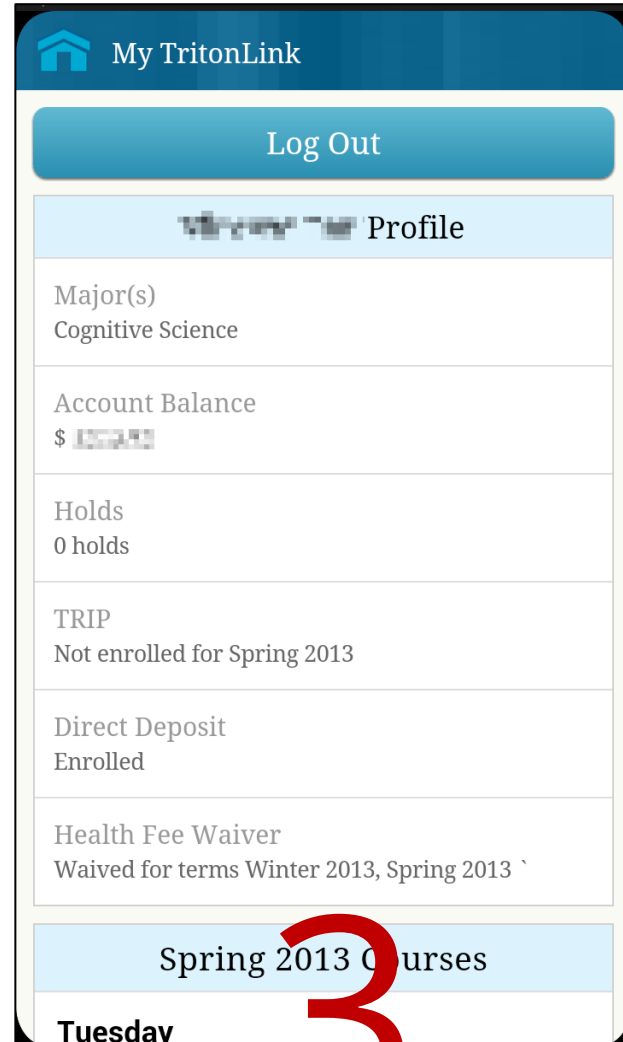
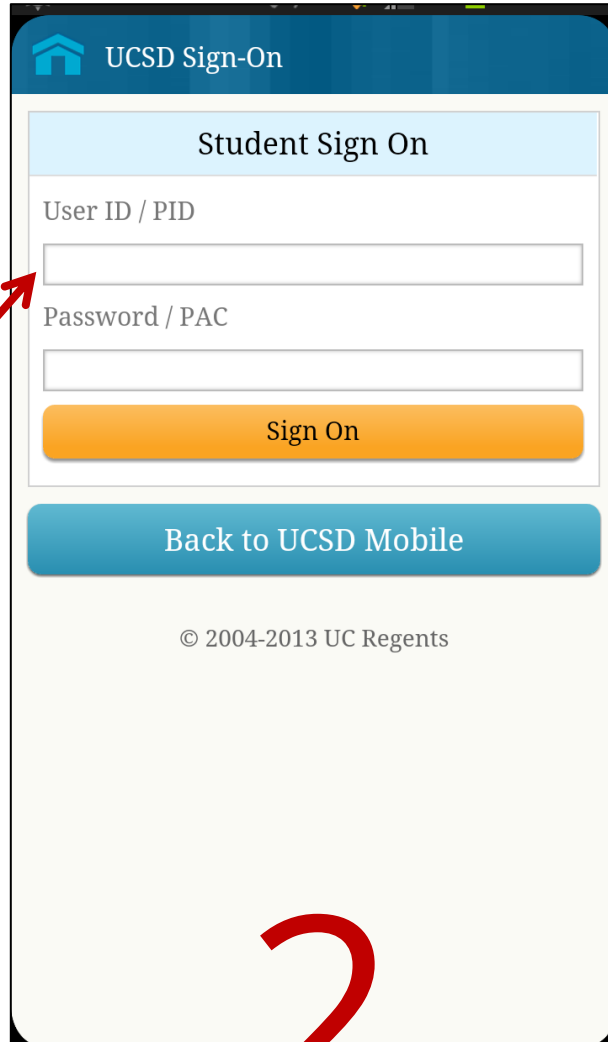
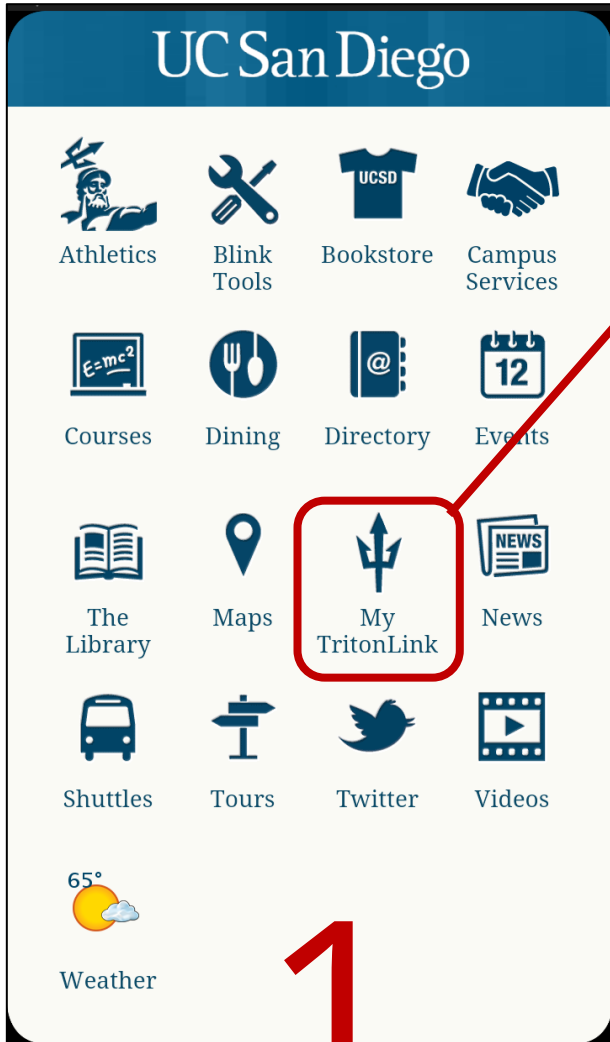


TritonTh!nk



Anna Ly
Chris Betts
John Sharifi
Vincent Tan
April Phuong
Niklas Rogers
Jenny Herzberg

CURRENT APP



Summer Session I 2013 Courses

[View Courses](#) >

[View Finals](#) >

Summer Session II 2013 Courses

[View Courses](#) >

[View Finals](#) >

Fall 2013 Courses

[View Courses](#) >

[View Finals](#) >

[Back to UCSD Mobile](#)

[My TritonLink Full Site](#) | [Feedback](#)

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Thursday

11:00am - 12:20pm
COGS 102C - Lecture
CSB 001

12:30pm - 1:50pm
COGS 187B - Lecture
WLH 2207

[View Finals](#) >

Fall 2013 Courses

[View Courses](#) >

[View Finals](#) >

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Hello, [User] | [LOG OUT](#)

UC San Diego

MY TRITONLINK

ANNOUNCEMENTS & DEADLINES

CAPE

Spring [Course And Professor Evaluations](#) now open through **June 10, 8 a.m.** See the [CAPE home page](#) for more information.

