

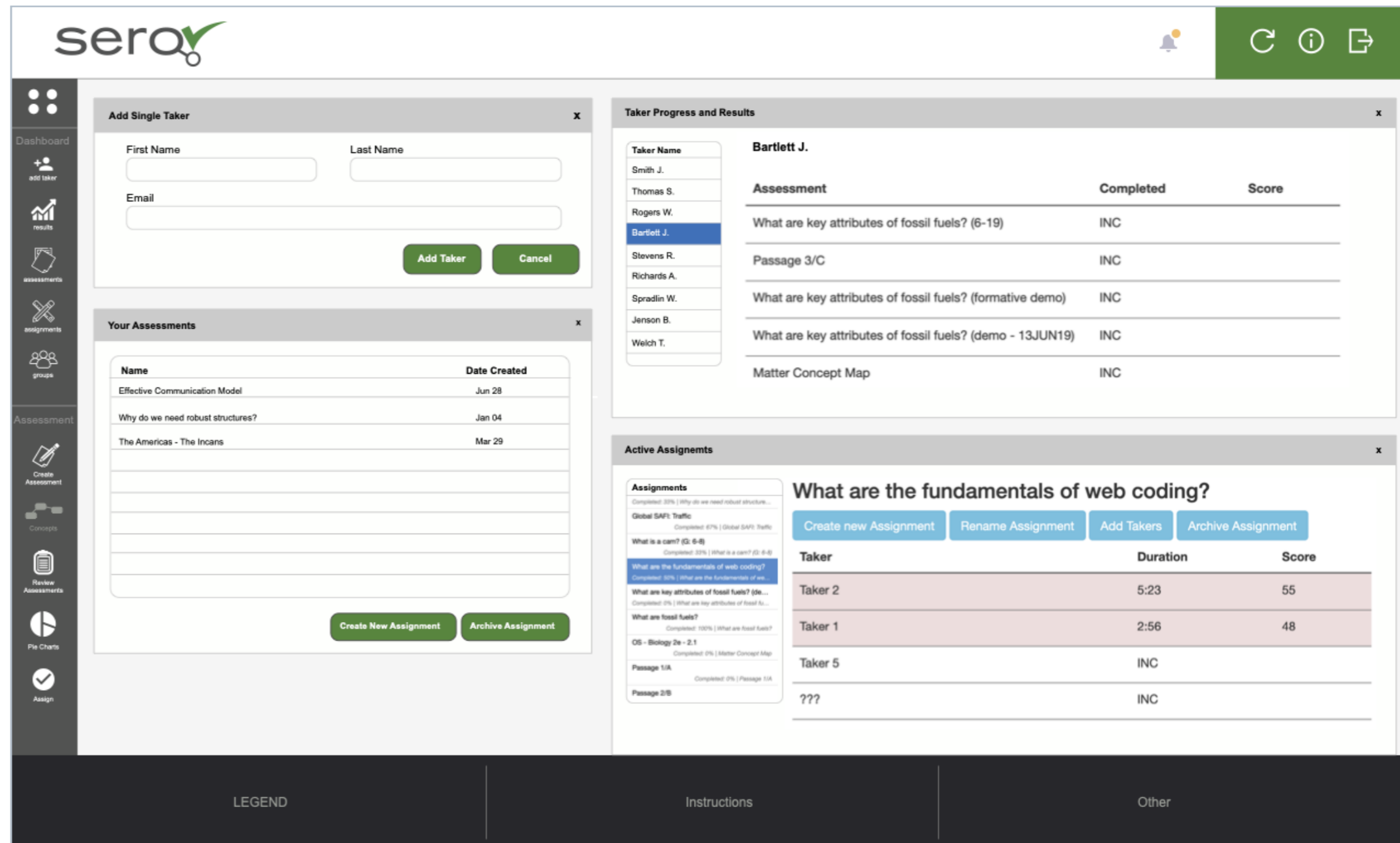
Sero! is a **web-based assessment tool** for teachers and students. It uses an alternative to multiple choice — **concept mapping** — as the assessment method.

Brief

Early prototypes for Sero! **lacked focus and flow** and were **visually overwhelming**. As you can see, it was hard to tell where to start.

