

# PROTOTYPING AN APP USING A LOW- FIDELITY PROCESS

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# INTRODUCTION

# WHAT IS PAPER PROTOTYPING?

Paper prototyping is simply planning the design and usability of an app. The sketches show different screens that the user will see while using the app.

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Paper prototypes, in their most simple form, are drawings of the user interfaces (or screens) you plan to have in your app.

Marvel

## HOW ARE THESE USEFUL?

The benefits of paper prototyping include finding issues before investing in the digitized and fully formed version, allows the designers to create a fully formed idea, it's used as a roadmap to figure out the flow of the interface, it removes the technical barriers like coding and programming. Additionally, paper prototyping can be brought to anyone within the design process, even future users to test how the functionality would work during user testing. Feedback during the initial stages of creating an app is crucial to receive.

## WHAT DOES LOW-FIDELITY MEAN?

Low-fidelity means that there wasn't a lot of detail put into the sketches, other than the general idea of the flow and design. Nitty-gritty details are left out until later on.

# THE APP OF STUDY

# THE APP

[www.WalkingForRochester.org](http://www.WalkingForRochester.org)

## What is WFR?

Walking For Rochester is a 501(c)3 non-profit organization in Rochester, NY. What exactly do they do for the community? They host weekly Community Cleanups, plan private Corporate Cleanups for businesses/teams, offer a Volunteer Program to record service hours, and have a Litter Removal Service.

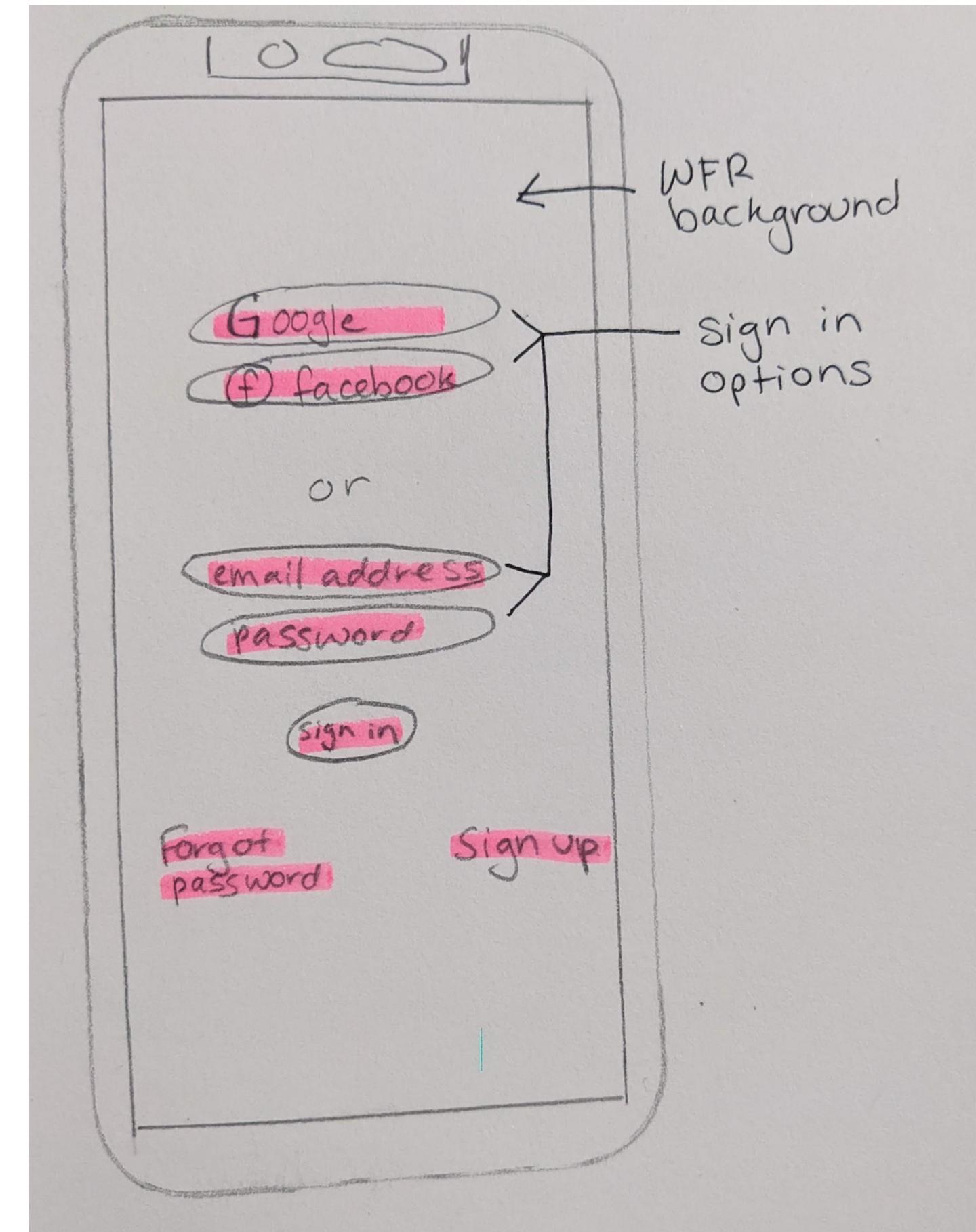
# LOW-FIDELITY SKETCHES

# COMPONENTS

- Pink highlight - clickable/interactive content
- Green highlight - current page
- Blue square - current content
- Purple square - proposed content
- Yellow highlight - external links

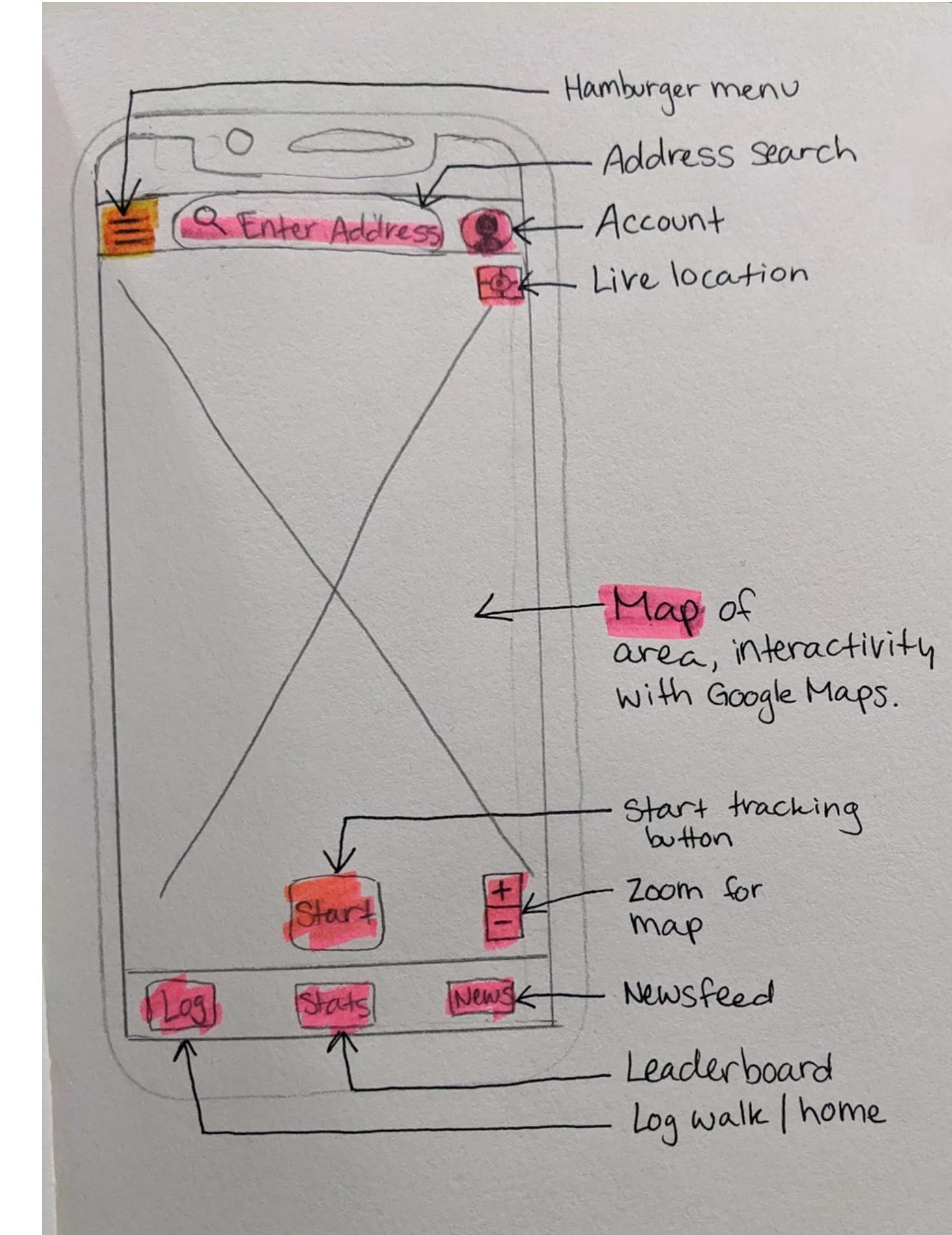
# SIGN IN

Users need to log in or sign up to create an account to use the app. They can do this by using Google, Facebook, or their email.



