

A photograph of a park pond surrounded by lush green trees. In the foreground, a wooden walkway with railings leads towards the water. A person in a green shirt is standing on the left bank, fishing. Several signs are visible near the water's edge, including one that says "FISHING ALLOWED CATCH & RELEASE ONLY". The text "RECREATION IN ROSWELL" is overlaid in a white box in the center of the image.

RECREATION IN ROSWELL

App redesign based on roswellgov.com

BY: MAGGIE PRUITT

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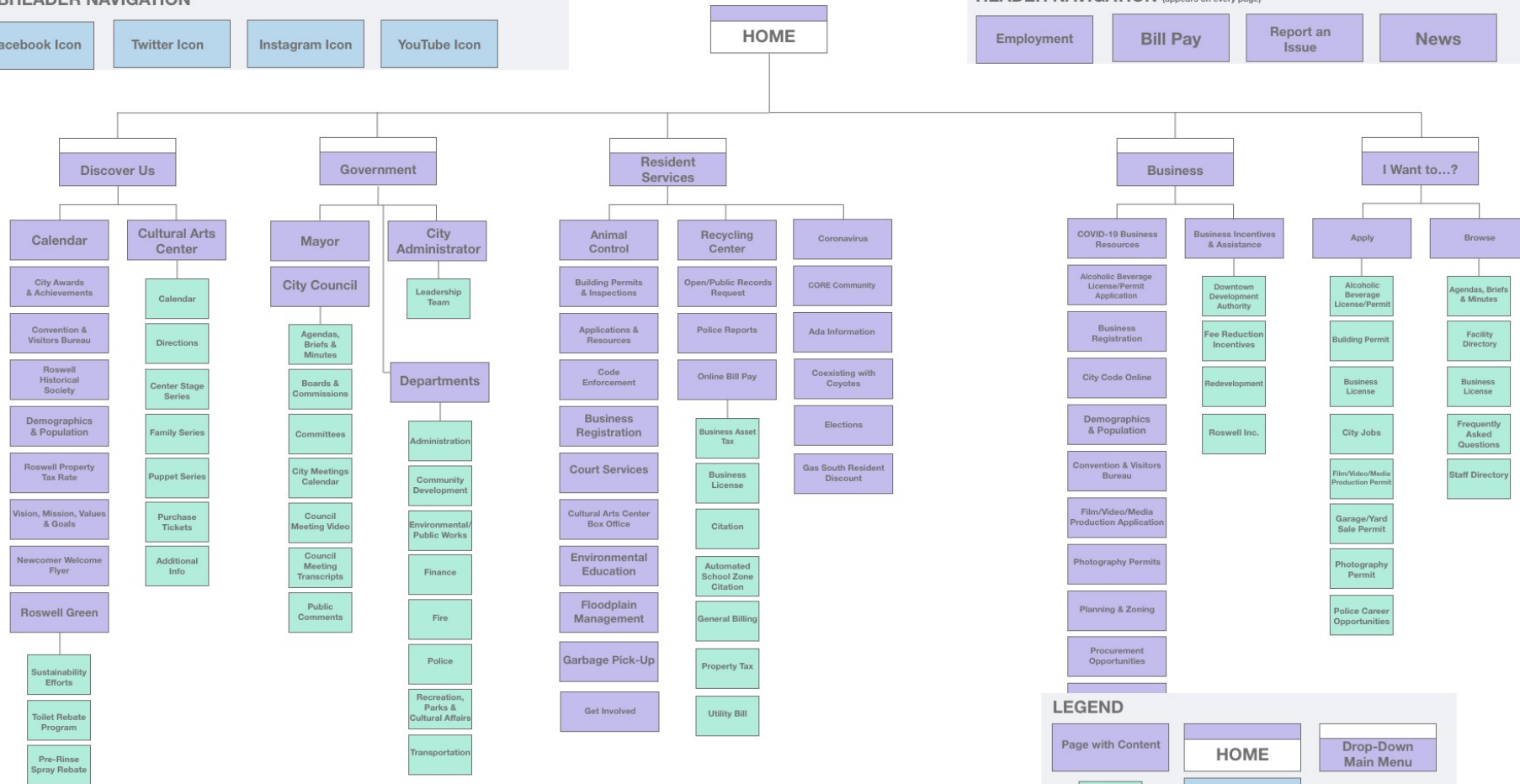
PROPOSED SITE MAP

SUBHEADER NAVIGATION

Facebook Icon Twitter Icon Instagram Icon YouTube Icon

HEADER NAVIGATION (appears on every page)

Employment Bill Pay Report an Issue News



Current Site Map:
City of Roswell website
<https://www.roswellgov.com/home>
By: Maggie Pruitt