My goals for this project were to **group similar functions together, streamline the visual design,** and **organize UI elements** in a way that would be easy to access and update in the future.

Old prototype of Assessor-facing account



I divided Sero!'s functions into two main pages: **Dashboard** and **Workspace**. This division would exist in both the teacher (*Assessor*)-facing and student (*Learner*)-facing sides of the app.

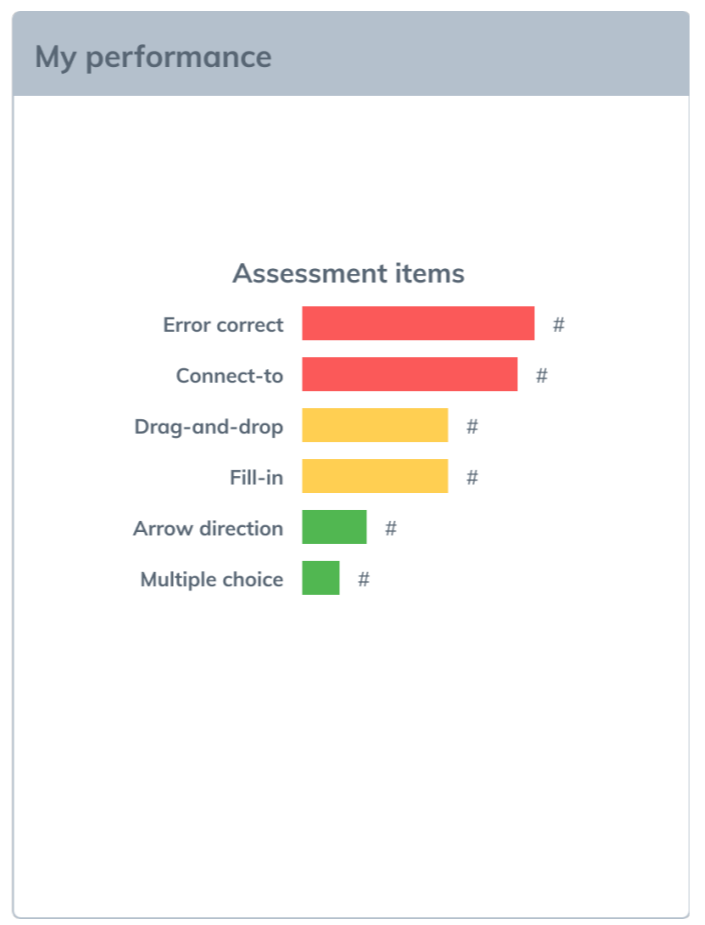
Dashboard

The Dashboard is for managing assessment files and other big-picture actions. Its design would consist of three modular panels for both Assessors and Learners:

Early mock-up of Dashboard panels on the Learner side

Assessments		
Name	Due	Status
Name	00/00/00	Graded [score]
Name	00/00/00	Incomplete
Name	00/00/00	Incomplete
Name	00/00/00	Incomplete
Name	00/00/00	Submitted
Name	00/00/00	Submitted
Name	00/00/00	Submitted
Name	00/00/00	Graded [score]
Name	00/00/00	Graded [score]
Name	00/00/00	Graded [score]

My maps New			
Name	Created	Last edited	
Name	00/00/00	00/00/00	
Name	00/00/00	00/00/00	
Name	00/00/00	00/00/00	
Name	00/00/00	00/00/00	
Name	00/00/00	00/00/00	
Name	00/00/00	00/00/00	
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Name	00/00/00	00/00/00	



1. Assessments

A list of...

Assessor: user-made assessments for Learners to take

Learner: assessments assigned to that Learner

2. Learners/My maps

A list of...

Assessor: accounts of Learners who take assessments

Learner: user-made concept maps for personal learning

3. Learner performance/My performance

A set of infographics and data on...

