

Hi-Fi Updates

[Hi-fi Figma prototype link](#)

[Hi-fi usability test link](#)

Our High fidelity prototype consisted of a variety of changes. Below we summarize our major changes since the last iteration.

Sign Up Page

- Ensure the 'Terms and Conditions' box is checked when creating a new account
 - Rationale
 - Ensure that the demo walkthrough is more realistic.

Invitations

- In the Dashboard and Inbox, we added an 'Edit' button so that a user can see a similar popup as when creating a new invite, but this time with a 'Leave party' option.
 - Rationale
 - We made this change based on feedback we have been receiving about being able to both edit the details of and leave a scheduled watch party. A user should have the option to control an invitation and its scheduling after it's been scheduled.
- We modified the calendar view in order to allow clicking thru from September to October, to mimic a more realistic experience during the creation of a new invitation. Also, when a time is selected, we are able to see the event rendered in the calendar (like most calendar applications).
 - Rationale
 - We wanted the walkthrough of our app to be more realistic, and seeing the current day, moving to the next month, and seeing the event populated in the calendar view are likely scenarios that we want to demonstrate.
- Within the calendar functionality, we also extended to not only include dates, but also an agenda for a selected date. This lets users see what their schedule looks like on the currently selected day so that they can consider other arrangements they've made on that day before scheduling another watch party.
 - Rationale
 - We realized that students might find it easy to schedule on a random day and random time, but without seeing what their schedule currently looks like, they would have problems not creating

overlapping commitments, so we added the ability for users to see what their schedule looks like on a specified day before creating watch parties with their classmates.

Lecture Room

- Added the ability to like classroom discussion messages.
 - Rationale
 - This will give us better capability to see what messages students see as the most important. Alongside this, it will give us a foundation to intelligently pick questions for our checkpoint quizzes.
- Redesigning the collapse chat button
 - Rationale
 - Students felt that the button we used to have was more symbolic of sliding to more functionality instead of collapsing the chat and classroom discussion features, so we altered the button and also made it more prominent by putting a white circle around it.
- Removed the red star flags that meant a question was required versus optional.
 - Rationale
 - We had no functional basis for deciding on which questions were required versus optional and it only worked to confuse the student testers. Instead we removed the stars to make the interface simpler and remove another decision factor for the users.
- Created more thorough user interaction within the chat and classroom discussion features. We made it such that we required user input for movement throughout the prototype.
 - Rationale
 - This gave us a much better representation of how users would go through the prototype, and also allowed for more flexibility in the user experience. Within the prototyping framework, it also extended the avenues through which our user testers could interact.
- Remove the “View Discussion” text from the reopen chat button.
 - Rationale
 - Users found the text to be more distracting than helpful especially as the text was so small. Students just found it harder to read, so we decided to remove the text entirely and let the students' work come to the understanding from the picture on the button instead of a small, distracting text.