EDVORA

Student Calendar

INTRODUCTION

College offers a plethora of opportunities for students to explore new things, but finding and managing these opportunities can be overwhelming. Edvora addresses this challenge by providing students with courses and extracurricular activities in one place. The platform's calendar integration with Google and Outlook ensures seamless scheduling and adjustments across multiple devices.

TARGET AUDIENCE

Students, aged 18-24, accessing different programs in universities, yet struggling with managing their time effectively, and seeking a more intuitive and accessible system to monitor all their activities and deadlines.

MY ROLE

UI/UX Designer
Sole Project

DURATION

4 days Hackathon Challenge
Jan 7 - Jan 10, 2022

PROBLEM

As a student going to different campuses, I can say that college students struggle a lot with keeping their daily schedule and manage various aspects of their academic and extracurricular activities. The challenge of balancing various aspects of school assignments, projects, and extracurricular commitments can lead to stress and burnout if not managed effectively and in a timely manner.

GOAL

Develop a streamlined calendar to communicate events and deadlines, which helps in maintaining a workload balance through proper time management.

MY DESIGN PROCESS

- **EMPATHIZE & DEFINE** — Research & Analysis
- **BRAINSTORM & IDEATE** — Paper Prototyping, Digital Wireframing
- **DEVELOP SOLUTIONS** — UI Design, Prototyping, Color Psychology, Accessibility Considerations
- **GATHER FEEDBACK** — Moderated User Testing
- **IMPROVE** — Design Fixes, Prototyping, Handoff, Design Redesign

OBJECTIVES

- Show every user's schedule and activities for the day in the calendar
- Have a quick and intuitive way out of all the unnecessary activities and reminders and allows the user to add one events for the upcoming days
- Accessibility is well and in control of what and when user wants the reminders and notifications
- Enable the users to set the calendar by the given fields. (Classes, Commitments, Leisure)

USER TESTING

I conducted 2 rounds of user testing. Since I was on a very tight schedule, I had to make the most of the time. I used the testing schedule for testing and they were both college students.
The first interview was done after completing the digital wireframing. I had to make some changes to the wireframes based on the feedback that I got on the testing for better accessibility.
The second round of testing was done after completing the first design. I was able to discuss all the changes made and improve on anything that I felt was asked.

CHANGES AFTER USER TESTING

DESKTOP AND PHONE HEADER

1. Removed the title "Timeline" to make the tabs use of the space.
2. Changed calendar view from drop down to toggle button since there were only 3 options to choose from.
3. Placed all the elements in one top for the phone header.
4. Added "Calendar" section to make it consistent with desktop design.

ADDING A NEW EVENT

1. Instead of popping the window on top of the calendar view, I decided to make it a new page. This allows the user to focus on the task.
2. Instead of having the time and date input fields, I made it easier for the user by providing a drop down for the time and a calendar for the date.
3. Instead of having the "Add" button at the top, I placed it at the bottom and made it sticky. This ensures the user can see the information while switching between the events.

WEEKLY VIEW

1. For the weekly view, users presented to with multiple events the same time slot.
2. They also wanted the time of the event to be shown in the weekly view. I made sure the entire content fits into the slot.

SIDE BAR INFORMATION

1. The side bar of the calendar provides more out which is now not only any exclusive to the user.
2. The side bar provides the information regarding of the academic, and, it covers some displayed on top.
3. Added a scroll bar and "Show All" option to minimize that there are too events presented for the day.

LIST VIEW PHONE

1. Since only half of the screen was showing the events, I decided to make the calendar view smaller and add extra time. Considering the size of the screen, I created a separate screen only for the list view.

STYLE GUIDE

COLORS

Primary	#1F2A37	#6B7280	#9CA3AF	#D1D5DB	#FFFFFF
Text	#BE185D	#DB2777	#EC4899	#F472B6	#BE185D
Text BG	#FCE8F3	#FFF5F9	#FFE7F3	#FFF5F9	
Neutrals	#1F2937	#F4F7F5	#000000	#000000	

TYPOGRAPHY

Montserrat — Headings

"The quick brown fox jumps over the lazy dog"

Lato — Paragraphs

"The quick brown fox jumps over the lazy dog"

ICONOGRAPHY

GRID + SPACING

Vertical

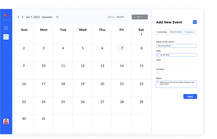
- 15 x 6 Column
- 10px Gutter
- 8 Gutter

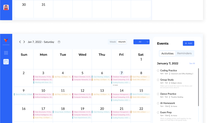
Horizontal

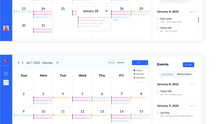
- 250 Mobile
- 1440 Desktop
- 5 Gutter

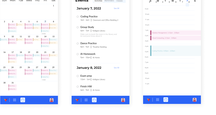
COMPONENTS WITH VARIENTS

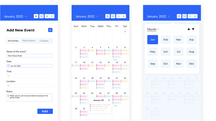
FINAL DESIGNS











KEY TAKEAWAYS

1. Working with tight deadlines and prioritizing tasks as per project requirements.
2. Ensuring a balance between the user's expectations and stakeholder's expectations.
3. Adapting to changes in requirements during multiple sprints and keeping a focus on user needs.
4. Effective time management and prioritization.
5. The usage of screenshots for additional information and ease the overwhelming experience.

Thank You