Assessor: individual and group Learner performance on assessments

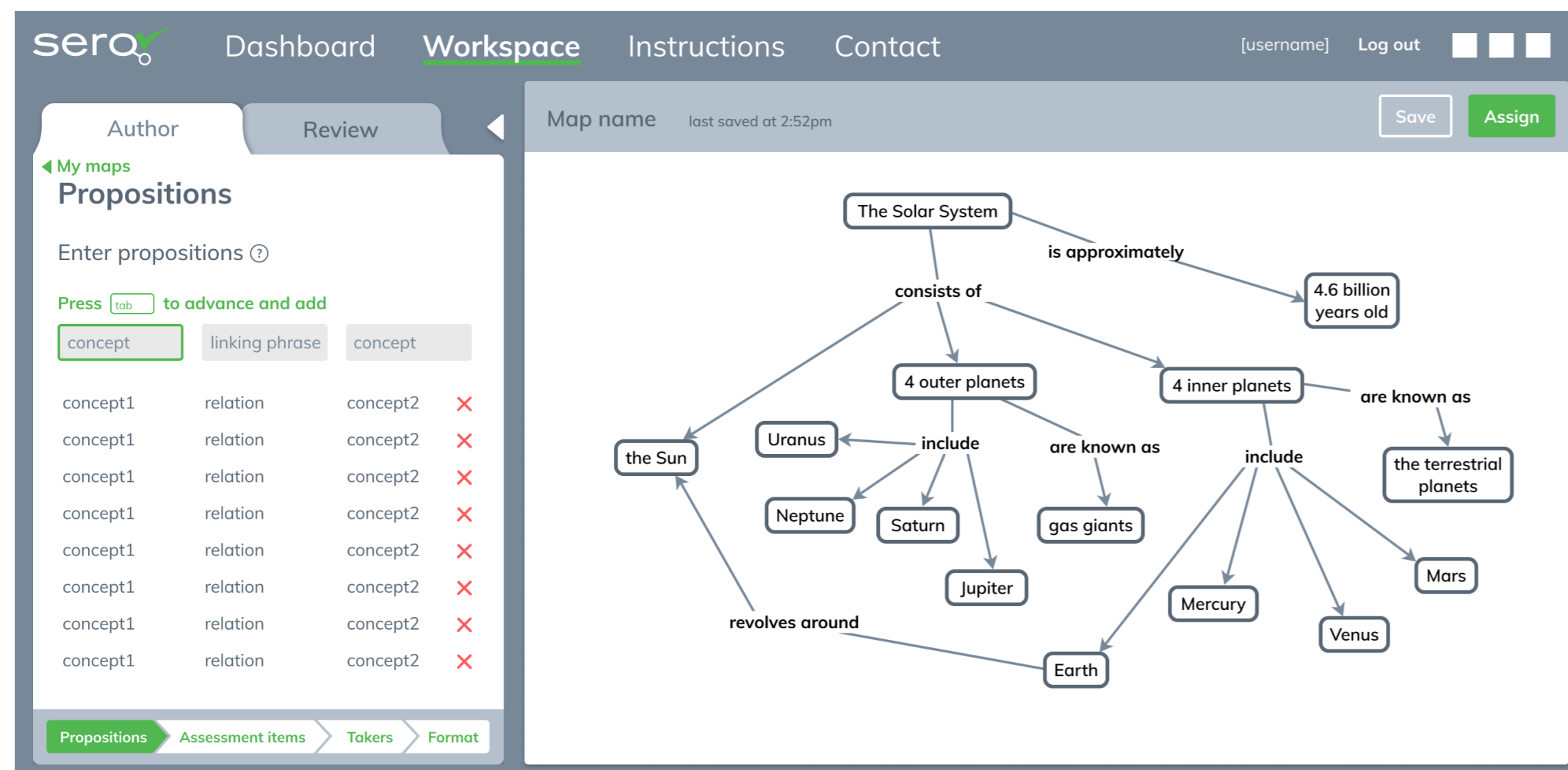
Learner: that Learner's individual performance on assessments

Workspace

Workspace is for all things concept mapping. On this page, the *Left panel* has options for creating and editing concept maps and viewing assessment results. The *Map area* is for the interactive visual display of the map and the controls for editing its content. The Left panel can be collapsed to give the Map area more room for focused editing.

Since Learners have less to configure than Assessors, their Workspace includes just the Map area, used for taking and reviewing assessments.

