



Design Analysis & Case Study

MyMentor® App

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Introduction

To become more holistically minded about how design & software development really works, and to fill any gaps in my knowledge about the entire design process from end to end, I spent 50+ hours documenting, iterating and refining my own design process, building a mobile app as if I were going to start my own company and pitch it to some venture capitalists to be funded.

I set out to pick a problem that I'm interested in and that I've not seen many companies tackle. I also chose Microsoft's Metro design language as my design system, so I would have a familiar design paradigm to follow and thereby provide my end users with a conventional, widely understood mental model of how the app works.

Having a pretty good amount of experience mentoring and teaching others, I chose to create an app to help bring prospective mentors & mentees together. Mentoring is a great way to share knowledge and help someone be successful in their personal or professional life, but many potential mentors are usually just too busy to commit to a regular cadence of meetings, or they simply have a hard time connecting with people looking to be mentored.

In this document, I outline my entire process on exactly how I got there.

There's a lot here, so feel free to jump around using the Table of Contents links above!



My Design Process

Every project is different. A design process is not a strict process; it is a fluid methodology to discover, define and iterate on whichever problem is at hand, to come to a solution that benefits all parties involved.

Before I jump into designing solutions, my personal process is usually as follows...

1



Discover

1. Align with product, tech & other stakeholders to define the desired outcomes.
2. Evaluate the current state based on customer feedback, analytics, & competitive analysis.
3. Synthesize my findings with desired business outcomes & customer feedback to begin concepts.

2



Design

1. Use my previous findings to inform my new design explorations.
2. Examine the existing design patterns I'm able to leverage, or create new ones to meet business & customer needs.
3. Iterate on designs using feedback from customers or other stakeholders.

3



Deliver

1. Adapt the final design to other essential form factors, use-cases & error scenarios.
2. Continue a regular cadence of meetings with tech & product to help them write stories to groom for development.
3. Produce final deliverables consisting of use-case flows, design specifications, prototypes, assets & any other useful supplemental documentation.



Defining a problem

After choosing a problem I want to focus on, I then distill the problem into a single statement which helps me to clarify the need...

***“LEARNERS NEED A WAY TO CONNECT,
SCHEDULE & MAINTAIN A RELATIONSHIP
BUILT AROUND SIMILAR GOALS, INTERESTS
AND CAREER TRAJECTORIES TO GROW.”***

Issues to solve (why is this a problem?):

Finding ways to meet, discuss & learn together on a regular basis is difficult

Scheduling time & agenda setting is a barrier – too heavy a commitment is troubling for both parties

Compatibility on a personal level is hard to determine up-front

Ways we may solve the issues:

Match personality characteristics against each other, such as interests and hobbies, skills, as well as location, availability, goals and career experience

Introduce a system to allow communication, agenda setting and time coordination between parties

Ensure mutual respect between parties regarding time commitment, agenda setting & topics for discussion

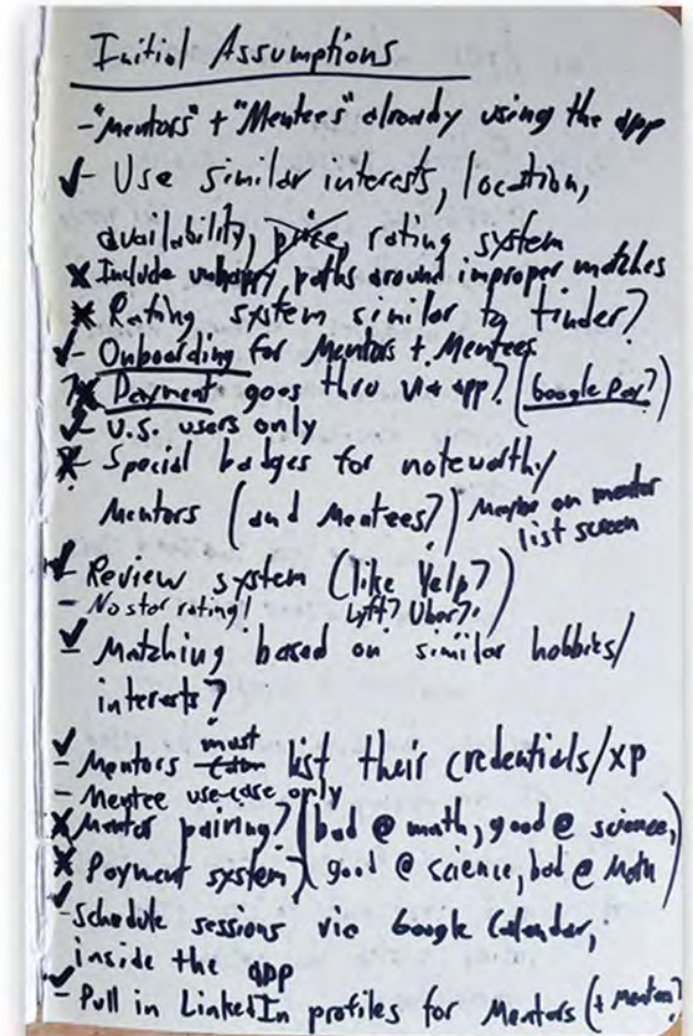


Initial Assumptions

I'm very sorry if you can't read my terrible handwriting...these notes were just for me, anyways :]

Based on what I (and others I talked to) already know about mentoring, I can get started with some assumptions, to be validated or invalidated later. Starting with my own or other people's assumptions is simply a jumping point to begin, to escape from the proverbial "blank white page". You have to start somewhere; in this case, I need to understand what my restrictions for this will be to judge how much I'm going to build.

- People already actively using this app
- "Mentee" use-case perspective
- U.S. users only, currently (no localization yet)
- Onboarding for users, to allow our matching algorithm to work well
- Matching based on goals, interests, skills, career, experience, location and availability
- A review system, similar to yelp / uber / lyft (but no star ratings!)
- Initiate contact within the app, via G-Hangouts / Calendar
- No payment involved – Free app





Competitive Analysis & Research

Other Apps w/ similar functionality

- Yelp: Referrals, reviews, location, reservations (scheduling), user profile, categorization of cuisines (topics)
- Google Play: Categories (for results) (holistic)
- Tinder: Perceiving ratings based on profile key-words, location, age
- Shapr: (not available for matched users, only for matched users)
- Very addictive + simple, but perhaps too shallow to be used as an example alone.
- Uber + Lyft: Rating + Review system w/ tags and very easy to use star rating system w/ optional commentary.

Other considerations

- Frame questions as thoughts to consider before getting too serious.
- Star rating system may lead to negativity
- Mentor/Mentee relationship must be mutual in regards to respect, humility + needs. Bi-directional
- Connecting first on a very human level is paramount
- Mentor/Mentee relationship
- Planning + agenda setting important - get specific about needs discussion. Stay too general w/ questions (e.g. "help w/ my career.")
- What are the distinct problems/challenges to be addressed?
- Too heavy of a commitment on either side may discourage Mentors/Mentees.
- Set loose guidelines regarding scheduling ("chatting" digitally may not be optimal. The word "Mentor" carries connotations; H.I. reason why Mentor became discredited from becoming a mentor implies a "time-rich" "meta work" "long-term commitment" implies a close relationship to someone you don't really know.
- "Will you Mentor me?" not an attractive question.
- Google Docs w/ Oct's from Mentors
- Allows Mentors to connect, ask 75, help determine an agenda, post files
- Focus on 1 topic to address, 2-3 questions to bring clarity to the topic.

Other apps with similar functionality and a good experience that come to mind...

Yelp, Tinder, Google Play, Uber & Lyft and Shapr.

Why Yelp & Google Play?

Both Yelp & Google Play are organized in meaningful ways by categories & subcategories, and my initial intent to categorize industries, jobs & skills played into this. Yelp also played a part in helping to understand how compatibility and sorting would work within my app, regarding distances (location of Learners), cuisines (careers / skills) and rating (compatibility).

Why Tinder, Shapr, Uber & Lyft?

All these apps have a matching algorithm based on the context of a users needs. My initial intent was to also use a star rating system, but decided against it as a humanitarian choice. This app isn't to make money, it's to foster a relationship of learning. Shapr, especially, is a direct competitor to this app, while the others are good reference for how specific components may behave.

Considerations drawn from research:

- Mentor / mentee ("Learner") relationships must be mutual in regards to respect, humility and needs; Bi-directional.
- Connecting first on a very personal, human level is paramount for new Learner relationships.
- Planning & agenda setting is very important – get specific about what needs discussion. Conversations should never be too general with questions (e.g. – "Can you help me with my career?" and "Will you Mentor me?")
- Addressing what the distinct problems or challenges to be discussed are is very important before meeting.
- Too heavy a commitment on either side may discourage Learners. Set loose guidelines regarding scheduling.

For further reading and reference of the research I did, please see the following links:

[We studied 100 Mentor-Mentee Matches – Here's what makes mentorship work](#)

[7 Best Practices for Matching Mentors & Mentees](#)

[4 Steps to Matching the Right Mentors and Mentees](#)

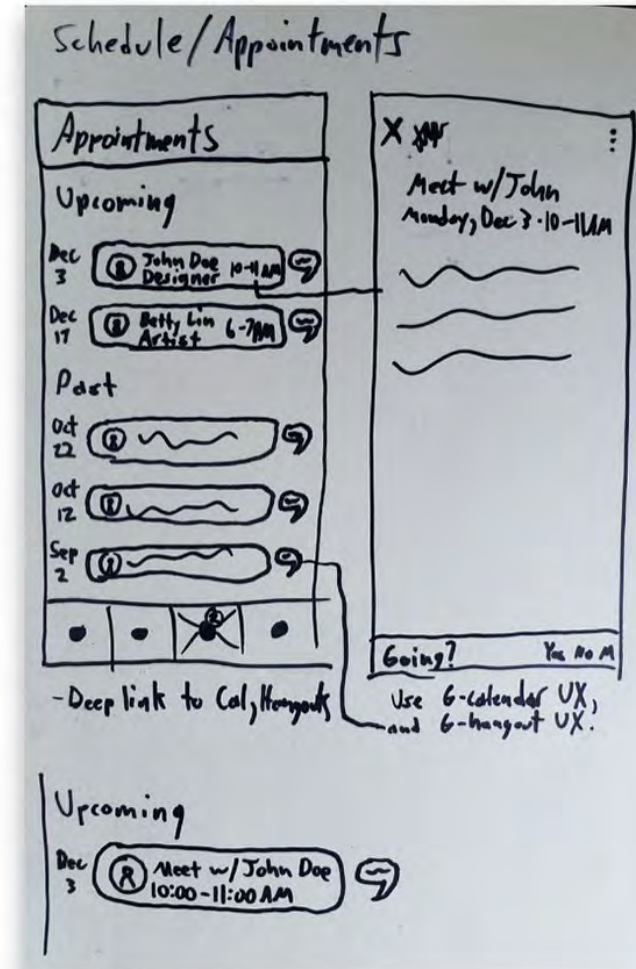


Scheduling

I opted for Google Calendar and Google Hangout as the primary means of getting in touch with Learners, given how conventional these apps are nowadays. To follow behind that, since I'm a fan of Material Design, I wanted to try my hand at designing for Android OS smartphones.

This provides the app the ability to deep-link directly into those apps to begin correspondence between the two parties. It also allows the app to pass, along with the invites, the information about each party member, pre-filled (such as availability, goals, interests, link to profile within the app, etc), upon which either party member can carry forward the conversation (or not).

After an invite is sent via Hangout or Calendar, a push notification & email would be sent to the users upon delivery. Acceptance would create a calendar event or invite both parties to a group Hangout. The app will also automatically list the accepted invite on the "Schedule" screen, with a list of upcoming and past meet-ups with other Learners.





Profiles, Settings & Favorites

Assuming the happy path for users (having already signed in with either their Google or LinkedIn accounts), we are able to pre-populate many aspects of the app for the users' convenience. Getting users to a great match with another user is the paramount priority; thus we push the onboarding to be completed. However, users still have the option to sign in via Email and enter all these details in manually later, via the "Profile" screen.

The Profile screen contains the same tags regarding interests, skills, goals & other details as associated with the onboarding screens, as well as the ability for users to view favorite profiles.

Another strong consideration here is special needs regarding accessibility. Allowing users to be specific about their needs before meeting up with other Learners is important so that accommodations can be met beforehand.