# HOME SCREEN

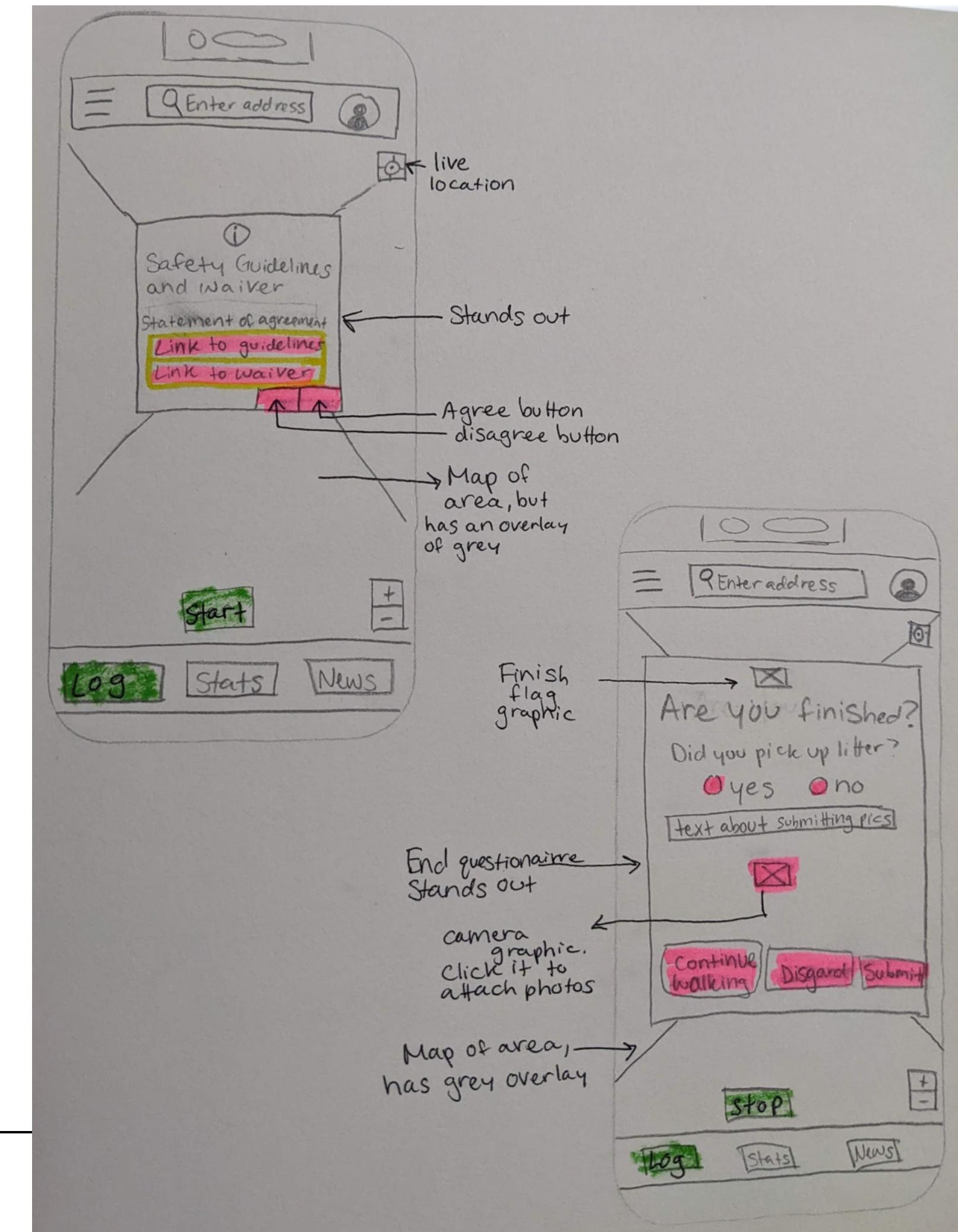
Google Maps integration allows users to access accurate and live GPS tracking.



# HOME SCREEN / TRACKING

These screens are together because it is a before and after. The screen on the left is after the user clicks 'start,' and they must agree to terms before they can track their progress.

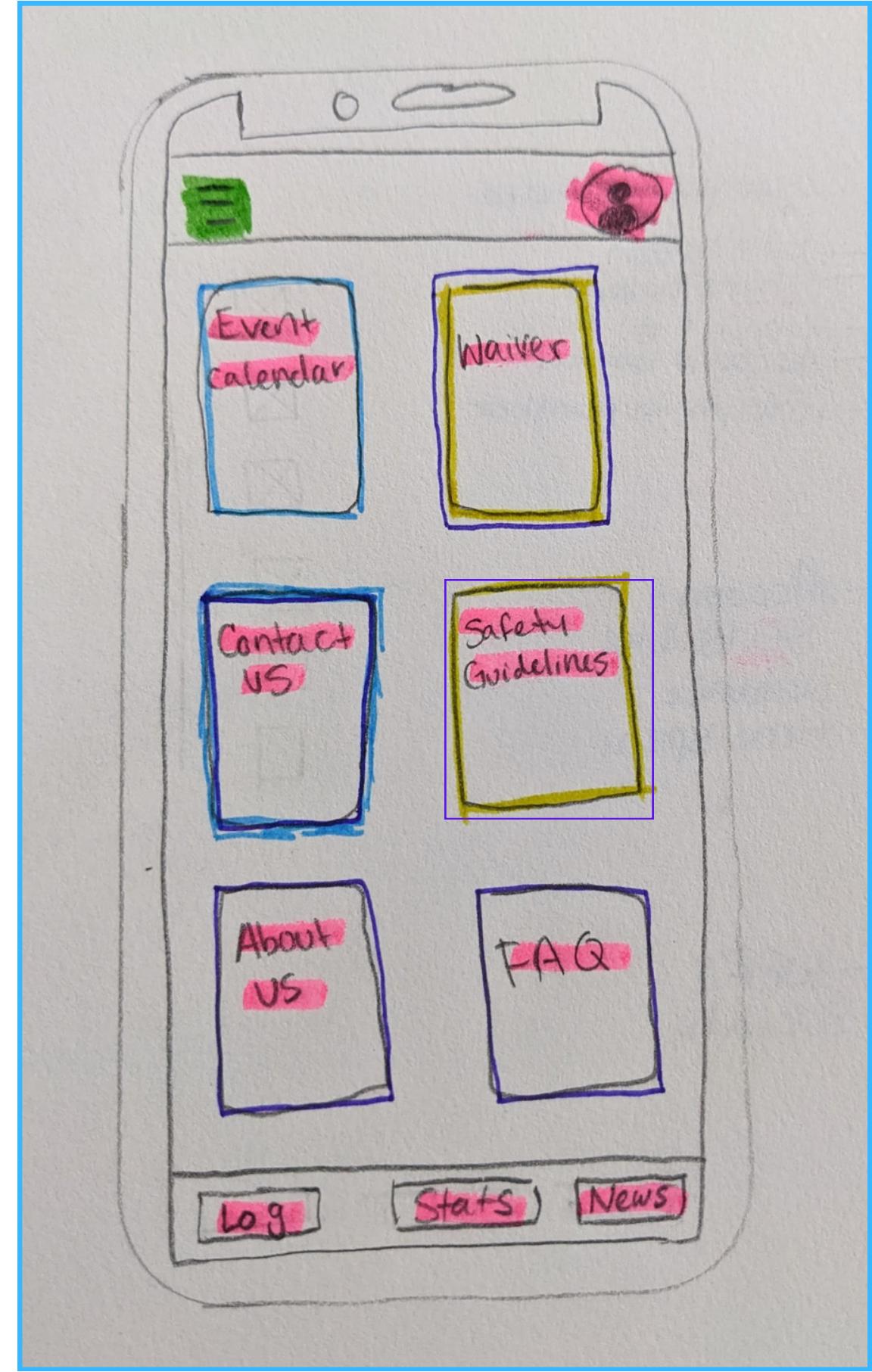
The screen on the right is for when the user presses 'stop' after they're done tracking. The user must then complete an end questionnaire about what they did during the tracked time.



