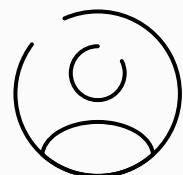


Go Goal



Notification

A Friend has liked your Goal!

Notification

A Friend has shared a new Goal!

Notification

A Friend has commented on your Goal!

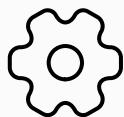
...

Have you
Animated this week
1/1

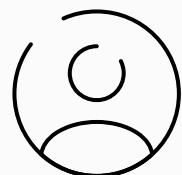


3D Animation





Go Goal



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Notification

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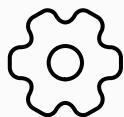
...

Have you
Animated this week
0/1

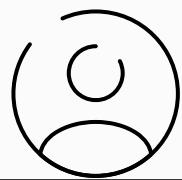


3D Animation





Go Goal



Notification

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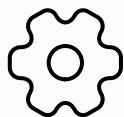
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Gym this week
0/3

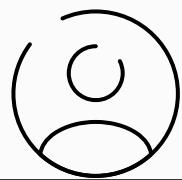


Gym





Go Goal



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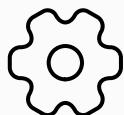
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Gym this week
1/3

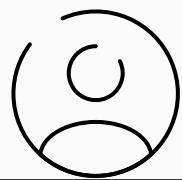


Gym





Go Goal



Notification

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Notification

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Notification

A Friend has commented on your Goal!

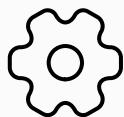
...

Gym this week
2/3

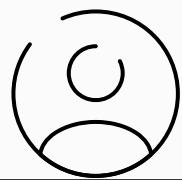


Gym





Go Goal



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Notification

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Notification

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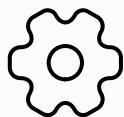
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Gym this week
3/3

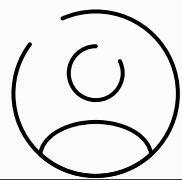


Gym





Go Goal



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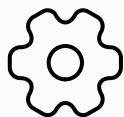
...

Have you
Modelled Today
1/1

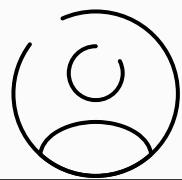


3D Modelling





Go Goal



Notification

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Notification

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Notification

A Friend has commented on your Goal!

...

