

DEP 303

WEEK 4

Protootyping

Interactions in

Insti

Abisek A

Krishna Nair

Index

1. Elements
2. Flow
3. Zones
4. Wireframes
5. People Cards
6. Event Cards
7. Game Part

Elements

Insti map

People around me

Profile card

Common chatSPACE

Personal chat

Events

Basic information

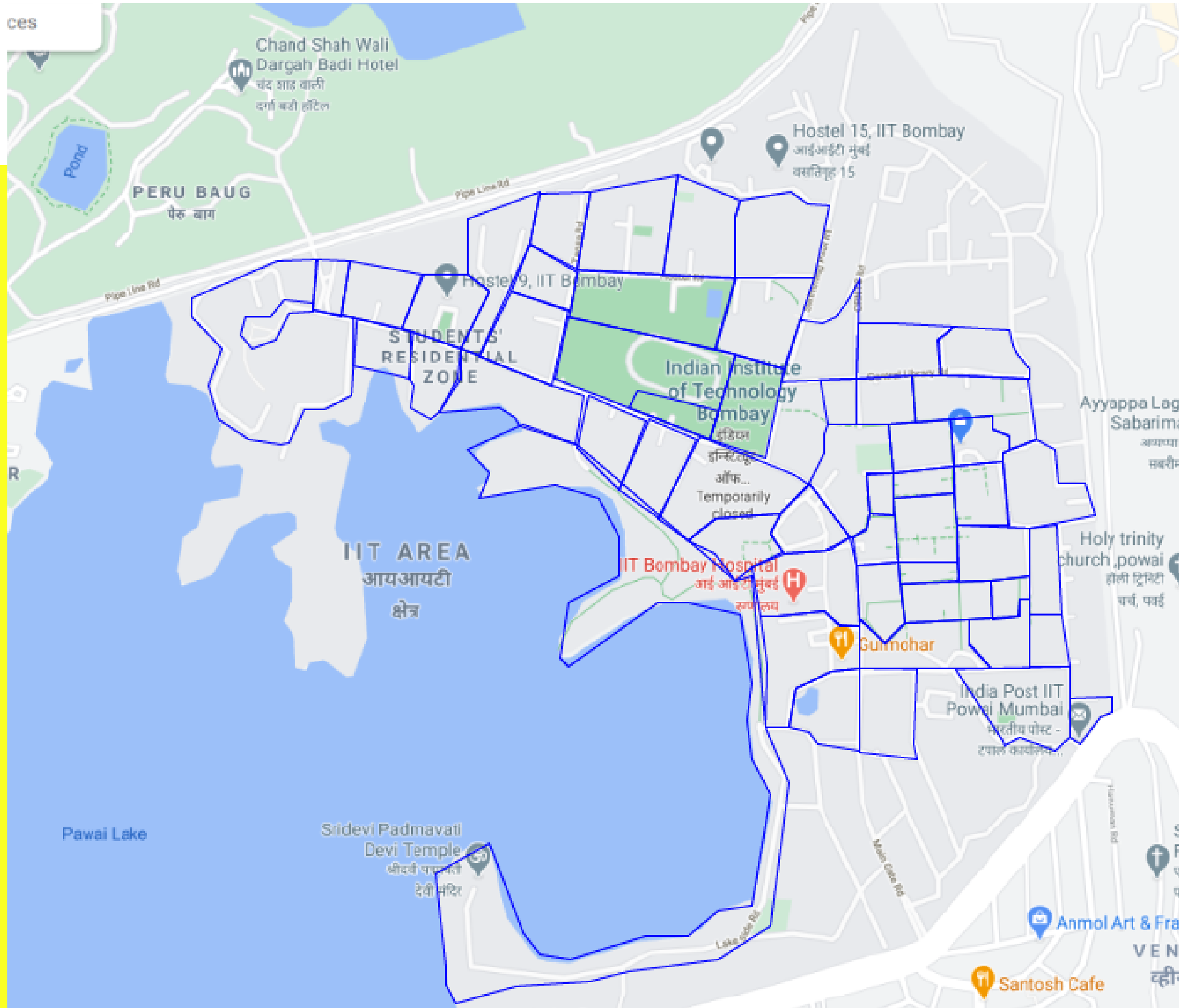
RSVP

Host events

My profile

Add work