# HOMESCREEN HAMBURGER MENU

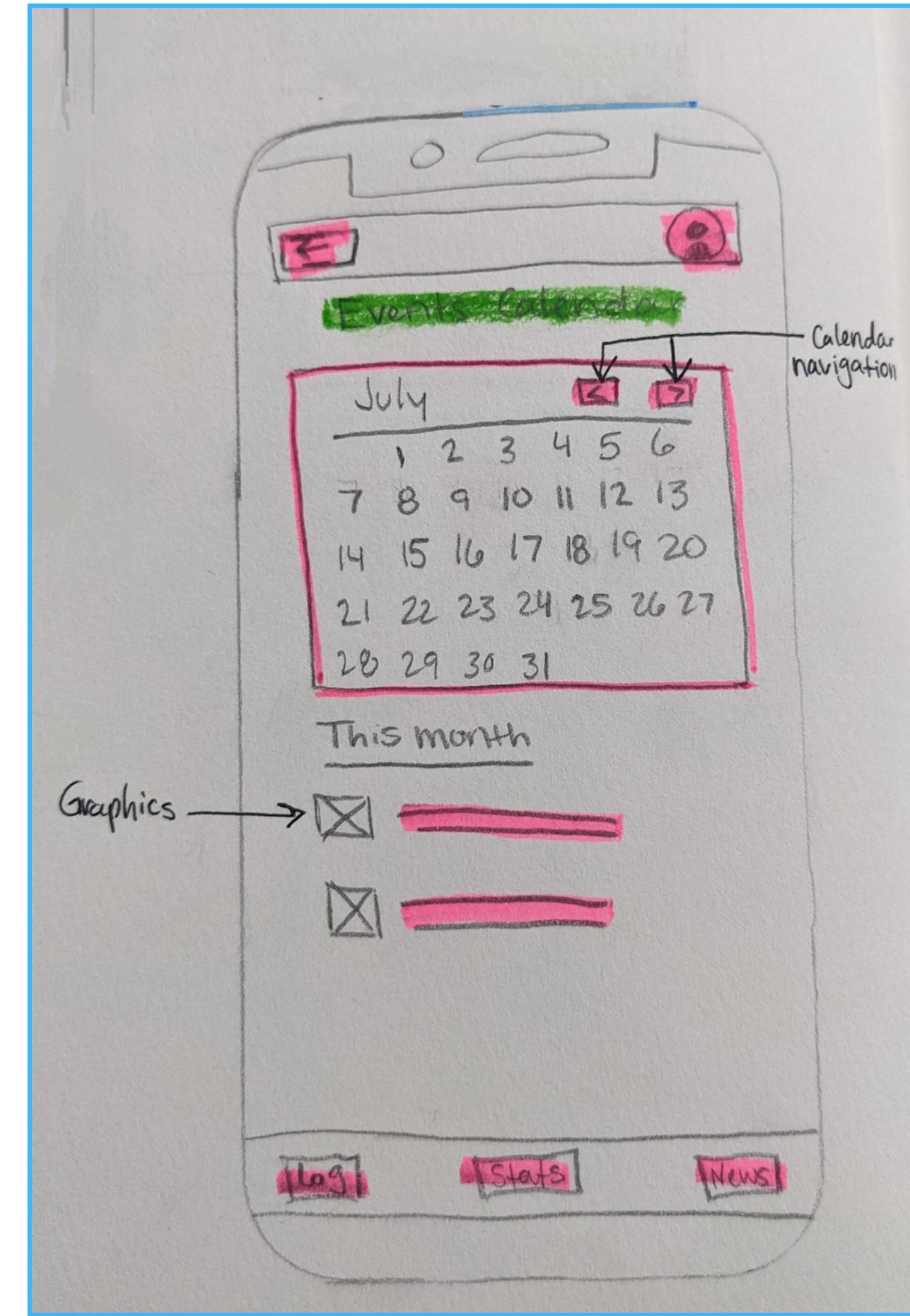
The blue squares indicate proposed ideas to add to the app. It's important that these things are included since the app will be used by more than just volunteers needing service hours.

The waiver and safety guidelines both go to external links.



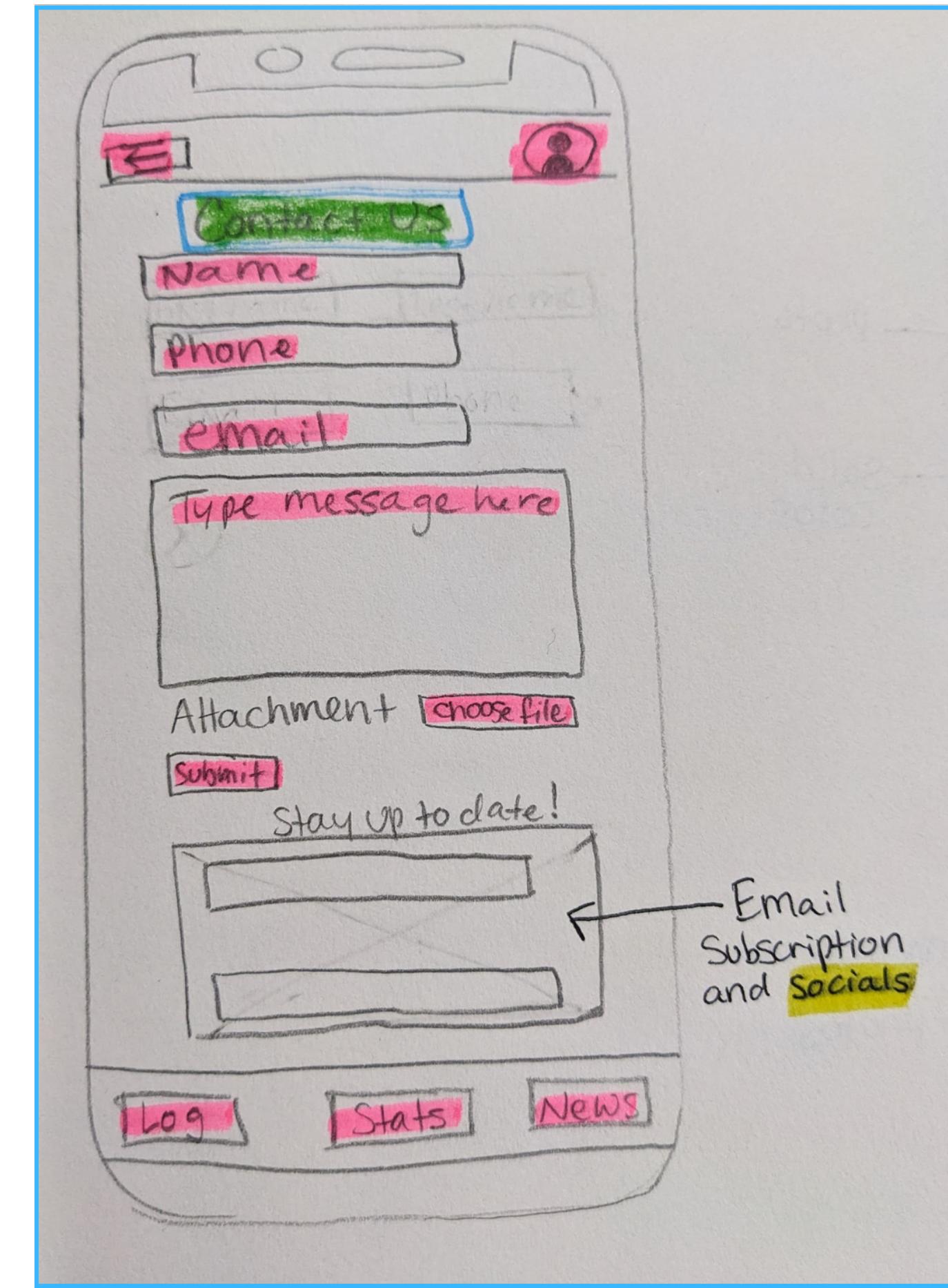
# EVENTS CALENDAR

This is a proposed idea, as the app doesn't currently have this feature. This would be extremely useful for people that have the app downloaded because all information on events would be in one place. This feature could replace extra steps for users, they would need to check WFR's social media or the newsletter to find out where events are and what time.



