

# Stu daudio

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# ***Studaudio***

*Allowing Users to School  
On-The-Go with Audio*

## 2. Studaudio Overview



### The Problem

#### Pain Points:

- Struggles with time management
- External stress from work and school
- Lack of connection with other students

### Our Solution

- Allows students to complete class requirements on-the-go (commuting, taking care of family, etc)
- Increases accessibility to note taking and note sharing between students

# 3. Values In Design

# Our Product's Values

- **Workflow Efficiency**
  - Feature: Recording notes and having them transcribed to text, recording answers and having them transcribed into text
- **Simplicity and User-friendliness**
  - Feature: straightforward navigation options (Notes, assignments, and readings)

# Our Product's Values

- **Community Engagement**
  - Feature: sharing notes button on task 3 (complex task)
- **Text to Speech (Accessibility)**
  - Feature: having a text to speech feature that allows users to have the questions played out loud to them.

# Design Features and Value Tensions

- Workflow Efficiency vs. Simplicity and User-friendliness
- Simplicity and User-friendliness vs. Text to Speech



# 4. Tasks

# Tasks

- **Simple:** Submitting an assignment
- **Moderate:** Converting a file into an audio format
- **Complex:** Creating and sharing audio notes from a class

# 5. Usability goals & key measurements

# Usability goals

## Learnability

- Looking to prioritize intuitive design, clear instructions, and minimal learning curve

## Consistency

- Consistency in design and interaction patterns can help users predict how the product works

How we're contributing to these goals:

- Reflecting feedback on confusion in our revisions
- Consistent font sizing, object sizing, color use
- Consistent presence of important buttons

# Key Measurements

## Time Spent on Task

- Goal: Decrease time spent on task

## Error Rate

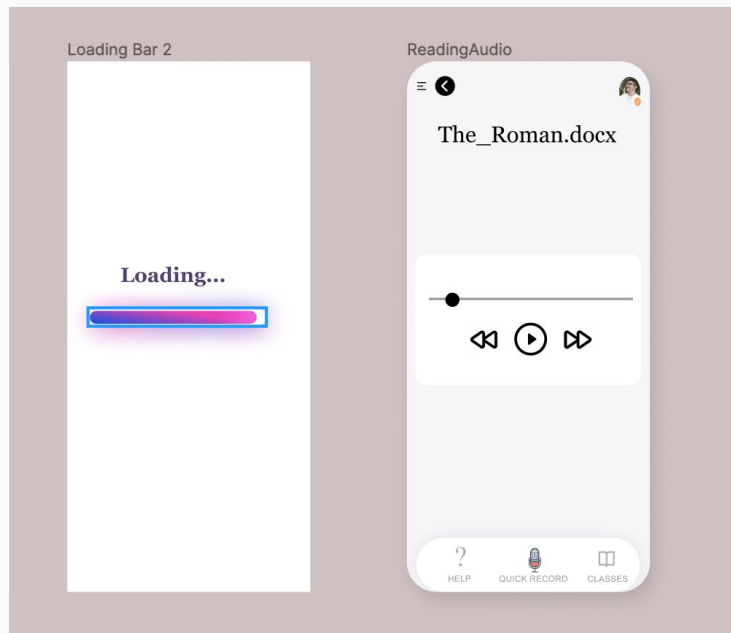
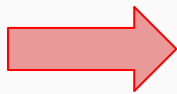
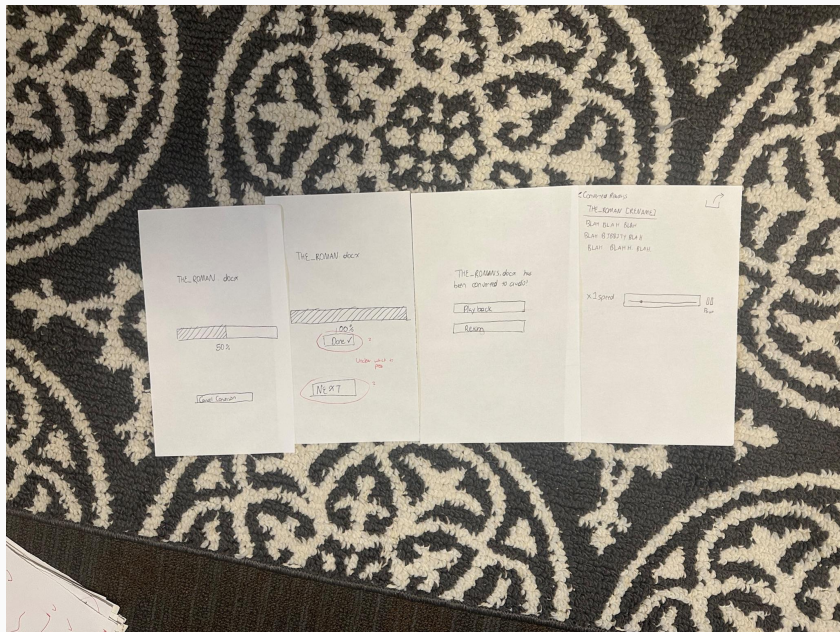
- Goal: Minimizing errors made when completing tasks