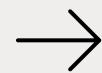
Have you
Modelled Today
0/1



3D Modelling



Settings



Account



Notifications



Privacy



Security



Appearance



Help and Support



About





Account

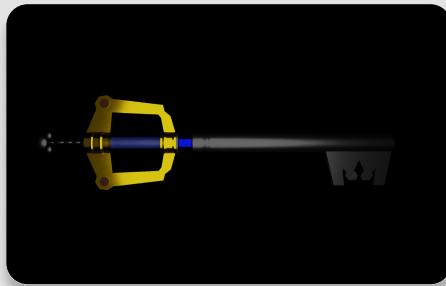


Benjamin Cook

I am an aspiring 3D artist with a passion for storytelling

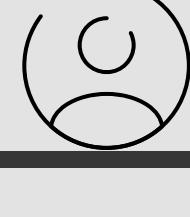
Communities: #3DModelling #Animation

Recent Activity



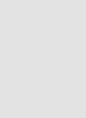


Go Goal



+

O



Benjamin Cook



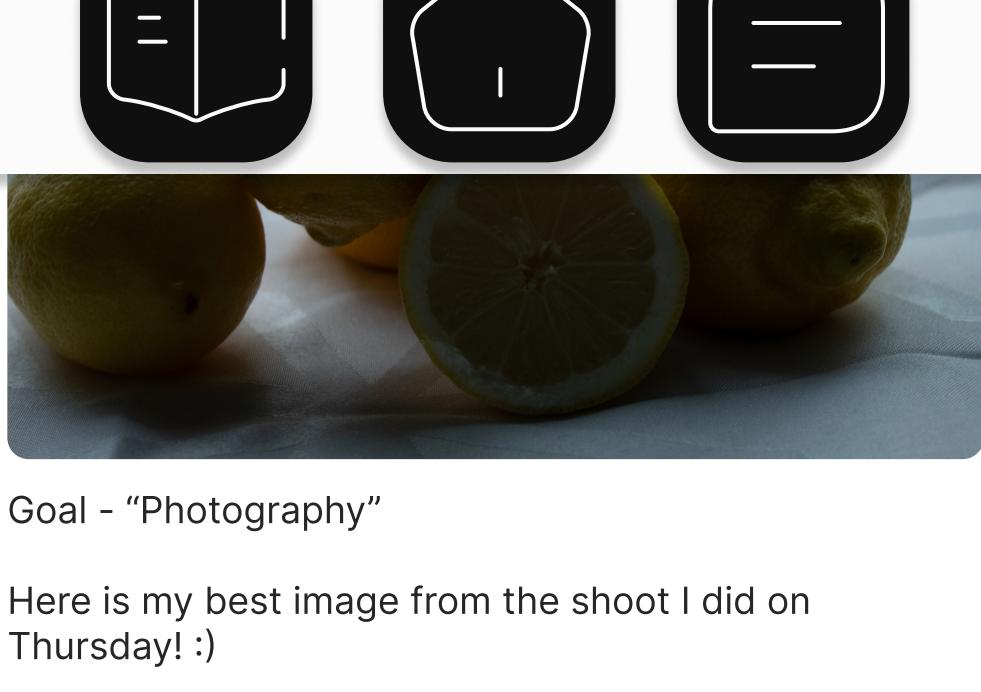
Goal - "3D Modelling"

Here is my latest 3D project that I have been working on, hope y'all like it!

Comment



Andra Zelencu



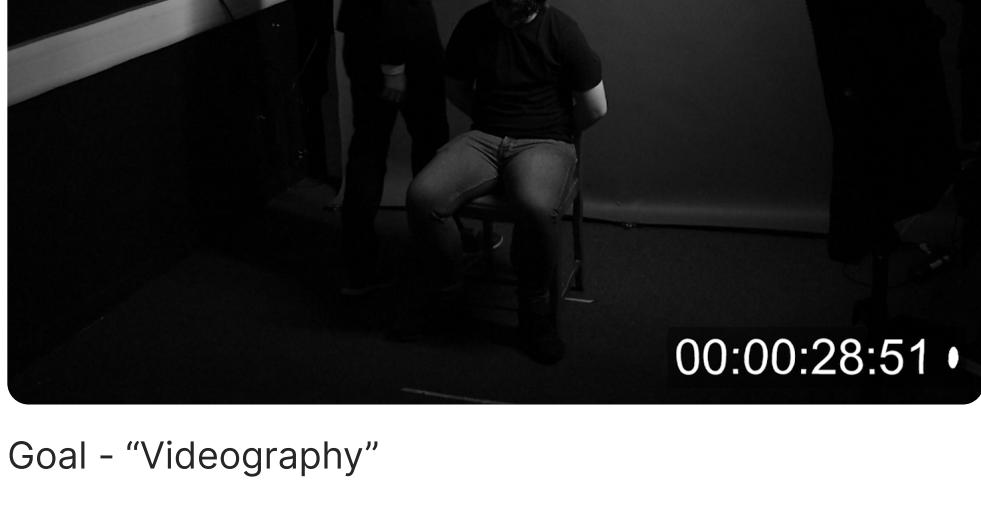
Goal - "Photography"

Here is my best image from the shoot I did on Thursday! :)

Comment



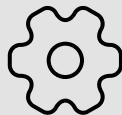
Reece Groves



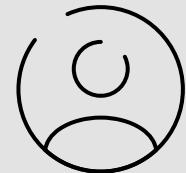
Goal - "Videography"

Hi all, here is a peek at my current project, hope you like it

Comment



Go Goal



All

Catagories

3D Modelling



#1

Goal: Indefinet



3D Animation



#2

Goal: Indefinet



Gym



#3

Goal: Indefinet



Driving Lisence



#4

Goal: Finish By October



Sort Out Housing



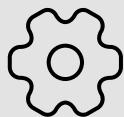
#5

Goal: Finish By July



My Communities





Go Goal



All

Catagories

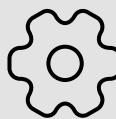
Life Goals

Year Goals

Daily Goals

My Communities





Go Goal



Notification

A Friend has liked your Goal!

Notification

A Friend has liked your Goal!

Notification

A Friend has Commented on your Goal!

Notification

A Friend has liked your Goal!

Notification

User 342 has Favourited your Goal!

Notification

A Friend has liked your Goal!