FOOTER

Same as main menu links

LEGEND

Page with Content

HOME

Drop-Down
Main Menu

Internal Page/
Link with
Content

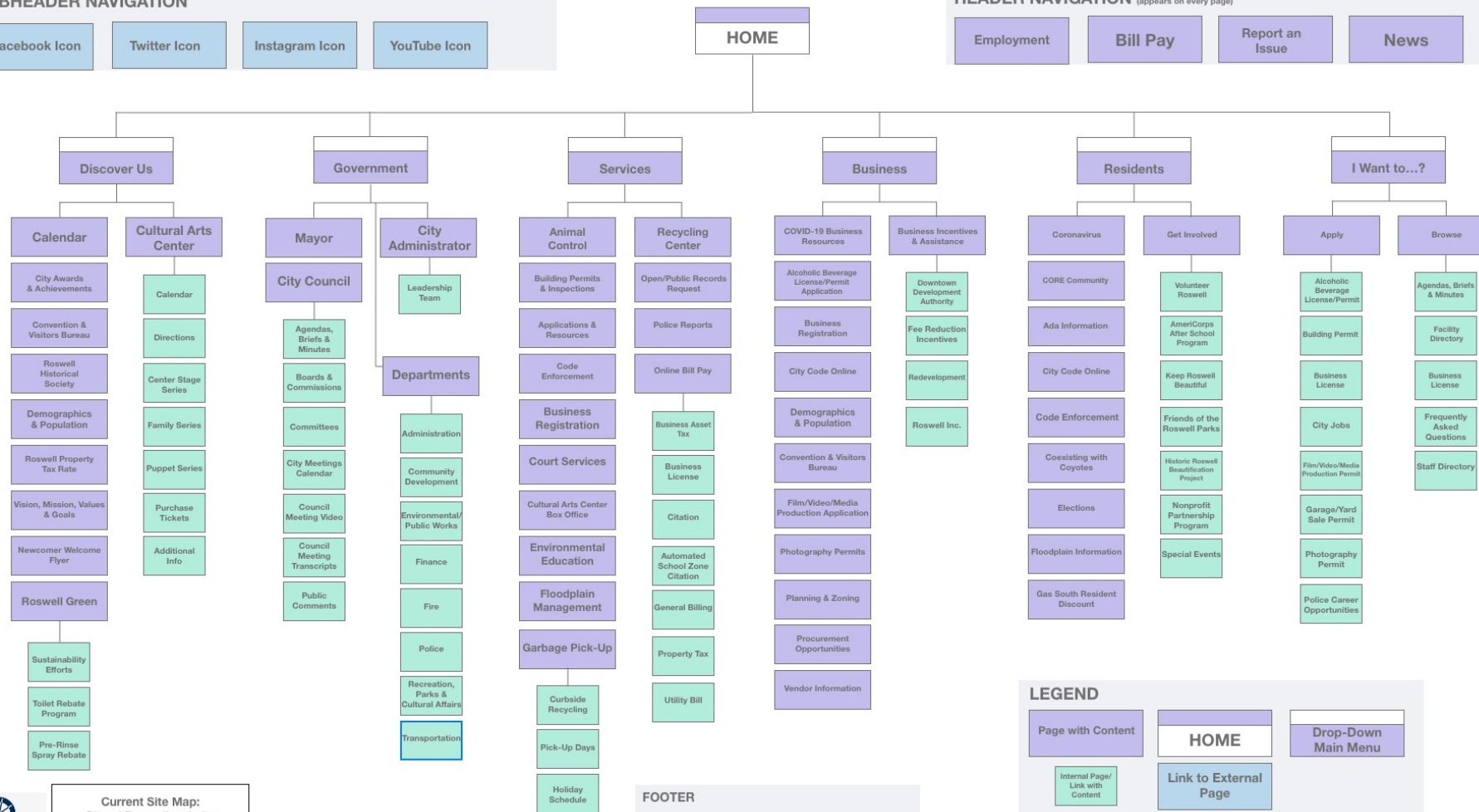
Link to External
Page

CURRENT SITE MAP

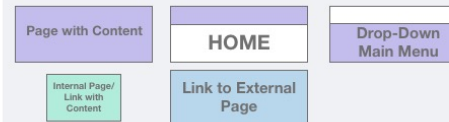
SUBHEADER NAVIGATION



HEADER NAVIGATION (appears on every page)



LEGEND



Current Site Map:
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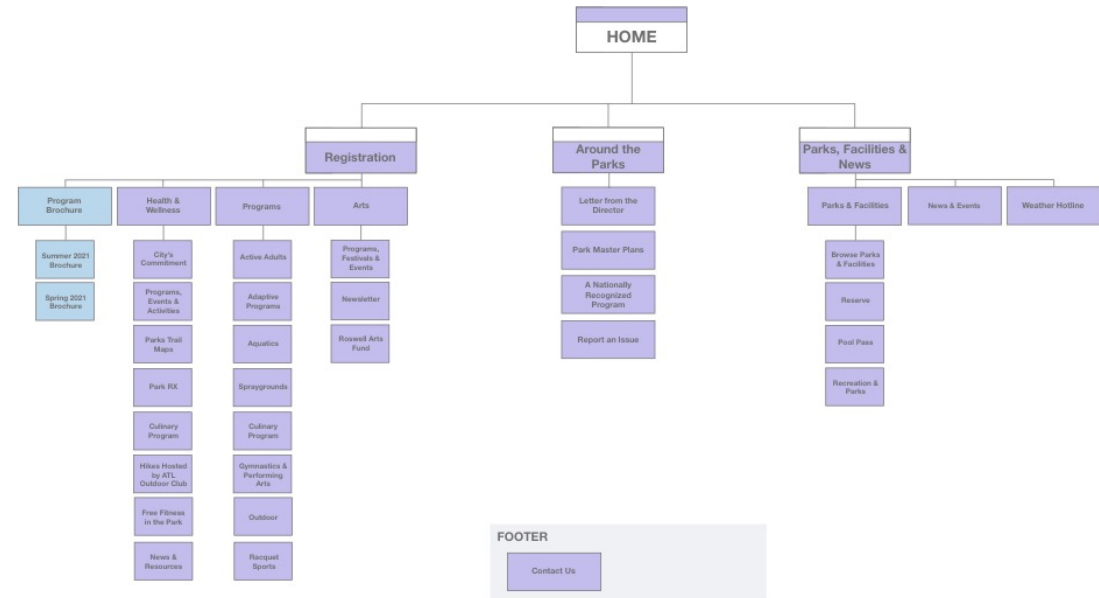
FOOTER

Same as main menu links

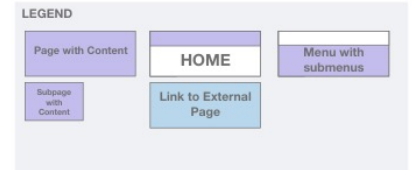
WHAT IS ROSWELL IN RECREATION?

- The purpose of the app is to allow residents and/or visitors a specific place to look at information relation to recreation programs, health and wellness activities, news and facilities. (Site map located here for general information).
- This app will be targeting Roswell residents and non-residents who are interested in programs related to the City of Roswell's recreation and parks department.
- The app will help users register for programs, find out more information on programs they are looking to get involved in and help display information about local happenings.
- This app will also help making finding information about specific and local programs easier than searching on the main Roswell municipal website.