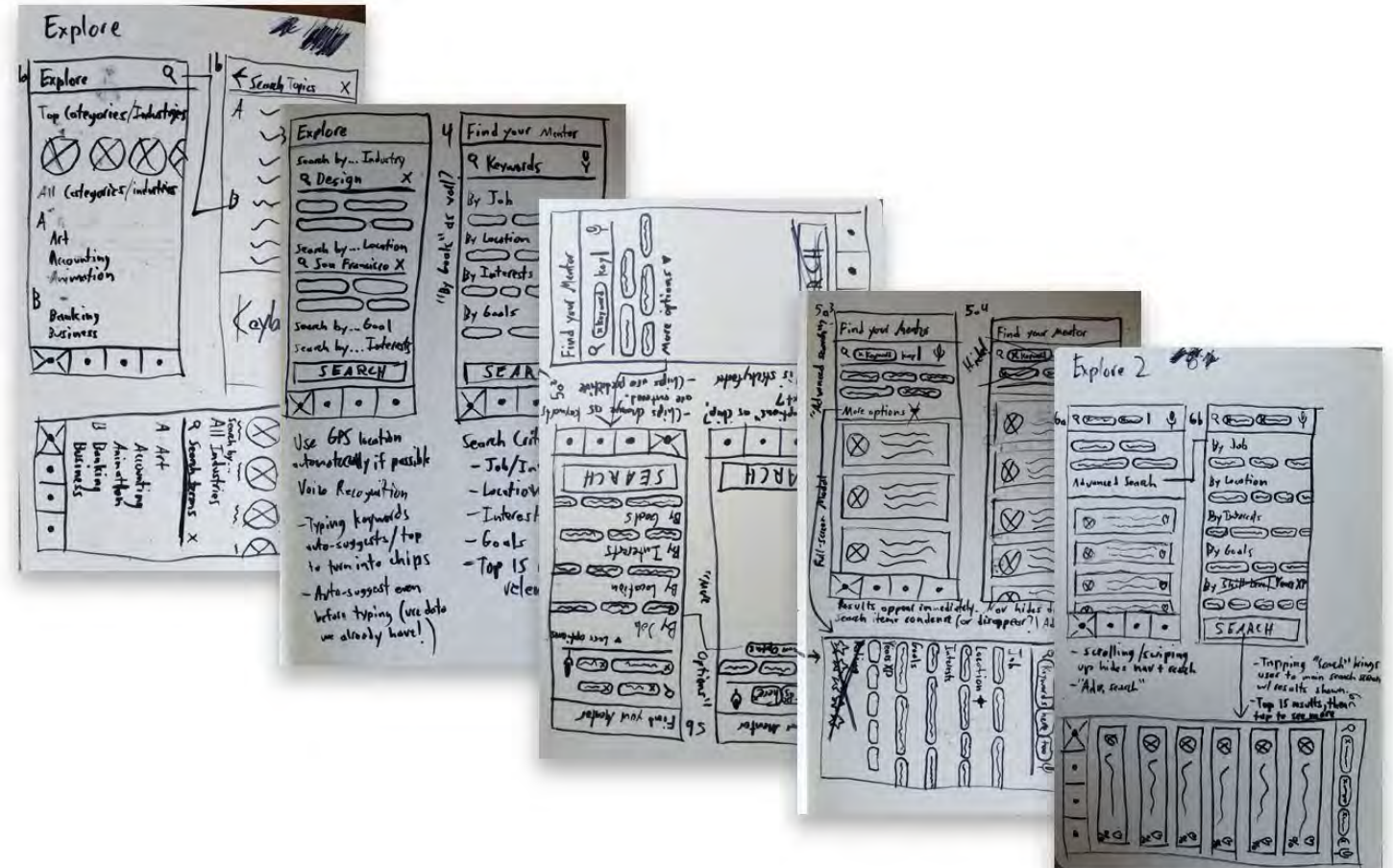
Search

While the algorithm may be counted on for great matches, it's important to provide users a way to search outside their comfort zone.

In the case that a user wants to learn something brand new, affording that possibility becomes important and is supported via the “Search” and “Advanced Search” screens. The ability to search by particular details such as job, goals, skills, interests, location, years experience and more are supported.

To keep the user from being overloaded by choices, simplifying the search process is important – predicting search terms and criteria and showing only the most relevant results will suffice.

Showing a list of the top 15 results, surfacing relevancy and preventing an infinite scroll keeps things simple.



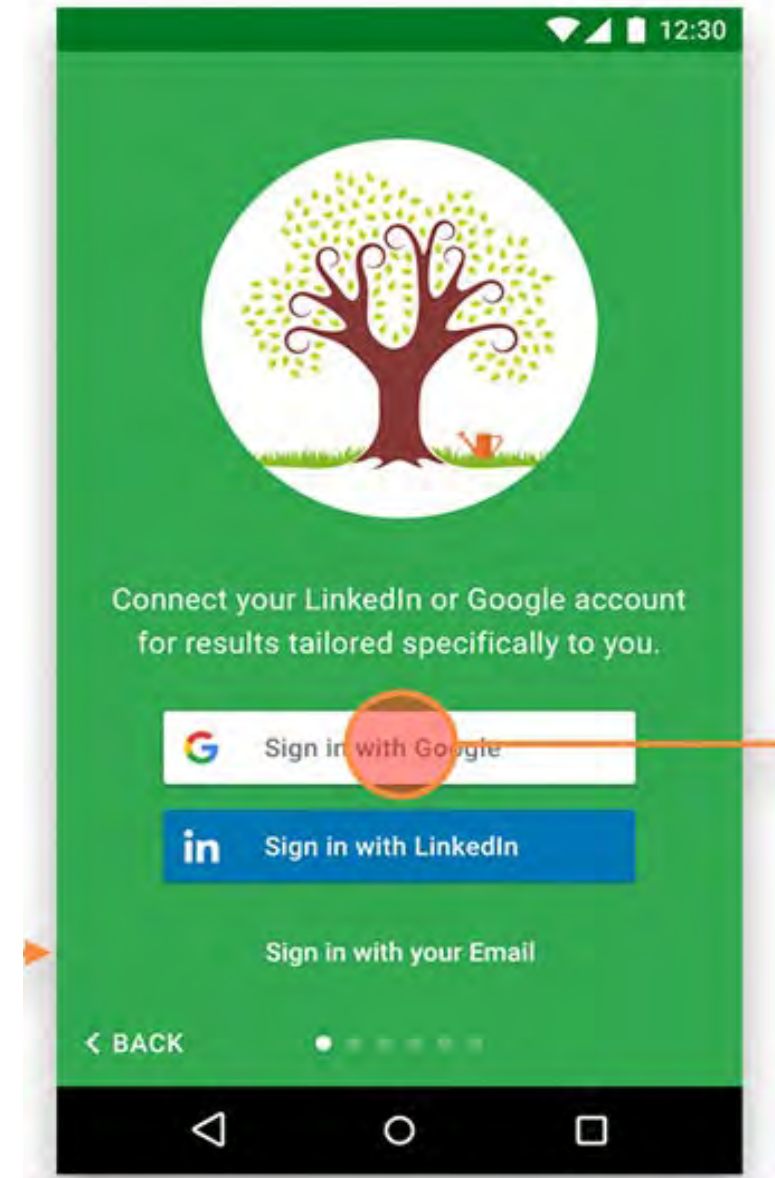


High Fidelity Screens & Prototypes

Creating the hi-fi screens & prototype allows me to illustrate my reasoning for some design choices, as well as point out gaps that are otherwise not discovered during the lo-fi OR hi-fi designing stages.

During prototyping, one may begin to see the gaps remaining in a design from the perspective of a user; The micro-interactions between point A and point B become much more obvious, and anything lacking makes itself apparent.

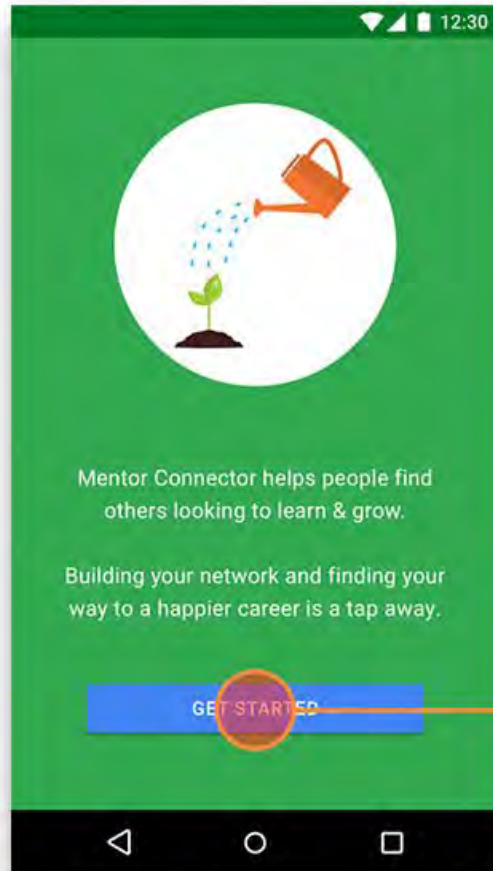
For this prototype, I focused on only the happy path of a Mentee signing up, getting onboarded to the app, matching to a mentor and starting communications. They begin by signing on with their Google account, followed by some more questions to get the matching process started.



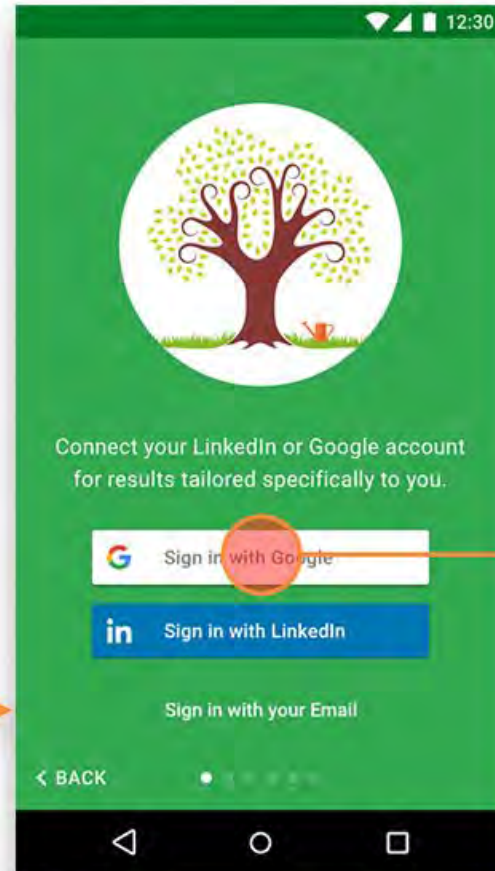


High Fidelity Screens & Prototypes

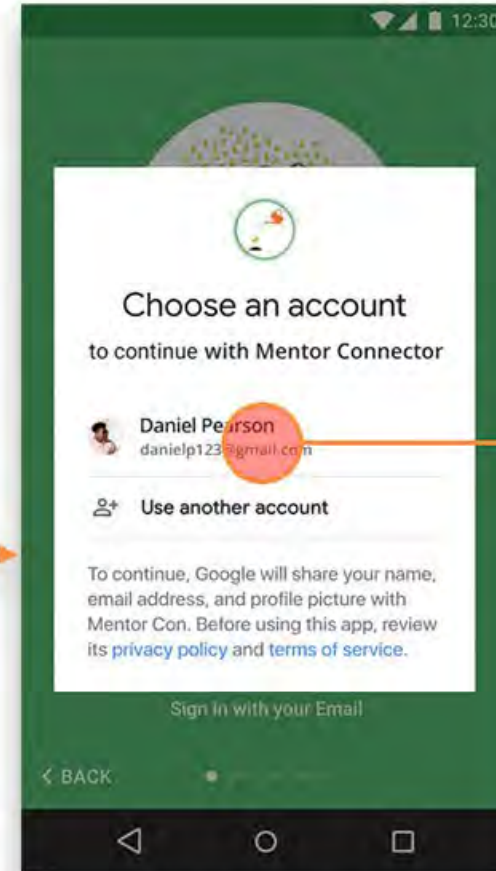
Onboarding section



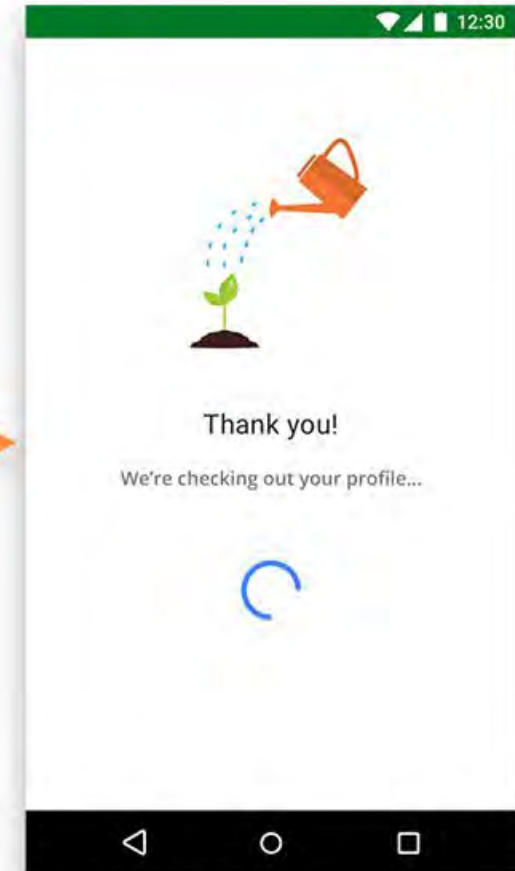
User taps "Get Started" to initiate onboarding.