FALL ENROLLMENT

Fall [schedule of classes](#) and [class planner](#) now available

Fall [enrollment times](#) now available (new & cont ugrad)

Fall health fee waiver available **August 1**, upon enrollment

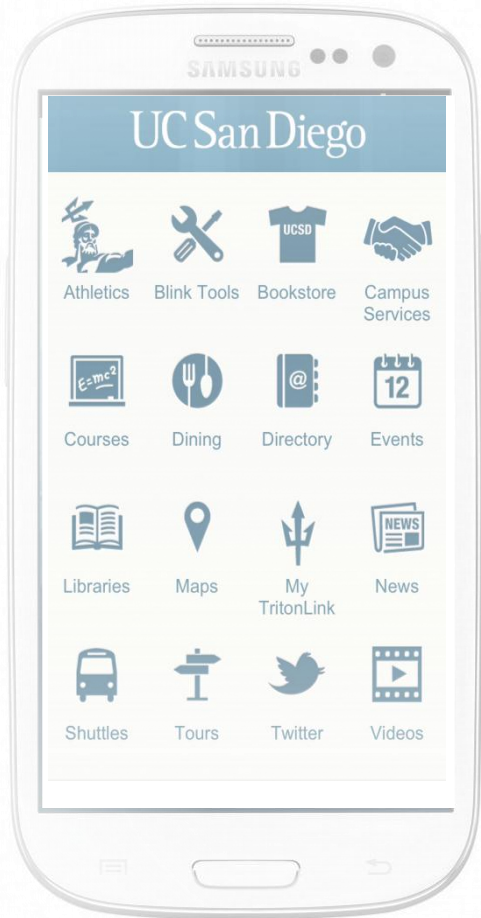
MAY 31

Deadline to drop classes without "F" grade (undergraduates)