Early mock-up of Workspace on the Assessor side



Left panel (Assessor only)

- Configure concept map assessments
- Manage the concept-linking phrase-concept statements inside concept maps
- Select Learner groups to assign to
- View lists of Learners and their scores on assessments
- Select a Learner to view their individual concept map

Map area

Assessor:

- Create and view concept maps
- Add, move, edit, and delete concept map objects
- Zoom, zoom to fit, and pan to adjust view
- View assessment results per individual Learner
- View assessment results per Learner group

Learner:

- Take assessments by building parts of a concept map or answering assessment items
- View any available results after completing assessments

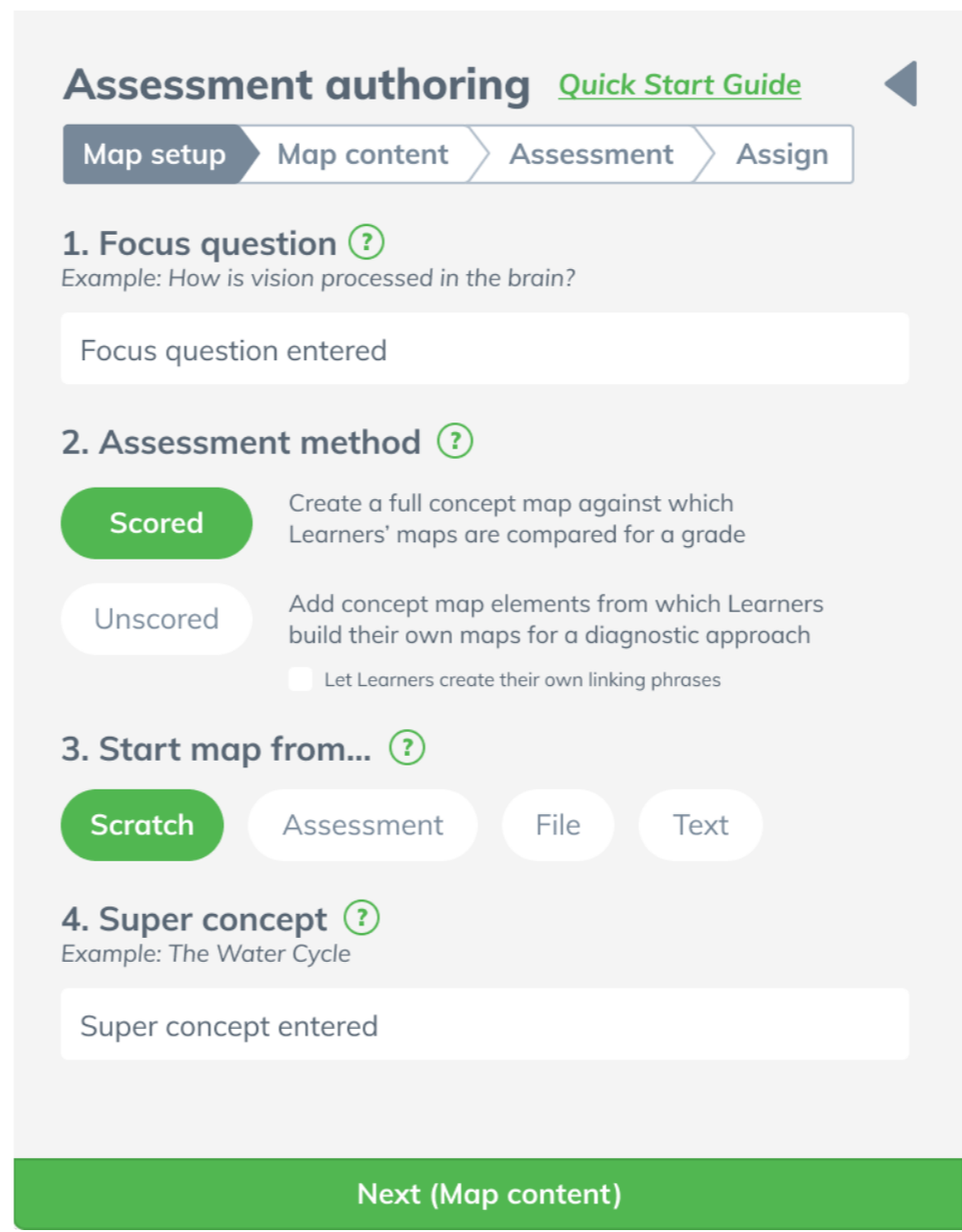
Putting it together

With the basic structure of Sero! in place, I created components in Figma to **design the more detailed pieces of the app**, including buttons, navigation, and mapping interactions.