Sign in with account to import existing data.



Select account to use.

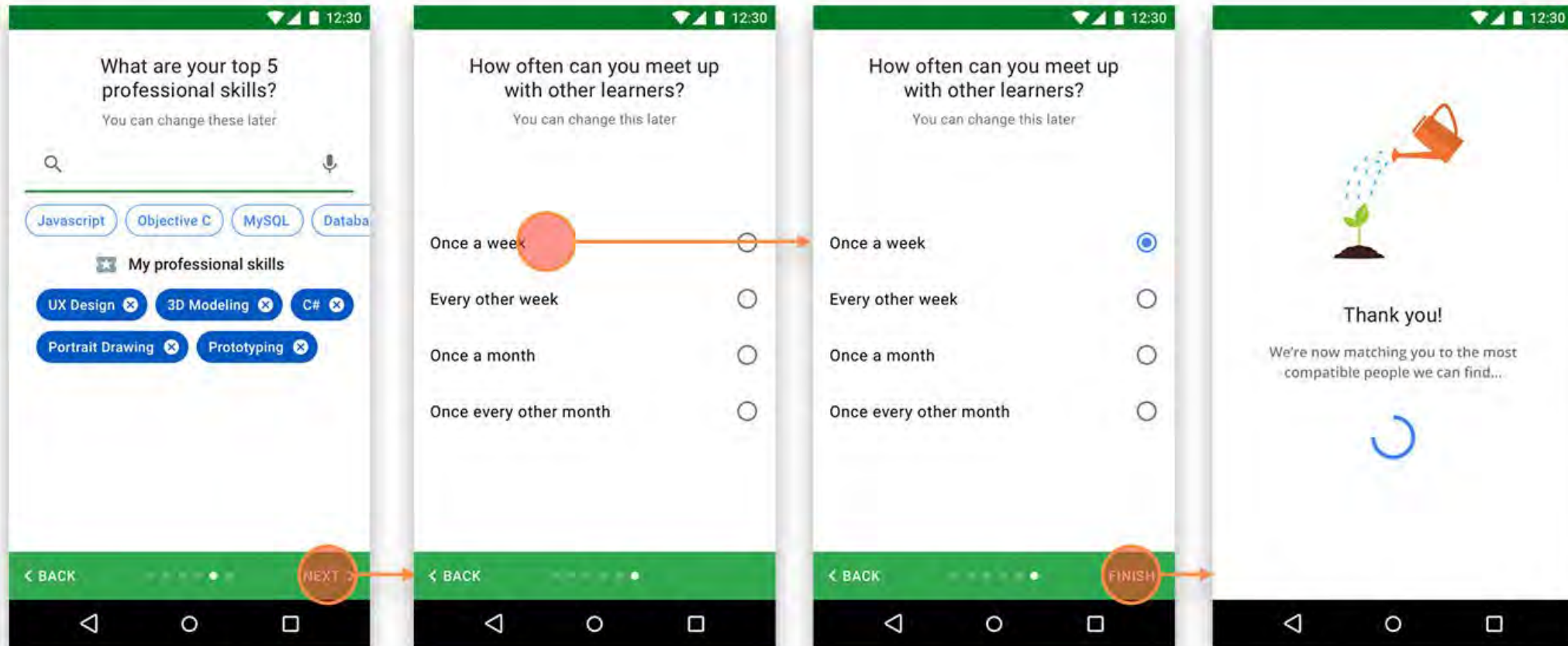


Loading screen after account selection. Proceeds automatically to next screen after finishing.



High Fidelity Screens & Prototypes

Onboarding section



After 5 skills are chosen, or dismissing of keyboard, User selects "Next."

The user selects a time-frame of availability.

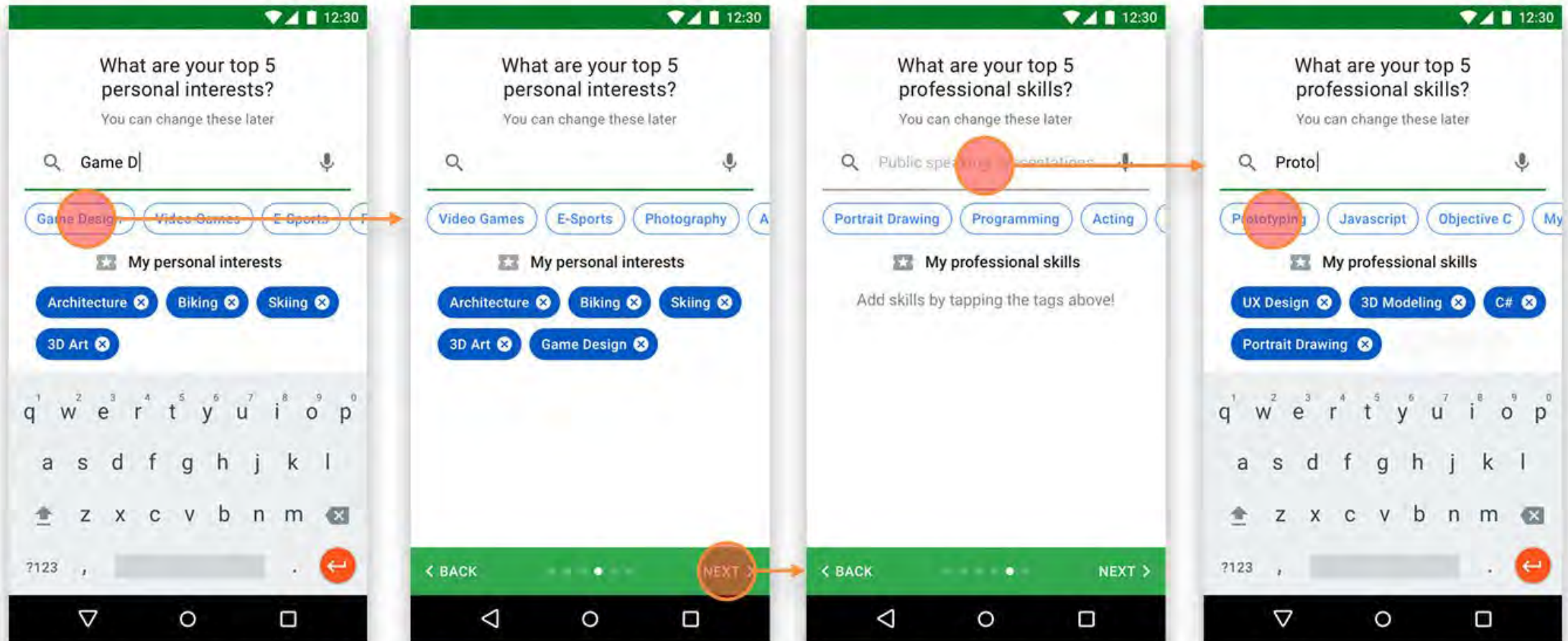
"Finish" appears upon the user selecting a time-frame.

Synthesizing the data the user has given us, we attempt to match them to other learners.



High Fidelity Screens & Prototypes

Onboarding section



User types specific interests if they desire, and taps chips as they appear.

After 5 interests chosen, or dismissing of keyboard, User selects "Next."

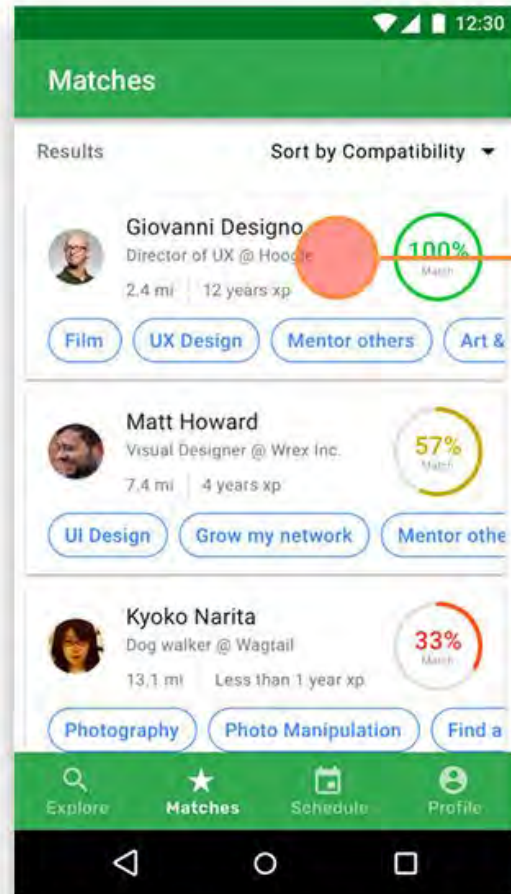
Just like for personal interests, user chooses up to 5 professional skills or can search via input.

User types specific skills if they desire, and taps chips as they appear.

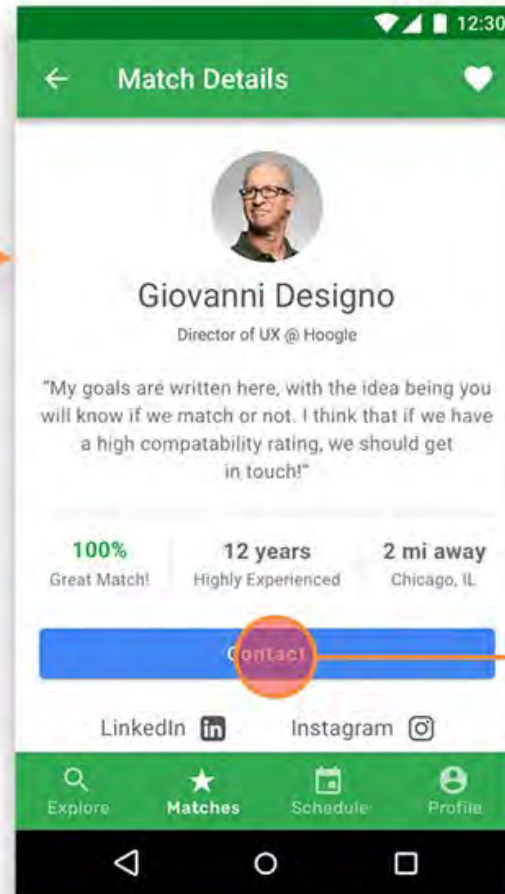


High Fidelity Screens & Prototypes

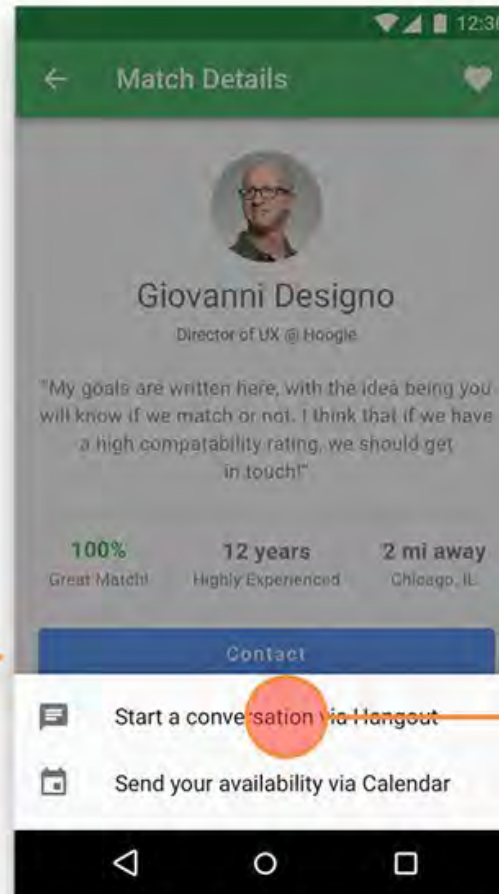
Matches section



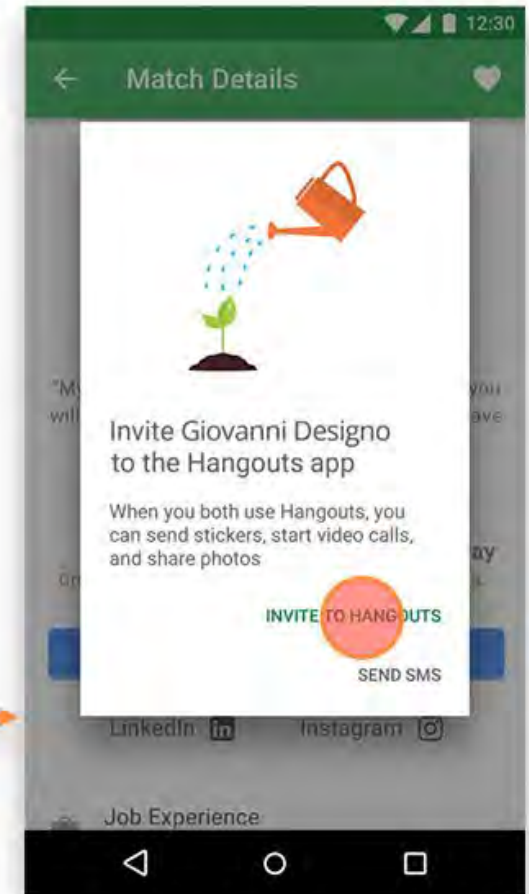
Results from the onboarding appear for a user, and a user taps a profile card to see more details.