ACCOUNT BALANCE

6

PROJECT OVERVIEW



Improving and expanding current app

Tailor app to actual student needs

Support frequent user activities

Intuitive layout that is easy to use

FROM LAST PRESENTATION

Conducted interviews

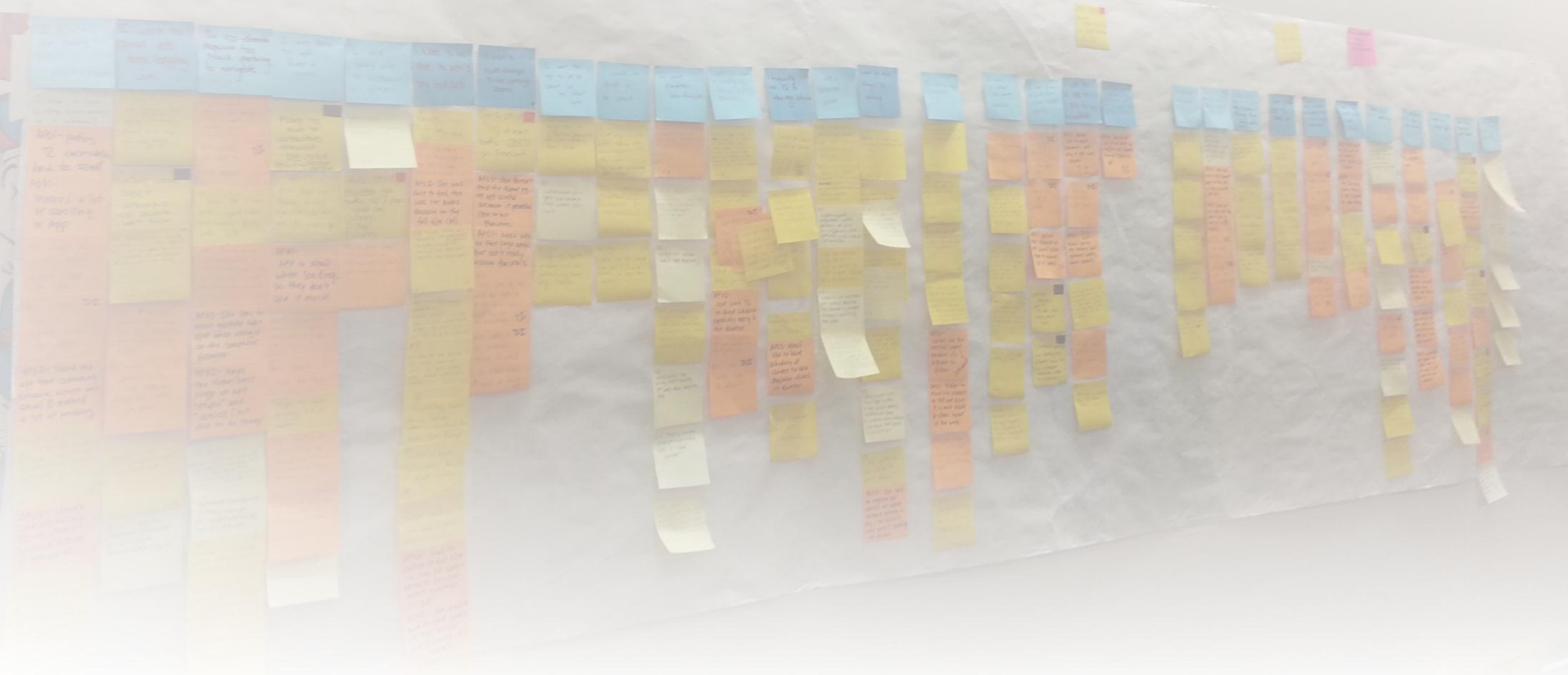
Interpretation sessions

Affinity Diagram

Redefined users

Redefined focus

WHAT WE'VE DONE SINCE THEN



CONSOLIDATED SEQUENCES

Checking graduation status

Checking your class schedule

Paying your bill

USER PERSONAS

JANICE CHENG

Current working undergrad

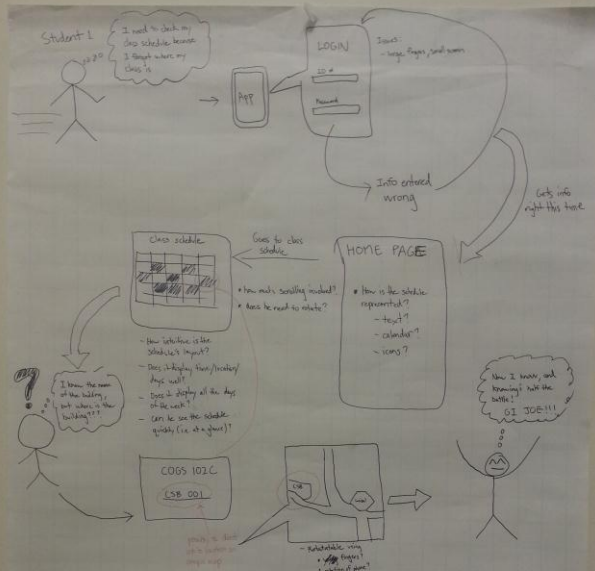


GRANT GREEN

Graduating student

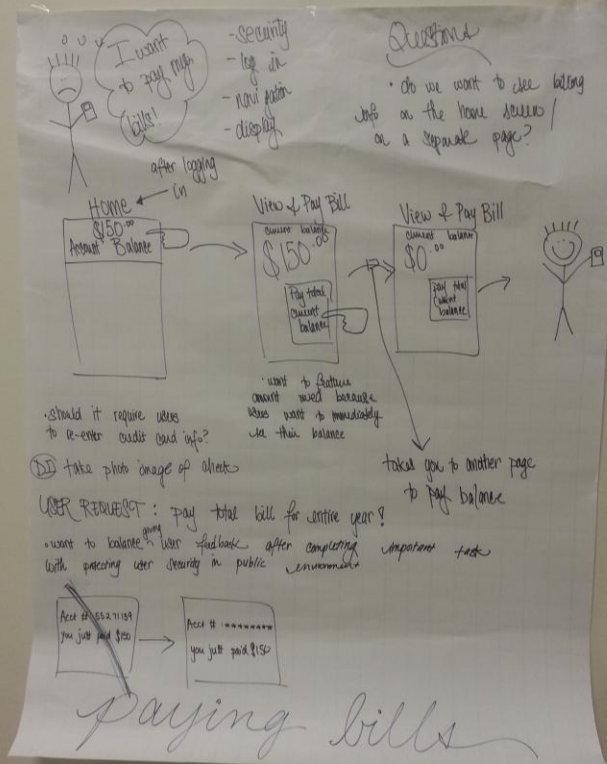


VISIONING



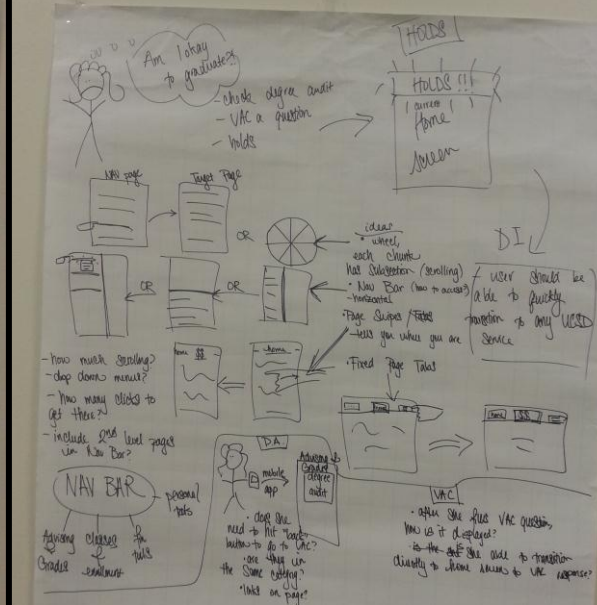
VISIONING: CLASS SCHEDULE

Searching for class schedule



paying bills

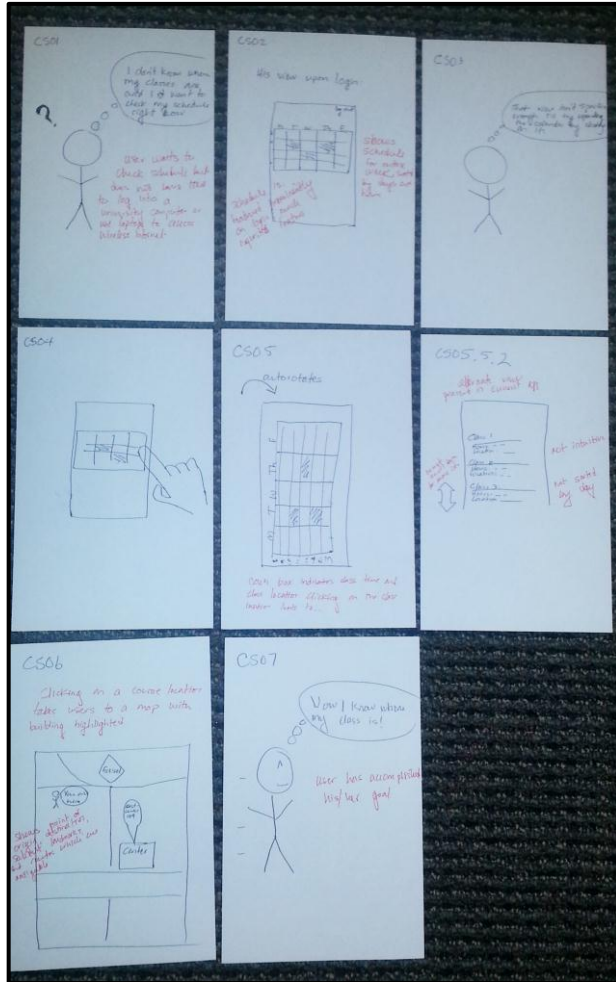
Paying my bill statement



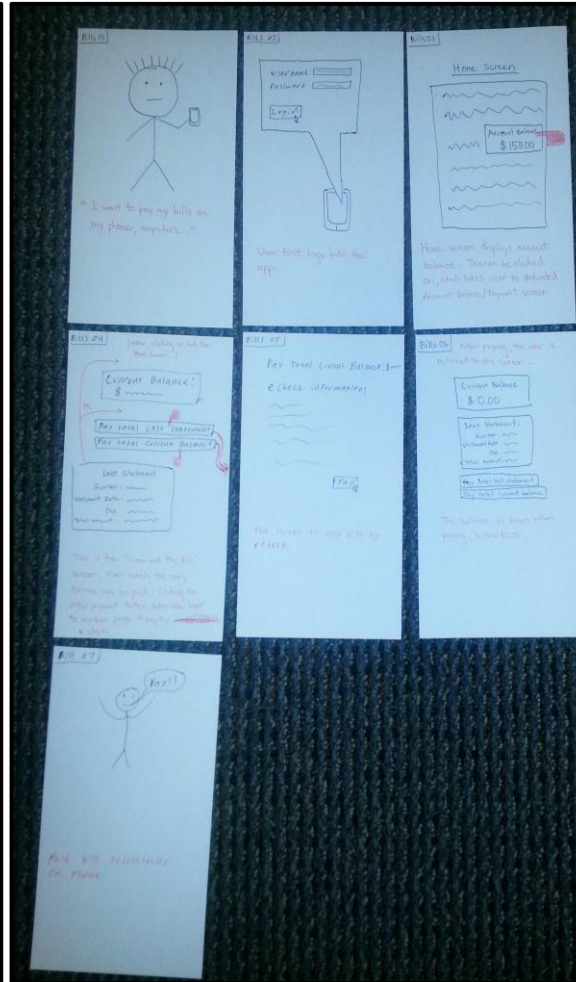
Navigating to Graduate?