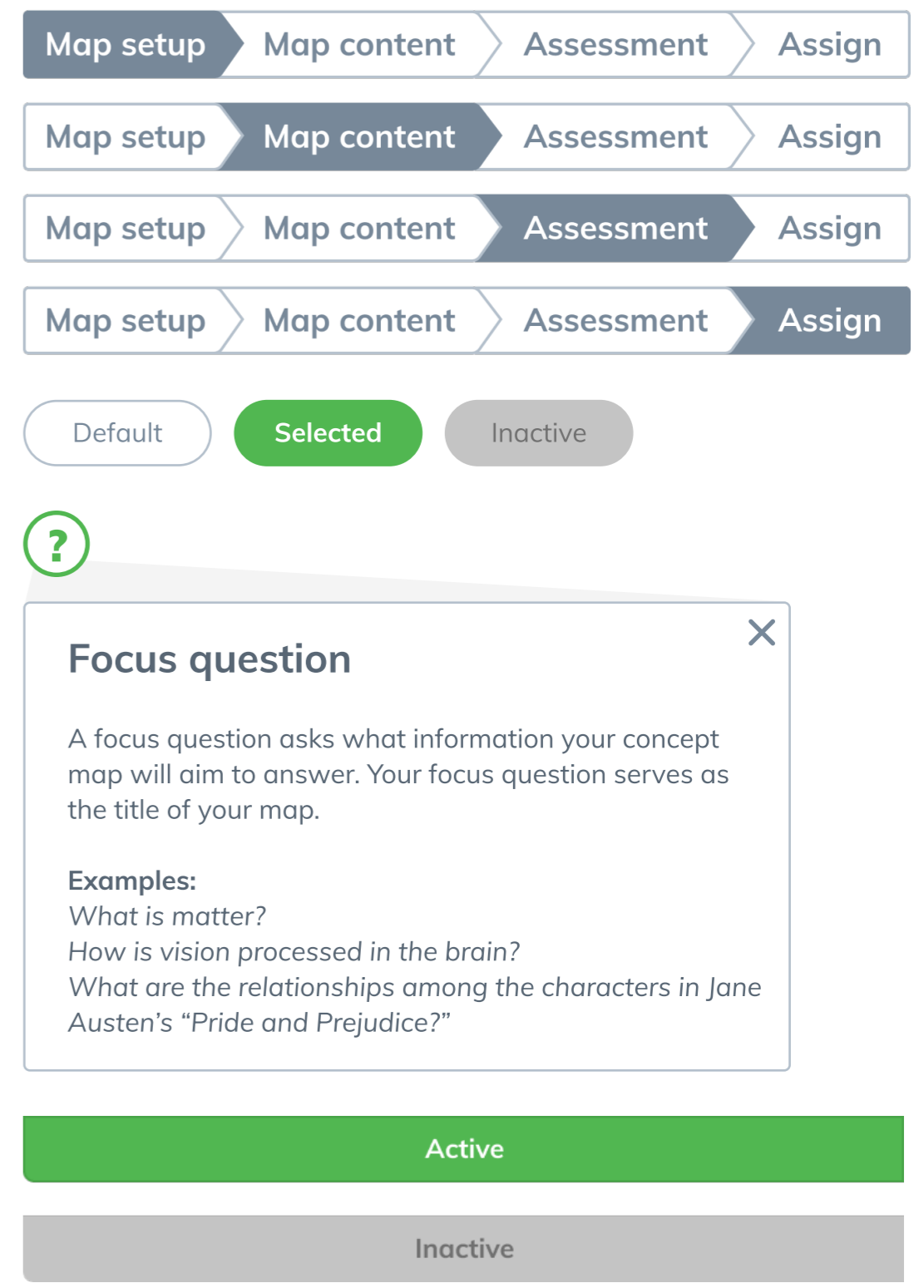
I began working on interaction design with the team's lead developer to answer questions such as, "How can we create an intuitive way to draw a linking line between two objects?"