INFORMATION ARCHITECTURE (FIRST DRAFT)



Proposed Recreation & Parks App:
City of Roswell website
<https://www.roswellgov.com/home>
By: Maggie Pruitt



USER STORIES

Meet Rebecca, Sara & Jackson

- Rebecca (USER 1): She is a mom looking to find out more information on summer camps in Roswell.
- Sara (USER 2): She is a runner who enjoys the Roswell trails and running after work.
- Jackson (USER 3): He is a youth baseball coach that practices at the local Roswell recreational fields.

USER STORIES

#1

- Rebecca is a resident of Roswell and a mom. She wants to see if there is a musical theater camp taking place this summer in Roswell for her daughter to participate in. She has a specific week in mind and is willing to register her daughter for the camp if there are spaces available. Rebecca is looking for a quick way to search a camp and register for it on the go.

#2

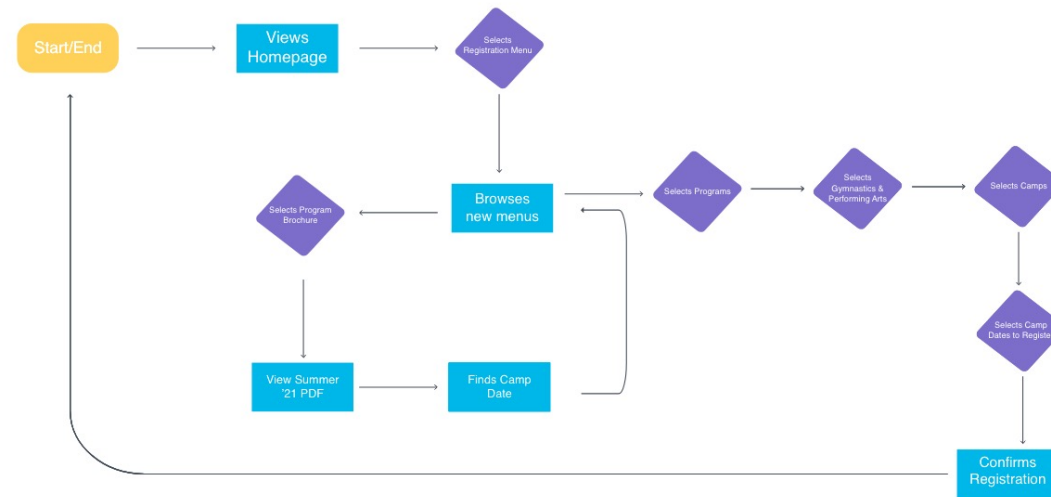
- Sara is an avid runner. She loves running throughout Roswell, especially in her local park (Roswell Area Park). She occasionally works late and likes to get a trail run in as the sun is setting, so she sometimes leaves the park at dark. Sara recently ran at the park, and there were numerous lights out from a recent storm on the trail and in the parking lot. She wants to report it to the city so they can fix the lights. Sara is looking to help her community and give the parks department a heads up about a safety concern.

#3

- Jackson is a Roswell resident and coach of his son's baseball team that plays for the city. They practice on the city's fields. Jackson noticed a bad storm coming for one of the team's practice days. On the day of practice, he wants to find out if the field his team is practicing on is open or if they are closed due to the weather.