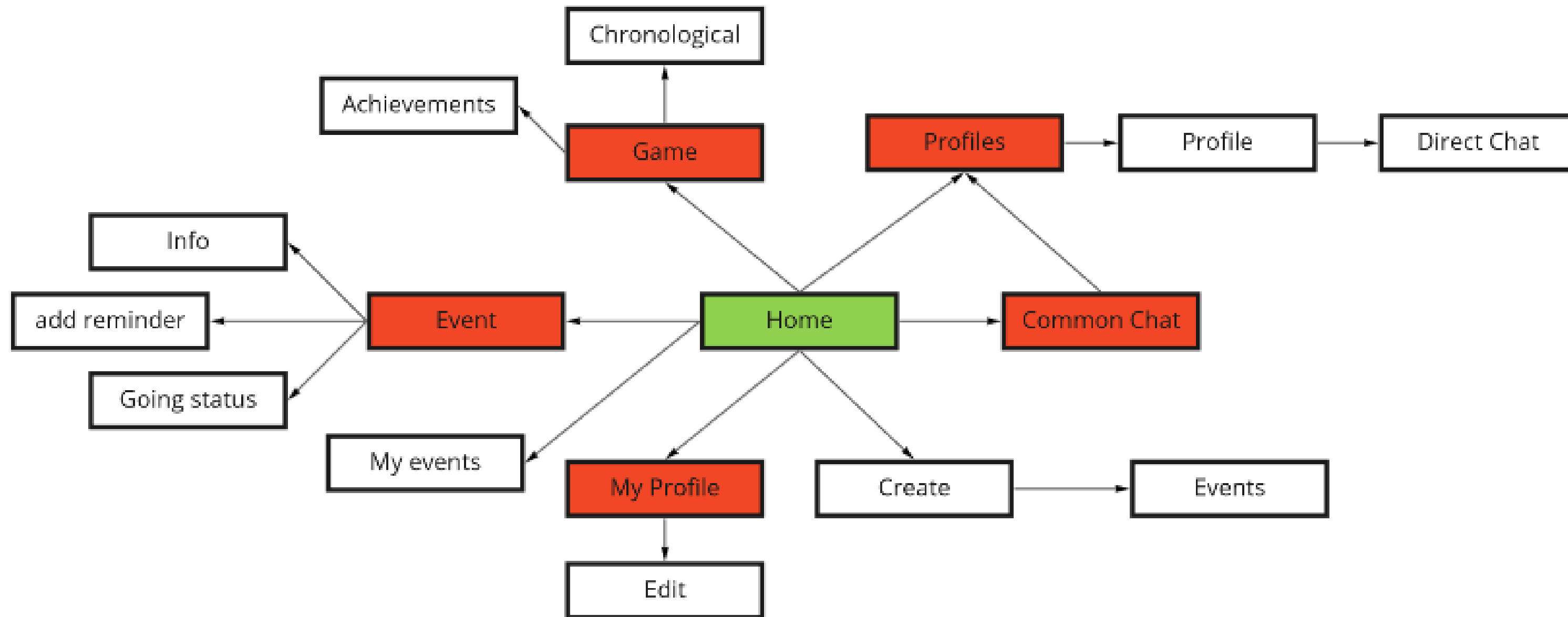
Elements of gamification



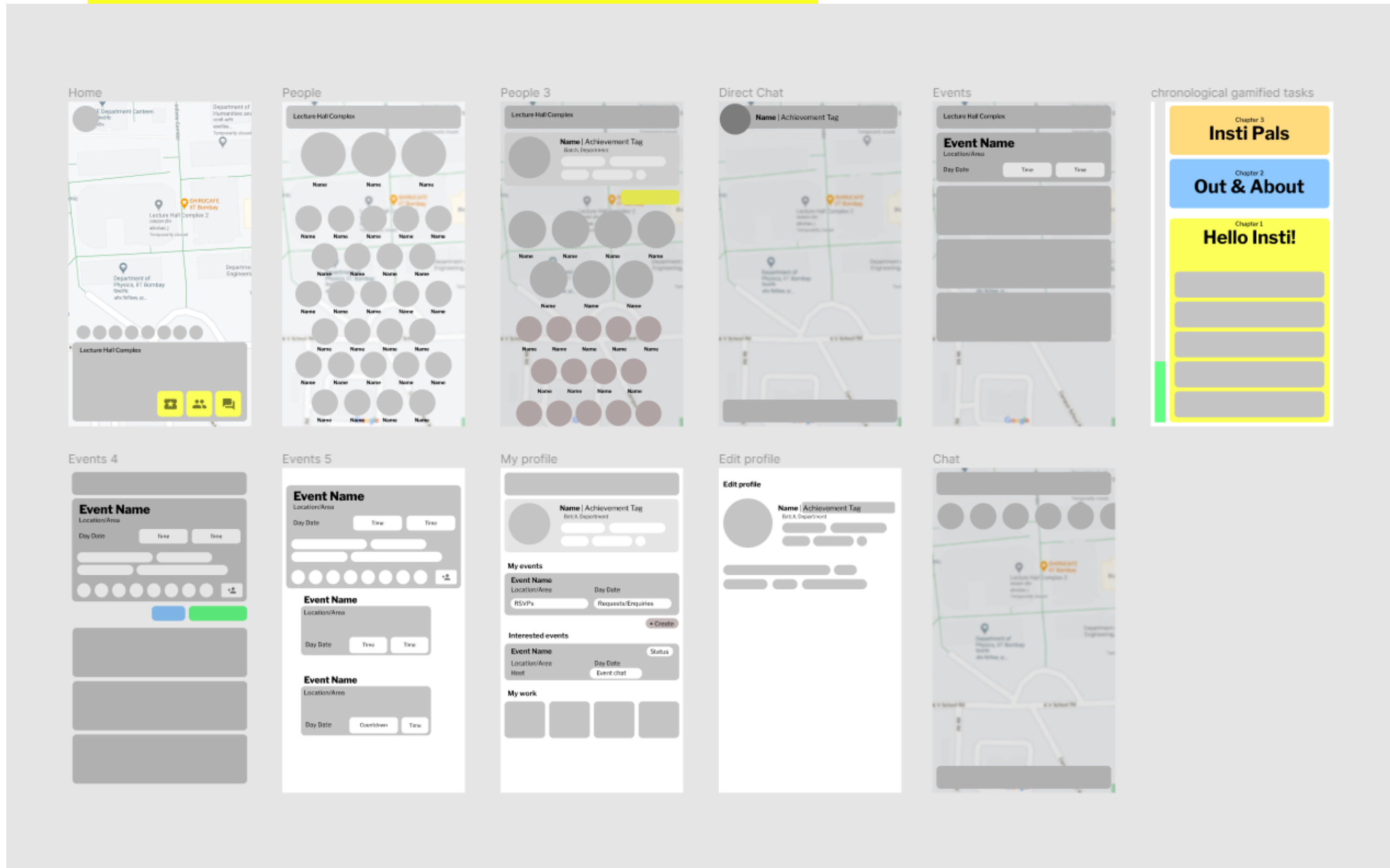
Zones

The IIT map was divided in zones based on the key locations and it's surrounding area.