Notification

A Friend has liked your Goal!

Notification

A Friend has shared a Goal with you!

Notification

“User 246” created a Goal “Learn Drawing Landscapes”

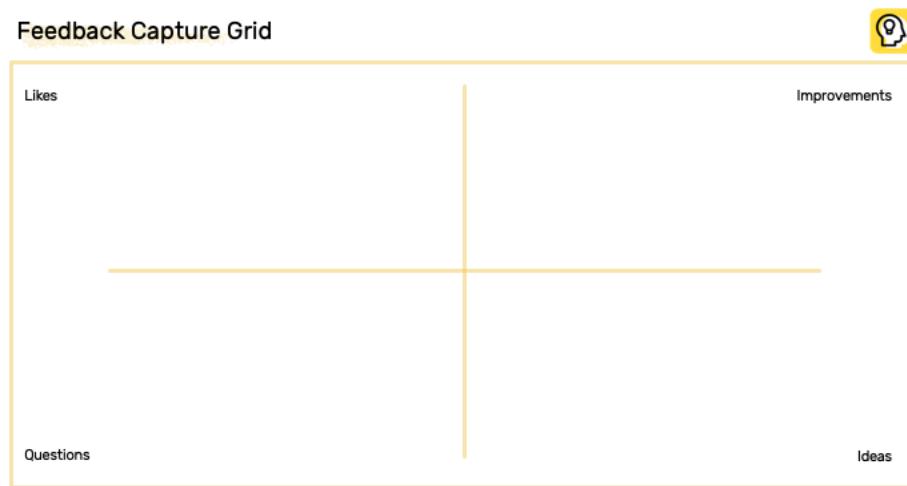
Idea: Go – Goal

Social Networking App

1. My Chosen Technique

For my method of receiving meaningful feedback, I had to potential users have access to my Figma prototype, interact with and view the designs I had come up with and fill in a “Feedback Capture Grid”.

Figure 1:



The grid I used for my chosen technique

Here is the template I used, as you can see I can gather 4 very meaningful pieces of Feedback using this system. It's very simple to understand for a user. “Likes” gives me feedback on some of the design of the app that I should keep. “Improvements” give me feedback on what didn't work and how I can improve my app further. “Questions” lets me know if anyone had any trouble with the app and finding if anything was too confusing to a user. Finally, “Ideas” is an area in which users can give their thoughts and opinions on what could be added, or how an aspect of my app can be designed in a more interactive way, for example. Overall, all these would allow me to improve the experience and look of the app, further improving both its UX and UI design.

2. Participants

The participants I have chosen to review my work are:

Aaron Gray, a college student completing a course on IT systems and design

Andra Zelencu, a college student working in a marketing course and a big smartphone user.

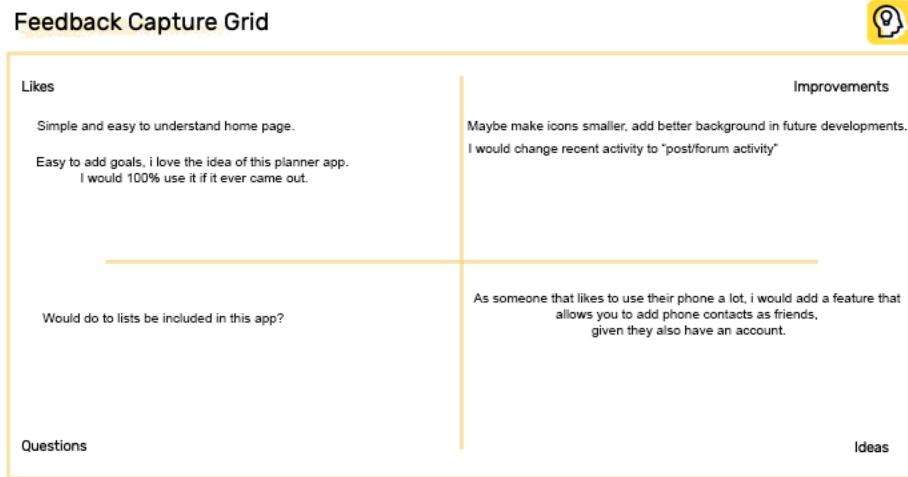
The reason I have chosen these two is because they are both young and have experience with “appealing to an audience”. I went for a younger audience to peer my work as they are the main consumers of apps and know a lot of knowledge of an older person as they have grown up in this heavy tech era. Another reason I have chosen these two is because they are both opposites. What I mean is that one specializes in creating and one accessing. These are some of the fundamentals when developing a successful app. For example, Aaron has knowledge of how software work and what could be added to improve interaction, and Andra knows what people would like and what would work best on the app. I have given both access to my Figma prototype and let them comment on it. And afterwards adding their comments to a Feedback grid where I can categorize the feedback I have received.