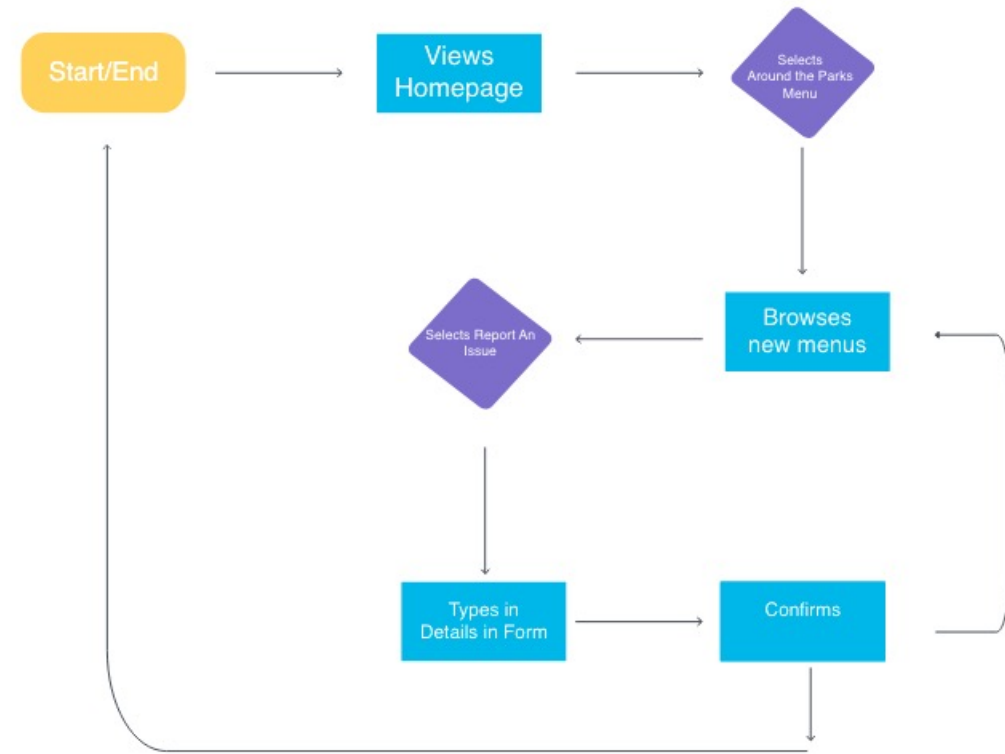
FLOW I: REBECCA

USER 1 FLOW: REBECCA



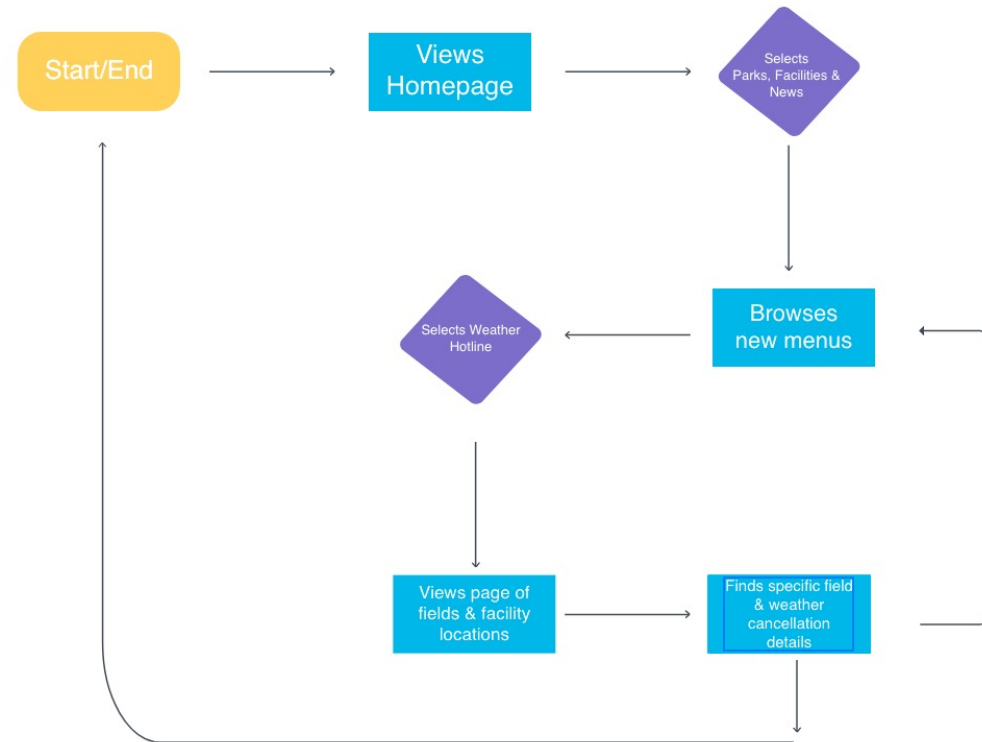
FLOW 2: SARA

USER 2 FLOW: SARA



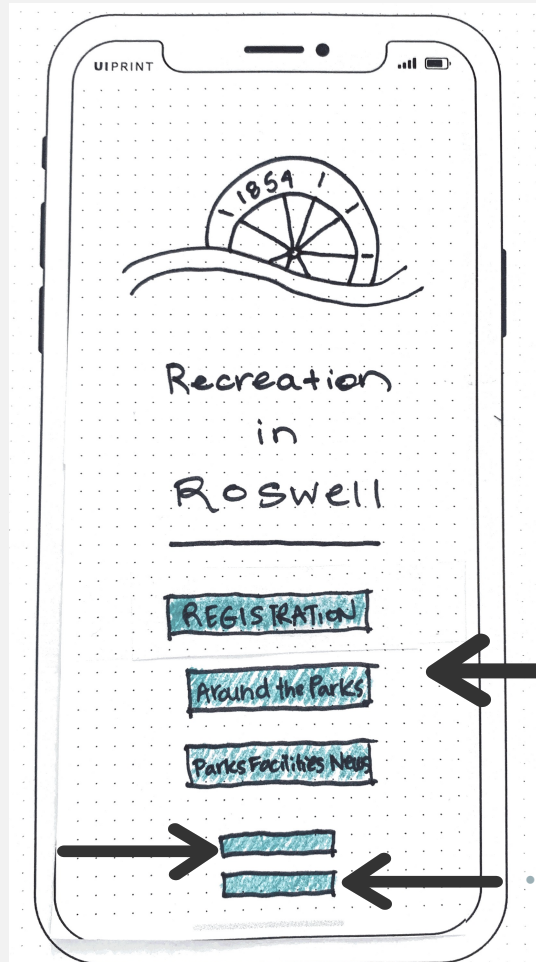
FLOW 3: JACKSON

USER 3 FLOW: JACKSON



PAPER PROTOTYPING | HOME SCREEN GUIDE

- Users start on the home page that appears when they open the app. The city's logo appears with three main menus and two submenus.