How we're contributing to these goals:

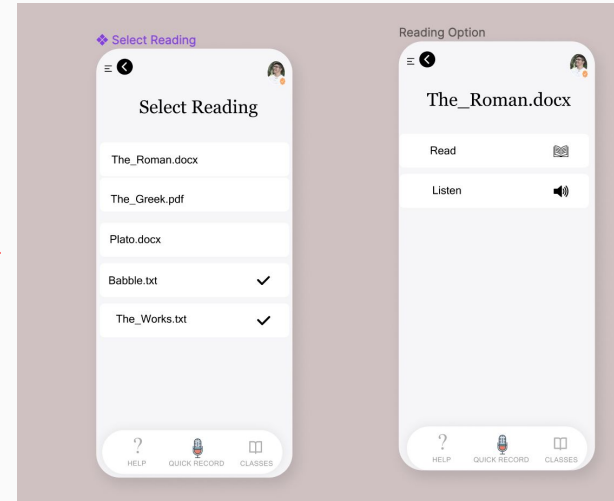
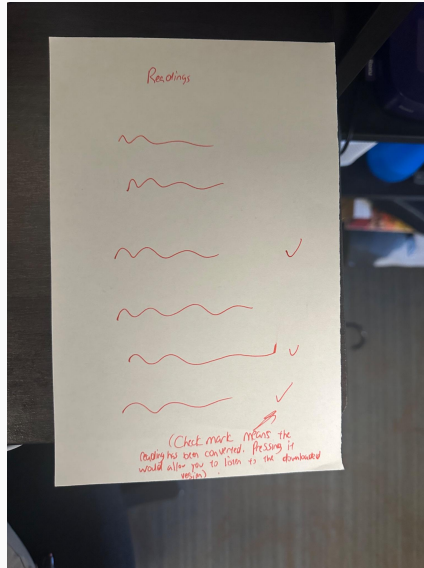
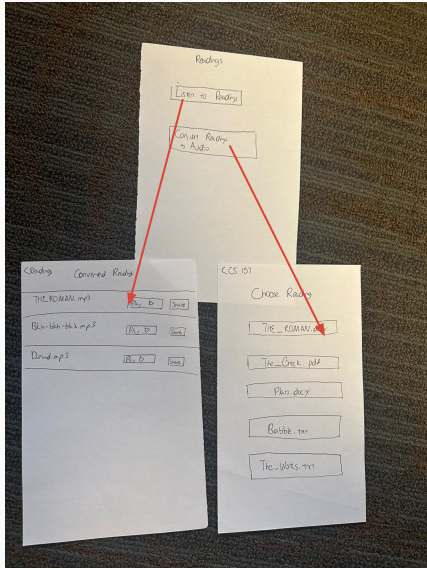
- Incorporating feedback
- Removing duplicate/error-prone buttons
- Iterative testing