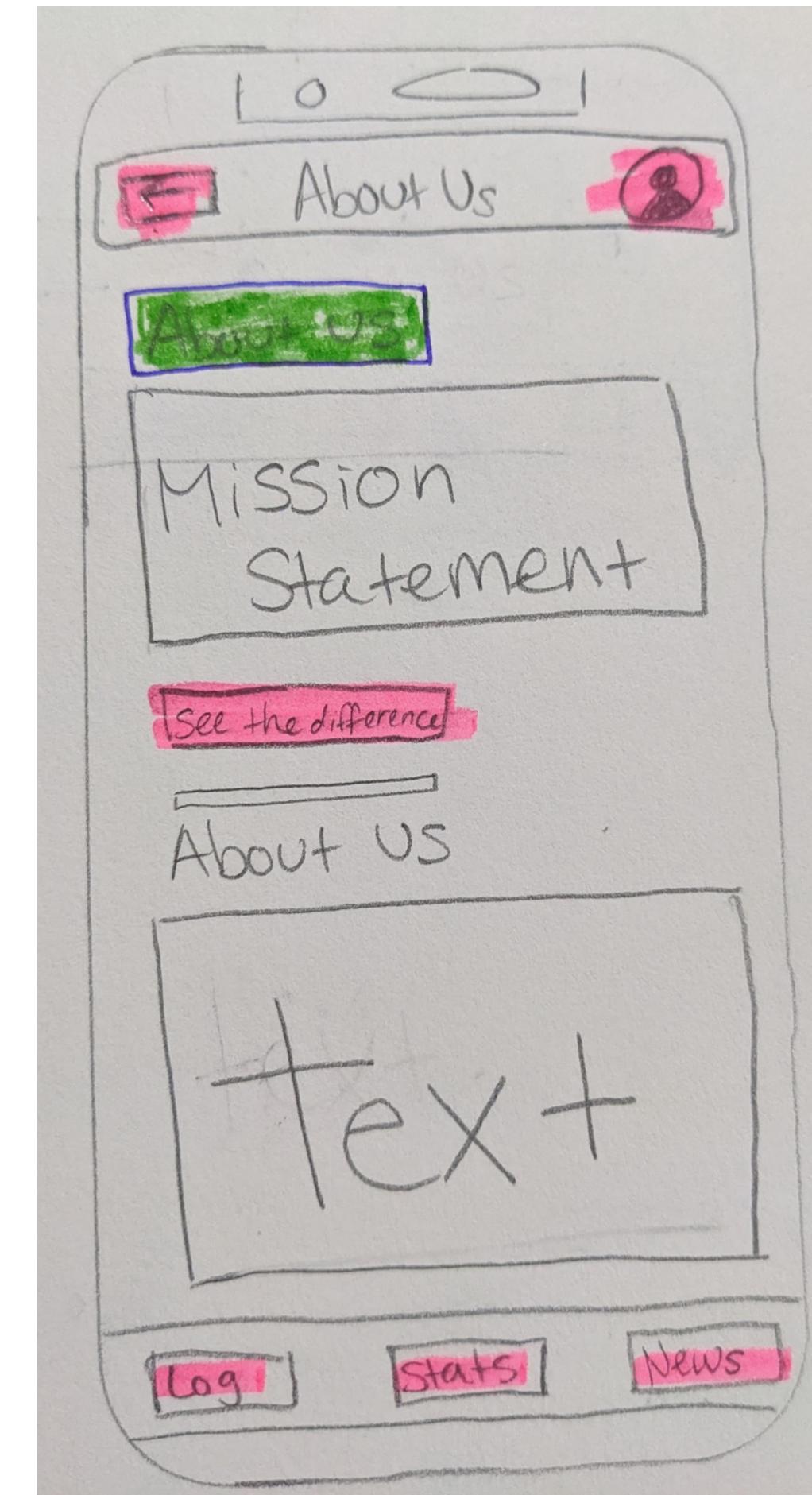
# CONTACT US

This is a proposed idea, as the app doesn't currently have this feature. This would replace users needing to visit the website to find contact information. As an added bonus, the newsletter subscription is located at the bottom, drawing attention to it.



# ABOUT US

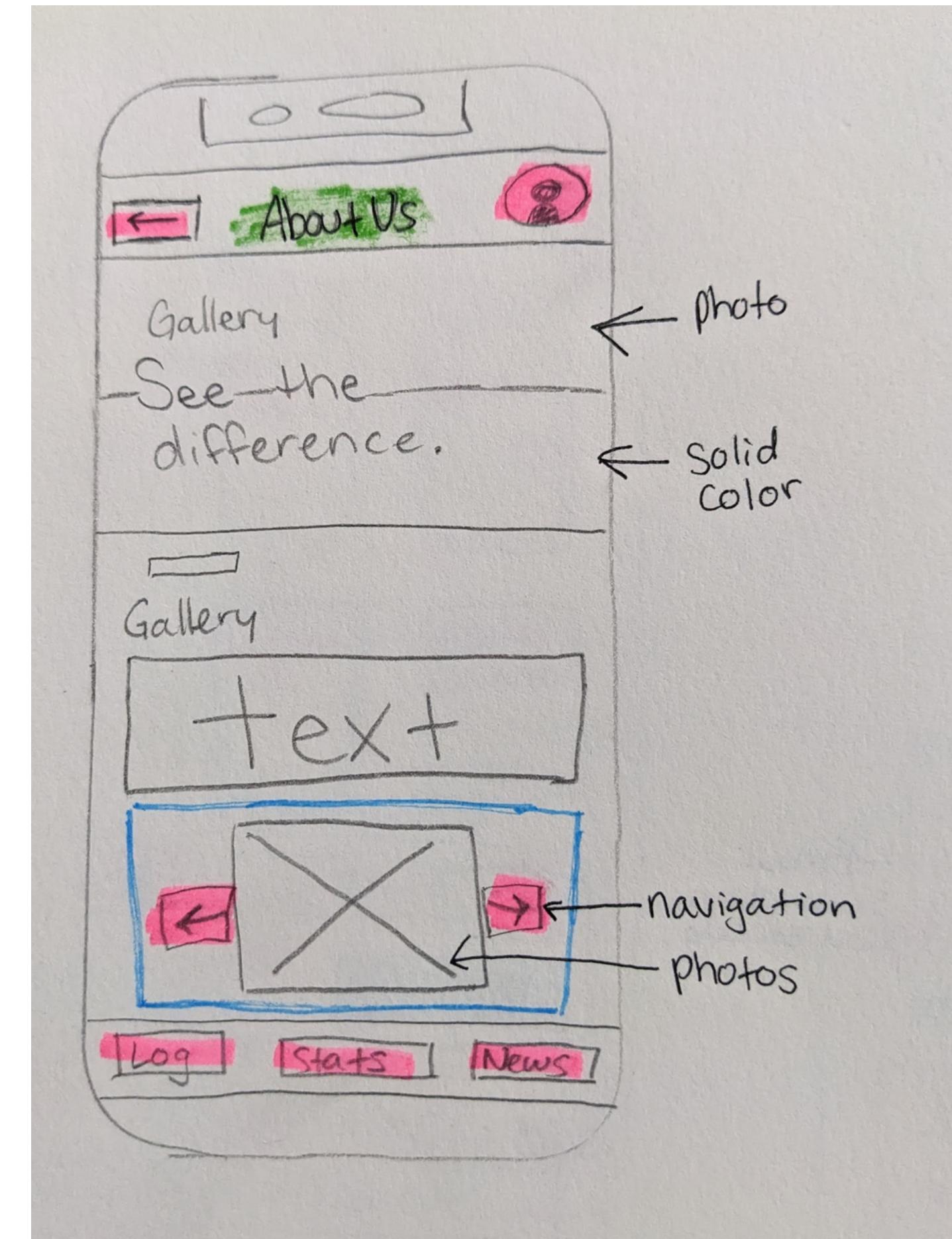
This is a current page on the app.



# ABOUT US

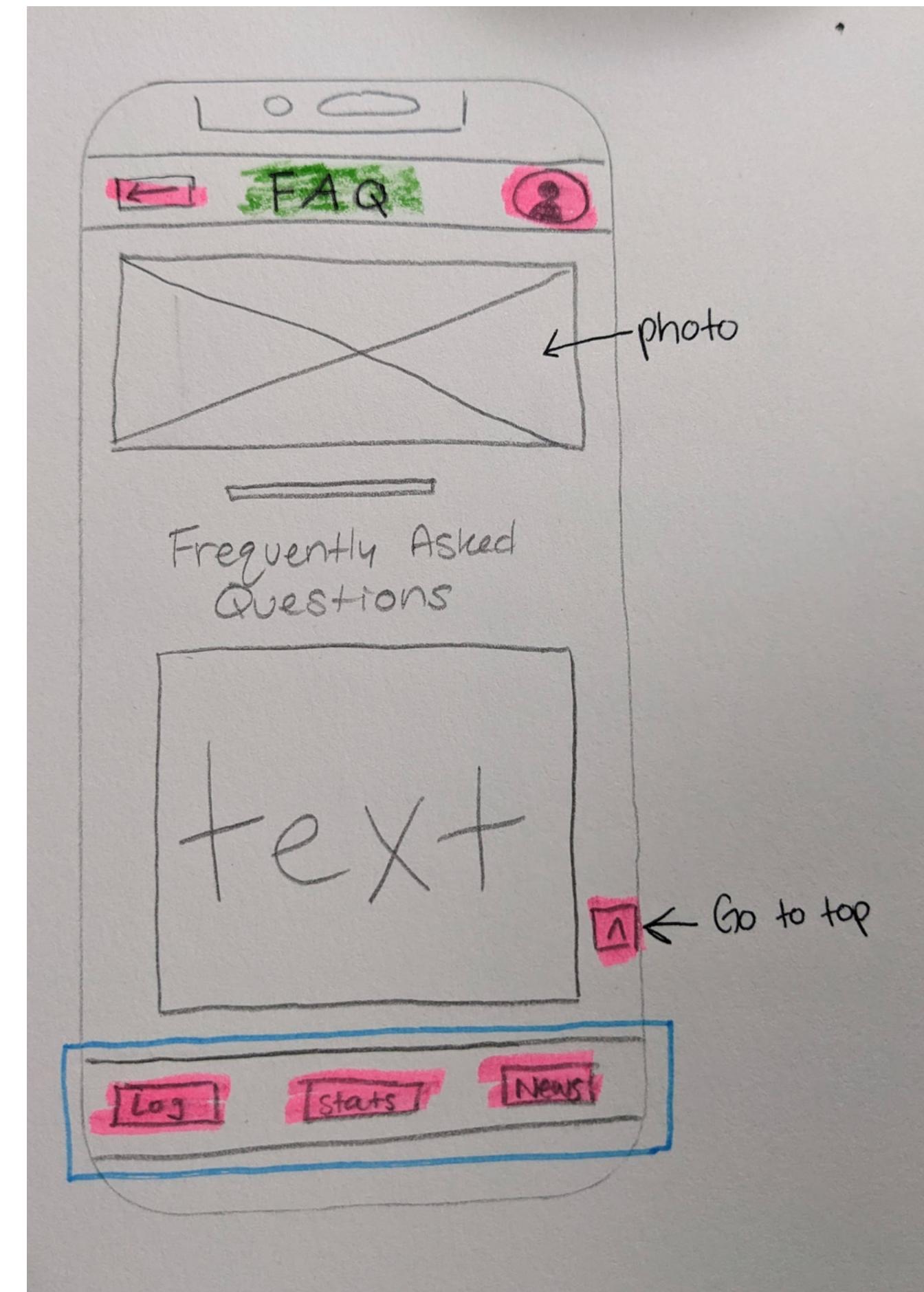
This is the page the user sees after clicking on 'See the Difference' on the parent about us page.