I also worked with the team's graphic designer to decide on icons and their placement.

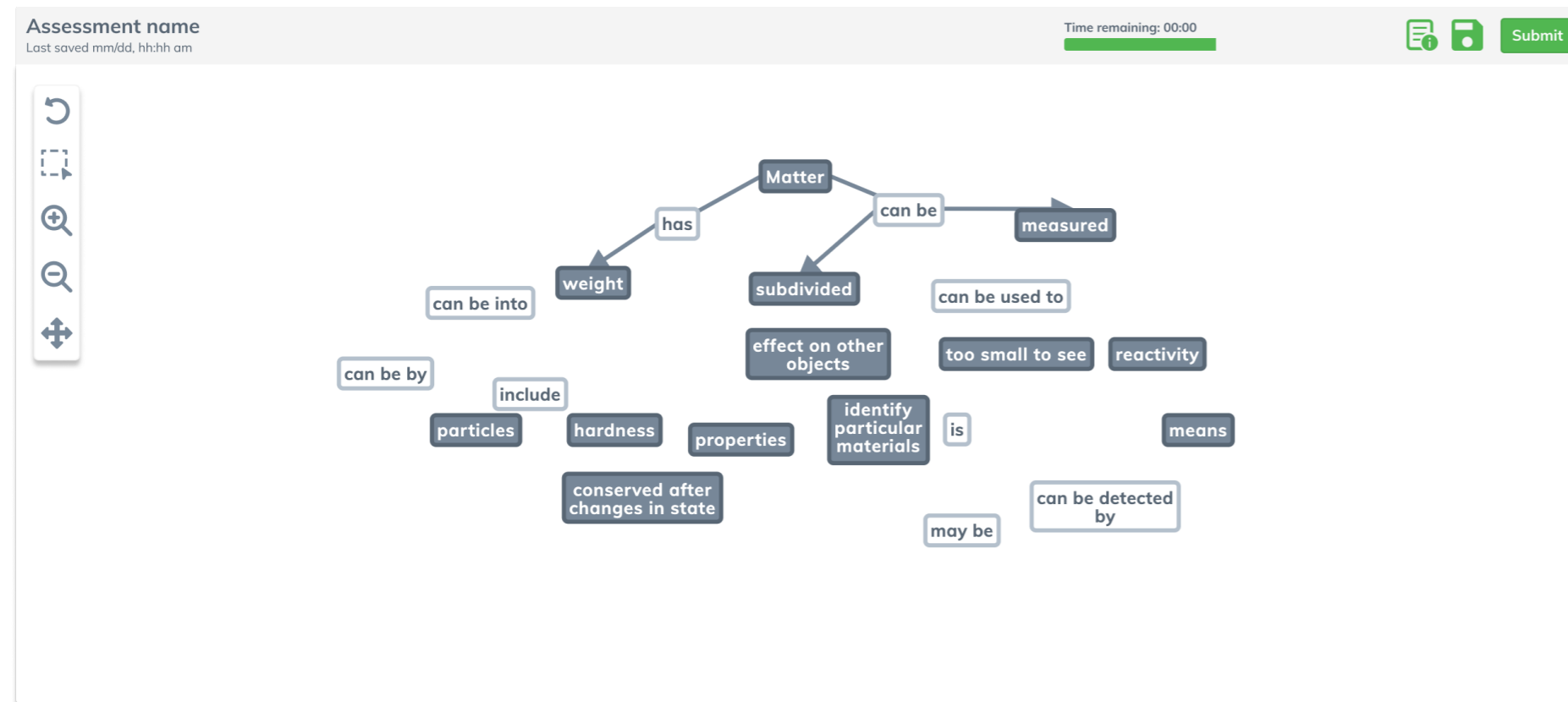
Recent Left panel design (Assessor)