## 6. Changes made from low-fi in A5

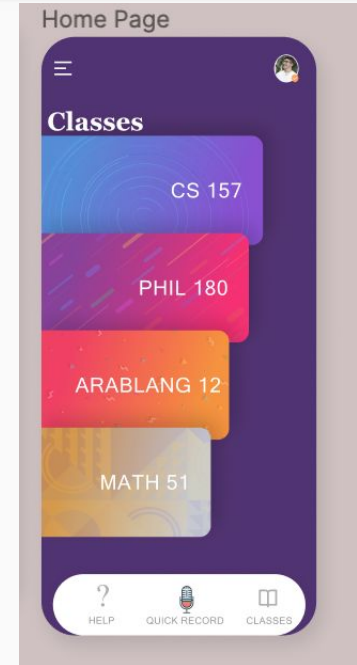
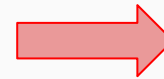
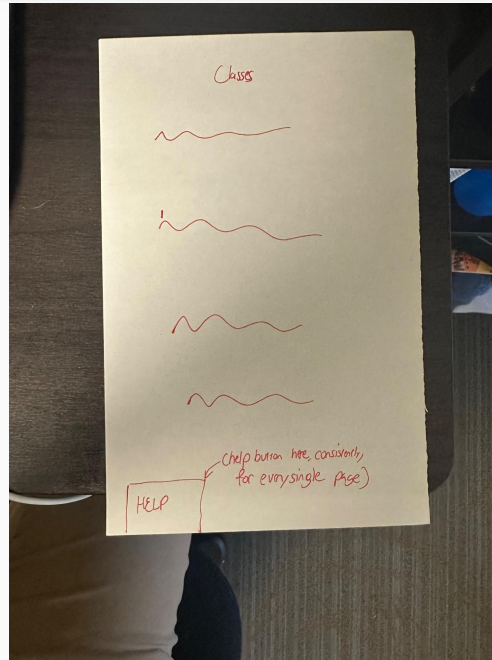
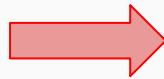
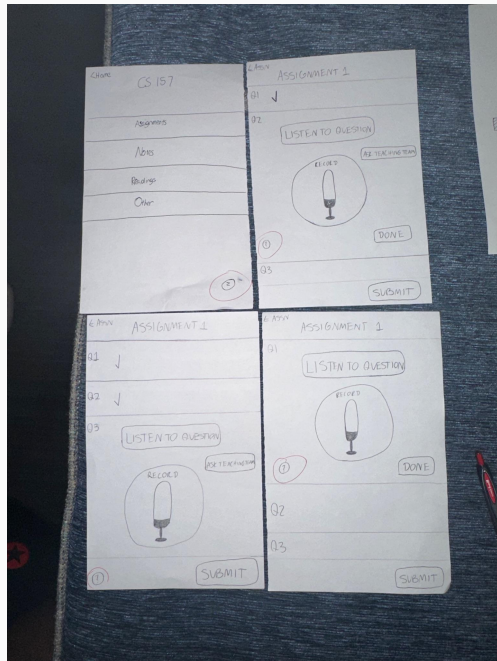
# Reducing Buttons And Slides (Moderate) Pt. 1



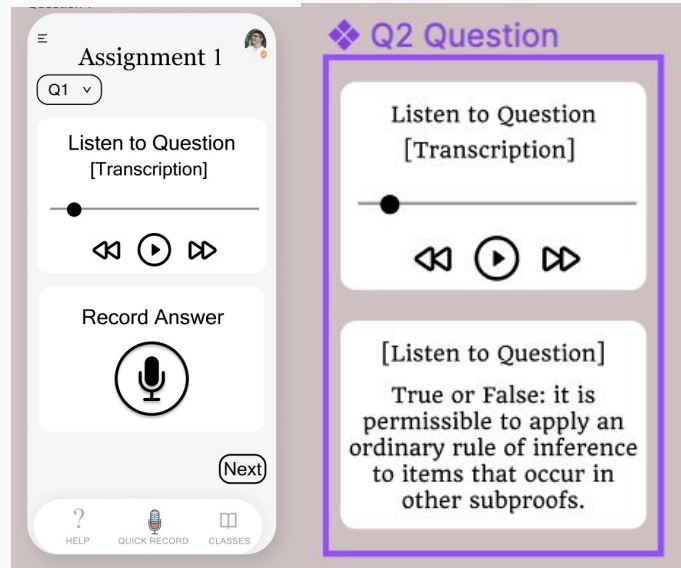
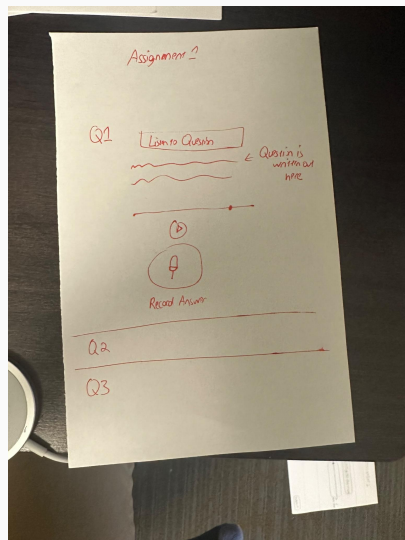
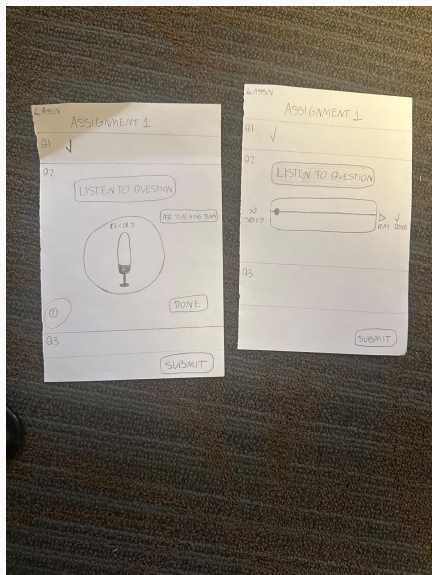
# Reducing Buttons And Slides (Moderate) Pt. 2