The current page doesn't have many photos that users can scroll through. The proposed idea is boxed in blue: add photos that users can scroll through.



# FAQ

This is the frequently asked questions page on the app. It is the only page without the bottom universal footer, hence the blue box.

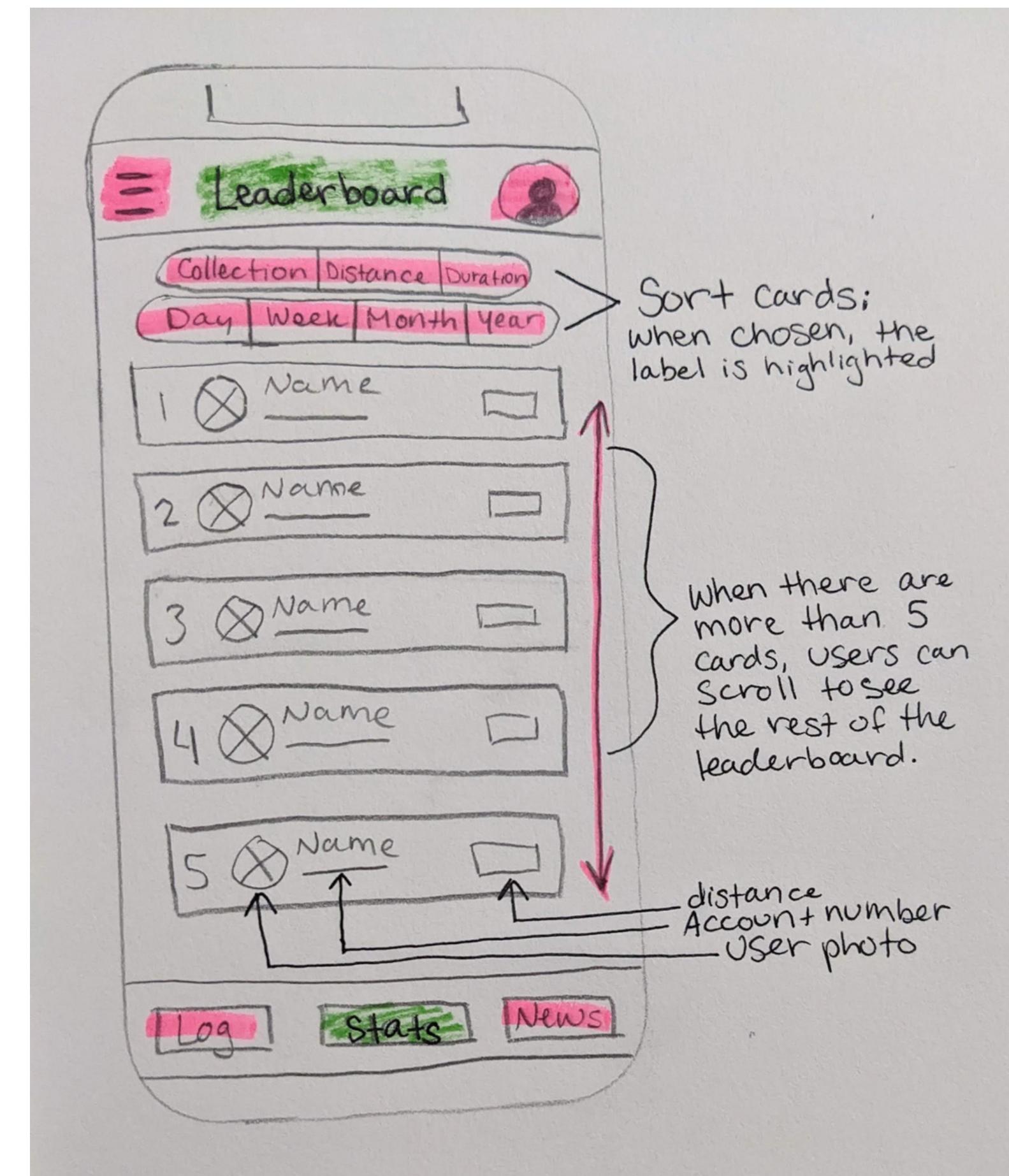


# THE LEADERBOARD

The leaderboard can be sorted into categories.

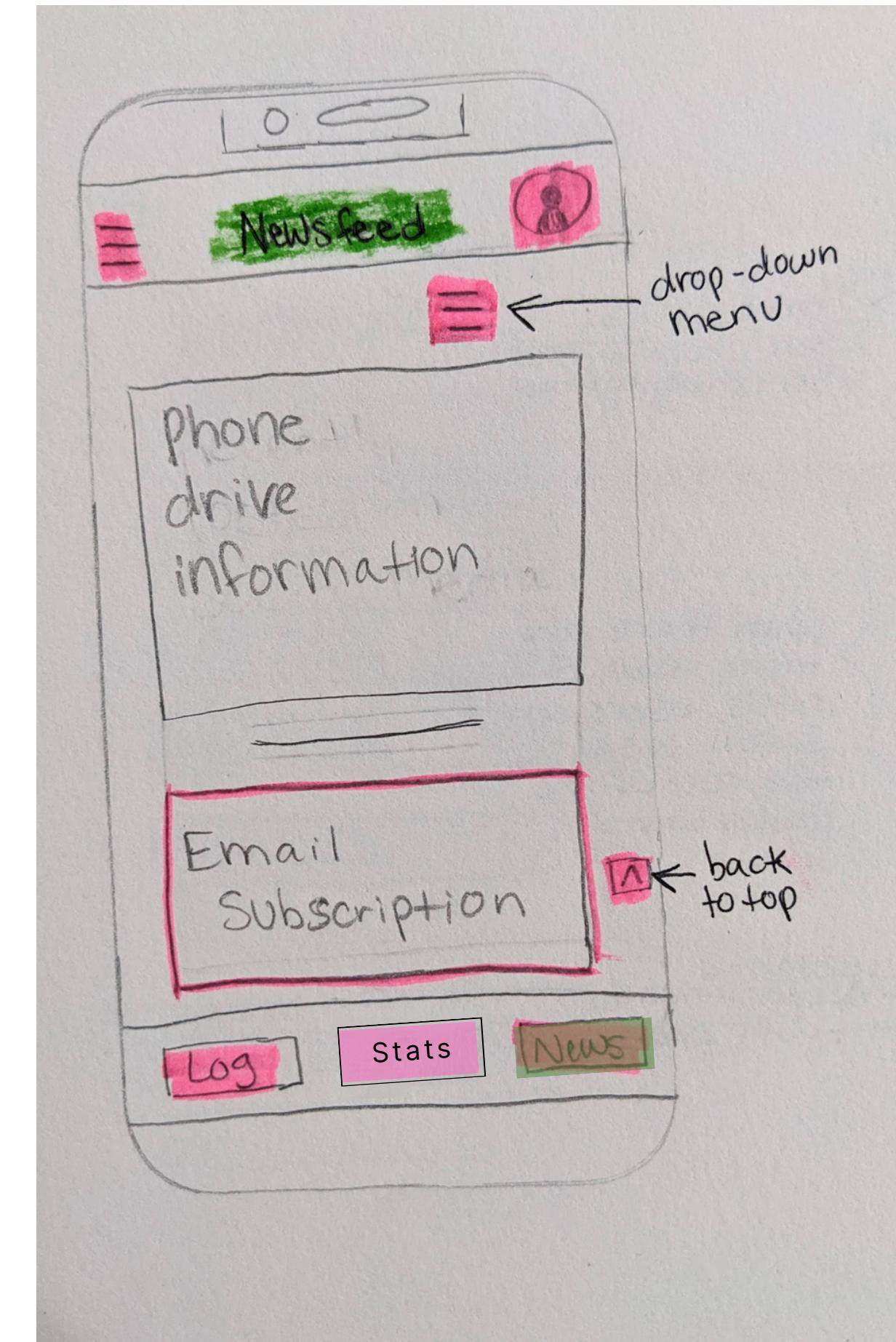
First level: Collection, Distance, Duration.

Second level: Day, Week, Month, Year.