Check graduation status

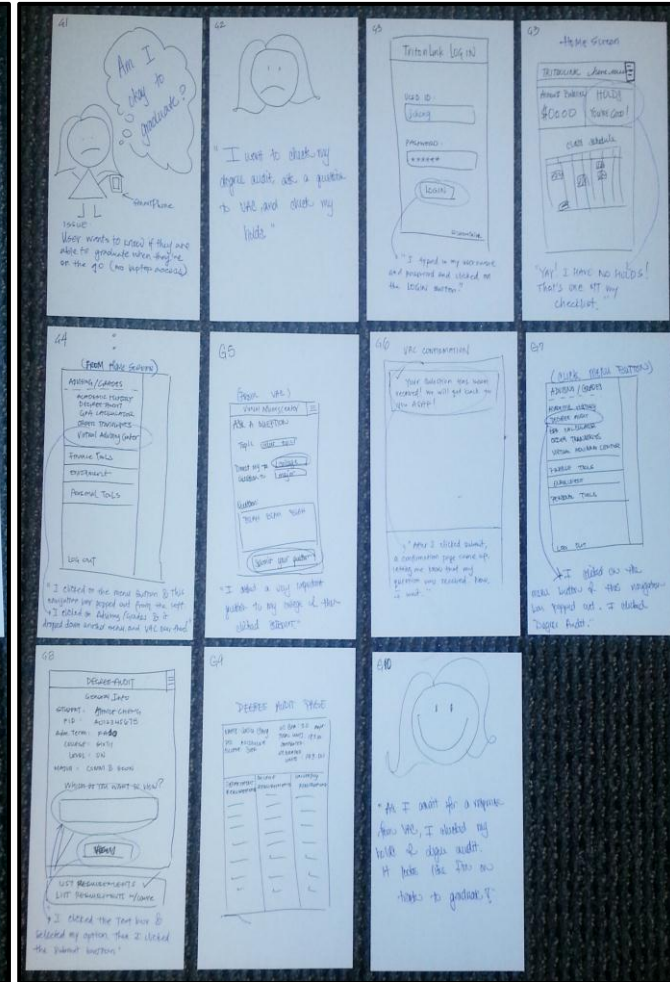
STORYBOARDS



Checking Class Schedule



Paying Bill Statements



Virtual Advising Center

DESIGN CHANGES

Using Gestures and Scrolling

Simpler App

Appearances

Schedule Display

View of Class Schedule

Register for Classes

Pay Balance

VAC/Degree Audit

Other UCSD Services

I don't
like having to
scroll /
pinch + zoom

The app ~~doesn't~~
requires too
much gesturing
to navigate

low performance

I want a
simpler app

The nonmobile
TL is easier to
use presently

1001 - prefers

I don't like
THIS appearance
(mobile)

I want to
make changes
to the opening
screen

wants app to look a

04/12-04/13

VT

The schedule display
is unintuitive

*

Sched

AZ

I want to customize
or modify my
view of the
Schedule

*

I frequently
use TL to
view my schedule

DI:
Prefers that the

schedule as Glendon
view

Being able to
register for classes
easily when I'm
on the go would
be very convenient.

I want to
be able to
pay for my
balance.

ADSL

Utz

on track to
graduate.

The VAC display
needs changing

I want to see
more information
about my degree/
degree audit

DI
Would want a VAC^P
tab on the phone

I want to
stay connected
to campus orgs
and get campus
information

I want features
integrated from
other UCSD
services

A04 -

DI

Ath-

15

**HOW WE DID OUR
PROTOTYPES**

ANDROID

Developers ▾

Design

Develop

Distribute



Get Started ▾

Style ▾

Patterns ▲

New in Android

Gestures

App Structure

Navigation

Action Bar

Navigation Drawer

Multi-pane Layouts

Swipe Views

Selection

Confirming & Acknowledging

Notifications

Widgets

Settings

Help

Navigation Drawer

< PREVIOUS

NEXT >

The navigation drawer is a panel that transitions in from the left edge of the screen and displays the app's main navigation options.

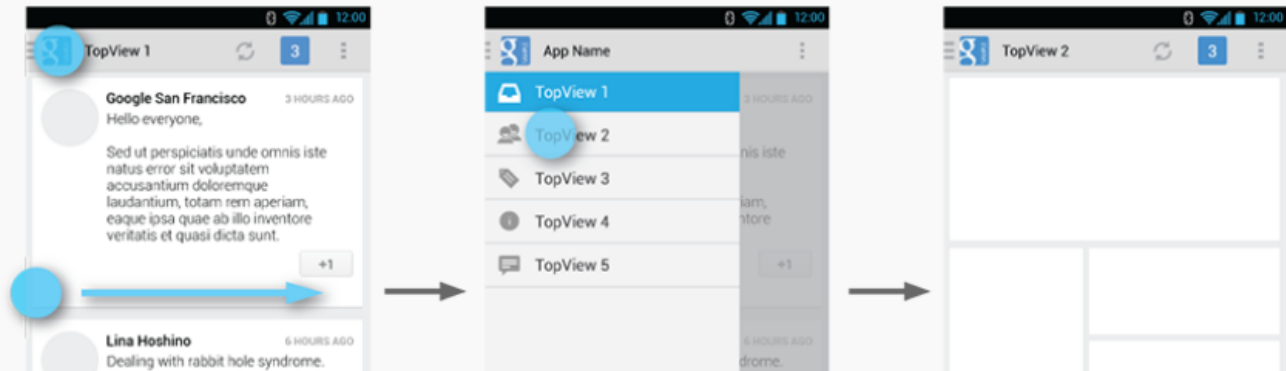


DEVELOPER DOCS
[Creating a Navigation Drawer](#)

Displaying the navigation drawer

The user can bring the navigation drawer onto the screen by swiping from the left edge of the screen or by touching the application icon on the action bar.

As the navigation drawer expands, it overlays the content but not the action bar. When the drawer is fully extended, the action bar adjusts its content by replacing the current action bar title with the app name and removing all actions that are contextual to the view underneath the navigation drawer. The overflow menu with the standard action items for Settings and Help remains visible.



ios

ios Developer Library

Developer

ios Human Interface Guidelines PDF

Table of Contents

- Introduction
- Platform Characteristics
- Human Interface Principles
- App Design Strategies
- Transition Case Studies
- User Experience Guidelines
- ios Technology Usage Guidelines
- ios UI Element Usage Guidelines
- Custom Icon and Image Creation Guidelines
- Revision History

Brand Appropriately

Incorporate a brand's colors or images in a refined, unobtrusive way. Branding is most effective when it's subtle and understated. People use your app to get things done or to be entertained; they don't want to feel as if they're being forced to watch an advertisement. For the best user experience, you want to quietly remind users of your identity.