# Help Button Overdone(Entire prototype)



# Question Written Out (Simple)



# Future Implementations

- Playback Speed button
- Add feature to manually edit transcribed text through typing
  - Could also be potentially edited through audio in the future

# Revisions => Usability Goals & Measurements?

How these changes aid in progressing forward with usability goals and measurements:

- One help button => **ease use of app, consistent throughout**
- Less crowded app and reduced yet straightforward buttons **increases learnability**
- Decisions make it more likely for users to finish their tasks **quicker** and with **less errors**

Decisions executed based on UI testing behaviors we noted:

- Confusion with “next” and “done” buttons in task 2
  - Reduced to just one button
- Took suggestions into consideration for writing out questions
  - Less for users to remember

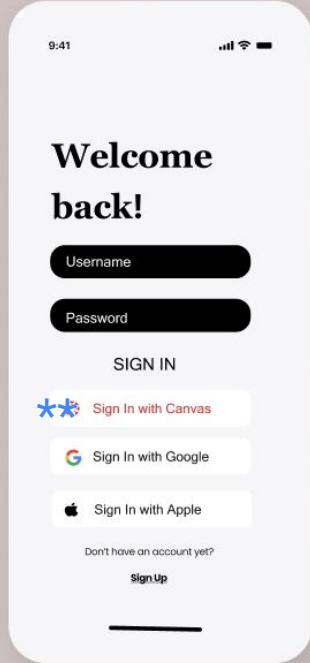
# 7. Medium-fi task flows

\*\* = can create account with Canvas

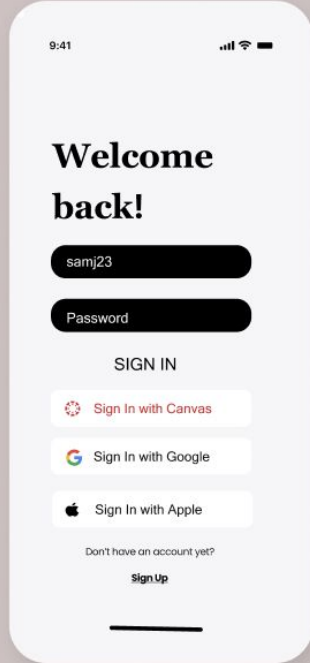
Homepage with classes once logged in

# Sign-in

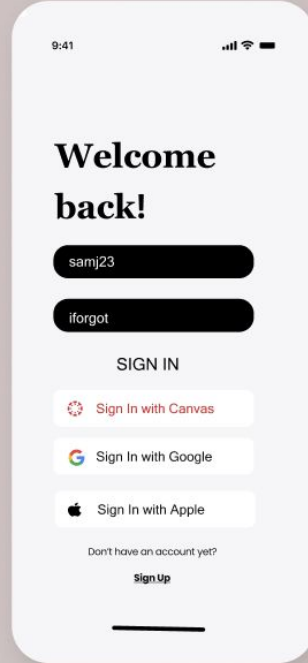
Sign In Page



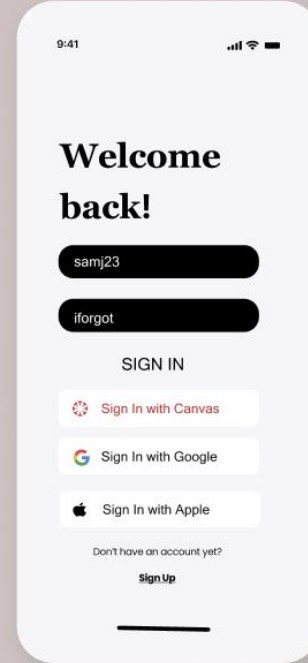
Username



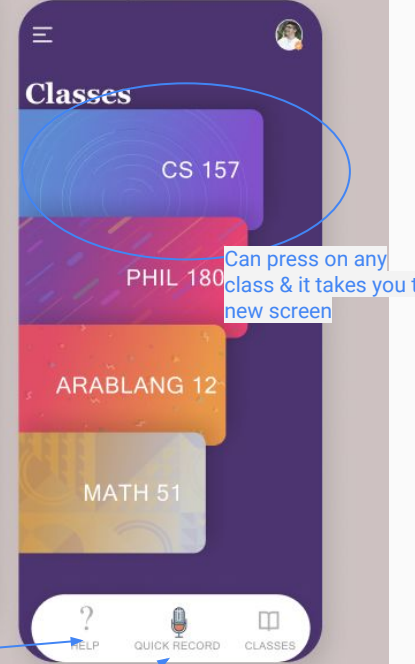
Password



log in



Home Page

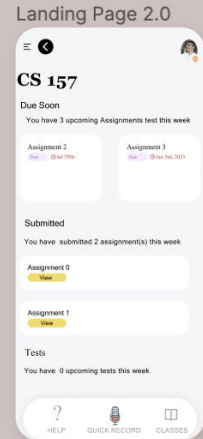
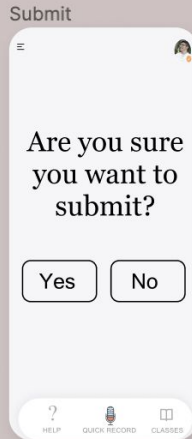
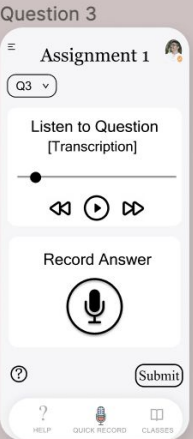
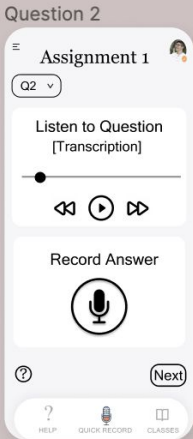
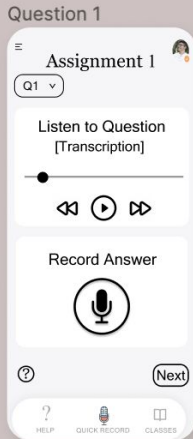
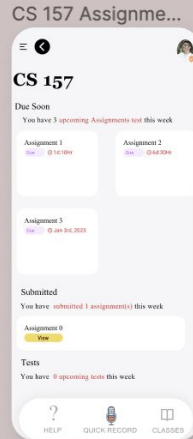
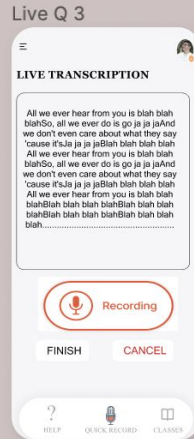
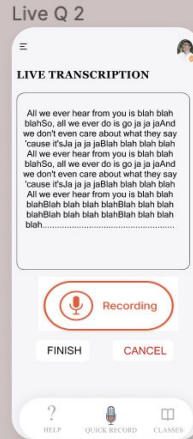
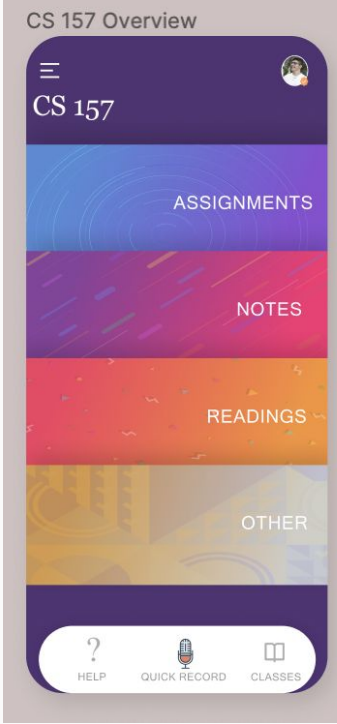


Can press on any class & it takes you to new screen

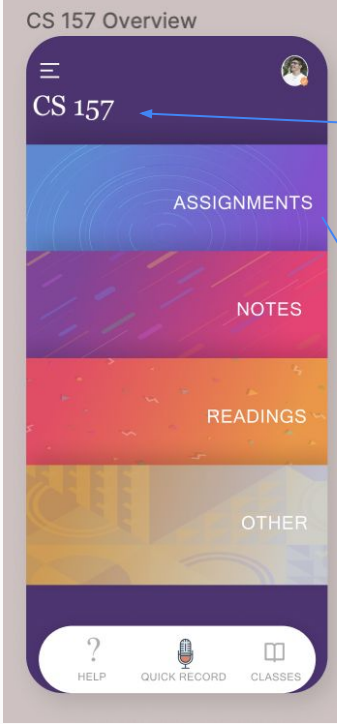
Help = page with tutorials on how to use app