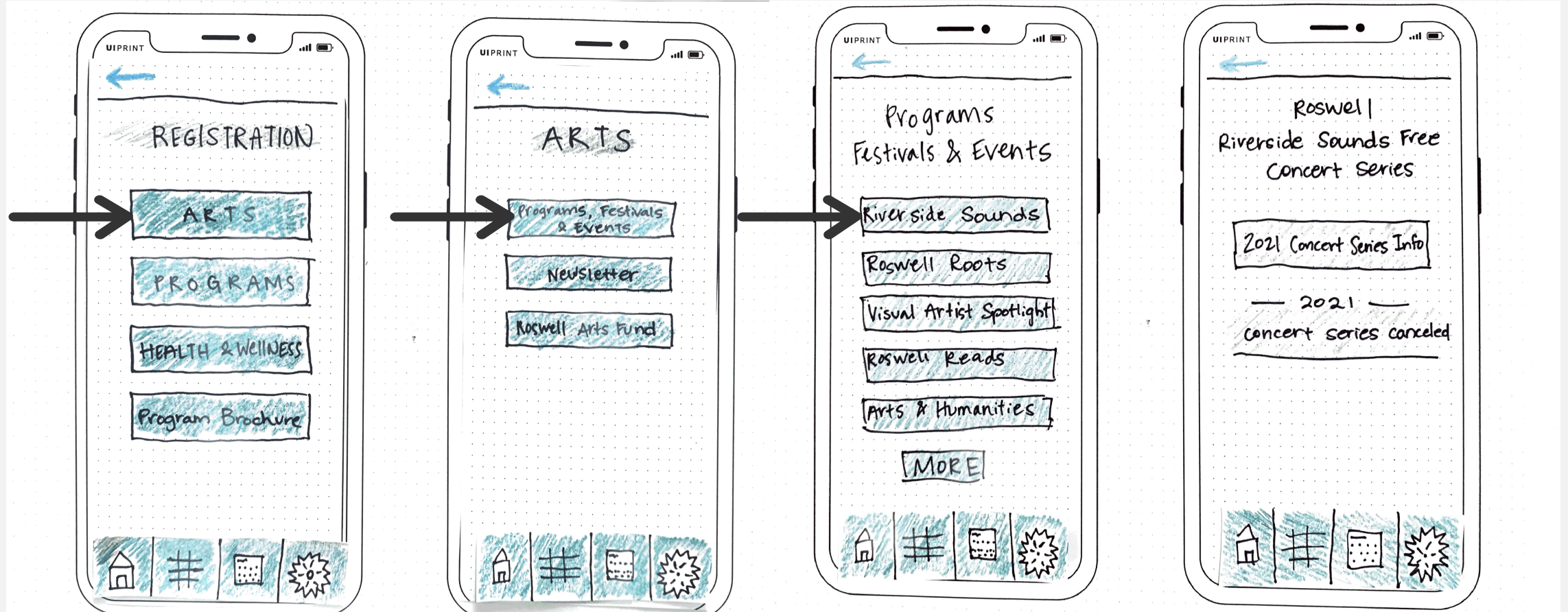


- Log In and Create an Account

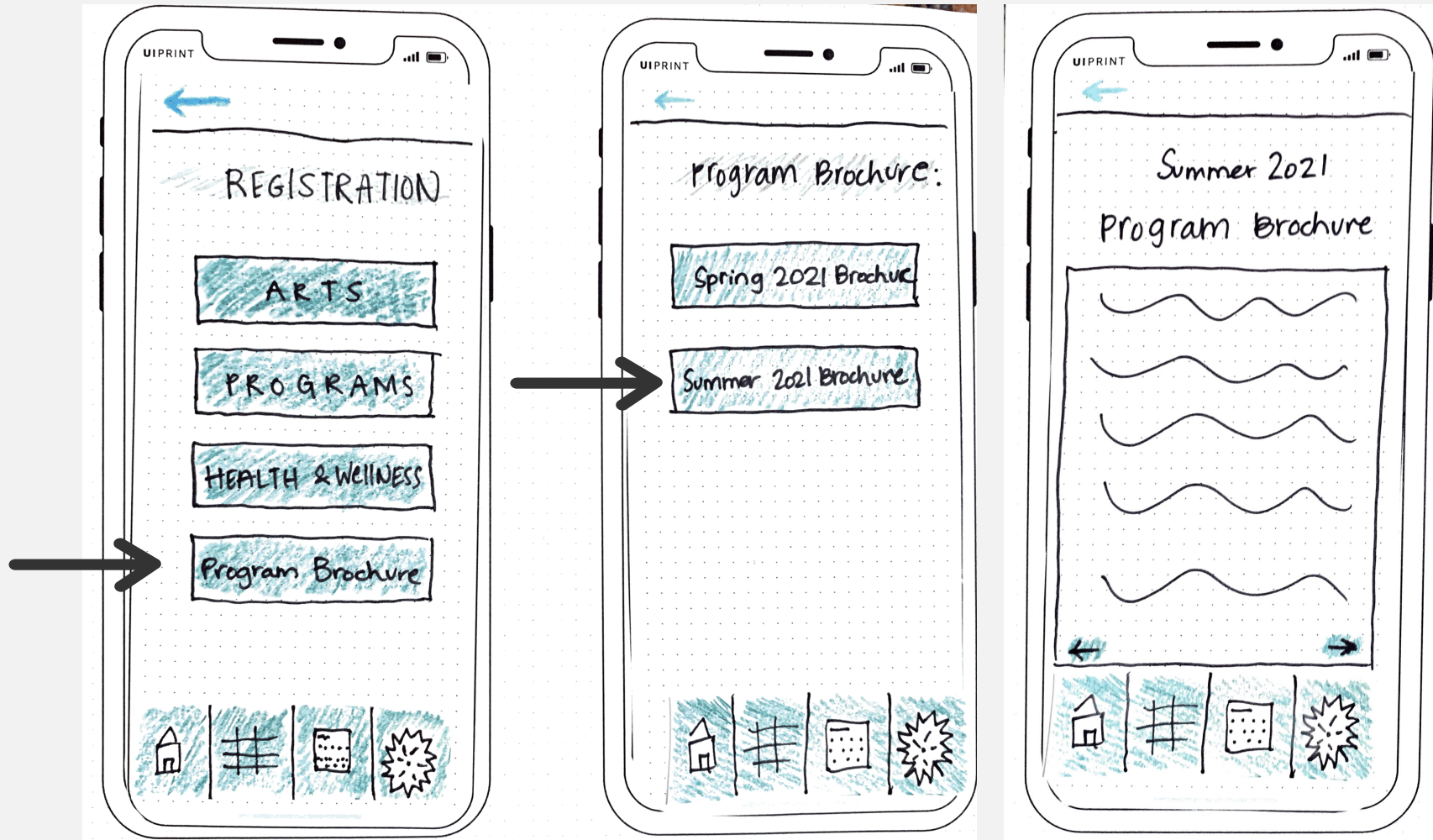
- Three main menus that are clickable – Registration, Around the Parks and Parks, Facilities & News.

