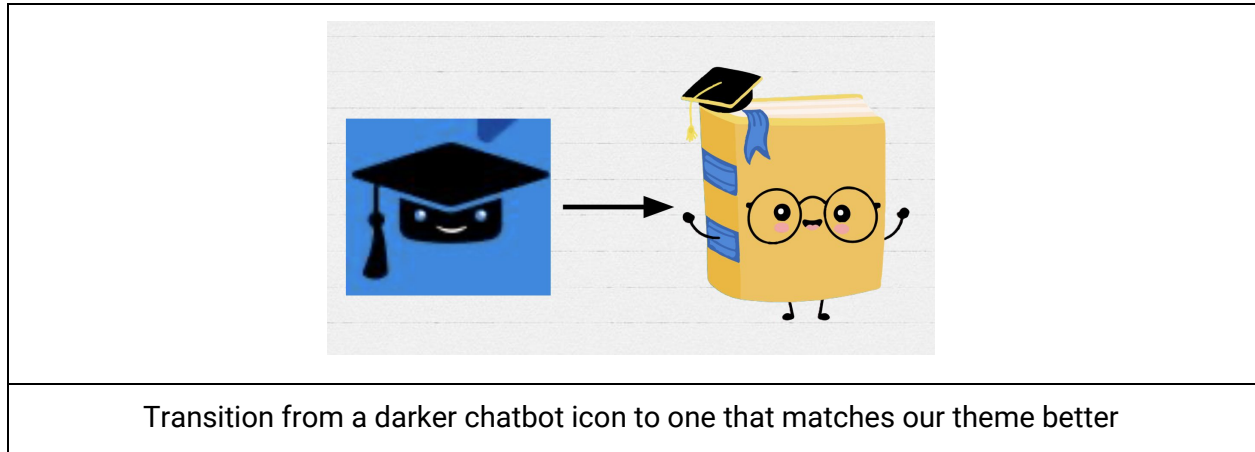
H10: Help & Documentation

11. It is not intuitive to the user that a chatbot exists.
 - a. Violation: There is no explanation given to the user that Cece will act as a chatbot during the application process, so the chatbot may come as a surprise for users.

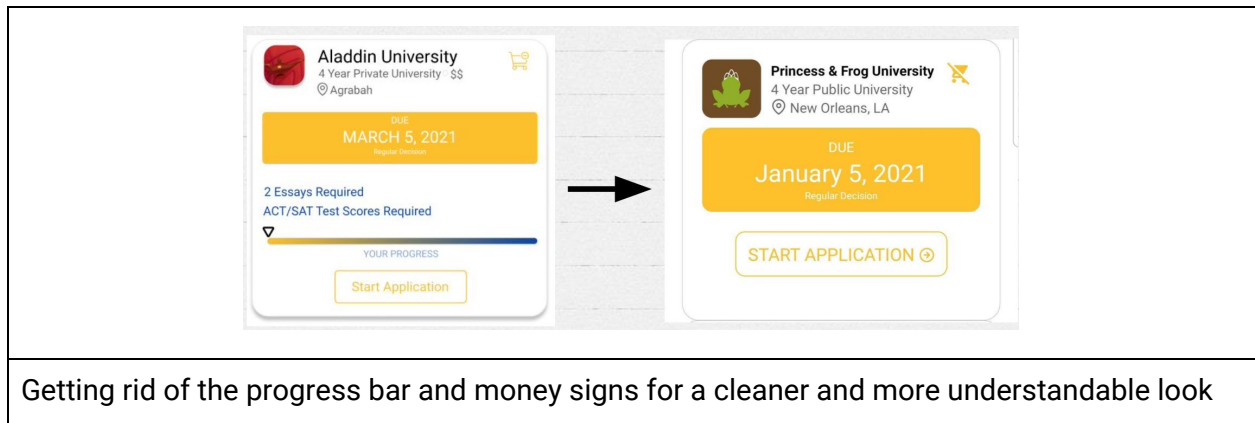
b. Fix: Add an 'onboarding' message from Cece on the Home screen and the Application Screen (when applying to a college) that explains that users will be able to chat with Cece to fill out their applications.