Flow



Prototype



Name | Achievement Tag

Batch, Department

My events

Event Name
Day Date

Location/Area
Day Date

RSVPs

Requests/Enquiries

+ Create

Interested events

Event Name
Status

Location/Area
Day Date

Host

Event chat

My work

Edit profile

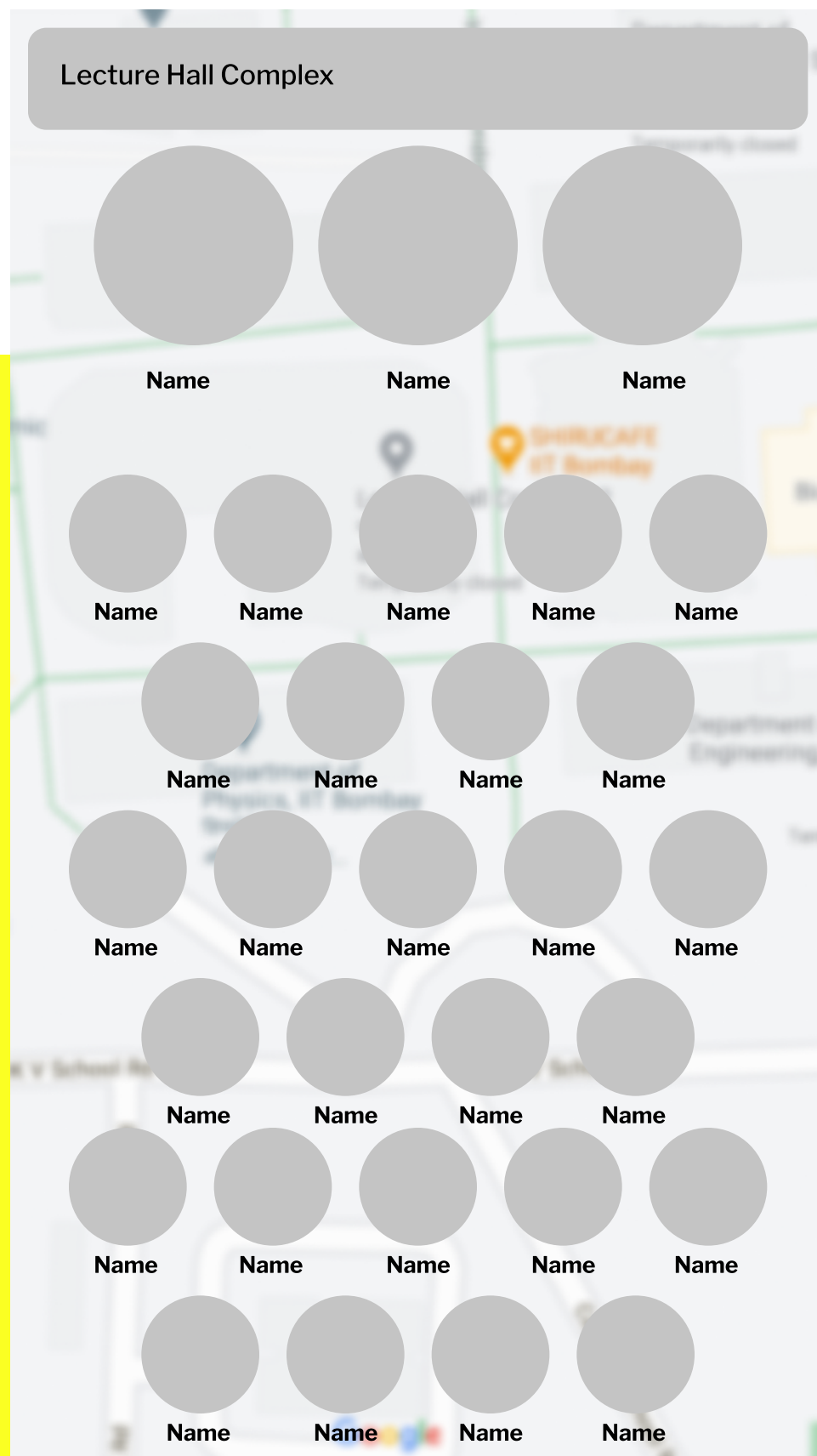
Name | Achievement Tag

Batch, Department

The image shows a map of the IIT Bombay campus. Key locations labeled include:

- Department Canteen
- Department of Humanities and Social Sciences (Temporarily closed)
- SHIRUCAFE IIT Bombay
- Lecture Hall Complex 2 (Temporarily closed)
- Department of Physics, IIT Bombay
- Department of Engineering

 A location pin is placed on Lecture Hall Complex 2. Below the map, there is a row of 10 circular indicators, with the first one highlighted. A grey overlay box at the bottom contains the text "Lecture Hall Complex" and three yellow icons: a star, a person, and a speech bubble.