Components used in the Left panel

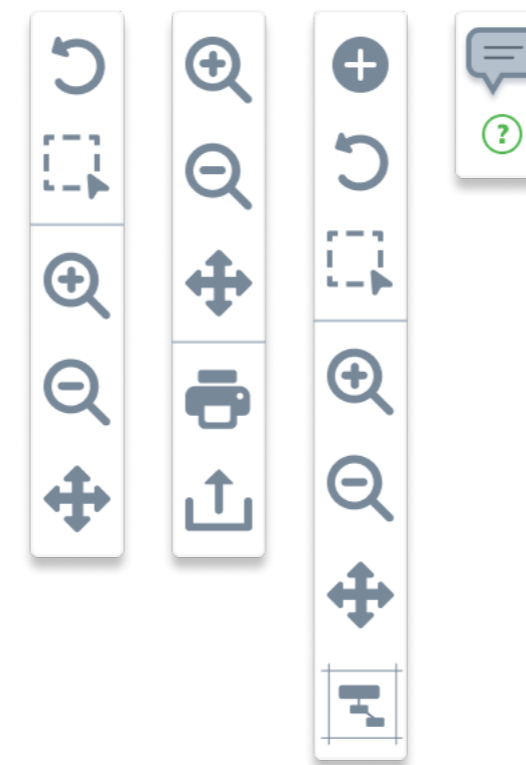


Map area design for taking assessments (Learner)