User begins correspondence via "Contact" button.



User taps "...via Hangout" or "...via Calendar" to send the match an invite with their information.



In this case, the user chooses Hangouts and sends an invite directly from within the app, to the match.



Further Considerations And Afterthoughts

After finishing my hi-fidelity mocks and prototype, I started to consider other ways in which the app would retain engagement between Learners. A few different ways this could occur is via push notifications of new matches (we could check periodically). I also wished to take the app further and incorporate a strong implementation with Google Meet. Having the ability to assess and choose a date / time to meet with another Learner, then do it right there from the app via a deep link to the session for remote opportunities seems like it'd benefit both parties, who typically will be too busy to commute.

Another strong consideration would be to add the ability to attach a templated file to a calendar invite via Google Drive. The file attached would be a template filled out by the Learners, containing 1 topic & 5 questions associated to it. The main purpose of this is for both Learners to agree on the topic of conversation, to ensure an agenda is followed and no time is wasted & to assess how serious each side of the party is about meeting.

The biggest challenge for me during this exercise was undoubtedly keeping myself under certain restrictions and not going so far as to not finish! Also, working as a solo designer was incredibly difficult. In almost no circumstance would I ever allow myself to design alone, but I maintained integrity by constantly putting myself into other's shoes by having conversations with people who have been mentored and who are mentors.

There are screens & experiences I created but did not show via the prototype to supplement the experience; please see the Appendices gallery to view them.



Appendices



Appendix 1 | Notes & Sketches

Initial Assumptions

- "mentors" + "mentees" already using the app
- ✓ Use similar interests, location, availability, price, rating system
- * Include unhappy paths around improper matches
- * Rating system similar to tinder?
- ✓ Onboarding for Mentors + Mentees
- * Payment goes thru via app? (Google Pay?)
- ✓ U.S. users only
- * Special badges for noteworthy Mentors (and Mentees?) ^{map on mentor list screen}
- ✓ Review system (like Yelp?)
- No star rating! ^{Like? Uber?}
- ✓ Matching based on similar hobbies/interests?
- ✓ Mentors must list their credentials/xp
- Mentee use case only
- * Mentor pairing? (bad @ math, good @ sciences)
- * Payment system? (good @ science, bad @ math)
- ✓ Schedule sessions via Google Calendar, inside the app
- ✓ Pull in LinkedIn profiles for Mentors (1 mentor)

Other Apps w/ similar functionality

- Yelp: ^{User} Ratings, reviews, location, reservations (scheduling), user profile, categorization of cuisines (topics?)
- Google Play: ^{Match} Categories, (for search) (hobbies)
- Tinder: Percentage ratings based on profile key-words, location, age
- Shop! - (not available for matched users, only for matched users)
- Very addictive + simple, but perhaps too shallow to be used as an example alone.
- Uber + Lyft: Rating + Review system w/ tags and very easy to use star rating system w/ optional commentary.

Questions for Mentors

- In regards to choosing the right Mentee...
- 1) Can I actually be helpful to this Mentee? (actionable advice)
- 2) Is this Mentee honest w/ themselves about the issues they're having?
- 3) Are they prepared to be mentored? (Ask good questions, specific topics in mind, actually have the time to be mentored.)
- 4) Is the Mentee someone going into the same/similar field as me?
- Provide short questionnaire to Mentors of Mentees?
- Send Mentees the Mentor questions? and visa versa?

- Frame questions as thoughts to consider before getting too serious.

Other Considerations

- * Star rating system may lead to negativity
- Mentor/Mentee relationship must be mutual in regards to respect, humility + needs. Bi-directional.
- ✓ Connecting 1st on a very personal, human level is paramount for new Mentor/Mentee relationships. (Hobbies, interests, issues, etc)
- ✓ Planning + agenda setting is very important - get specific about what needs discussion. Should never be too general w/ questions (e.g. - "I need help w/ my career.")
- What are the distinct problems or challenges to be addressed?



Appendix 1 | Notes & Sketches

- Too heavy of a commitment on either side may discourage Mentors/Mentees.
- Set loose guidelines regarding scheduling
- * "Chatting" digitally may not be optimal.
- The word "Mentor" carries neg. connotations; #1 reason why Mentors become dissuaded from becoming a Mentor implies a "time-rock", "more work", "long-term commitment" implies a close relationship to someone you don't really know.
- "Will you Mentor me?" not an attractive question.
- ✓ Google ~~Drive~~ w/ Q&A's from Mentors
- Allows Mentors to comment, ask Q's, help determine an agenda, pass files
- ✓ Focus on 1 topic to address, 3-5 questions to bring clarity to the topic.

App Scope, higher lvl view

- Scheduler for sessions (Google Calendar)
- Mentor/Mentee profiles
- Onboarding for both Mentors + Mentees
 - Questionnaire, topic choice, interests, personal details, availability, location
- Rating + review system
- Matching system / compatibility rating %
- Favorites
- Location of Mentor/Mentee (via Google Maps)
- Pre-defined topics to be chosen by both Mentor + Mentee
- Search for other topics/categories, further learning (use Occupation group's categorization)
- File sharing (Google Docs)
- Mentee use-case only

IA + feature lvl details

Search: "Explore" ^{if no info avail.}

- X1) Topic/Occupation > Mentor/Mentee location/availability > Match %
- ✓ 2) Topic/Occupation > Location > Mentor/Mentee % rating match > availability (request or pre-determined)

Profile:

- Professional Data ^{if available}
- Inherit from LinkedIn, otherwise fill manually (Profession, years xp, experience)
- Sections to specify hobbies/interests, goals, availability selection (Google Cal)
- View Fav's
- Set location (Auto or manual) + distance willing to travel
- Short description area for Mentors to understand needs, set expectations surrounding goals, w/ Mentee
- Tools regarding specific topics sought for

- 3 to 5 questions regarding topic ~~that~~ that Mentees want to address (Required) specifically
- Move to bottom Nav
- If multiple topics, 3-5 questions for each topic (observable by Mentor)
- Empty state, contains actionables to fill profile
- Recs from LinkedIn Matched Members ^{if no info, encourage onboarding}
- Matching ^{field of study/profession}
- Based on Topic, location, xp lvl, profile tags + keywords, interests, hobbies, availability, profile synopsis (custom description, editable)
- Fav matched by user.
- Show % ^{compatibility} upon showing list of potential Mentors + critical other key attributes...
- Top 10 matches, show link @ bottom for recs
 - Location, Availability, reviews
 - Photo
 - Profession + xp lvl
 - Name



Appendix 1 | Notes & Sketches

Scheduling/Appointments

- ★ if nothing scheduled, encourage scheduling via matched mentors. If no matched mentors, encourage "Explore" w/ DL, actionable CTA to finish onboarding.
- * Upon matching, ^{and choosing mentor} ability to navigate calendar and view availability for both self (Mentee) + Mentor
- Can view/enter scheduler via Mentor profile or "Appointments" nav item
- Booked/Scheduled sessions appear in "Appointments" screen. (DL from "Appointments" to 6-cell)
- Can re-schedule, cancel, coll, find info about upcoming appts in scheduler view. Google maps to decide meeting location? Invite via g-hangouts?
- Ability to chat via Google Hangouts invite (send via email? Phone #?)

Accessibility concerns

- Allow users to be specific about needs/accommodations for meet-ups w/ Mentors
 - Wheelchair access
 - Van parking
 - ASL needs
- Can be made part of users profile, no need to have separate filter/sorting of "Explore" or "Matched" results list
 - Detect system font size; if extra large, ask about adding "tag"
- Use tags via profile to denote needs? (Sight, hearing, etc impairments)
 - "Are there any special accommodations that your Mentors should know about?"
- Voice Recognition for search, profile, tags, etc.

Check system settings for font size, determine screen important

"Matched Mentors" Cards

Must contain...

- Photo
- Name
- Profession/FOS
- Years XP
- Rating (with # of ratings visual indicator)
- Distance from Mentor
- Tags? (Weighted)
- Fav icon
- Contact/Schedule contact icon

expandable/collapsible

Get rid of ★ ratings

Bottom Nav 4-up

- Explore, Matched, Appointments, Profile



include badge for upcoming Appointments

Onboarding

- Questions (Frequency, topics/FOS, interests + hobbies, personal details, Up to LinkedIn? 5 questions about chosen topic)
- What are you most interested in learning more about? (Topics)
- What's your availability like?
 - Impact your LinkedIn profile?
 - Current lvl of xp of chosen topic?
 - Use 6-Account + LinkedIn for profile



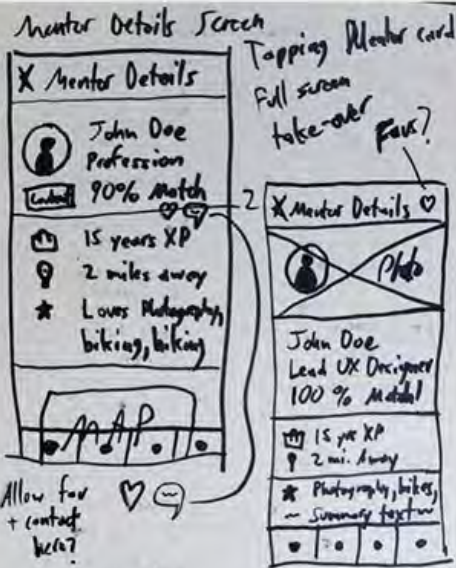
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- (can view/enter scheduler via Mentor profile or "Appointments" nav item)
- Booked/Scheduled sessions appear in "Appointments" screen. (DL from "Appointments" to 6-col)
- (can re-schedule, cancel, call, find info about upcoming appts in scheduler view. Google maps to decide meeting location, "Invite" via g-hangouts?)
- Ability to chat via Google Hangouts invite (send via email? Phone #?)

XP Level of topic chosen

	1	2
Question 2	Skip	Skip
Amateur	0	
Novice	0	
Expert	0	
Master	0	
Availability	< 00000 >	< 00000 >

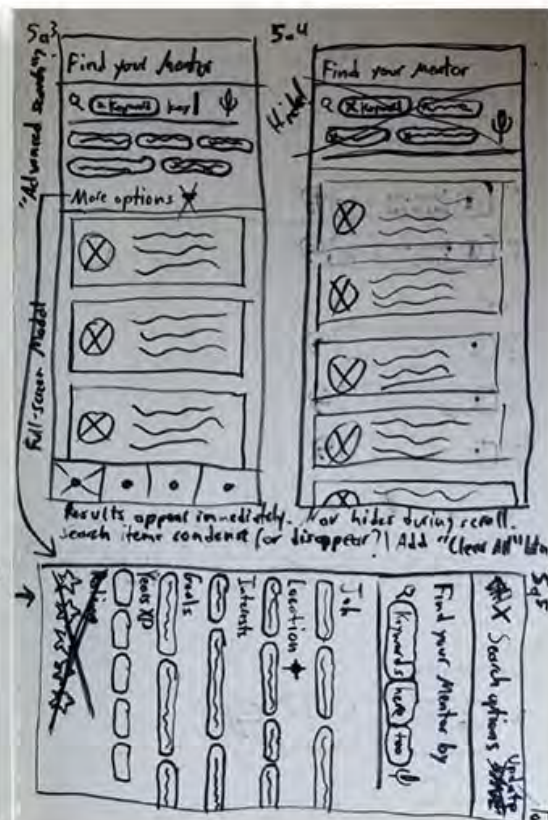
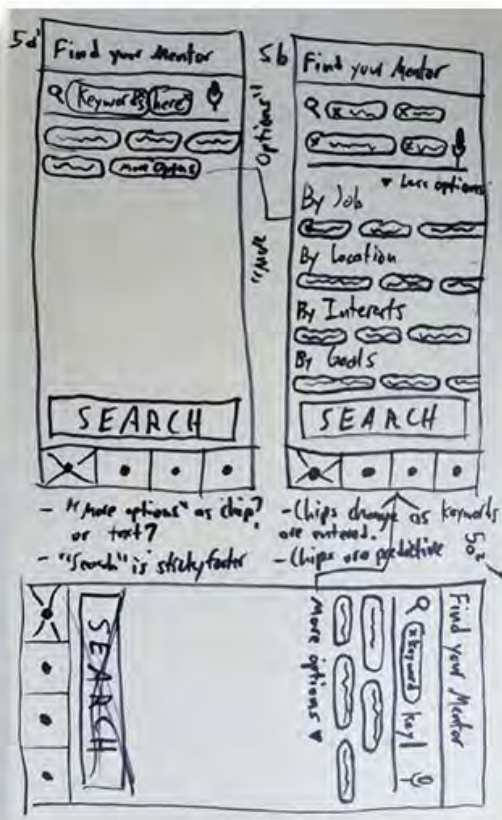
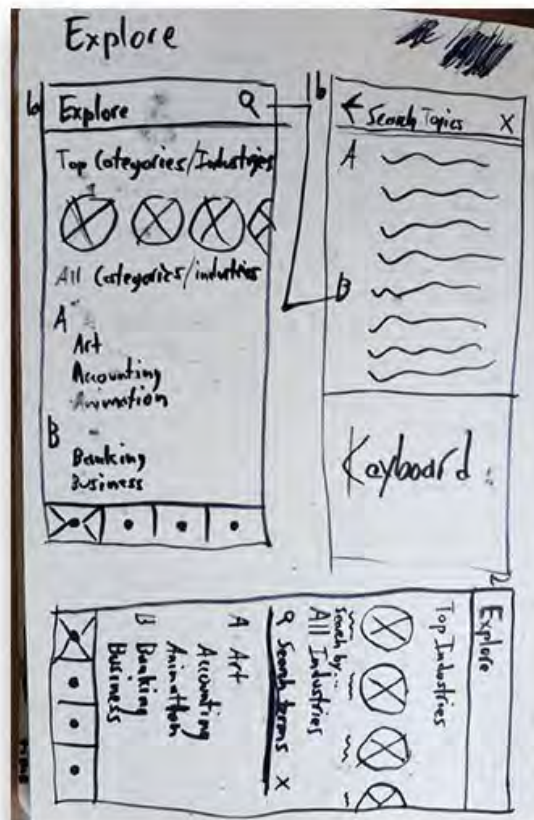
	1	2
Q3	Skip	Skip
Every week	0	
Every other wk	0	
Once/month	0	
Once every other month	0	
Availability	< 00000 >	< 00000 >