People
around you

Lecture Hall Complex

Name | Achievement Tag
Batch, Department

[Input fields]

[Yellow bar]

Name **Name** **Name** **Name**

Name **Name** **Name**

Name **Name** **Name** **Name** **Name**

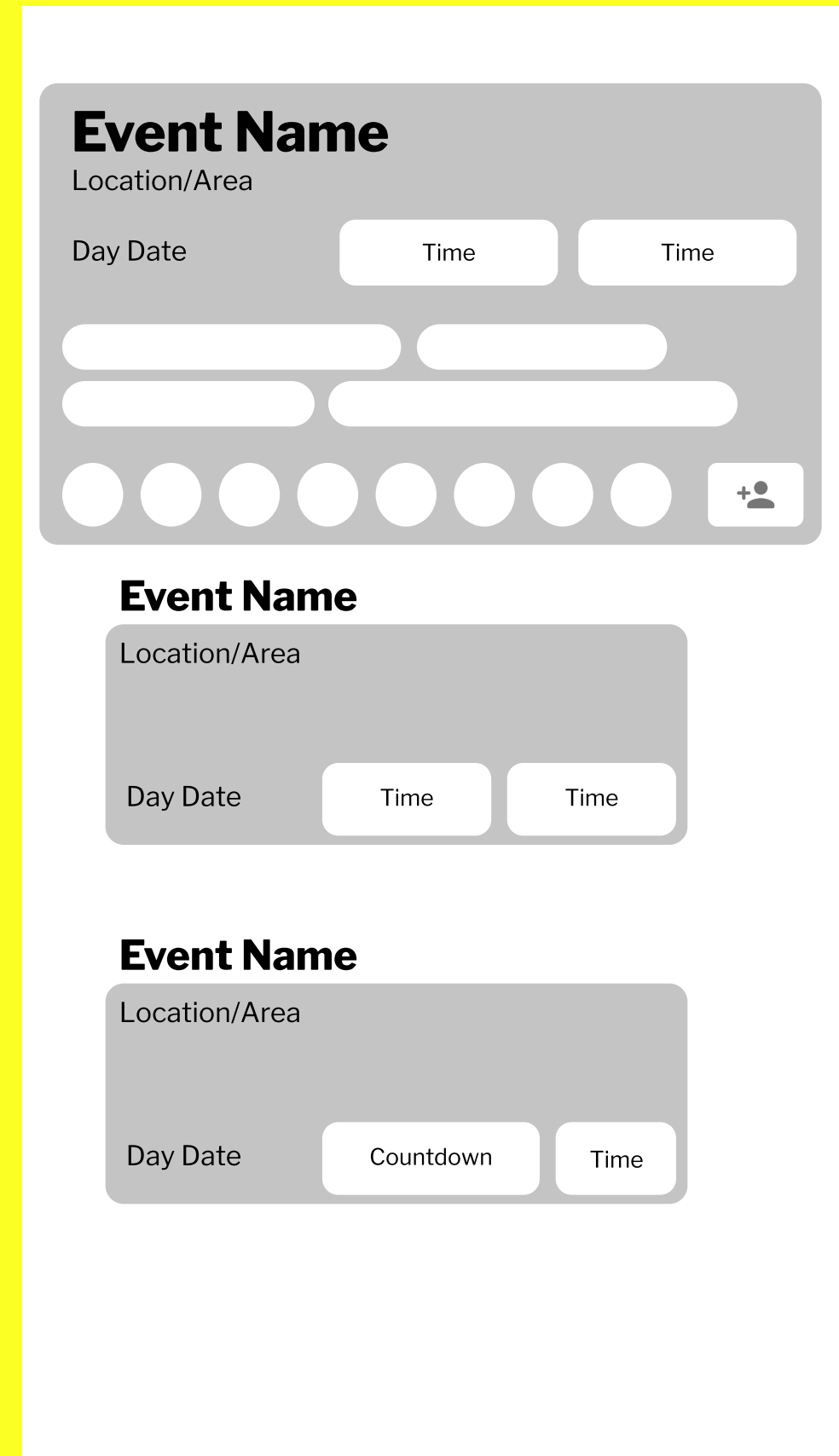