Avoid taking space away from the content people care about. For example, displaying a second, persistent bar at the top of the screen that does nothing but display branding assets means that there's less room for content. Consider other, less intrusive ways to display pervasive branding, such as subtly customizing the background of a screen.

Important: The exception to these guidelines is your app icon, which should be completely focused on your brand. Because users see your app icon frequently, it's important to spend time designing an icon that balances eye-appeal with brand recognition.

Make Search Quick and Rewarding

In apps that handle or display a lot of data, search can be a primary function. If you need to provide search in your app, follow these guidelines to ensure that it performs well.

Build indexes of your data so that you are always prepared for search. Don't wait until the user initiates a search to do this, because you can't afford to create a negative first impression of the search experience in your app.

Live-filter local data so that you can display results more quickly. It's best when you can begin filtering as soon as users begin typing, and narrow the results as they continue typing. Although live-filtering data usually produces a superior user experience, it's not always practical. When live filtering is impractical, you can begin the search process after the user taps the Search button in the keyboard. If you do this, be sure to provide feedback on the search's progress so users know that the process has not stalled.






When possible, also filter remote data while users type. Although filtering users' typing can result in a better search experience, be sure to inform them and give them an opportunity to opt out if the response time is likely to delay the results by more than a second or two.






Display a search bar above a list or the index in a list. Users expect to find a search bar in this position, because they're accustomed to the search bar in Contacts and other apps. Putting the search bar in this location means that it stays out of users' way when they're scrolling through the list or using the index, but is conveniently available when it's needed.

Use a tab for search only in special circumstances. If search is a primary function in your app you might want to feature it as a distinct mode. In iTunes, for

ios Dev Center > ios Developer Library > Topic > User Experience

Android vs. iOS

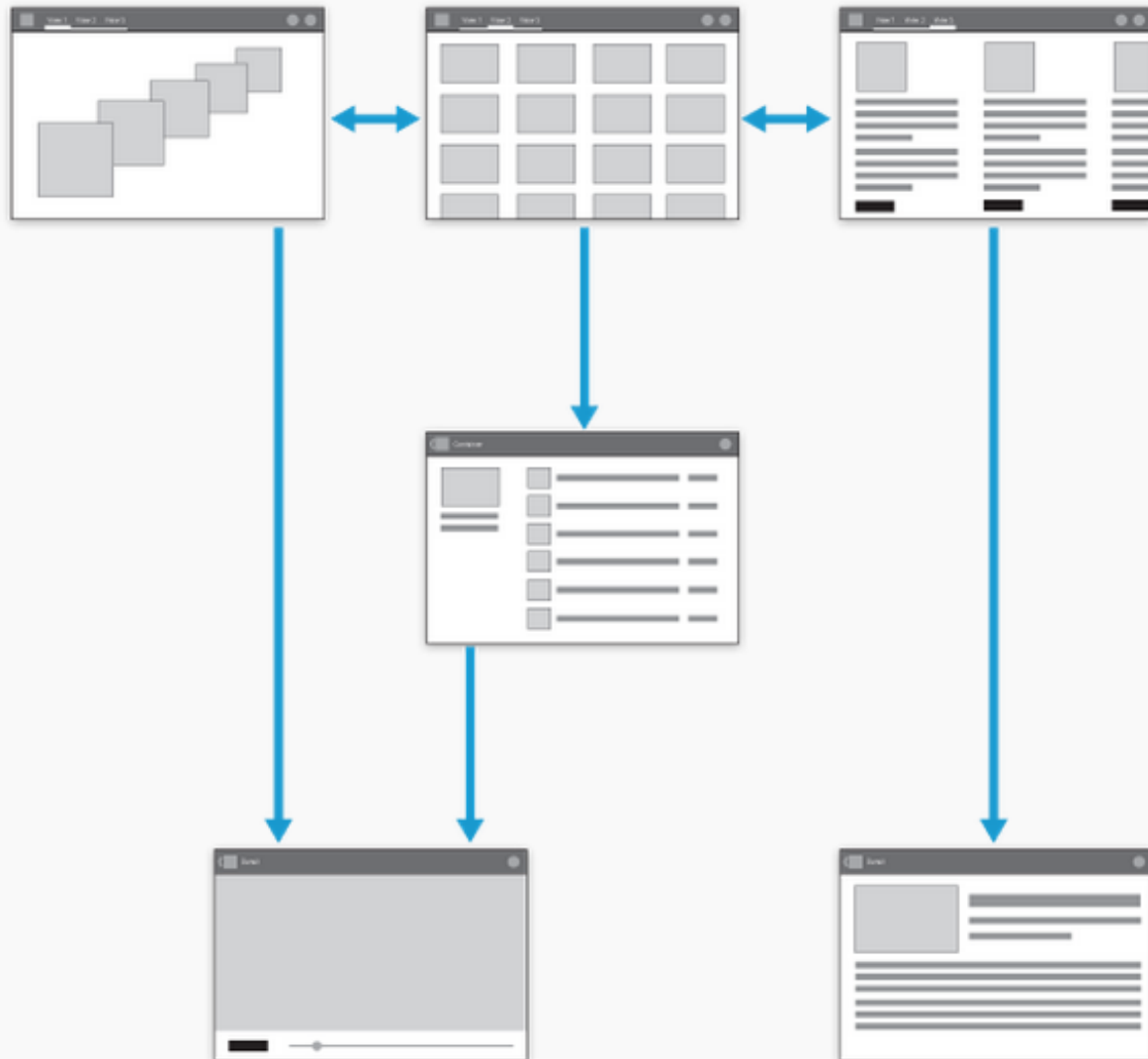
Operating System	Visits	% Visits
1. iPhone	85,462	 52.94%
2. Android	30,124	 18.66%
3. iPad	29,259	 18.12%
4. iPod	8,844	 5.48%
5. iOS	5,038	 3.12%

Operating System	Visits	% Visits
1. iOS	620,054	 76.50%
2. Android	181,045	 22.34%
3. Windows Phone	6,337	 0.78%
4. BlackBerry	2,619	 0.32%
5. SymbianOS	164	 0.02%

ANDROID DESIGN GUIDELINES

General Structure

A typical Android app consists of top level and detail/edit views. If the navigation hierarchy is deep and complex, category views connect top level and detail views.



Top level views

The top level of the app typically consists of the different views that your app supports. The views either show different representations of the same data or expose an altogether different functional facet of your app.