The sketches illustrate a mobile application interface for a dating app. The first sketch, titled 'Welcome!', shows a screen with a large 'APP' logo, a 'Get Started!' button, and a 'Create Account' button. The second sketch, titled 'Matched Members', shows a list of potential matches. Each match entry includes a profile picture placeholder, a name, a profession, and a percentage. The list is sorted by 'Top 15 matches shown - rest from top tab'. The third sketch, titled 'You hide via scroll', shows a screen with a 'Matched Members' list and a 'Sort by' dropdown menu. The list includes entries for 'NAME % Profession 15 yrs XP' and 'NAME % Expertise 15 yrs XP'. The 'Sort by' dropdown is set to 'Top 15 matches shown - rest from top tab'. The fourth sketch, titled 'Matched Members', shows a screen with a 'Matched Members' list and a 'Sort by' dropdown menu. The list includes entries for 'NAME % Profession 15 yrs XP' and 'NAME % Expertise 15 yrs XP'. The 'Sort by' dropdown is set to 'Top 15 matches shown - rest from top tab'. The fifth sketch, titled 'Matched Members', shows a screen with a 'Matched Members' list and a 'Sort by' dropdown menu. The list includes entries for 'NAME % Profession 15 yrs XP' and 'NAME % Expertise 15 yrs XP'. The 'Sort by' dropdown is set to 'Top 15 matches shown - rest from top tab'.





Appendix 1 | Notes & Sketches





Appendix 1 | Notes & Sketches

Schedule/Appointments

Appointments	
Upcoming	
Dec 3	① John Doe Designer 10-11AM
Dec 17	① Betty Lin Artist 6-7PM
Past	
Oct 22	① [wavy line]
Oct 12	① [wavy line]
Sep 2	① [wavy line]
● ● ✕ ●	
- Deep link to Cal, Hangouts	
X [wavy line] Meet w/ John Monday, Dec 3 - 10-11AM	
[wavy line]	
[wavy line]	
[wavy line]	
Going? Yes No A	
Use 6-calendar UX, and 6-hangout UX.	

Upcoming

Dec 3	① Meet w/ John Doe 10:00-11:00 AM
-------	-----------------------------------

Onboarding

- What the app is / does
- Sign in w/ Google or LinkedIn
 - Option to use email instead
- Select or tell us your goals (checkbox!) (up to 3)
- Edit your Summary (taken from 6 or LI)
- Tell us your interests/hobbies (up to 5)
- What is your availability like? (Time-frames)

Benefits for the Mentor

- Renews enthusiasm for being an expert
- Gives better understanding of lower-lvl mentors
- Enhances soft-skills; listening, counseling, coaching
- Helps develop personal leadership style

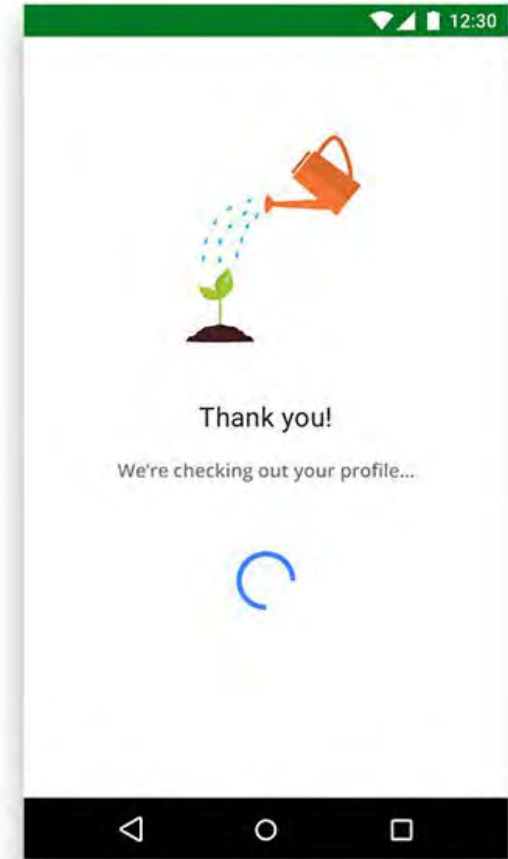
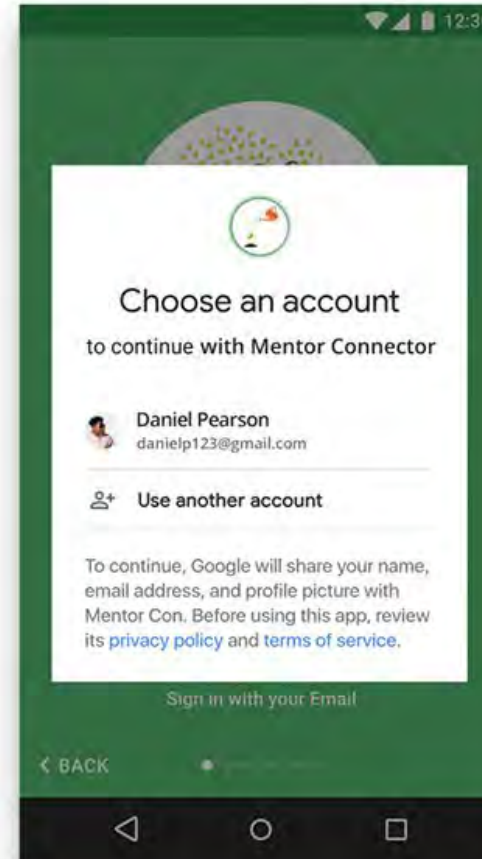
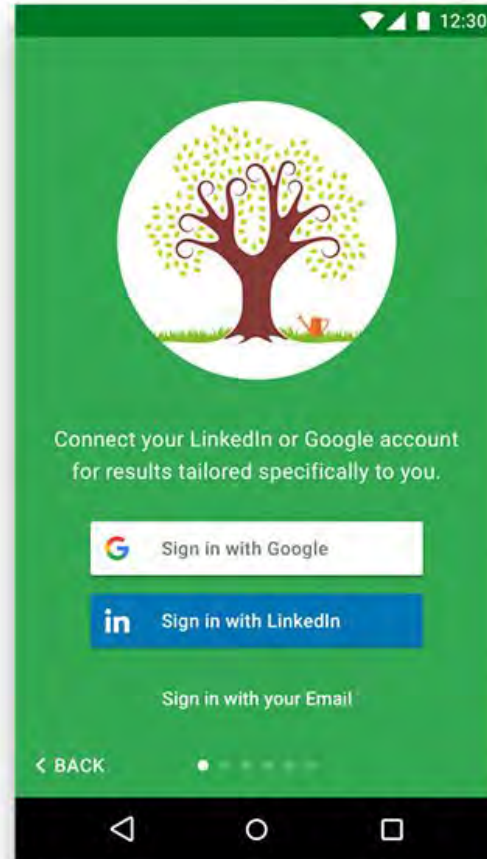
Benefits for the Mentee

- Furthers their dev. as a pro
- Learns processes, and how to leverage them
- Grows their network
- Gets new perspectives
- Learns about their strengths + weaknesses



Appendix 2 | High Fidelity Mockups

Onboarding Section





Appendix 2 | High Fidelity Mockups

Onboarding Section

What are your current goals?
Choose up to 3.
You can change these later

Find mentors Mentor others

Enhance my tool skills Build my soft skills

Explore other careers Be a leader

Find new friends Find a new hobby

Grow my network

< BACK

What are your current goals?
Choose up to 3.
You can change these later

Find mentors Mentor others

Enhance my tool skills Build my soft skills

Explore other careers Be a leader

Find new friends Find a new hobby

Grow my network

< BACK NEXT >

Tell us more about you, your goals
and how you want to grow.
You can edit this later

Your summary
I am looking for a mentor to help me with
becoming a better user experience
designer. I need guidance with my tool set.

119 / 260

< BACK NEXT >

Tell us more about you, your goals
and how you want to grow.
You can edit this later

Your summary
I am looking for a mentor to help me with
becoming a better user experience
designer. I need guidance with

106 / 260

q w e r t y u i o p
a s d f g h j k l
z x c v b n m
?123 , .

< BACK NEXT >



Appendix 2 | High Fidelity Mockups

Onboarding Section

12:30

Tell us more about you, your goals and how you want to grow.

You can edit this later.

Your summary

0 / 260

q w e r t y u i o p
a s d f g h j k l
z x c v b n m

?123 , .

12:30

What are your top 5 personal interests?

You can change these later.

Photography, biking, running...

Biking Art Photography Surfing

My personal interests

Add interests by tapping the tags above!

< BACK NEXT >

12:30

What are your top 5 personal interests?

You can change these later.

Game D

Game Design Video Games E-Sports

My personal interests

Architecture Biking Skiing

3D Art

q w e r t y u i o p
a s d f g h j k l
z x c v b n m

?123 , .

12:30

What are your top 5 personal interests?

You can change these later.

Video Games E-Sports Photography

My personal interests

Architecture Biking Skiing

3D Art Game Design

< BACK NEXT >



Appendix 2 | High Fidelity Mockups

Onboarding Section

What are your top 5 professional skills?
You can change these later

Public speaking, presentations

Portrait Drawing Programming Acting

★ My professional skills
Add skills by tapping the tags above!

< BACK NEXT >

What are your top 5 professional skills?
You can change these later

Proto|

Prototyping Javascript Objective C My

★ My professional skills

UX Design 3D Modeling C# Portrait Drawing

< BACK NEXT >

What are your top 5 professional skills?
You can change these later

Javascript Objective C MySQL Databa

★ My professional skills

UX Design 3D Modeling C# Portrait Drawing Prototyping

< BACK NEXT >

How often can you meet up with other learners?
You can change this later

Once a week ☒

Every other week ☐

Once a month ☐

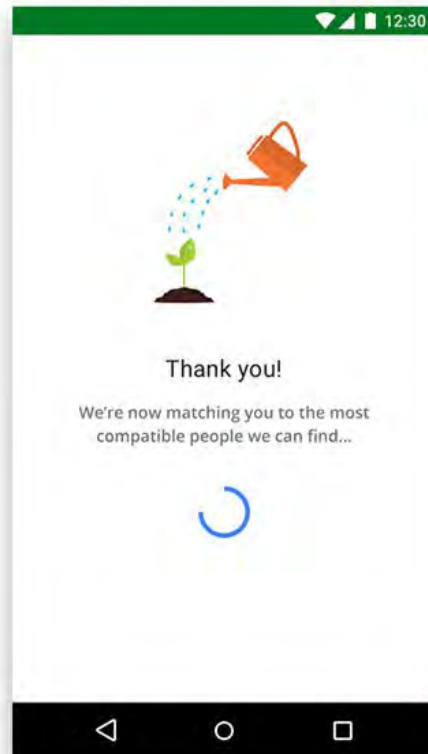
Once every other month ☐

< BACK FINISH

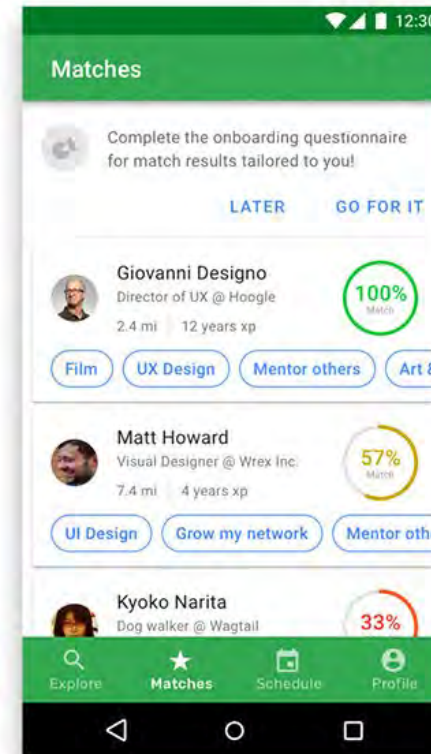
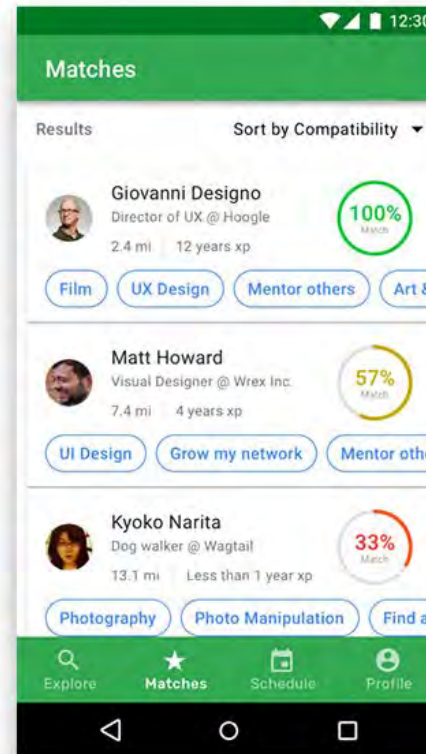