- Contact Information

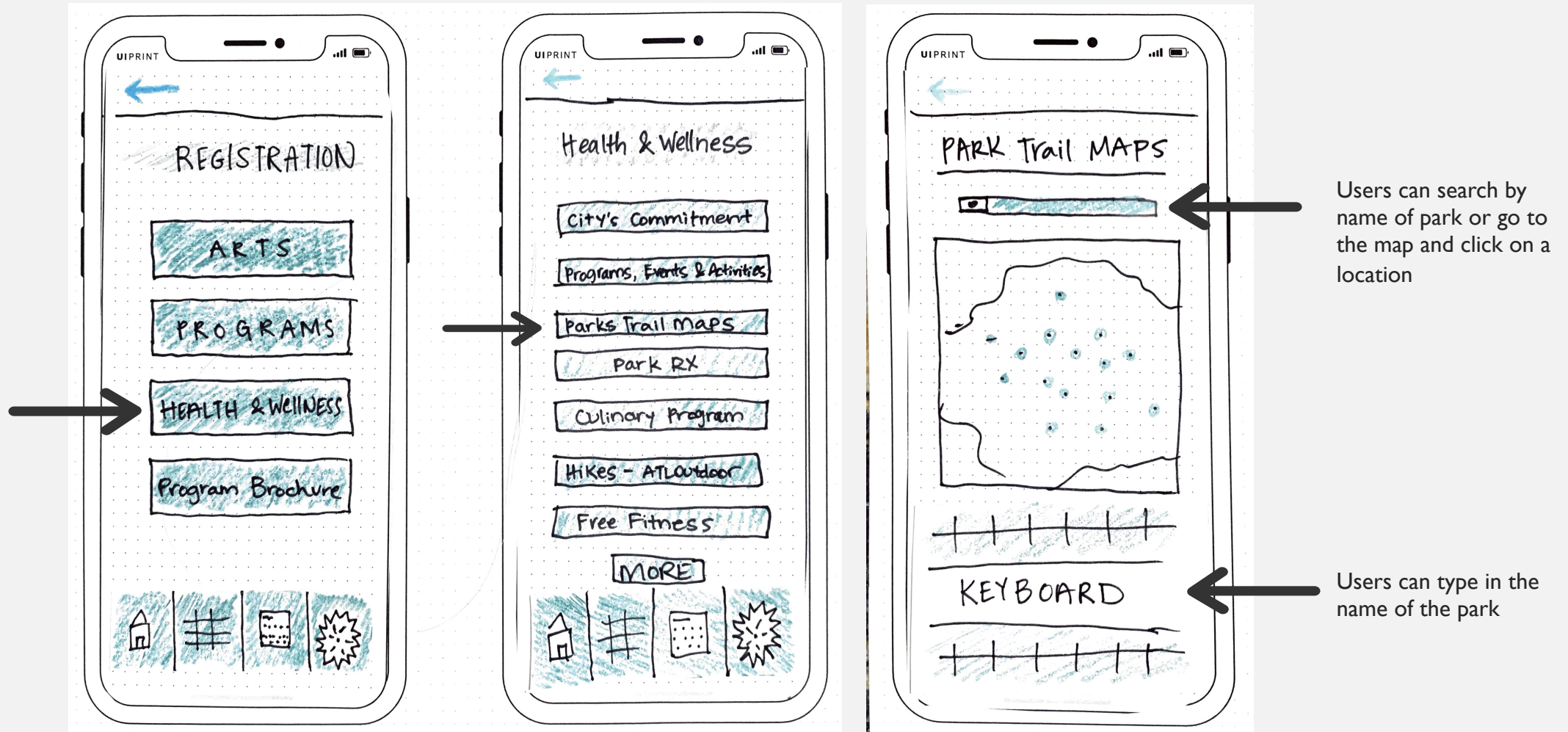
ARTS & EVENTS FLOW



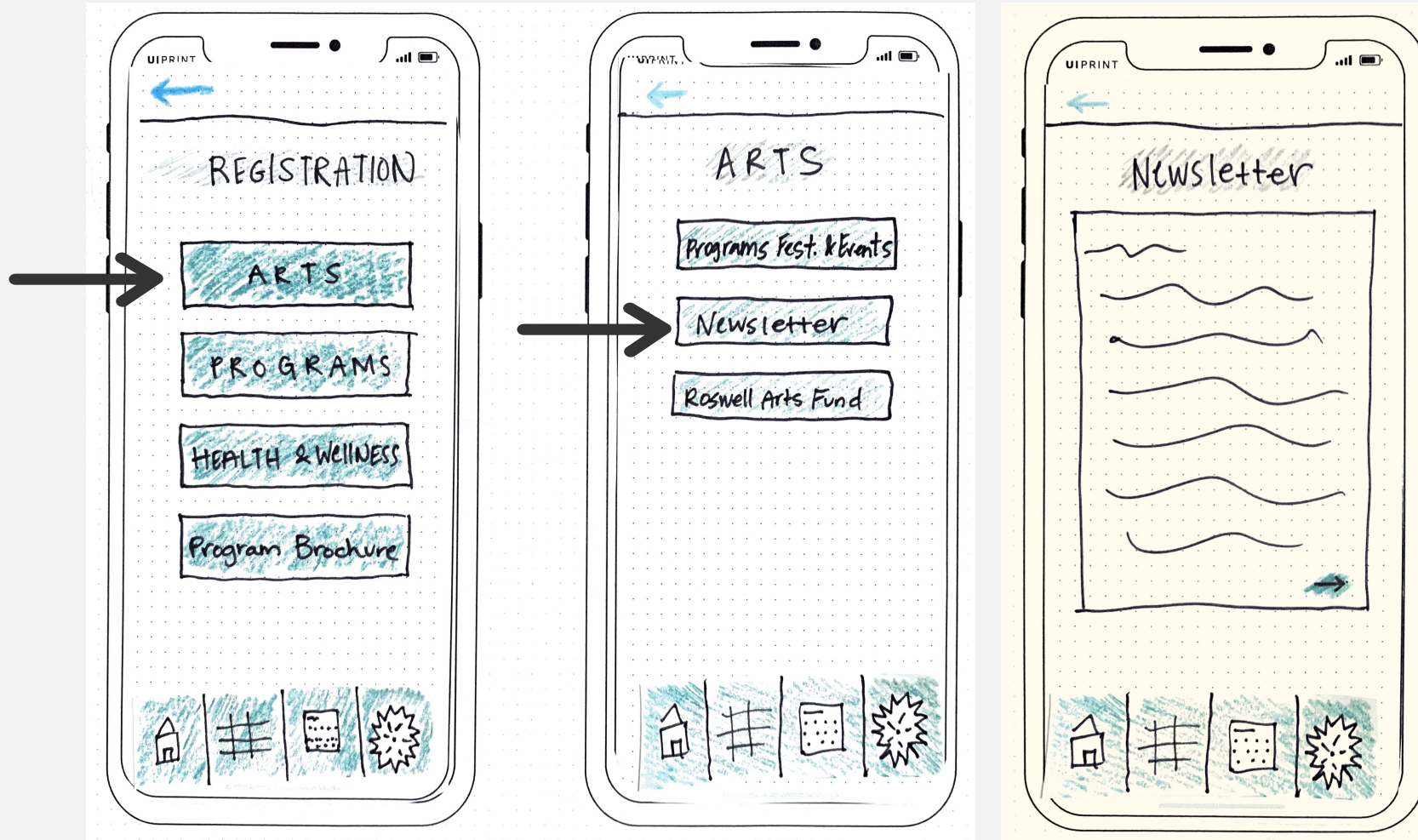
PROGRAM BROCHURE FLOW



PARK TRAIL MAPS FLOW



NEWSLETTER FLOW



USABILITY TESTING | ABOUT THE TEST

- This user test is designed to see how users interact with the paper prototypes created as the beginning design steps for the app's architecture.
- Two participants were user to complete the test, which included three tasks. The test was completed on Zoom by using POP, the Prototyping on Paper app.
- The goal of this test is to receive feedback from the participants about the app's usability. The feedback gathered will help the researcher/designer work to make improvements.

SCRIPT

- Hi, participant 1/2, thank you for volunteering today. My name is Maggie, and I am working on a project with the Roswell in Recreation app team. I have sent you a link to POP, which is a website we will use to conduct the usability test for the app. I will record this Zoom if that is ok with you, so that I can refer back to the information. Nothing you say will hurt our feelings, and we appreciate all feedback as it will help us improve the product.
- You will be given three tasks to complete. You may talk aloud and provide feedback as you go. Feel free to ask questions.