Category views

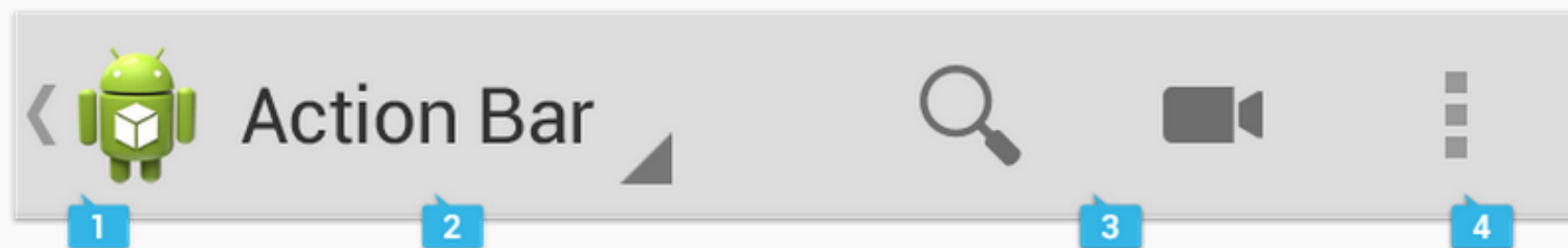
Category views allow you to drill deeper into your data.

Detail/edit view

The detail/edit view is where you consume or create data.

General Organization

The action bar is split into four different functional areas that apply to most apps.



1. App icon

The app icon establishes your app's identity. It can be replaced with a different logo or branding if you wish. Important: If the app is currently not displaying the top-level screen, be sure to display the Up caret to the left of the app icon, so the user can navigate up the hierarchy. For more discussion of Up navigation, see the [Navigation](#) pattern.



App icon with and without "up" affordance.

2. View control

If your app displays data in different views, this segment of the action bar allows users to switch views. Examples of view-switching controls are drop-down menus or tab controls. For more information on view-switching, see the [App Structure](#) pattern.

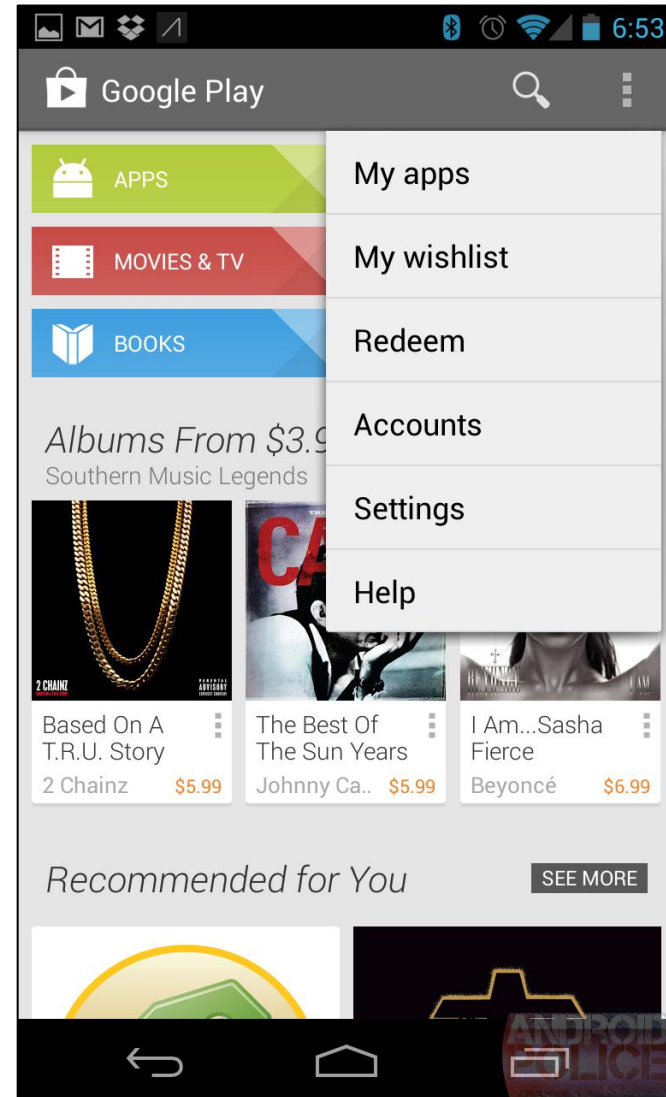
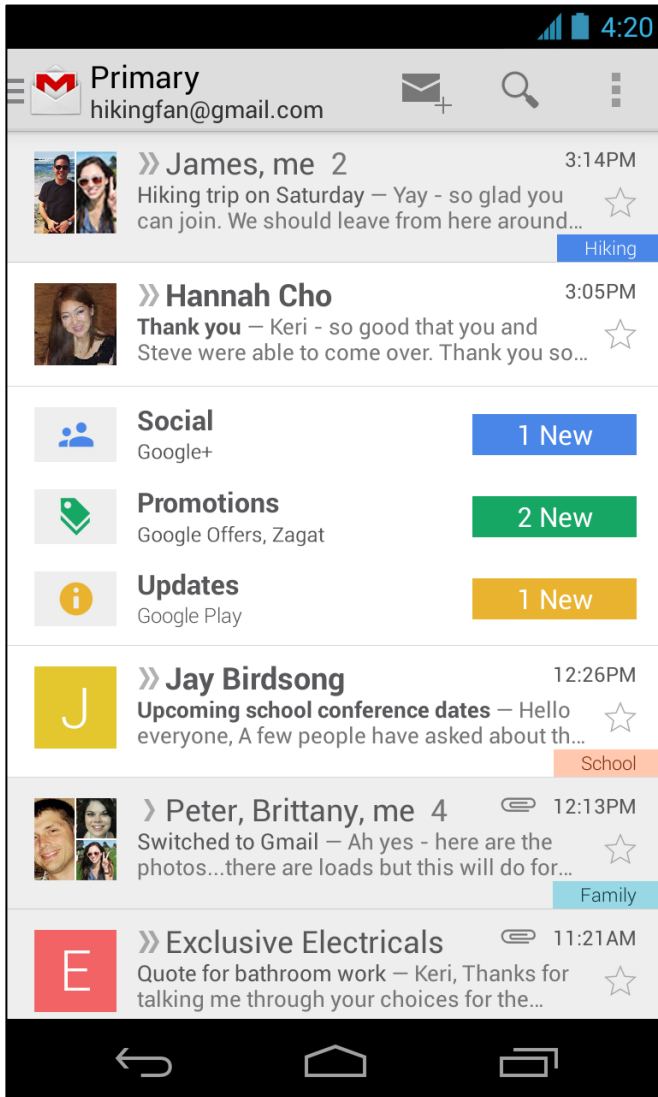
If your app doesn't support different views, you can also use this space to display non-interactive content, such as an app title or longer branding information.

3. Action buttons

Show the most important actions of your app in the actions section. Actions that don't fit in the action bar are moved automatically to the action overflow. Long-press on an icon to view the action's name.