Appendix 2 | High Fidelity Mockups

Onboarding Section



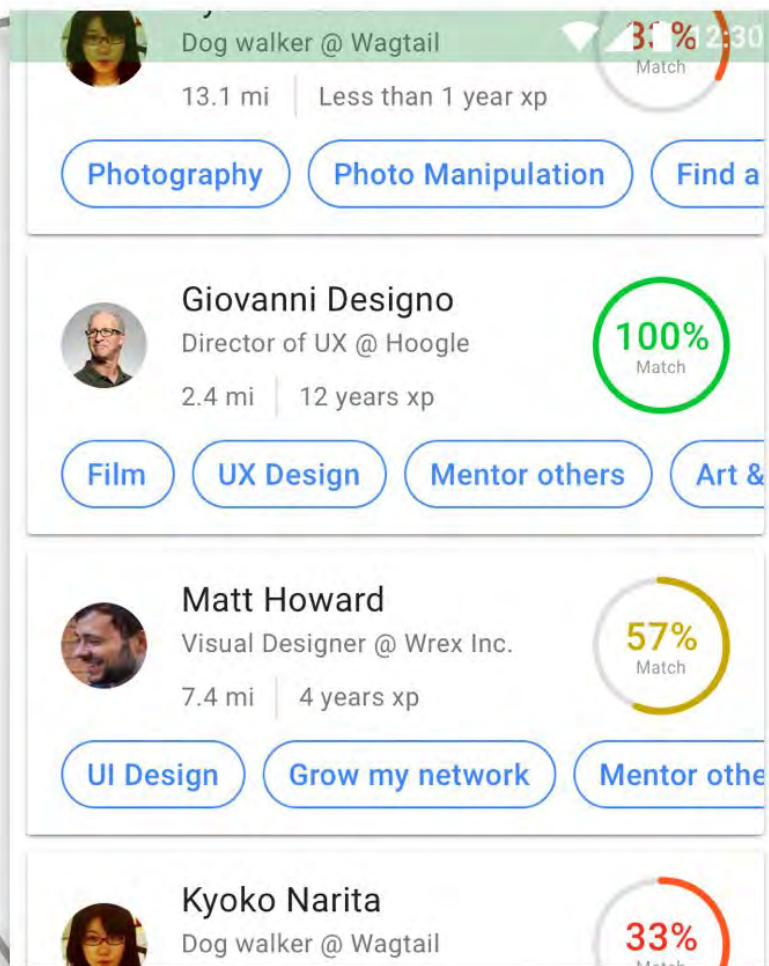
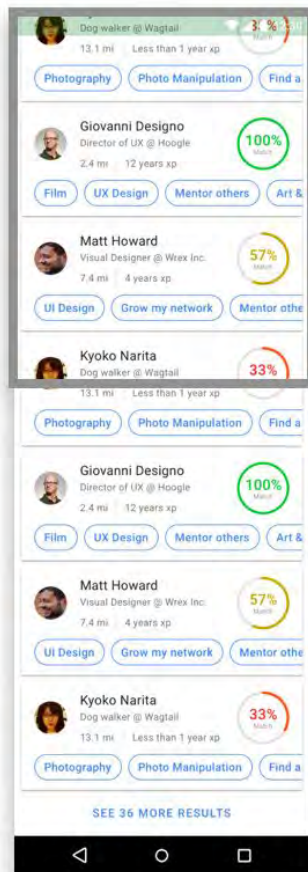
Matching Section





Appendix 2 | High Fidelity Mockups

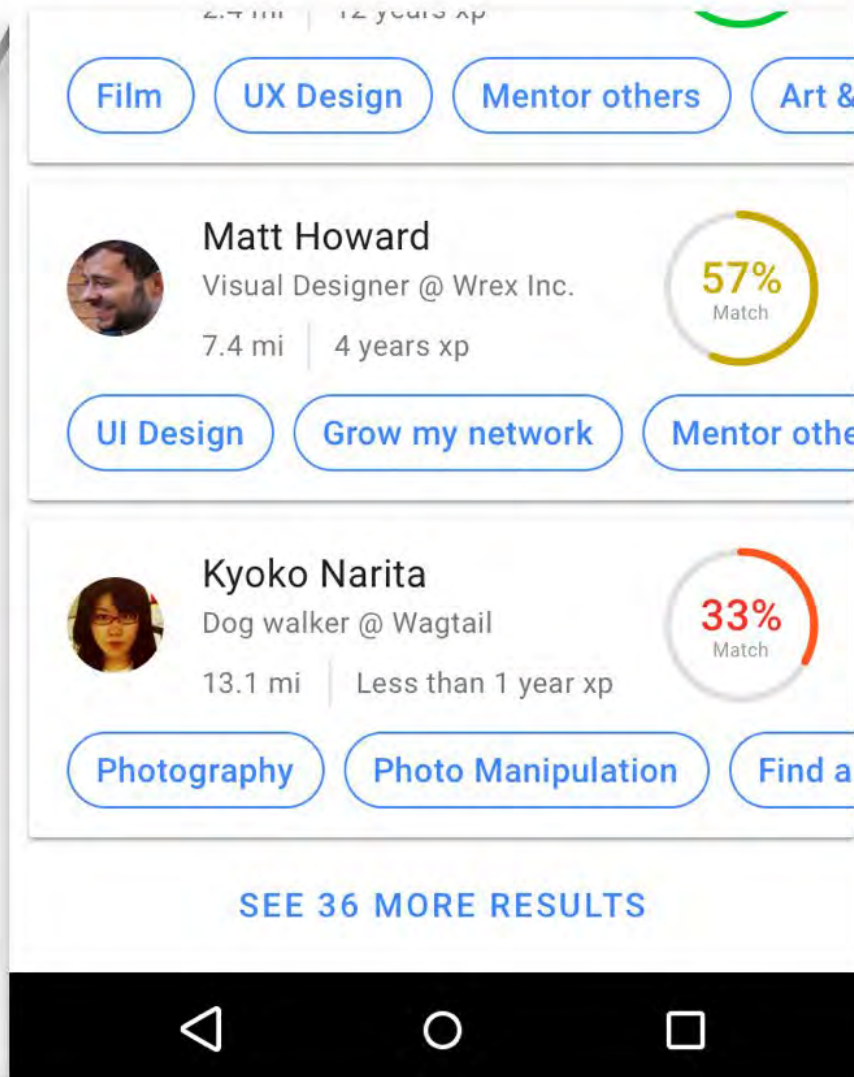
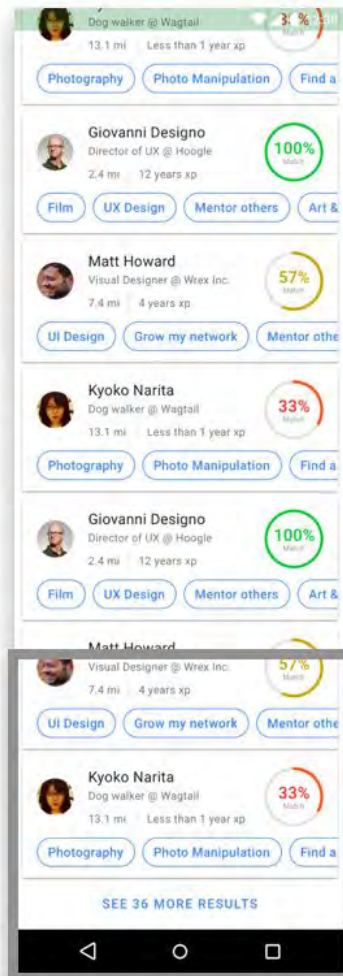
Matching Section





Appendix 2 | High Fidelity Mockups

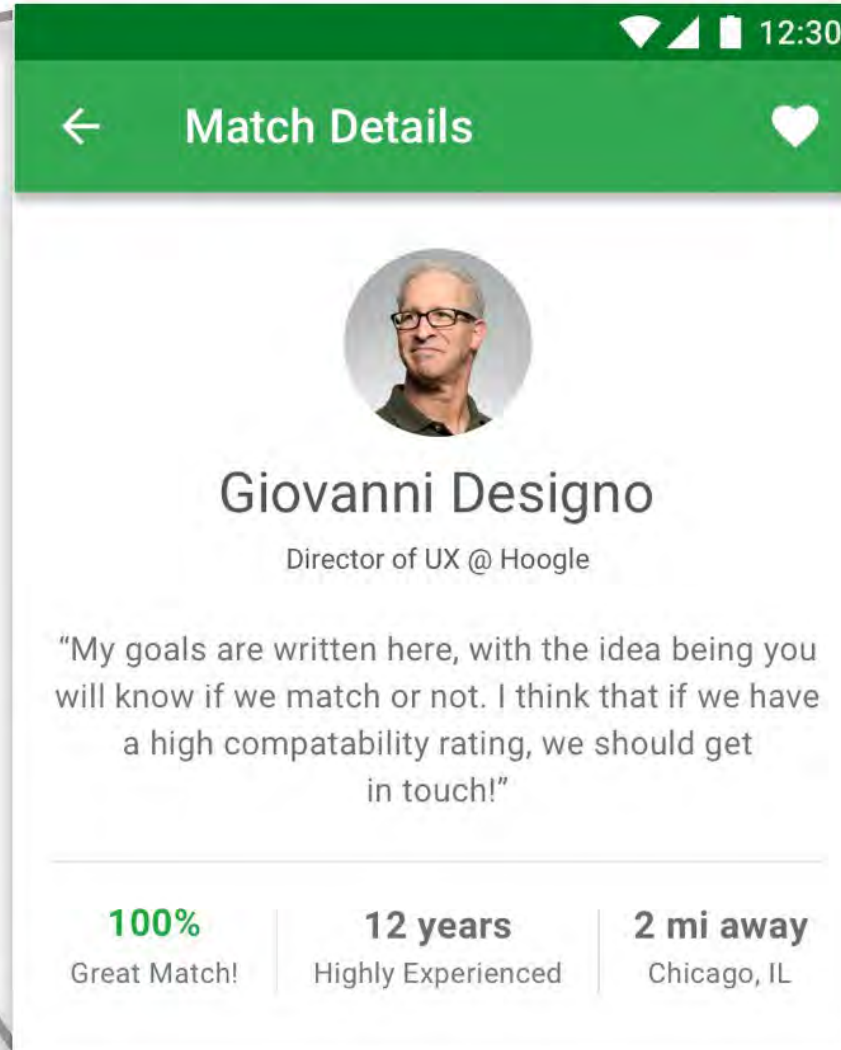
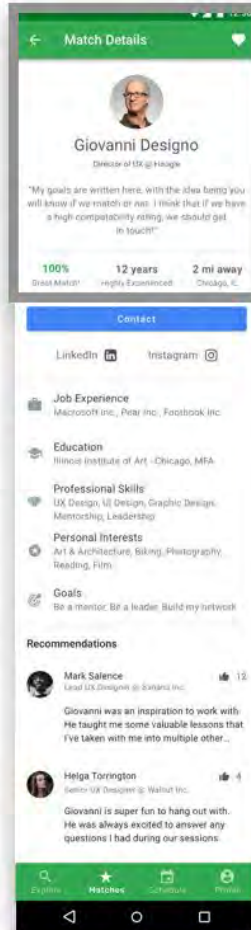
Matching Section





Appendix 2 | High Fidelity Mockups

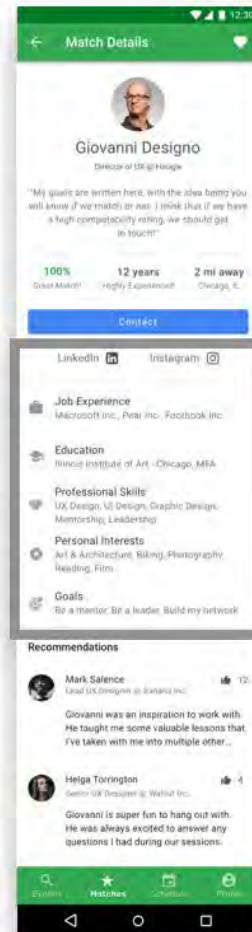
Matching Section





Appendix 2 | High Fidelity Mockups

Matching Section



LinkedIn

Instagram



Job Experience

Macrosoft Inc., Pear Inc., Footbook Inc.