Minor Design Changes

We decided to change our chatbot icon, Cece, because it gave the app a darker feel and did not match the complementary blue and yellow color scheme. Our new icon is friendlier and more aesthetically pleasing.



Another minor design change is that we got rid of the progress bar and dollar signs on College Cart. This was misleading to users because they were unsure what the progress bar referred to, and how it was defined. They also weren't sure whether the dollar signs indicated application or tuition fee.



Final Prototype Implementation

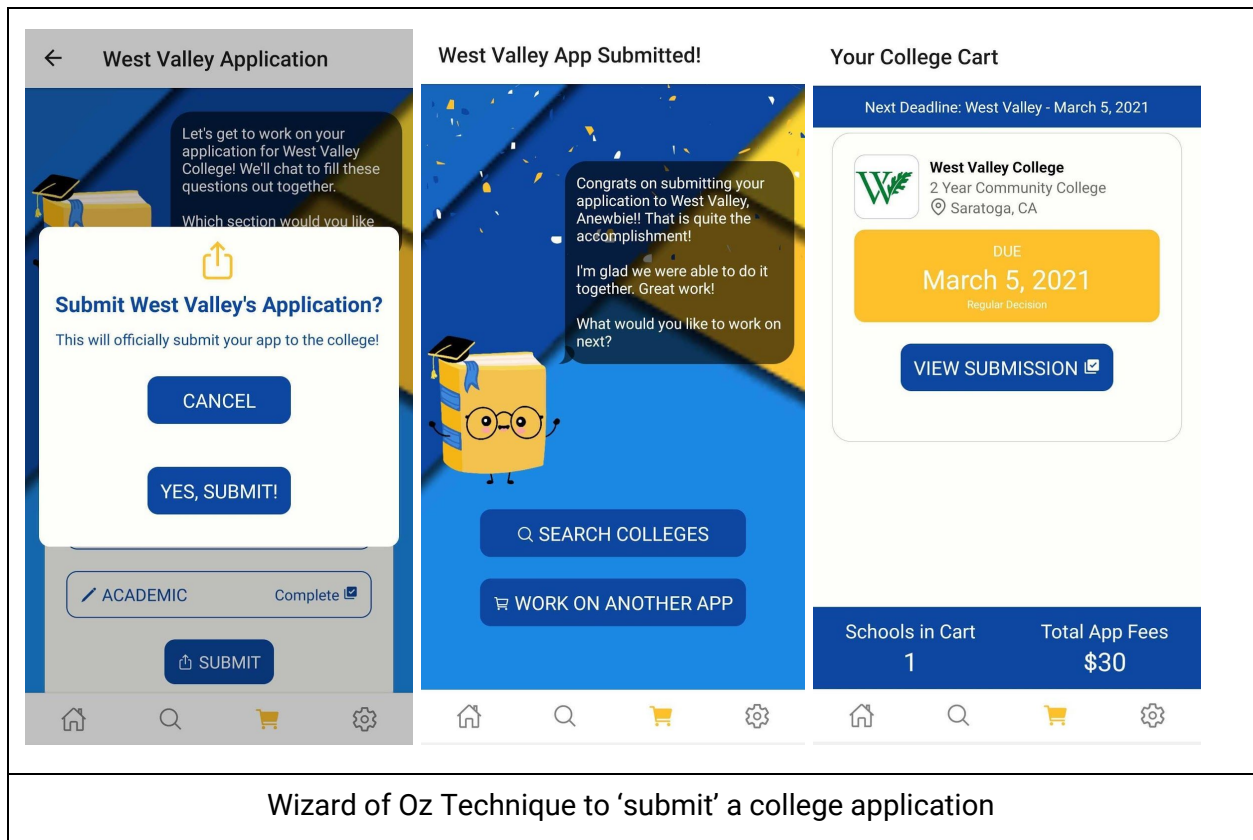
Our Tools

				
<p>React Native - application framework</p>	<p>Expo - building and simulation</p>	<p>VSCode and Webstorm - IDE</p>	<p>Apple XCode and Android Studio - simulation and testing</p>	<p>Figma - design</p>