Quick access to record audio notes

# Simple Task

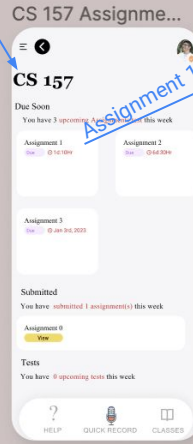


# Simple Task

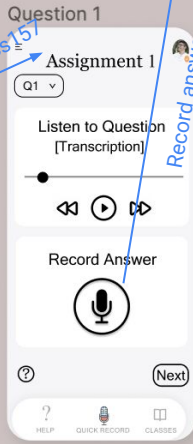


Main page of CS157 once you select it in navigation of classes

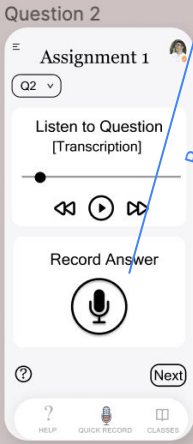
Assignments takes you to assignments page for cs157



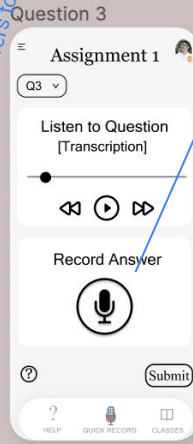
Assignment 1 for cs157



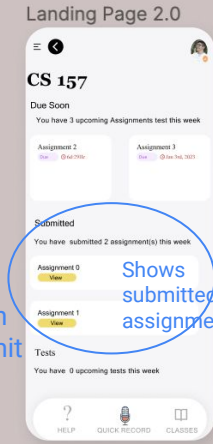
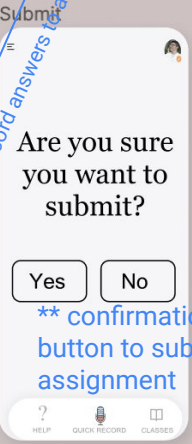
Record answers to assignment 1



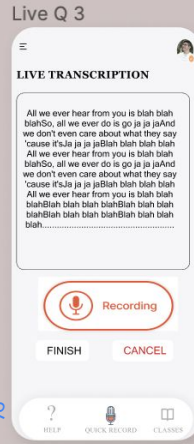
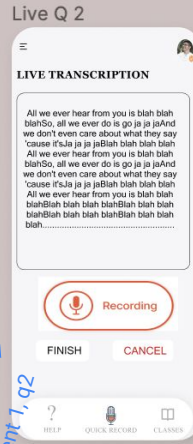
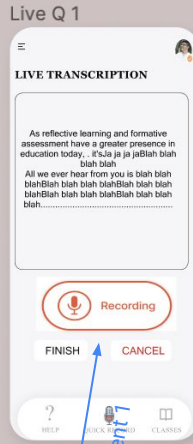
Record answers to assignment 1, q2