3. Description of procedure

To begin with, I began to explore what method I should collect good qualitative feedback on my prototype would be. I found the “Feedback grid” and decided on that due to the simple and effective nature it had. Next, I needed some participants. I began thinking what qualities and background the participants needed and thought up “young and technical”, so I checked if anyone I knew had experience with this kind of work and found Aaron and Andra. I asked if they had time to review my prototype in Figma. They both happily accepted first and began exploring my designs and interacted with it. I gave them access to the document and asked them if they could leave comments on my work to assist me in developing my prototype further, I asked each to include one like, improvement, question and idea. Which they added to a feedback grid I had sent them. They then sent them back to me, filled out as I asked. They added more than I asked and provided good feedback which concludes my goal of acquiring good qualitative feedback.

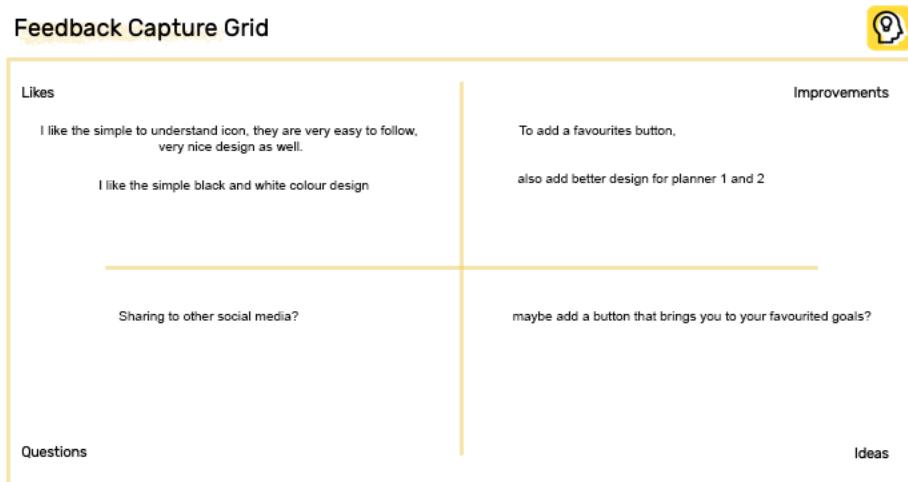
4. Findings

Figure 2:



Andra's Feedback grid

Figure 3:



Aarons Feedback grid

From doing this feedback I have gained some good ideas and changes I could make to the app. Firstly we will discuss the Likes:

It seems that one of my participants liked the color scheme of my app (Greyish black and very light grey". With this I know that the color scheme works, and I can develop additional assets further. Another positive was the use of good icons and their simple

and easy to follow nature. Finally, one noted the simpleness of adding new goals, which was one of my main interaction goals with the app.

Next its improvements. Both noted that an improvement to make would be to create some interesting backgrounds for different pages, which I can see and agree with. Now with my findings that the color scheme is good I can focus some attention on creating great backgrounds adopting these colors. Addition improvements noted would improve the look and feel of the app, like downsizing the icons on the homepage, changing the profiles “Recent activity” and re designing the planner pages.

Questions help me figure if there was anything that the user had issues with. If questions are raised about something, it must mean it's too confusing or badly designed, so this gives me good feedback on my design. The two noted are features which would be present on an app like this, but I missed them. However, they will be added, thanks to this.

Lastly, we have Ideas. Apps are built upon the ideas of many collaborators. This feedback is a great way to find other interactions that users want, and as a solo developer, is essential. My two precipitants included some ideas that would improve my app, such as converting contacts to friends, something that snapchat does, which I didn't think of, and adding a favorite button to posts, which was something I missed.

Overall, the findings I made during this are that there are many more features that still need to be added, and designs that need to be corrected. I found that while they like my design and app, there are still things that I can do to improve it. Feedback is a great way of improving any app/service.