Education

Illinois Institute of Art - Chicago, MFA



Professional Skills

UX Design, UI Design, Graphic Design, Mentorship, Leadership



Personal Interests

Art & Architecture, Biking, Photography, Reading, Film



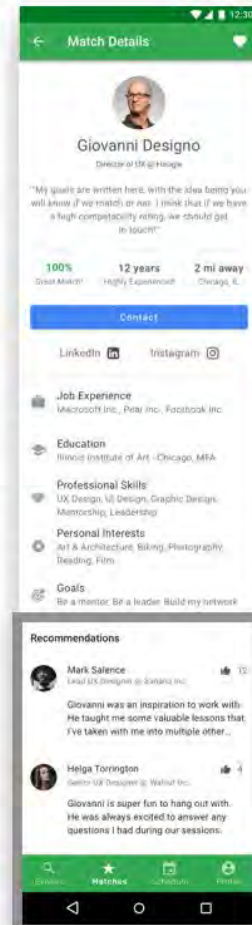
Goals

Be a mentor, Be a leader, Build my network



Appendix 2 | High Fidelity Mockups

Matching Section



Recommendations



Mark Salence
Lead UX Designer @ Banana Inc.



Giovanni was an inspiration to work with. He taught me some valuable lessons that I've taken with me into multiple other...



Helga Torrington
Senior UX Designer @ Walnut Inc.



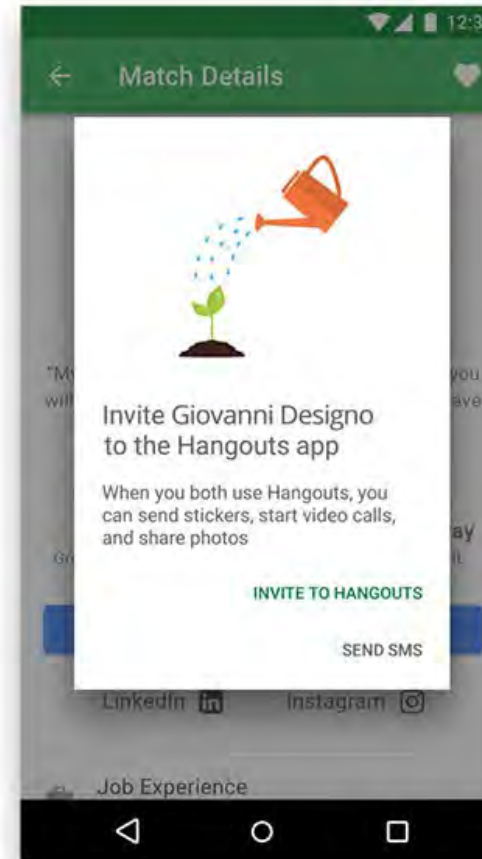
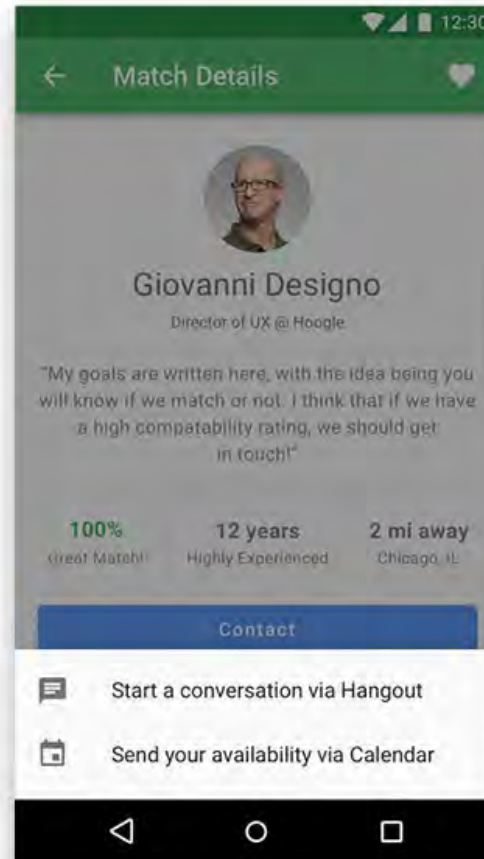
Giovanni is super fun to hang out with. He was always excited to answer any questions I had during our sessions.





Appendix 2 | High Fidelity Mockups

Matching Section





Appendix 2 | High Fidelity Mockups

Search Section

Search

by job, location, interests, skills, goals, experience

Choose up to 5 tags

San Francisco Design Find mentors

Photography 10 years XP

ADVANCED SEARCH

q w e r t y u i o p

a s d f g h j k l

z x c v b n m

?123 , . ↵

Search

San Francisco Photography Me

Choose up to 5 tags

Find mentors 10 years XP

ADVANCED SEARCH

q w e r t y u i o p

a s d f g h j k l

z x c v b n m

?123 , . ↵

Advanced search

by job, location, interests, skills, goals, experience

By job

UX Designer Photographer Graphic Designer

By location

Chicago San Francisco Mountain View

By personal interests

Architecture Biking Skiing 3D Art

By professional skills

UX Design Visual Design Illustration

By goals

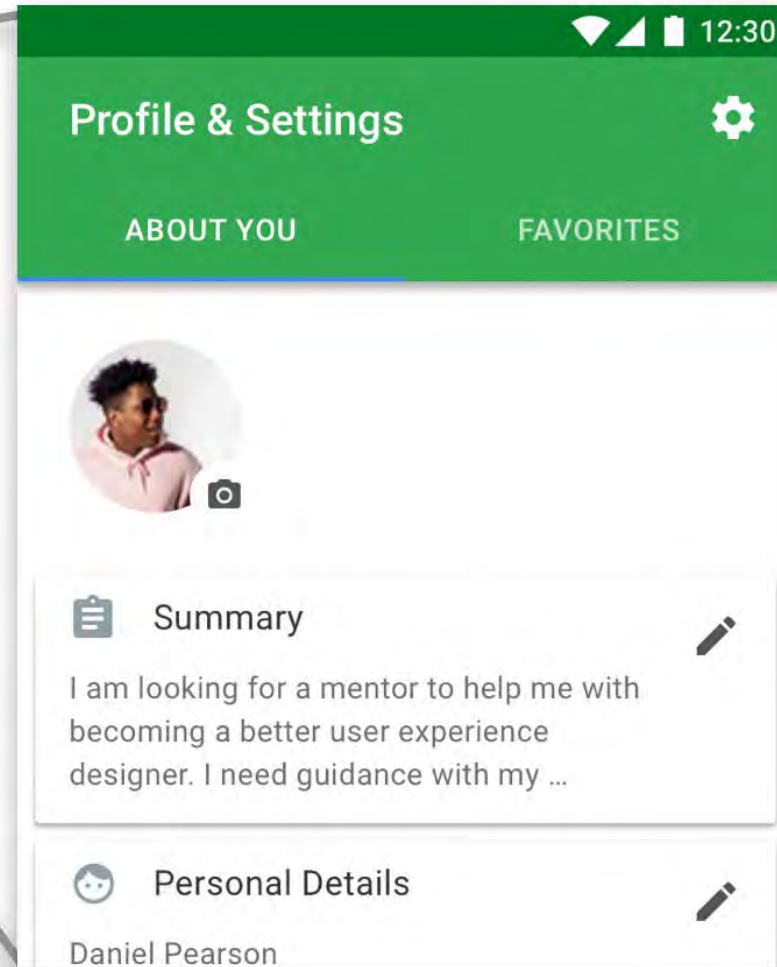
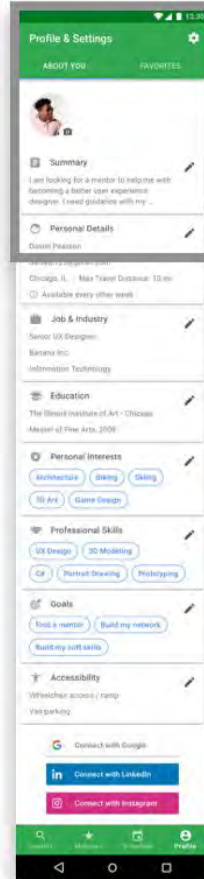
Build my soft skills Build my network Find

Search



Appendix 2 | High Fidelity Mockups

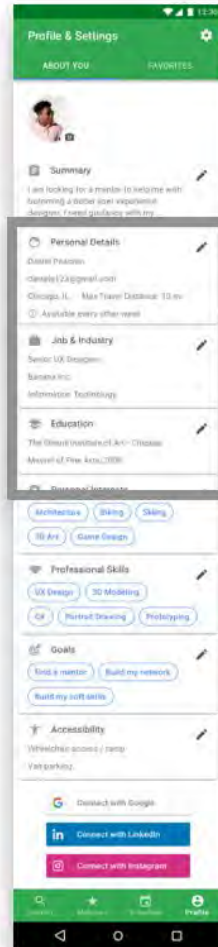
Profile Section







Appendix 2 | High Fidelity Mockups

Profile Section




 **Personal Details** 

Daniel Pearson

danielp123@gmail.com

Chicago, IL | Max Travel Distance: 10 mi

 Available every other week

 **Job & Industry** 

Senior UX Designer

Banana Inc.

Information Technology

 **Education** 

The Illinois Institute of Art - Chicago

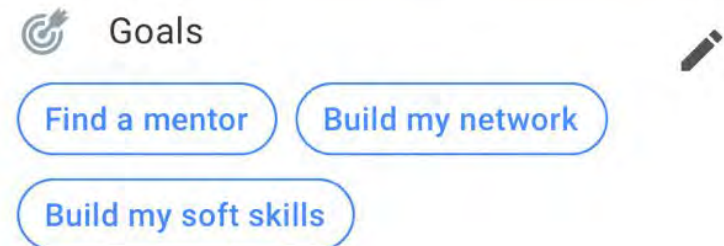
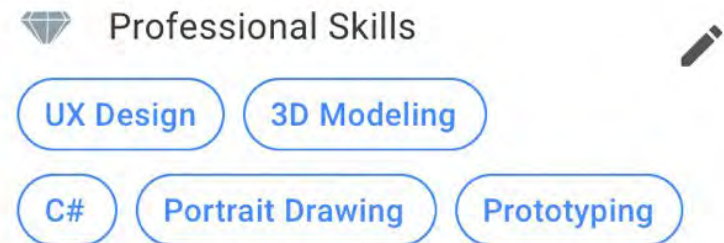
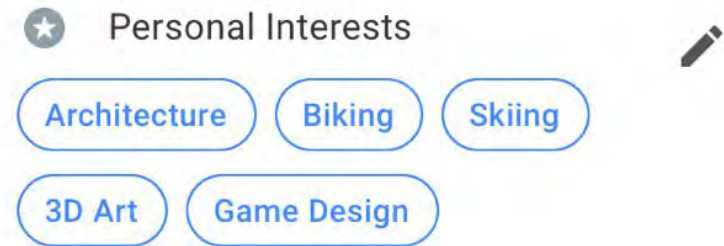
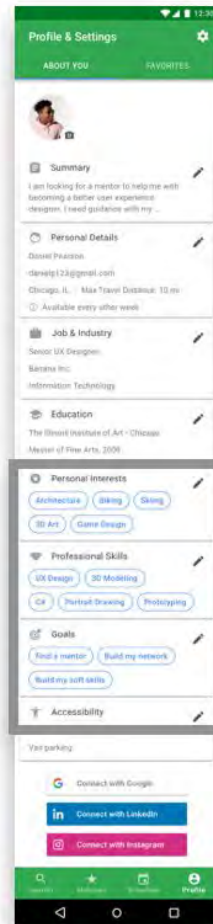
Master of Fine Arts, 2009