Record answers to assignment 1, q3

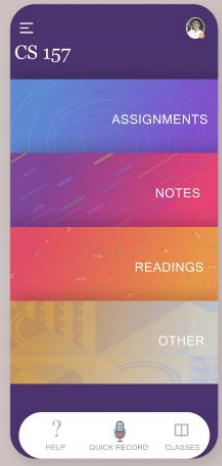


Shows submitted assignments

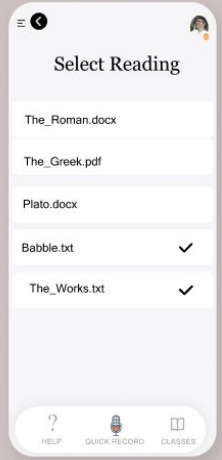


# Moderate Task

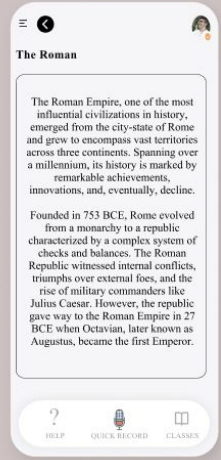
CS 157 Overview



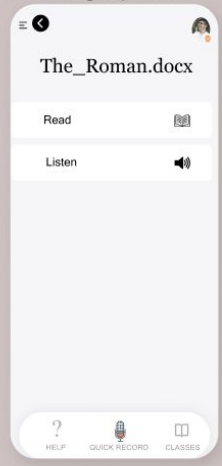
Select Reading



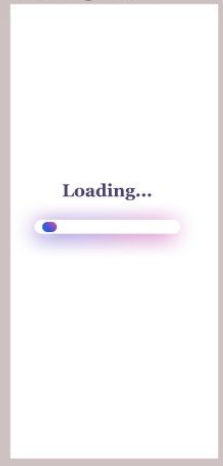
Read Roman



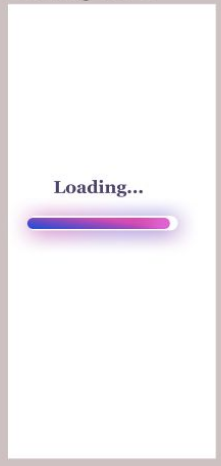
Reading Option



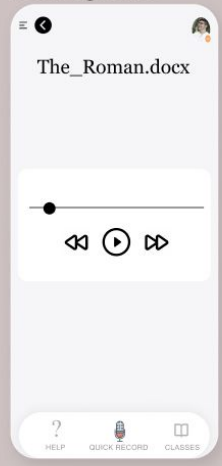
Loading Bar 1



Loading Bar 2

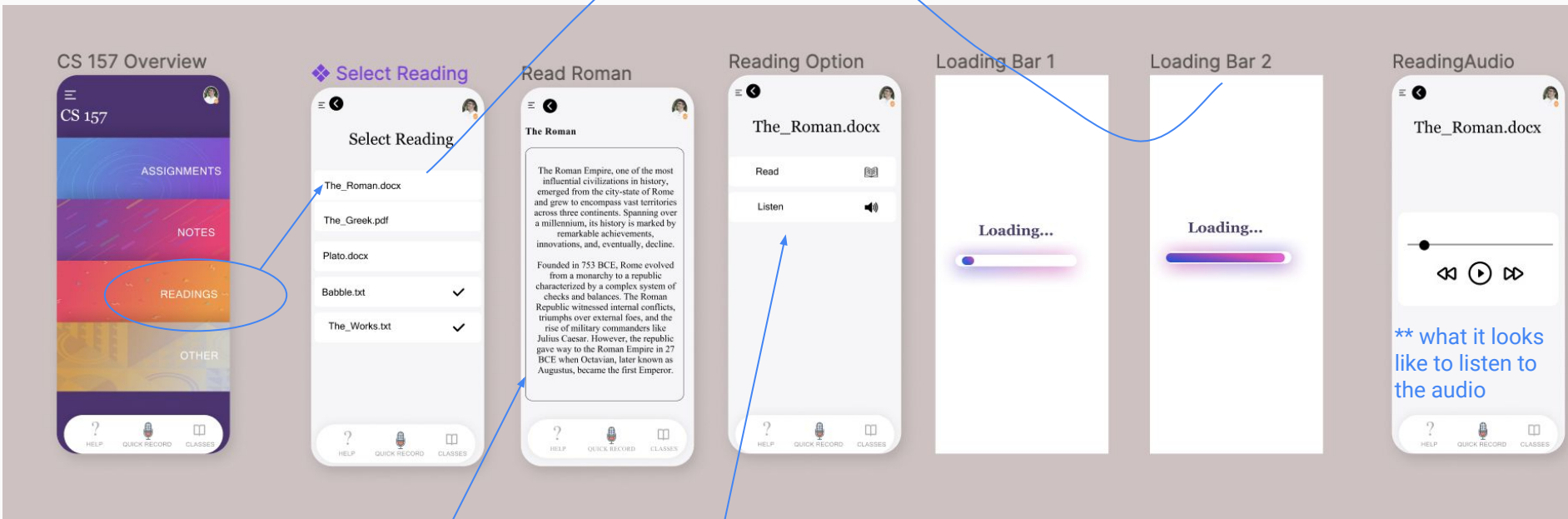


ReadingAudio



# Moderate Task

Select reading -> loading bar 1 -> loading bar 2. This process converts the reading file into an mp3 file