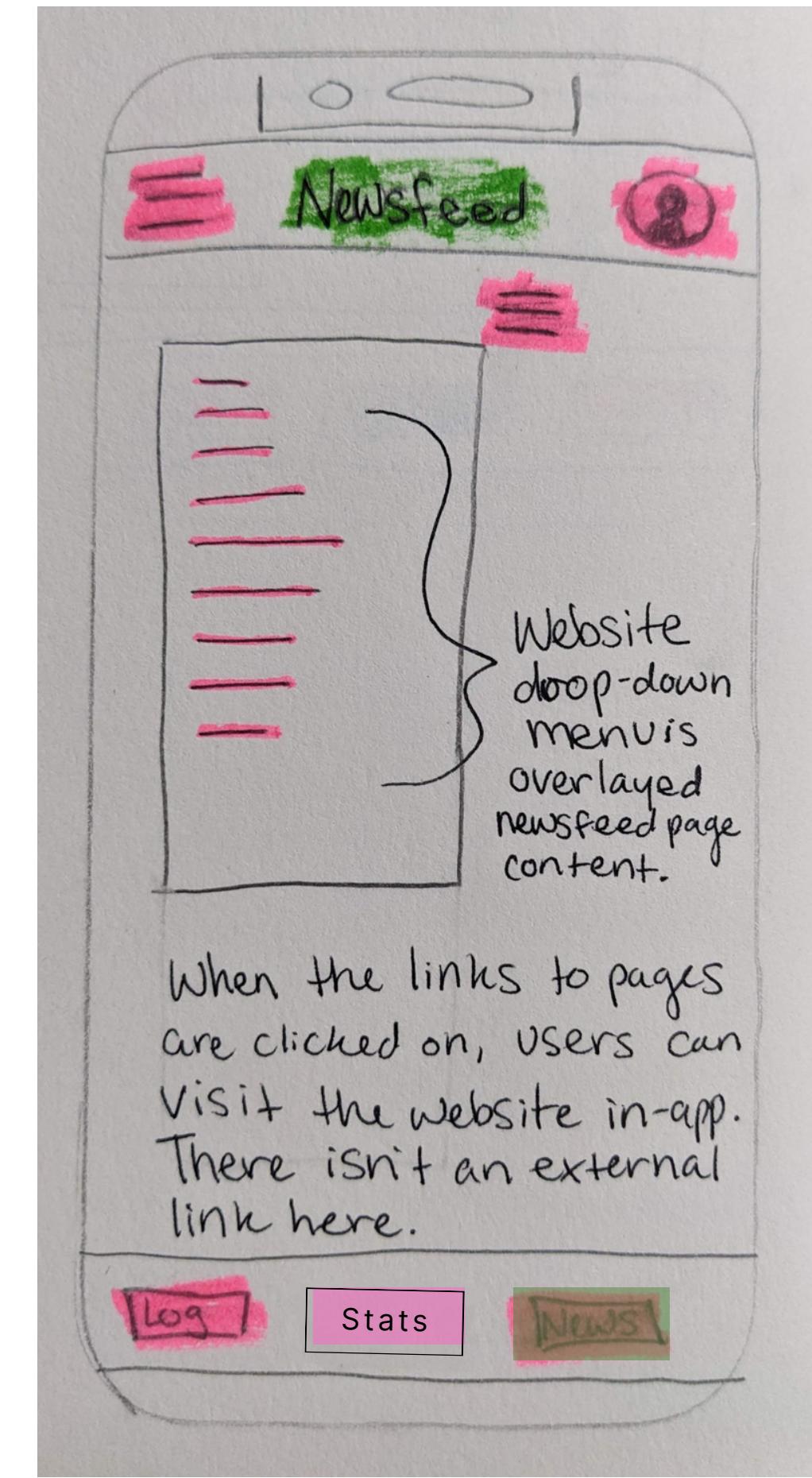
# NEWSFEED

The current newsfeed page has limited information on it. The phone drive was held in February, so this is very outdated.



## NEWSFEED SUBMENU

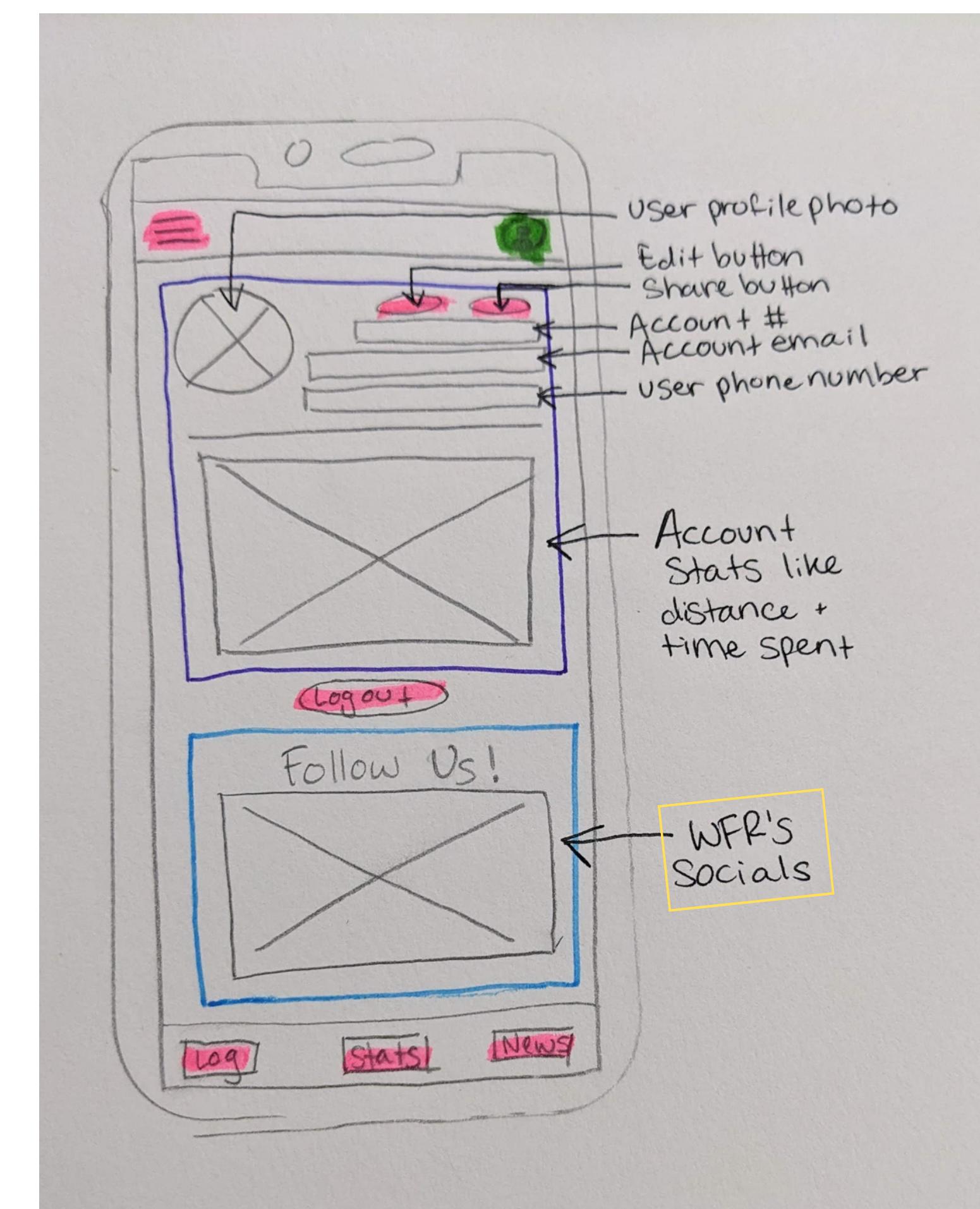
This submenu was very interesting to see. It's the same menu as on the website. And when the user clicks on one of the menu items, it takes you to the webpage. But it's in-app.