 **Personal Interests** 



Appendix 2 | High Fidelity Mockups

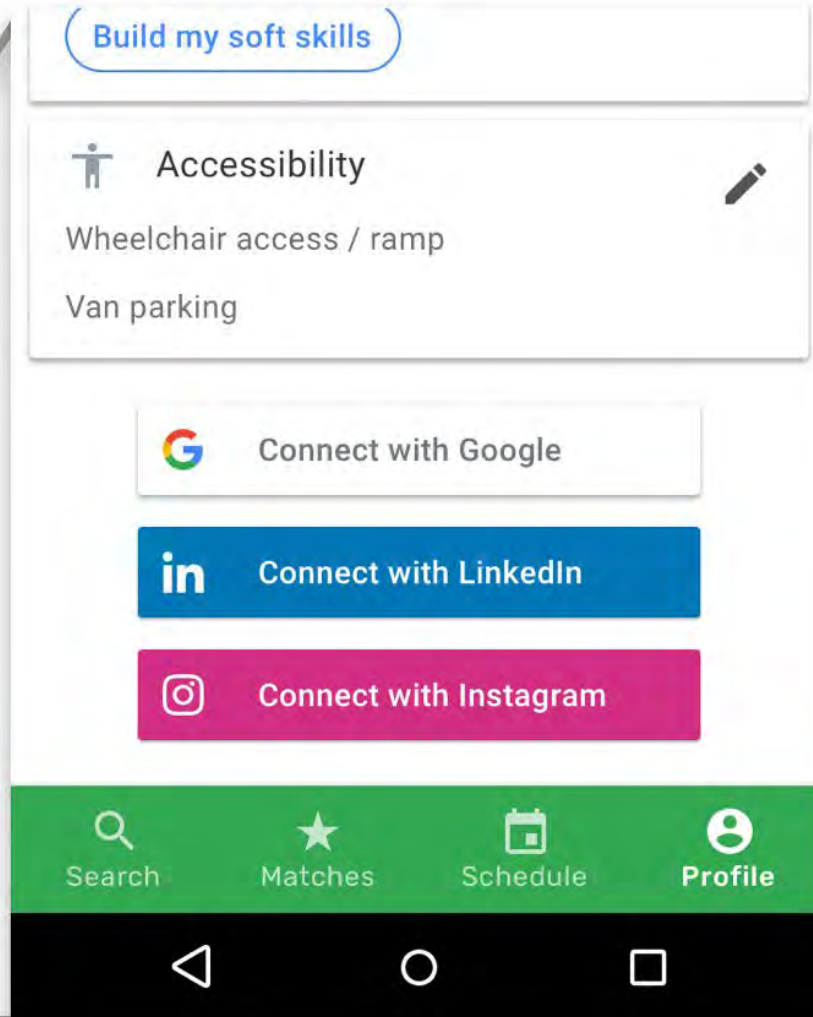
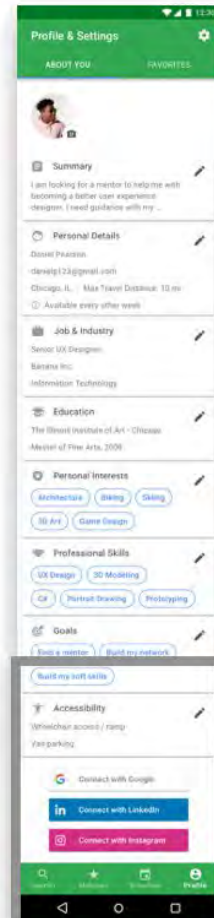
Profile Section





Appendix 2 | High Fidelity Mockups

Profile Section





Appendix 2 | High Fidelity Mockups

Profile Section

12:30

← Edit Personal Details ✓

First name
Daniel

50 / 50

Last name
Pearson

50 / 50

Email
danielp123@gmail.com

50 / 50

Location

q w e r t y u i o p
a s d f g h j k l
↑ z x c v b n m ✕
?123 , . ↩

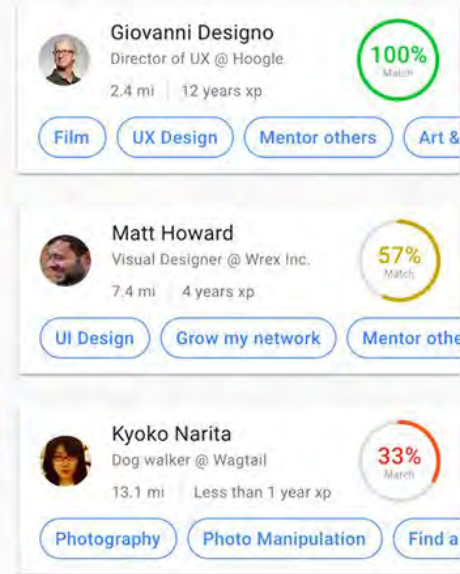
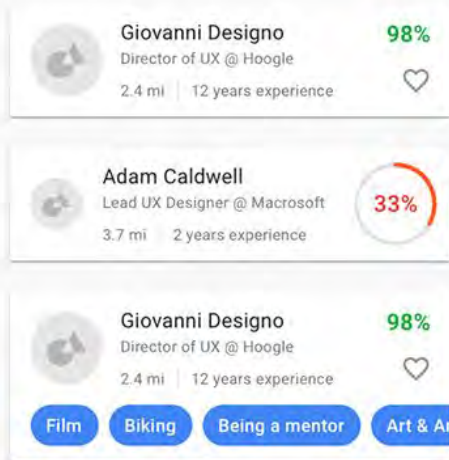


Appendix 2 | High Fidelity Mockups

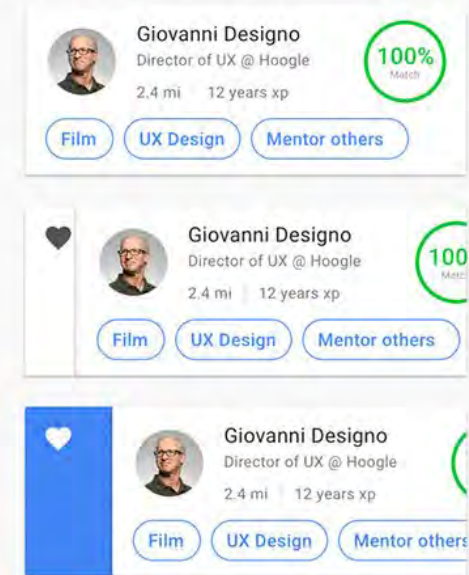
Bottom navigation



Match card iterations

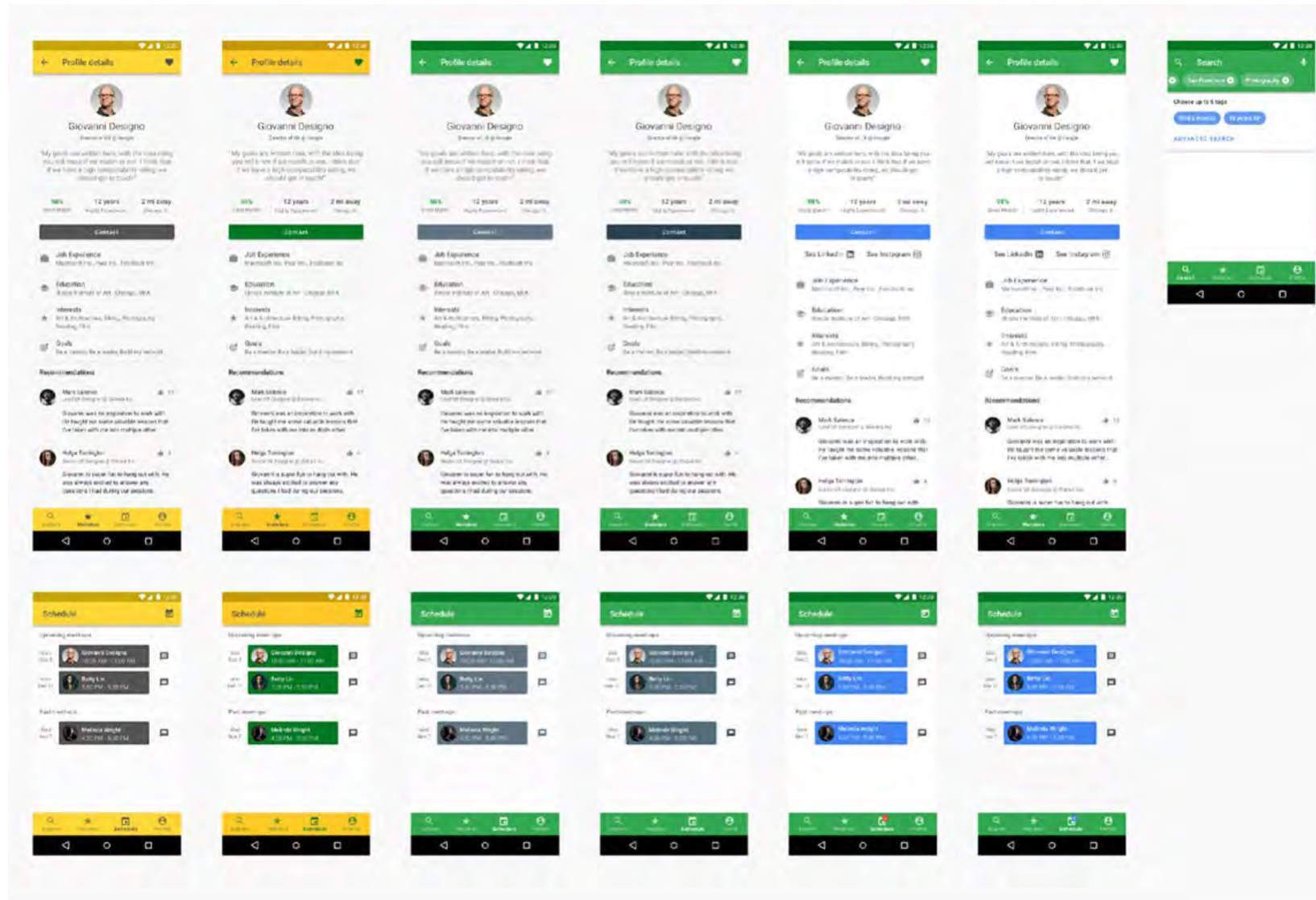


"Swipe to favorite" interaction



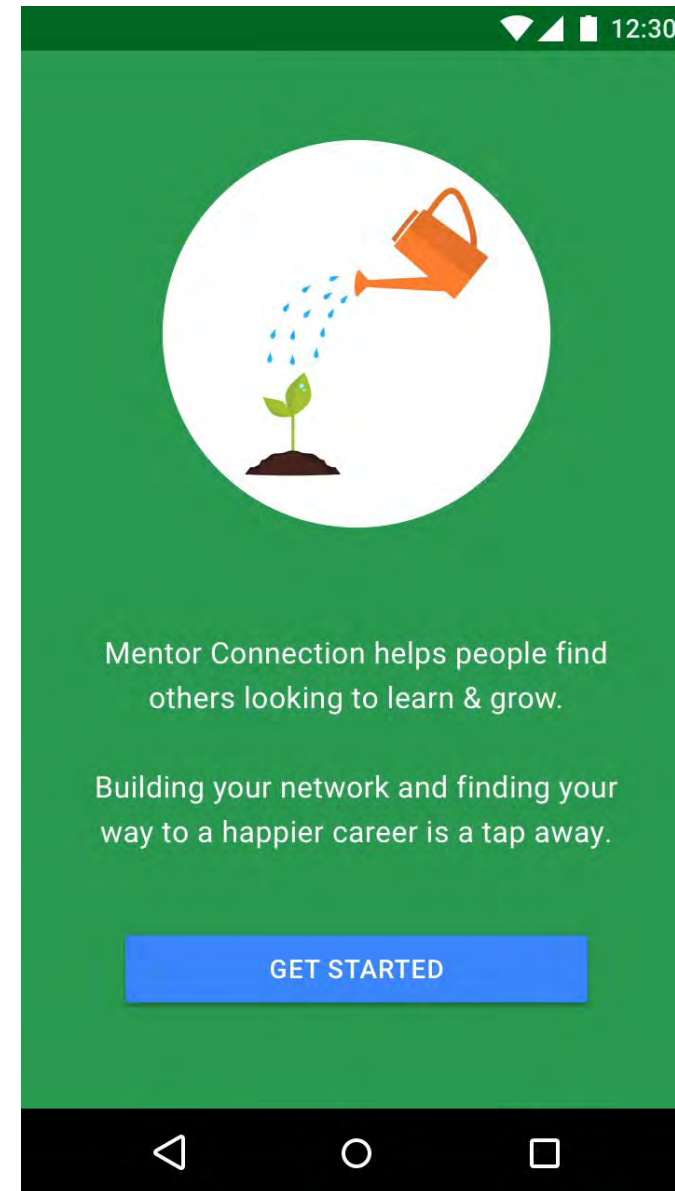


Appendix 3 | Color Tests





Appendix 4 | Prototype





In closing

If you've read this far, I truly appreciate it.

I hope it gave you a clear sense of how I do what I do and why I do it well.

Mark Hughes



Thanks!

Mark Hughes, Principal

Mark Hughes Creative

<https://www.markhug.net>

Tack

どうもありがとう

Merci

Danke

谢谢

Спасибо

Gracias

Grazie