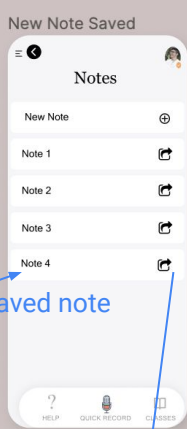
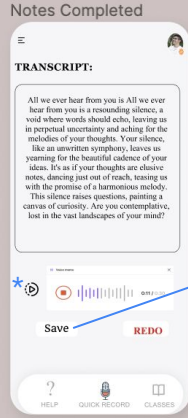
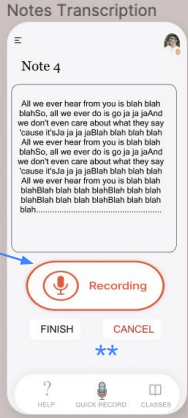
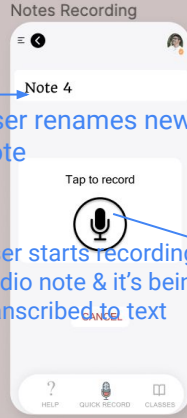
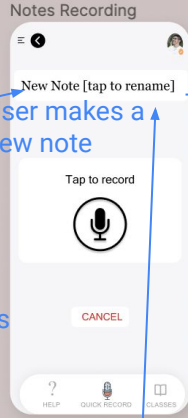
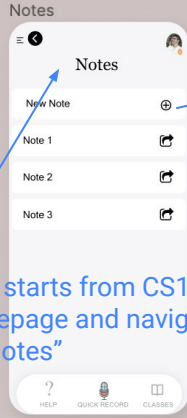
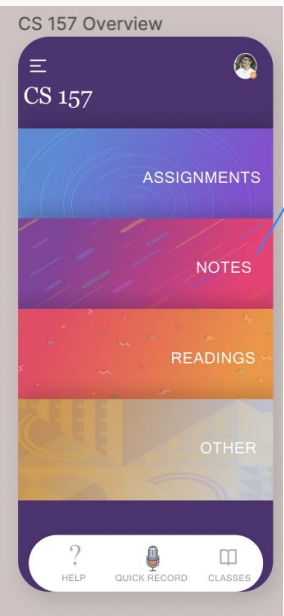
Uploaded reading file

Once reading file has been converted to mp3, users can choose to listen or to read it

\*\* what it looks like to listen to the audio



# Complex Task



User starts from CS157 homepage and navigates to "Notes"

User makes a new note

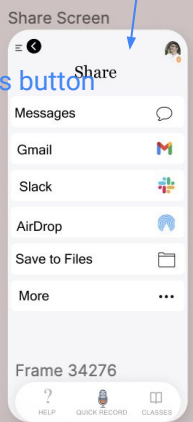
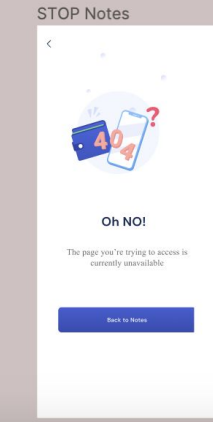
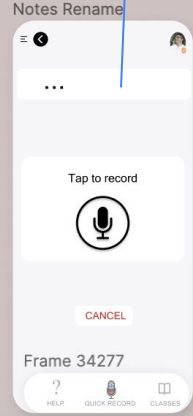
User renames new note

User starts recording audio note & it's being transcribed to text

Option to rename note

\*\* = Cancel discards note in progress and takes you back to Notes Recording page

\* = playback speed (not implemented yet)



Share notes button

# 8. Prototype implementation



# Tools, Pros & Cons, and Limitations

Tool we used: Figma

Pros of Figma	Cons of Figma
<ul style="list-style-type: none"><li>● Easy to use</li><li>● Flexibility in designing UI</li><li>● Easy to connect screens to create ideal user flows</li><li>● Collaborate with team members on same prototype</li></ul>	<ul style="list-style-type: none"><li>● Cannot incorporate audio</li><li>● Cannot be used offline</li><li>● Less realistic animations</li><li>● Subscription needed to access fonts and other features</li></ul>

# Tools, Pros & Cons, and Limitations



## Limitations in our design:

- Left out audio use (conversion of text to audio, playback speed)
- App currently designed to only work with Canvas
- App is not fully functional (not all buttons clickable)



# Tools, Pros & Cons, and Limitations



## Hard-Coded features

- User profile & information
- Courses & corresponding content (Assignments, notes, readings, etc)



## Wizard-of-Oz features

- Conversion of text into audio
- Submission of assignments (syncing StudAudio with Canvas)



canvas

## 9. Appendix / [Link to Figma](#)