4. Action overflow

OTHER ANDROID APPS



PAPER PROTOTYPES

Want users to feel at home

Use the app quickly while on the go

Support most non-mobile TritonLink usage

Address user complaints

PAPER PROTOTYPE INTERVIEWS

Six paper prototype interviews

Asked users to perform specific tasks

User Feedback & Results

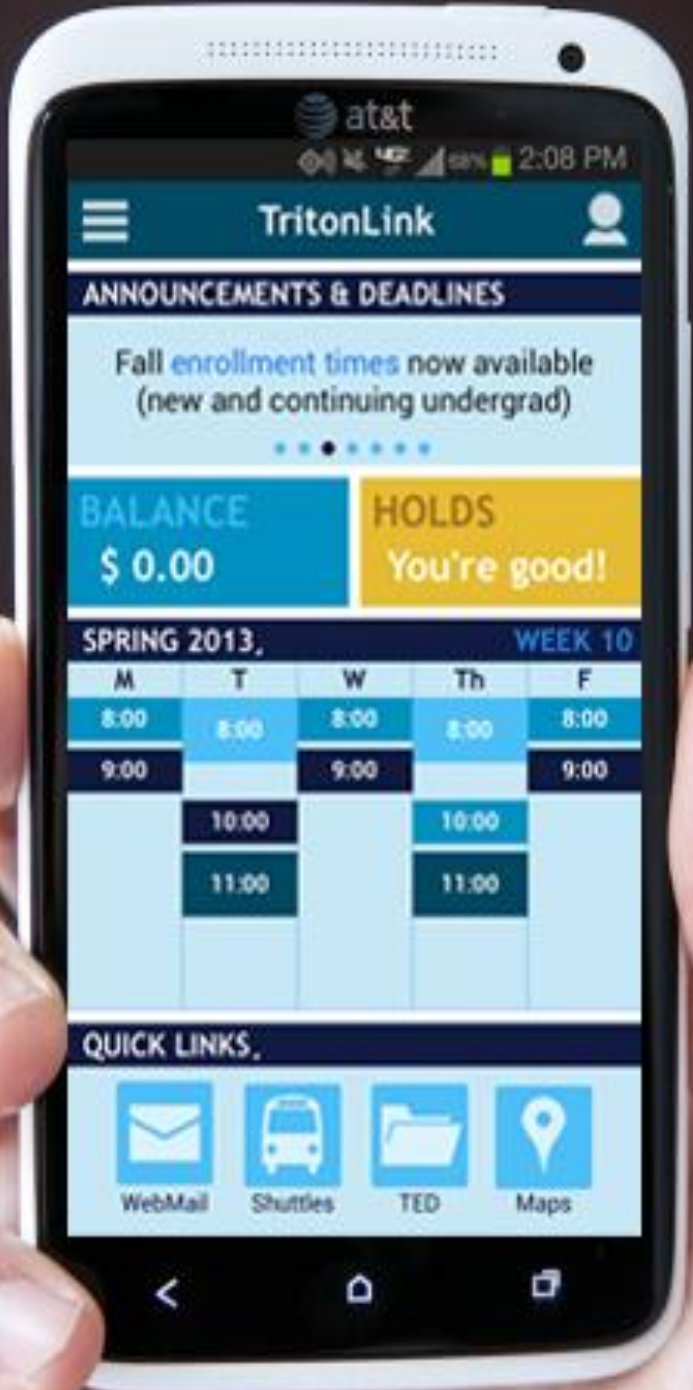
MAIN FINDINGS

Easy navigation with nav drawer

Familiar interface of website

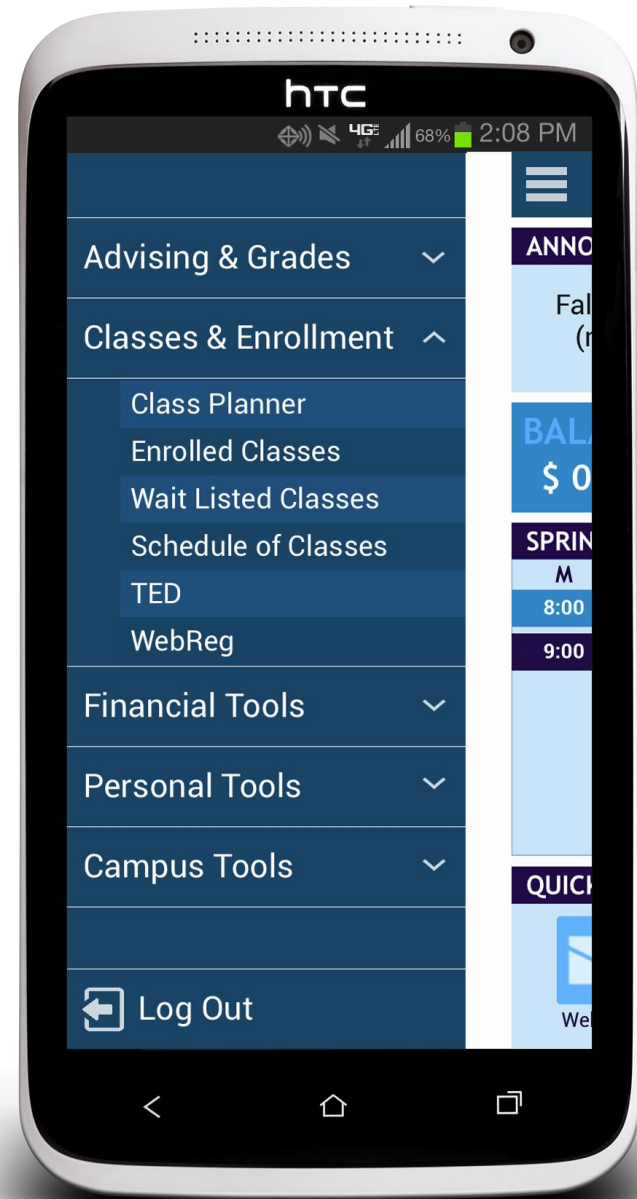
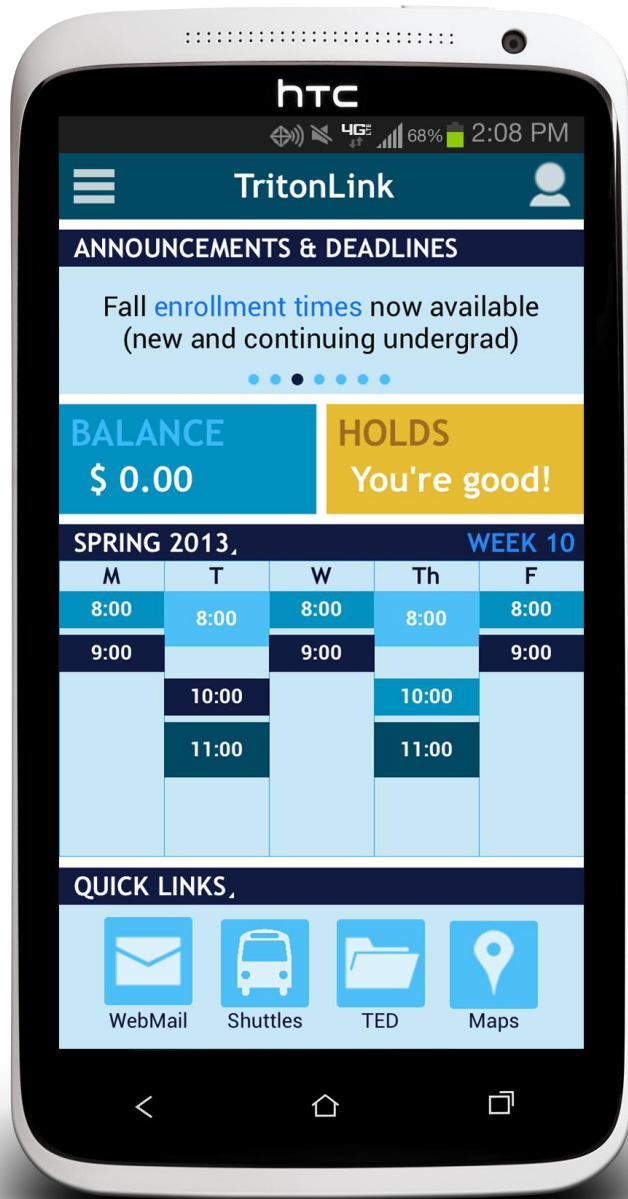
Evaluations and booklist