# USER PROFILE

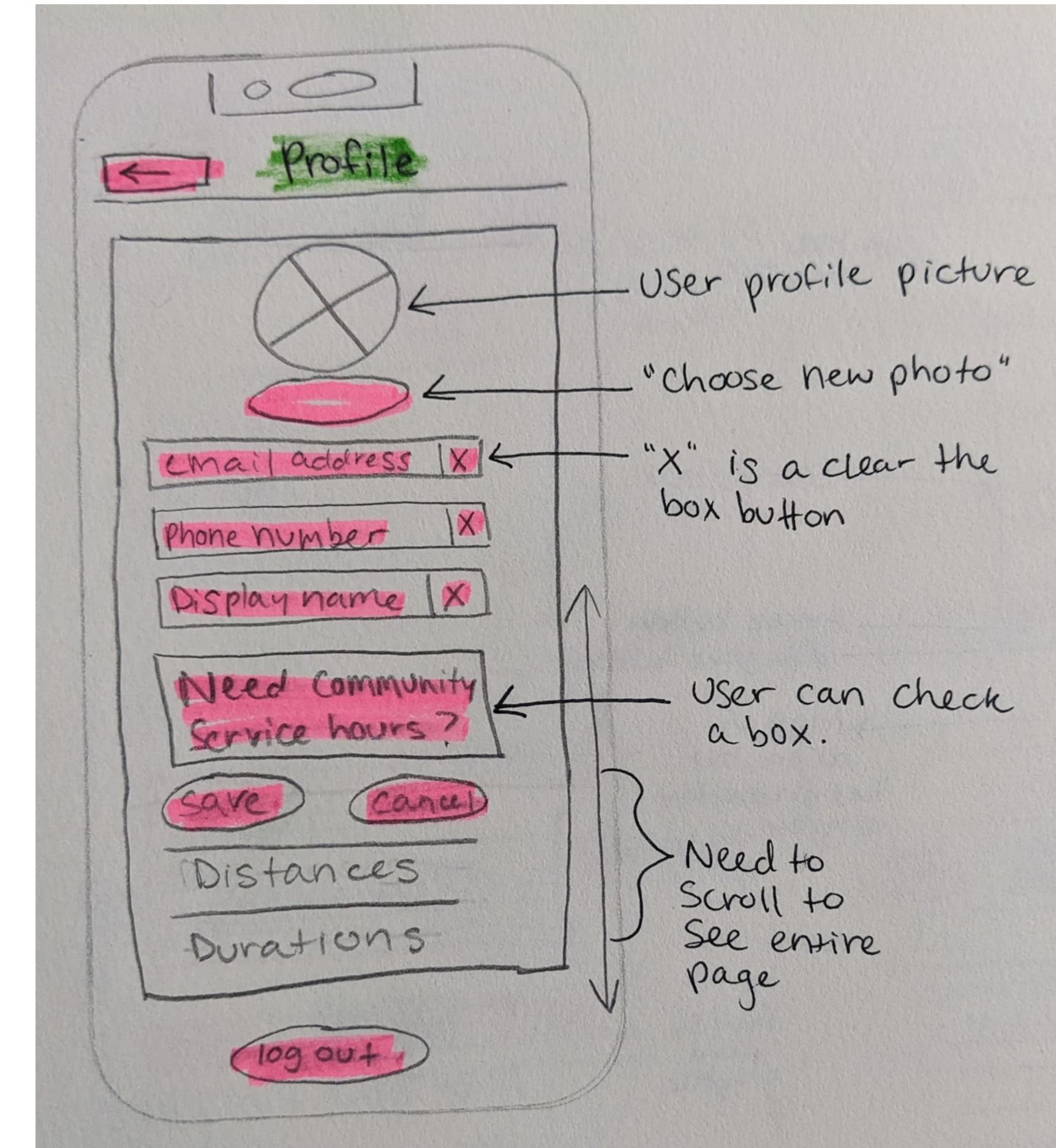
This is the current profile page.

Proposed change: adding WFR's social media links.



# EDITING THE USER PROFILE

This is the current editable profile page.