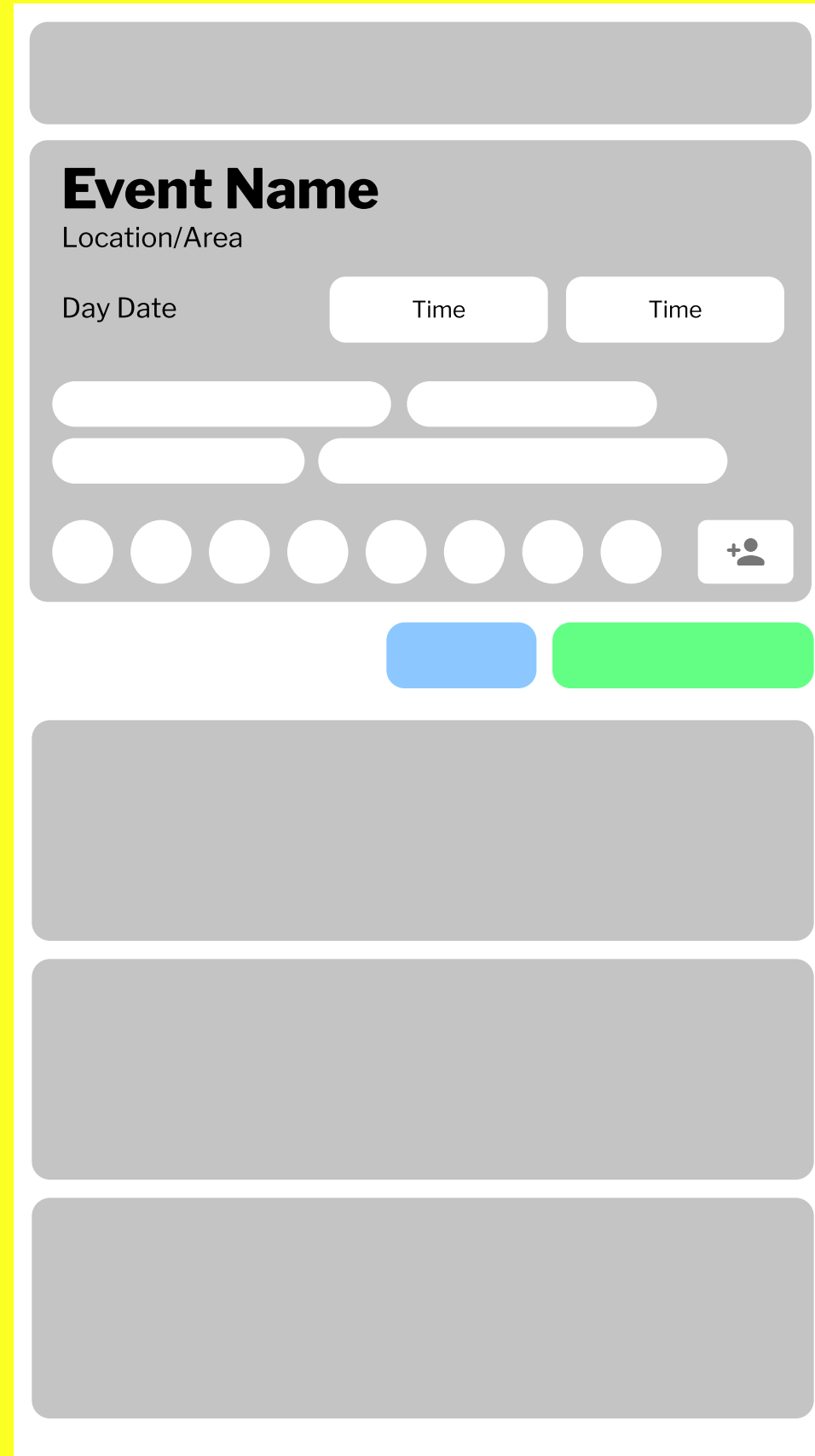
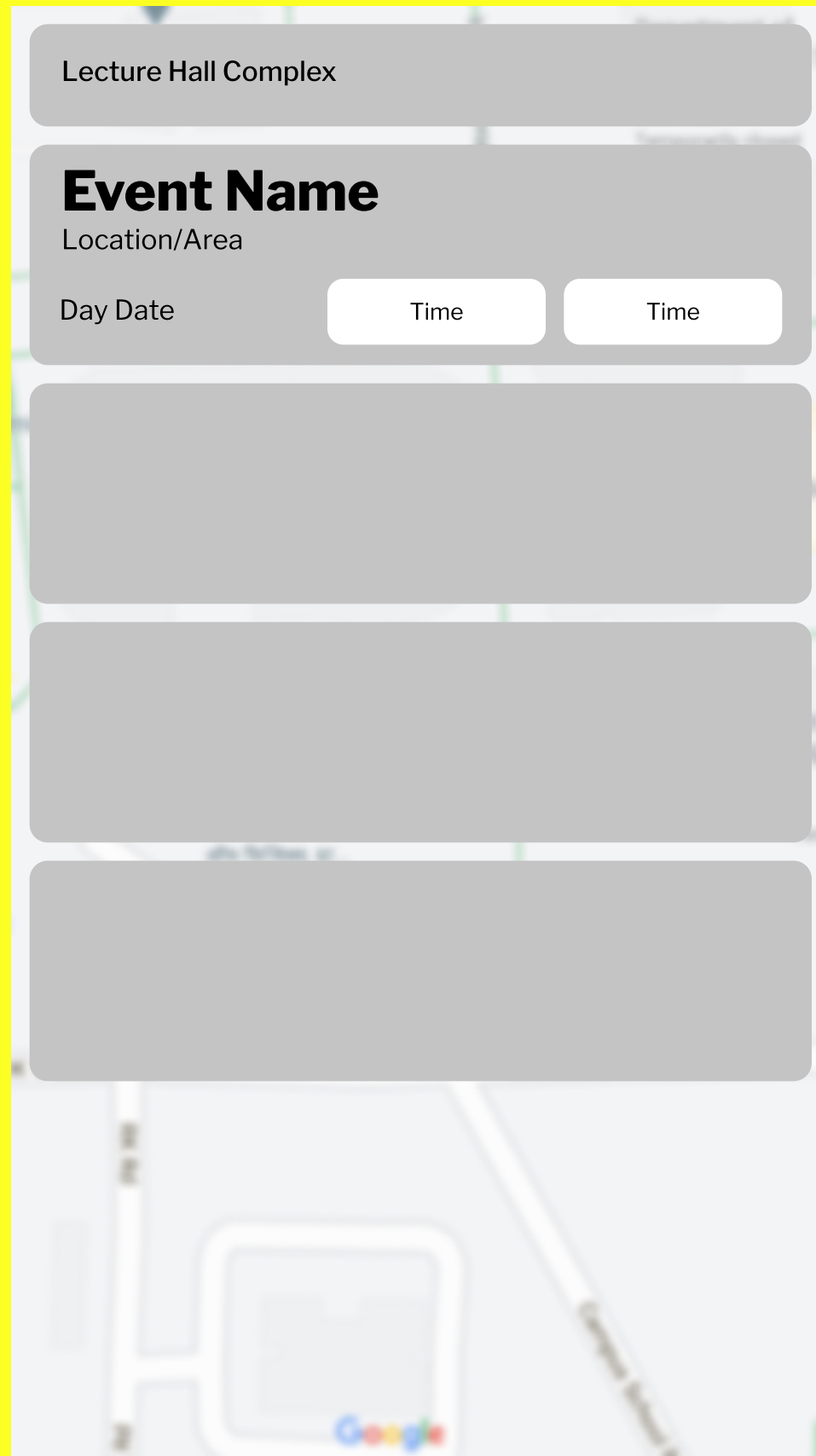
Name **Name** **Name** **Name**