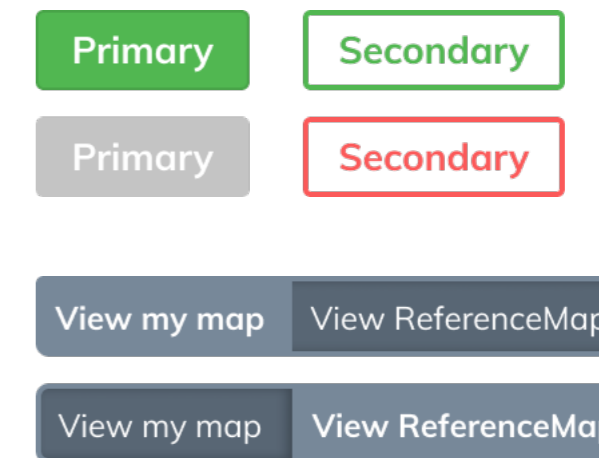


Components used in the Map area

Toolbar instances



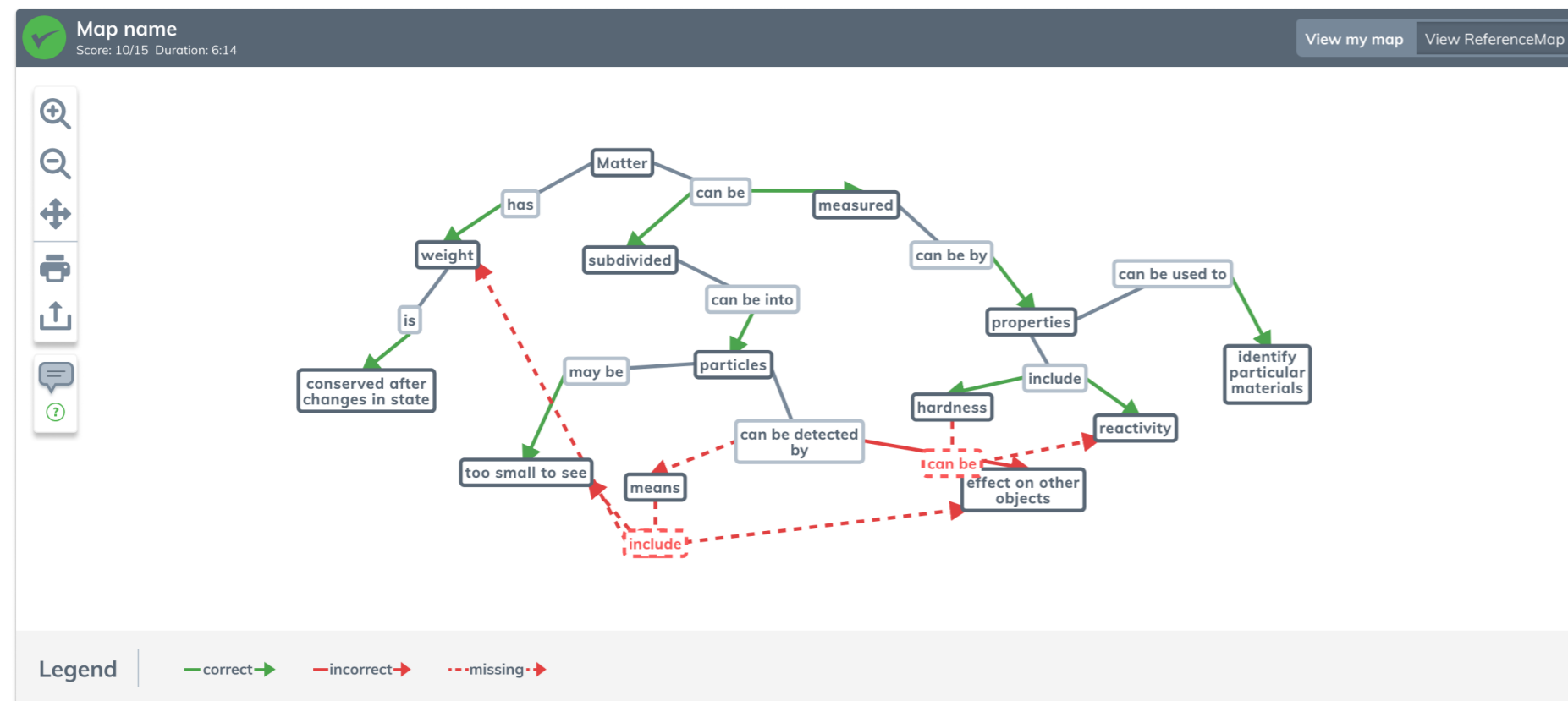
Buttons



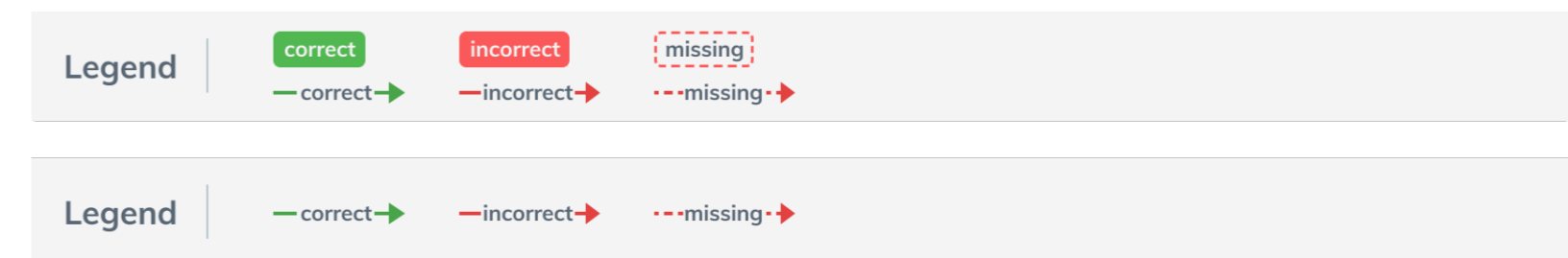
Icons



Map area design for reviewing assessments (Learner)



Legends of results for different assessment types



Concluding thoughts

My teammates and I continue to use the UI library. In adding to and maintaining it, I often return to these points:

Make any repeated element a *component* in Figma.

Different states of a container often contain copies of the same elements. If those elements are made into components, any changes made to the original will also update its copies. Making components became important to organizing an ever-growing system.

Don't get lost in the details for too long.

It's good to try multiple iterations of a button, message, or typography style – but working at a small scale for a long time can make a design's larger context less apparent. If I periodically step back from the details and realign myself with a user flow or a project goal, deciding on the details will come easier once I return to them.

Make the library presentation easy for teammates to understand.

We learned it's easier for them if I expose all states of each component together in a static array, instead of prototyping. I also aim to make page organization, layouts, and labels as intuitive as possible. When in doubt, I ask my teammates what they prefer.