TASKS

- Task 1: You are interested in signing your child up for a summer camp at the Visual Arts Center. Locate the Summer 2021 Program Brochure.
- Task 2: You want to know more about the local art scene. Locate the Newsletter for the Arts section.
- Task 3: You are not sure how far a certain park is from your home. Locate the Parks Trail Map

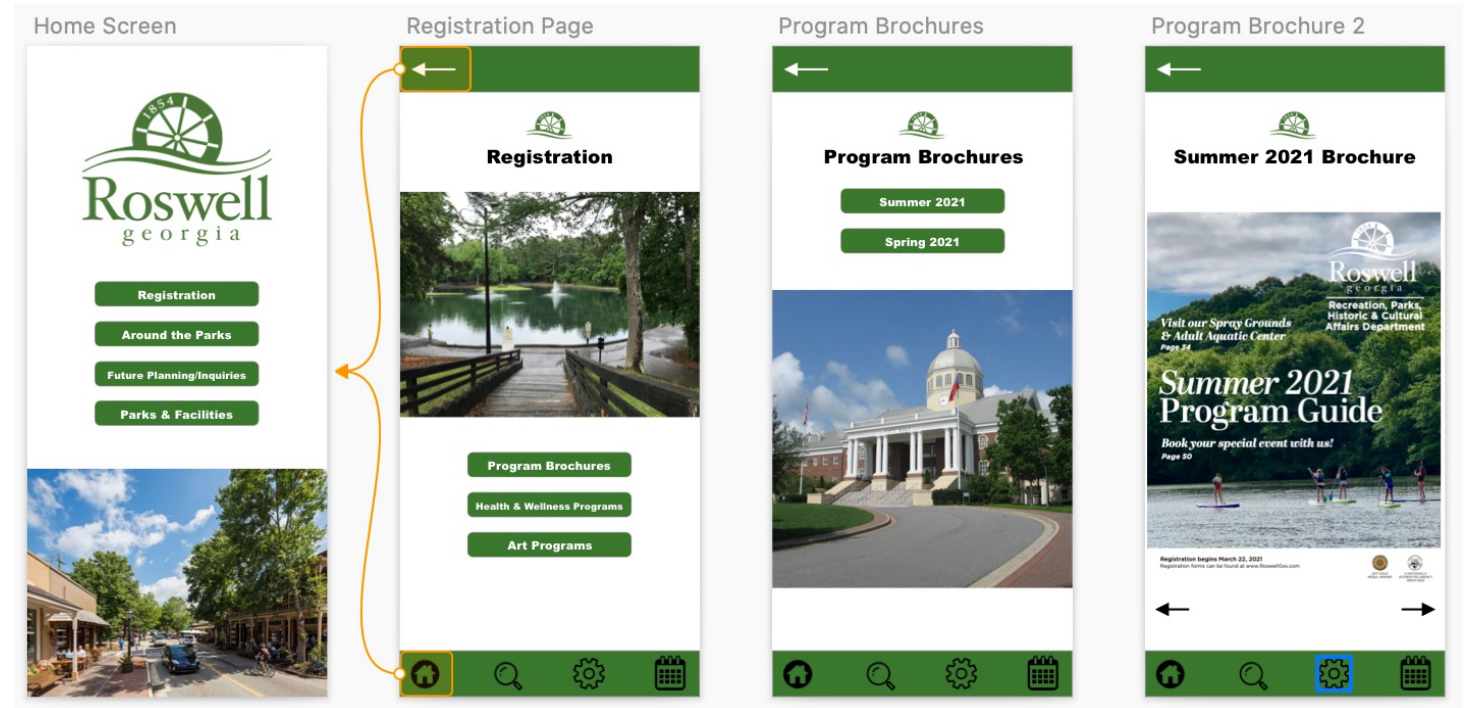
SUMMARY OF FINDINGS

- Both users completed the tasks given to them easily. This was reassuring to know that the app's design is simple enough for non-residents to figure out as my participants would not know much about the city of the Roswell itself. As the tester, I realized rather quickly that the main menu when you open the app created the most issues...
- I discovered during the testing that I created the main menus based on the information found in the main Roswell municipality website, which is rather cluttered and information is repeated. I did not put enough thought into the layout of the main menus, which proved to be problematic during the testing.
- I plan to reformat the main menu page. I will now have four main menus – Registration, Around the Parks, Future Planning/Inquires and Parks & Facilities. These menus will be laid out more strategically to meet the desires of the users.