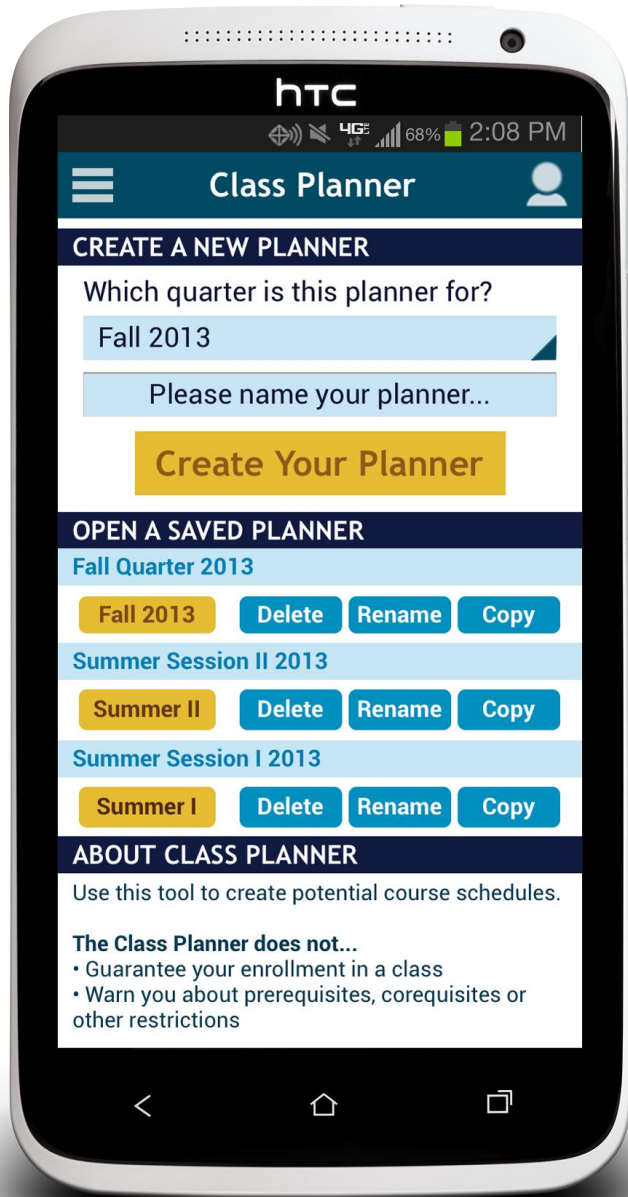
Customizable quick links



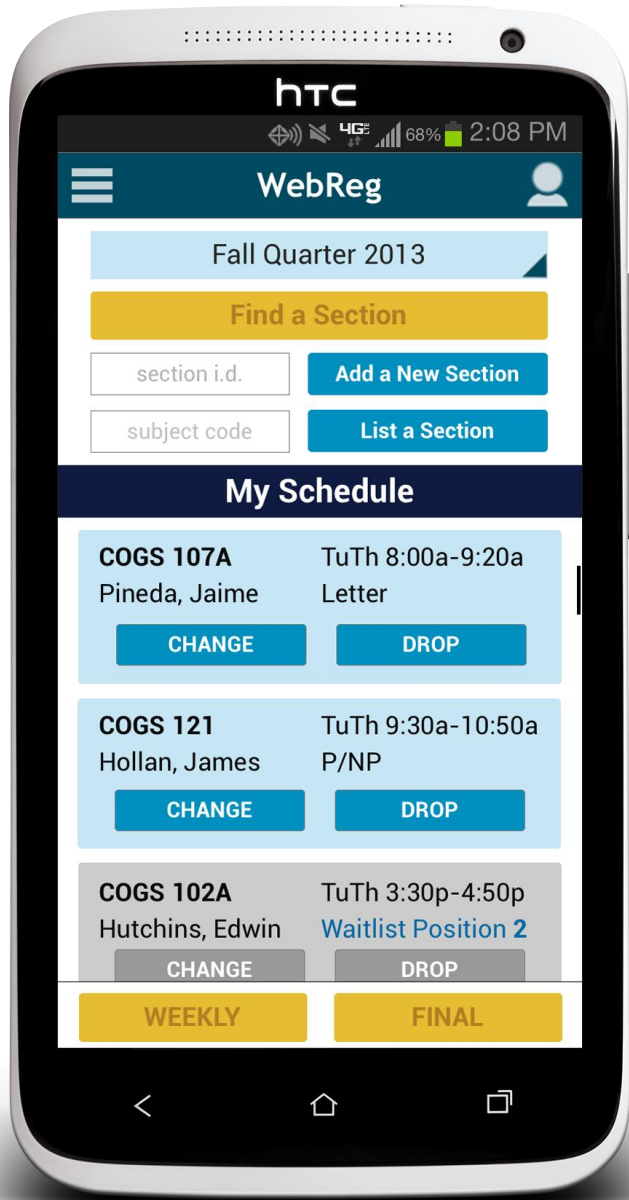
HIGH
FIDELITY
PROTOTYPE

HOME PAGE





CLASS PLANNER



WEBREG ENROLLMENT

IF WE HAD MORE TIME

Integration of non-Tritonlink UCSD services

More rounds of high-fidelity prototyping

User feedback sessions

Collaborate with developers

Convert current code to modern HTML5

Post-release & get user feedback on new app

Support user usage