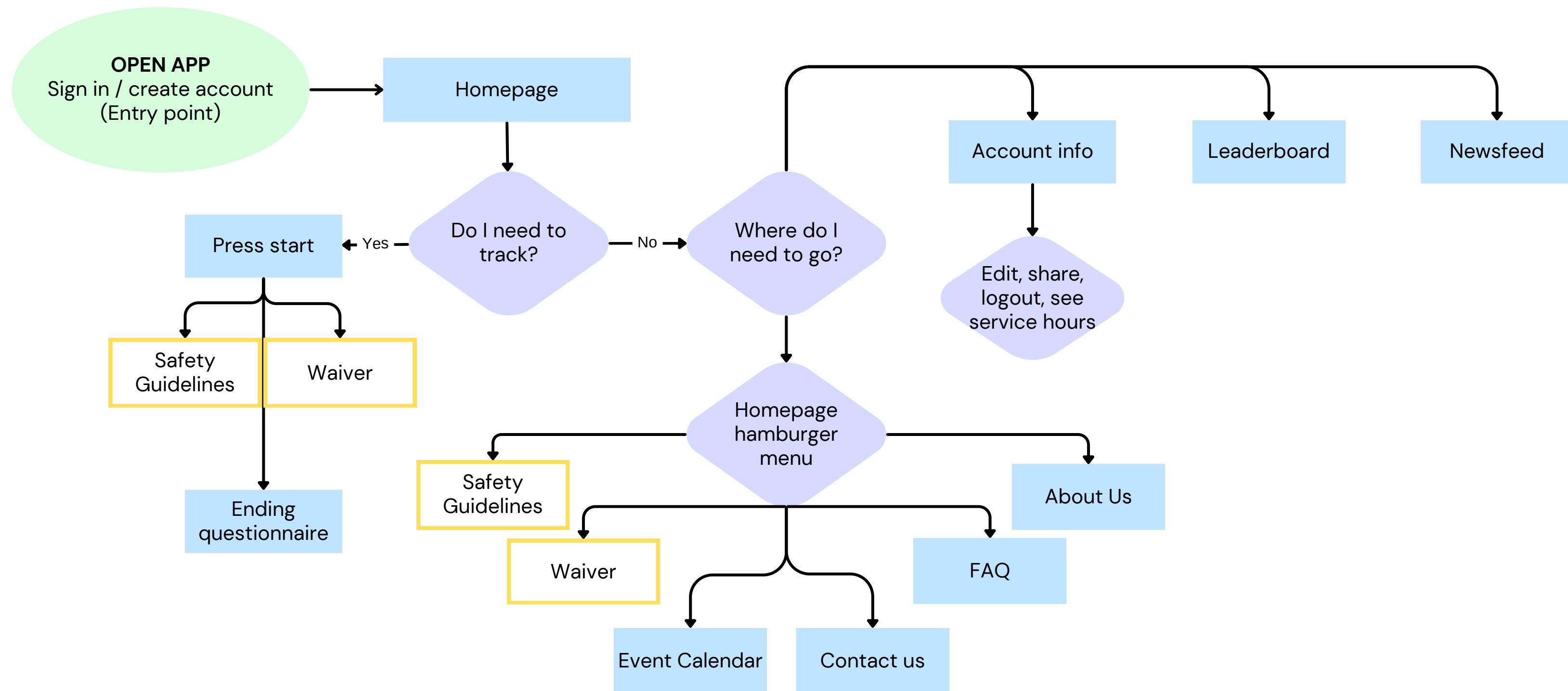


# APP SITE MAP & USER FLOWS

# COMPONENTS

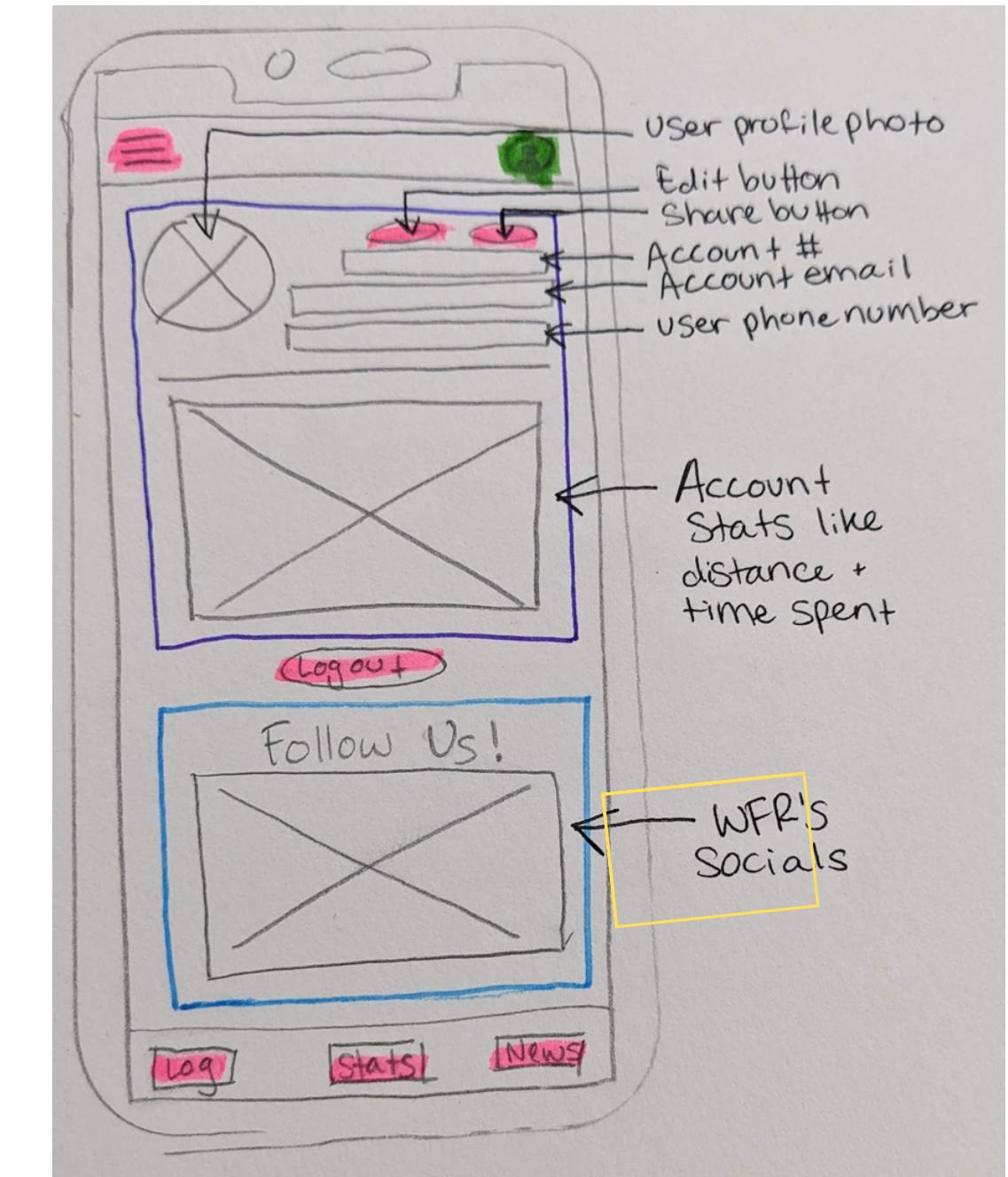
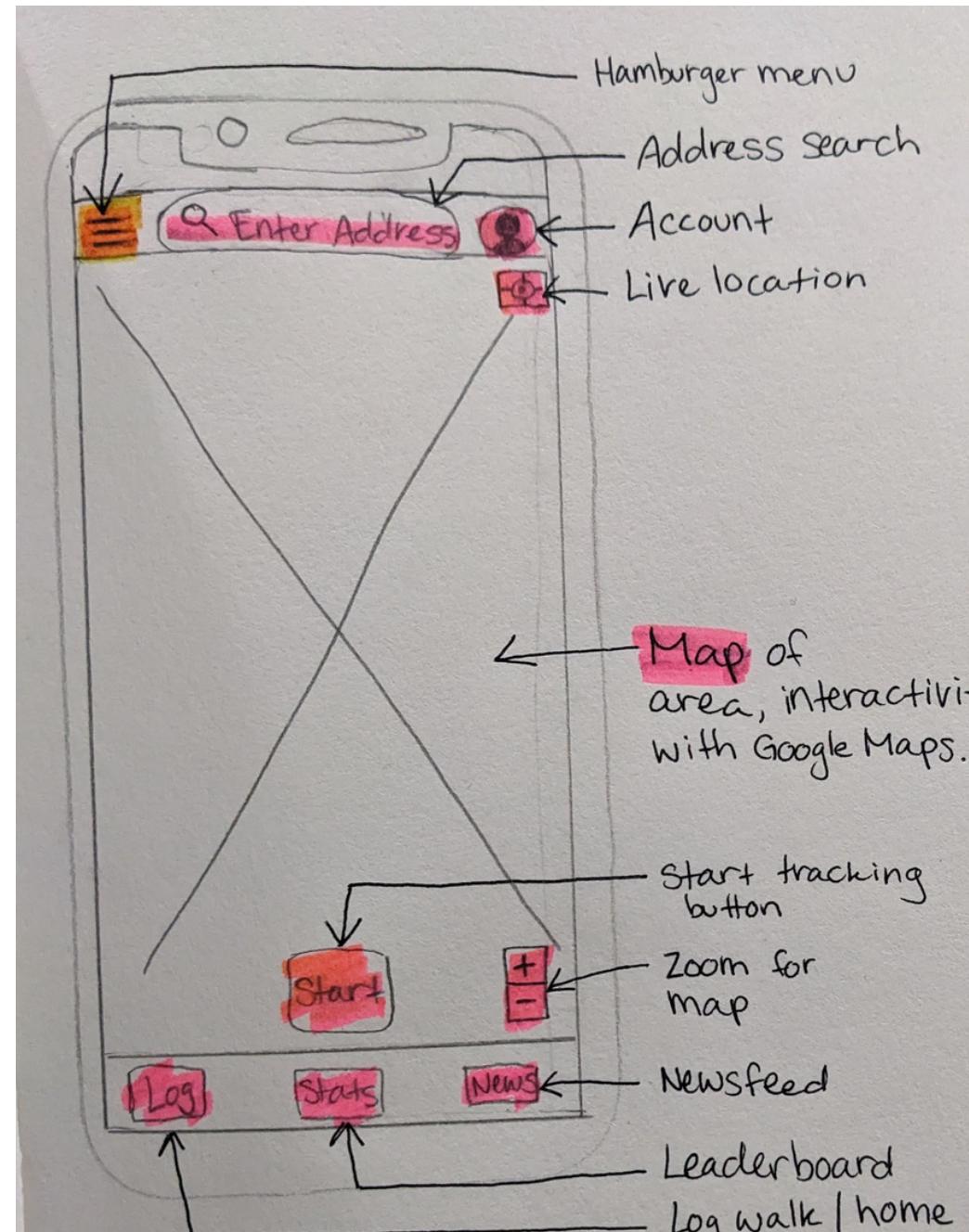
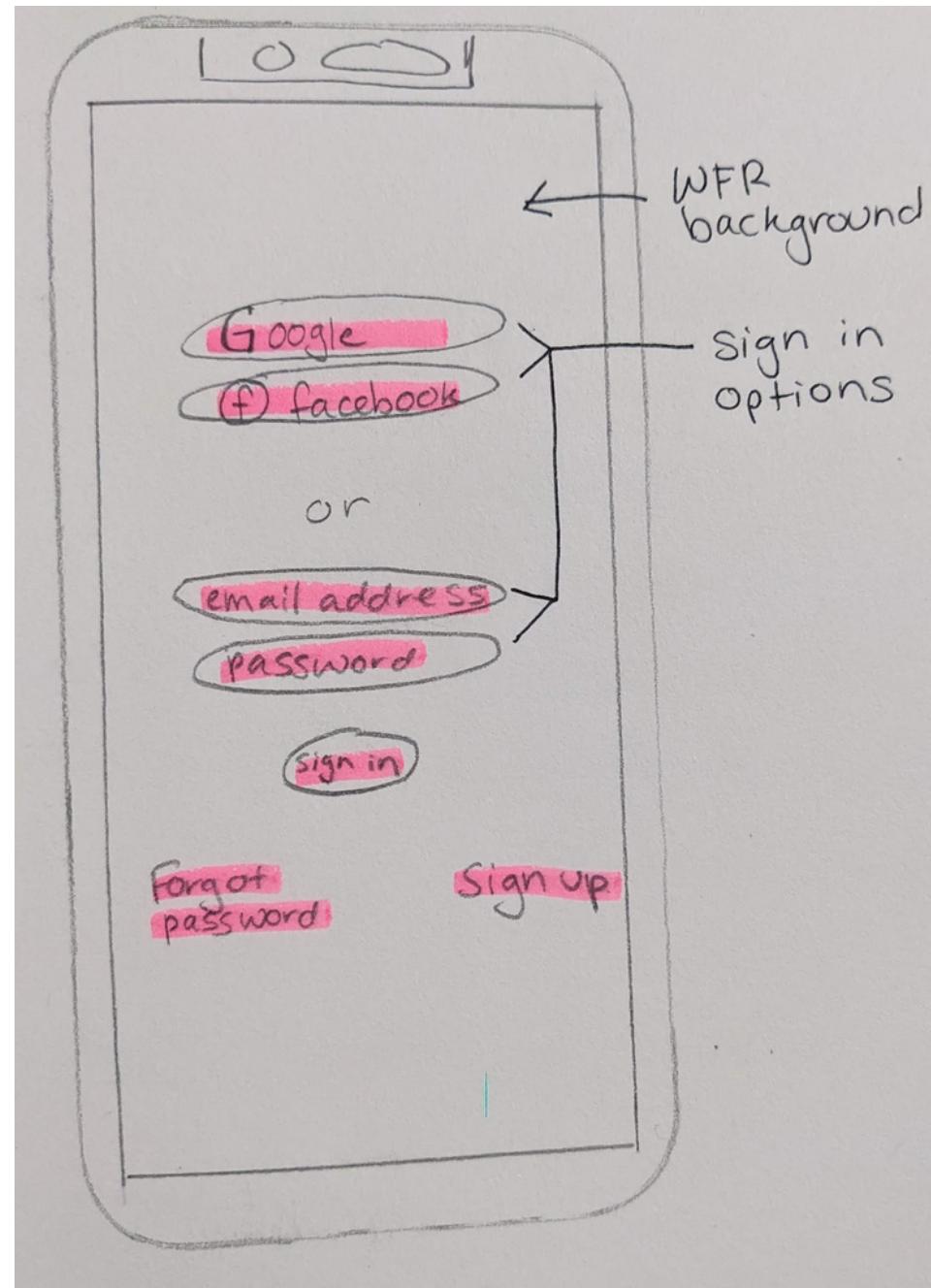
- Round - start
- Diamond - decision made by the user
- Rectangle - process or action that is completed by the user
- Yellow highlight - external links

# SITE MAP WITH PROPOSED CHANGES



# USER FLOW

Volunteer Program app user needs to check their account to see how many hours they have before tracking today.



# USER FLOW