Name **Name** **Name** **Name** **Name**

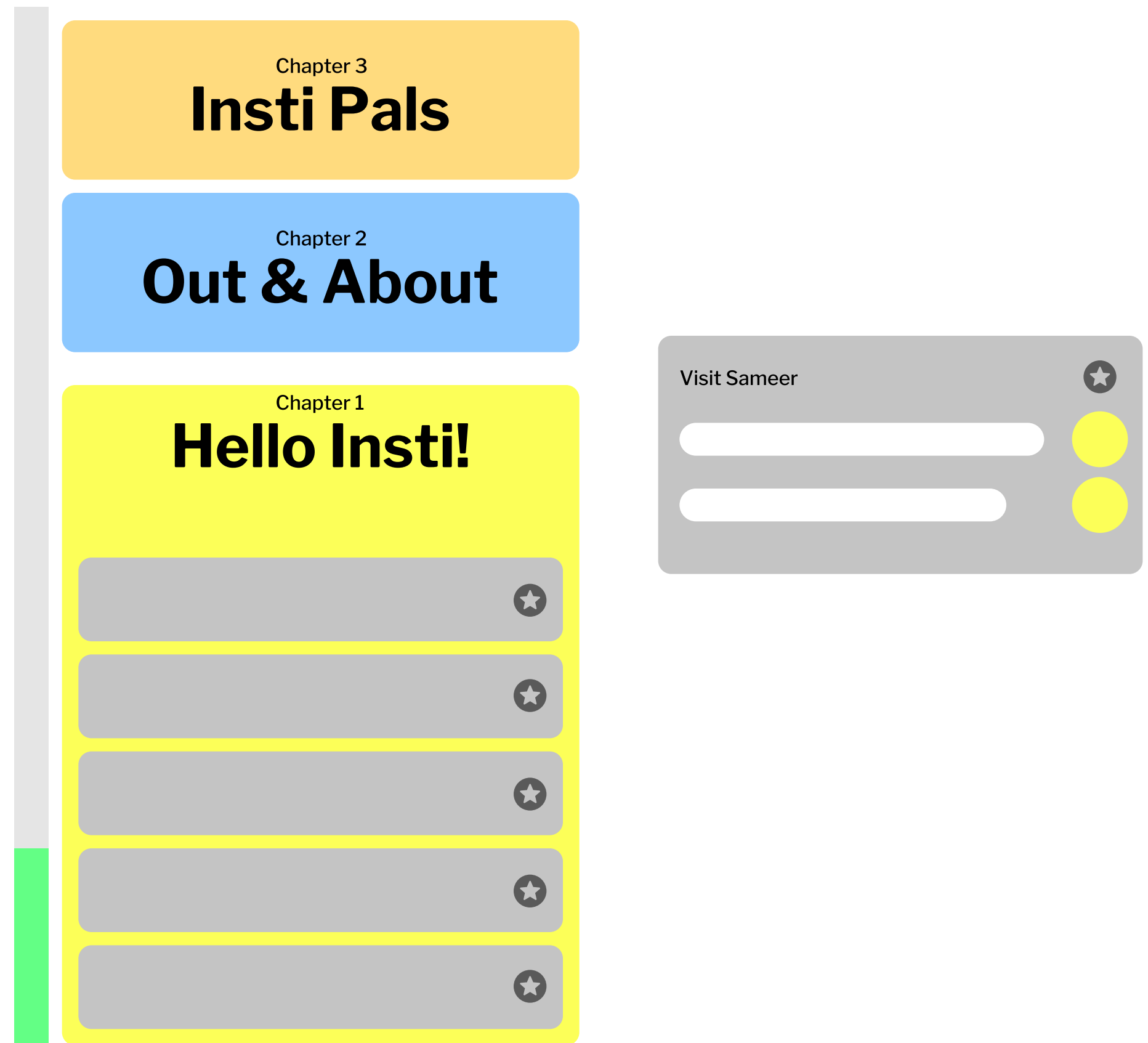
Name | Achievement Tag

[Grey bar]

Events



Gamification and Tasks



Questions & Feedback