HIGH FIDELITY PROTOTYPING

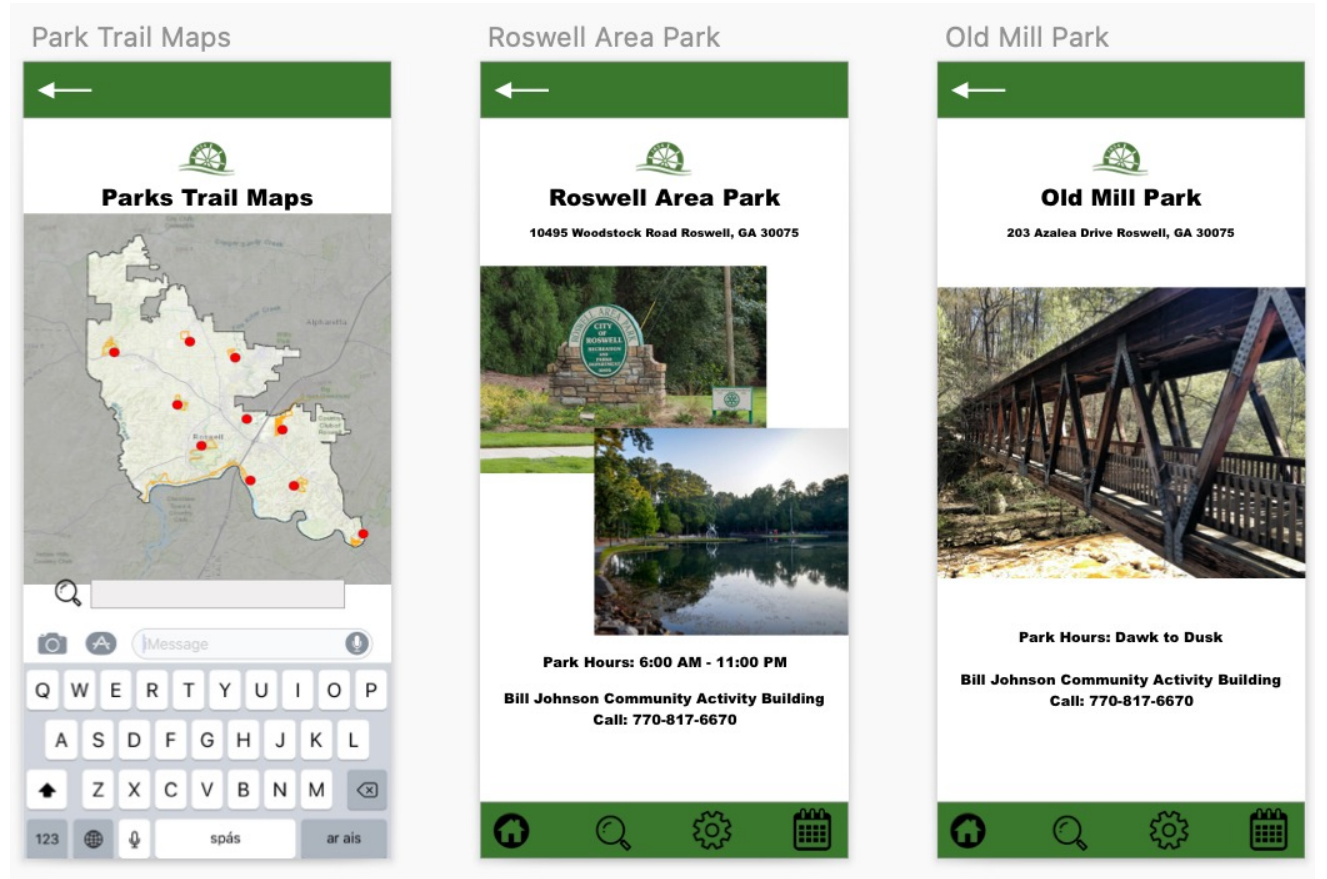
- I chose to work with Sketch and Invision to create my high-fidelity prototypes. These programs work together and were pretty easy to pick up. I found numerous YouTube videos about the process.
- I linked my Sketch prototypes through Craft, which then uploads the screens to Invision.
- I then created a walk-through video on Invision, which shows my screens on a life-like iPhone screen.

SCREEN EXAMPLES FROM SKETCH



Registration Menu Screens

SCREEN EXAMPLES FROM SKETCH



Around the Parks Menu Screens

SCREEN EXAMPLES FROM SKETCH



Future Planning/Inquiries Menu Screens

CONCLUSION

- After testing, I realized that I need more menu options on the opening screen of the app. The Registration menu was too confusing for my volunteers, and I need to expand the info that was found in that menu into the Around the Parks menu.
- Overall, this app design project truly opened my eyes to the design thinking process and what goes into creating an app. It requires thinking ahead, a detailed plan and an open mind, as things come up along the way that the designer might not have thought about. For example, in my process, I did not realize that I had some bias towards the information in the app because I grew up in Roswell. My volunteer participants did not understand what a program brochure was, which in the end, helped me take the action of creating a new menu for it to live in.
- This process of creating prototypes was time consuming, but I really grew to appreciate the value of prototyping and how it helps a designer make the best choices for their projects and ideas.