We created our final high-fidelity prototype using the React Native framework, along with Expo for building and simulation purposes. Our development team utilized both VSCode and Webstorm by JetBrains as our IDEs (Integrated Development Environment). For testing purposes, we used a combination of XCode, Android Studio, and a physical Samsung Galaxy S8 phone to verify the functionality of our application. To map out the design of our prototype, we continued to use Figma from our medium-fidelity prototype. These tools were excellent resources to help us make our app accessible on both Android and iOS devices and thoroughly test the flow of our application, especially the application chat feature and users’ ability to add and remove colleges from their CollegeCart at ease. Some limitations we encountered involved saving and storing users’ information. We relied on AsyncStorage from React Native, which stores data locally so the data is saved while the app is in use, but it does not provide a persistent database for information, such as maintaining user login information.

Wizard of Oz Techniques and Hard-Coded Data

To overcome these limitations in our app, we used wizard of oz techniques and hard-coded data. We use a wizard of oz technique to log the user in; however, the user’s information, responses to applications, and colleges added to their cart are not saved to a database that stores this under the user. The sample data seen in our prototype for the colleges and their application requirements were all entered by our development team. All of these sample colleges have the same application sections and questions from this hard-coded data. The chat with Cece, the CollegeCompanion, is also hard-coded with responses. We use a wizard of oz technique when the students submit their application; we show that the application has been submitted, but the information has not actually been sent to the college.



Summary and Next Steps

Overall, we had a wonderful experience doing this project. Looking back at it, we are very glad to have started the project with an extremely thorough needfinding process with all sorts of stakeholders. By getting this diversity of perspectives, we were able to successfully understand the scope of different stresses and problems people see in the college application process. We were also surprised to learn how helpful quantitative usability testing and heuristic evaluations are. It made the process of improving our prototypes quantitative and effective, allowing us to better organize our implemented changes. The entire design thinking process was long and time-consuming, but it allowed us to be more detailed and intentional with our application. From studio, we loved hearing our peers' and Abdallah's feedback, since they were always able to bring in fresh eyes. It was also inspiring to continuously see how other projects changed and grew. Witnessing our entire studio's dedication to improving education of all sorts (from sex education to language learning) encouraged us to work hard on our own concepts and ideas. Last but not least, as a team, we had a wonderful time working together. Together, we learned all sorts of new things - from coding in HTML to using ReactNative to prototyping with Figma. We helped each other often, and learned more about human computer interaction and the college application process each day.

If time was endless, there would be so many more things we can do with College Companion. First, we could work on actually integrating real information from community colleges—right now, there is a limited amount of community colleges listed in our app and we manually integrated their information. We would also start reaching out to community colleges and seeing how we could implement their application system into CC. With real information, we can step into testing our final product with students who are actually applying to community colleges. In addition, we would also want to work on making the overall application navigation more fluid and user-friendly. For example, we would want to implement the settings tab, where the user can see information about their account, change their password, set notification preferences, and other similar logistical things. Additionally, we would want to do more usability testing to see where the flow in the app right now is confusing, and iterate upon that. We would also want to integrate a calendar feature, where the user can parse through a calendar that lists suggested dates of completion to keep the user on track with their college applications. Lastly, we would also want to play around with the aesthetics of the app, and perhaps consider a different home background (since it's a bit pixelated), a lighter color scheme (one that's less jarring), and different fonts. This is certainly not an exhaustive list of possible improvements, but they are the immediate ones that come to mind.