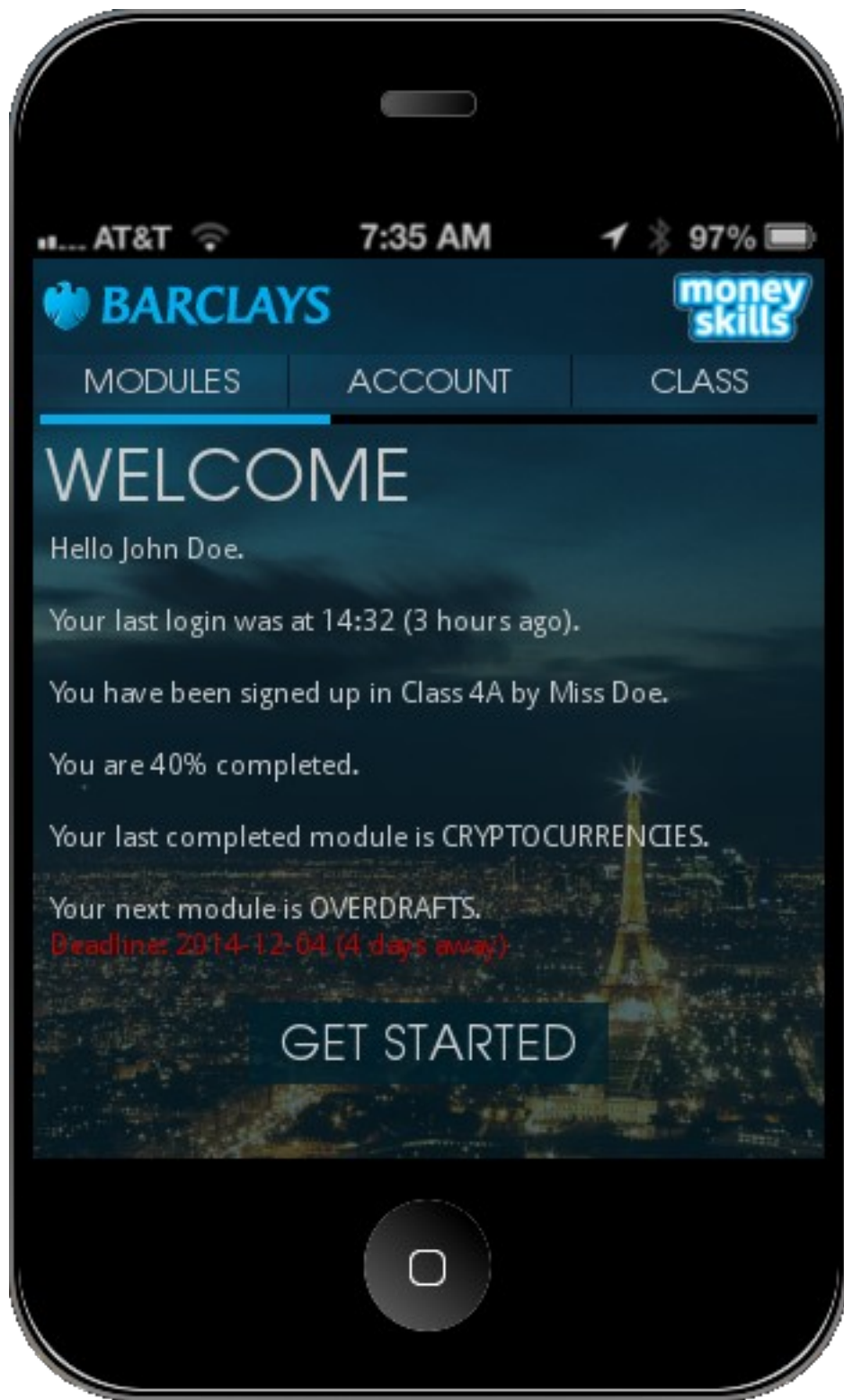


Barclays Technology Challenge 2014

Mobile App Mockup

Student Experience

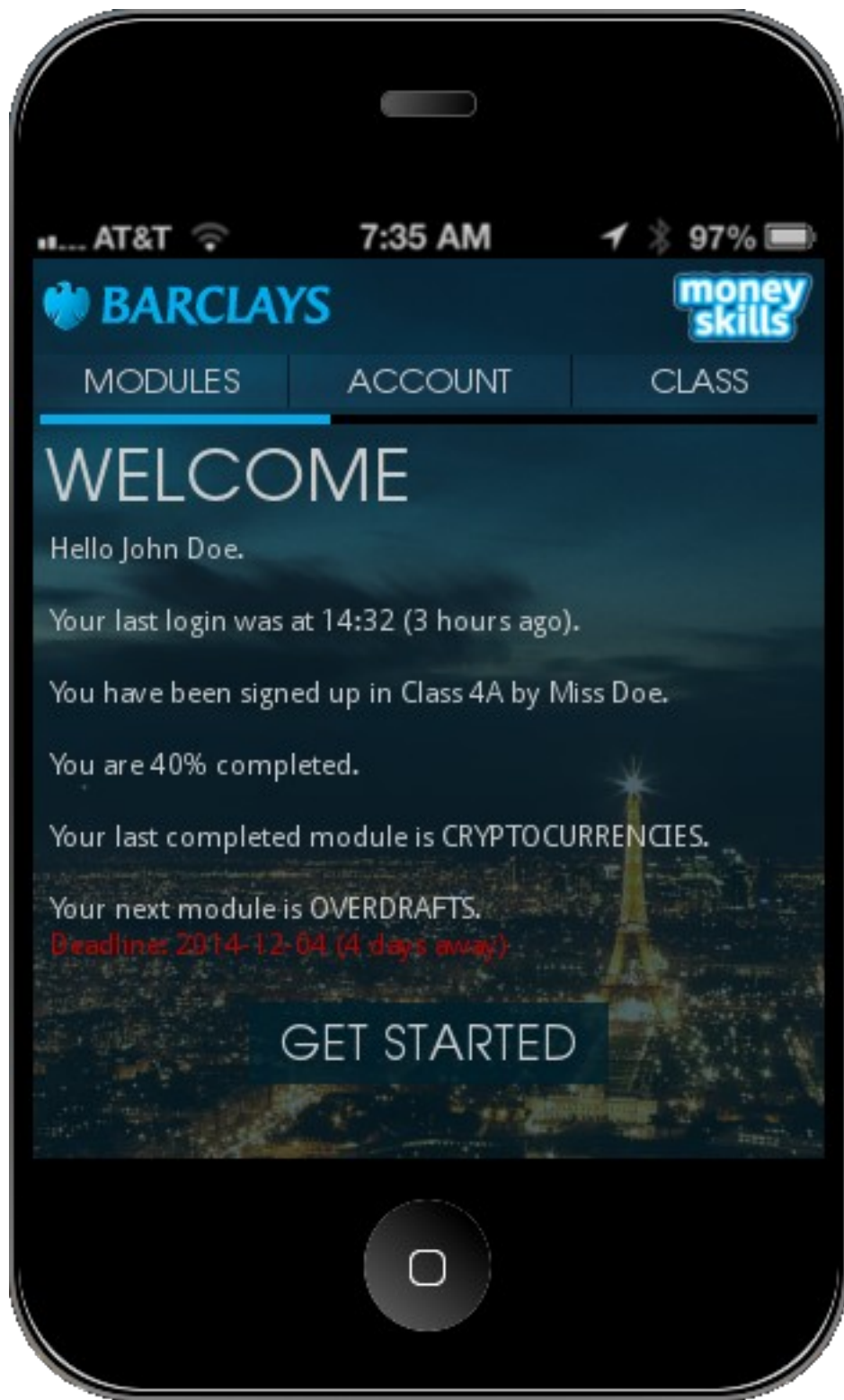


Progress bar under nav buttons is always visible as a reminder of progression

Gives some useful information on login

Red deadline text increases in brightness as deadline approaches

“GET STARTED” button takes the user straight to the next mandatory module



Background changes based on geolocation data (and possibly also time of day)

Progress bar fills up on load from empty every time (~1sec animation)

Text types onto screen, can be sped up by pressing and holding in text area



Lists modules, divided into sections

Optional modules at the bottom

Deadline shown under relevant modules

Completed modules greyed out but still redoable

Average completion time updates in real time based on other students



Account page shows more statistics as well as achievements

Pressing an achievement brings up a menu with the name and criteria for achieving it (e.g. the Bitcoin one could be for completing the optional Cryptocurrency module)



Class page shows other classmates

Statistics float around the screen on clouds, float away from fingers

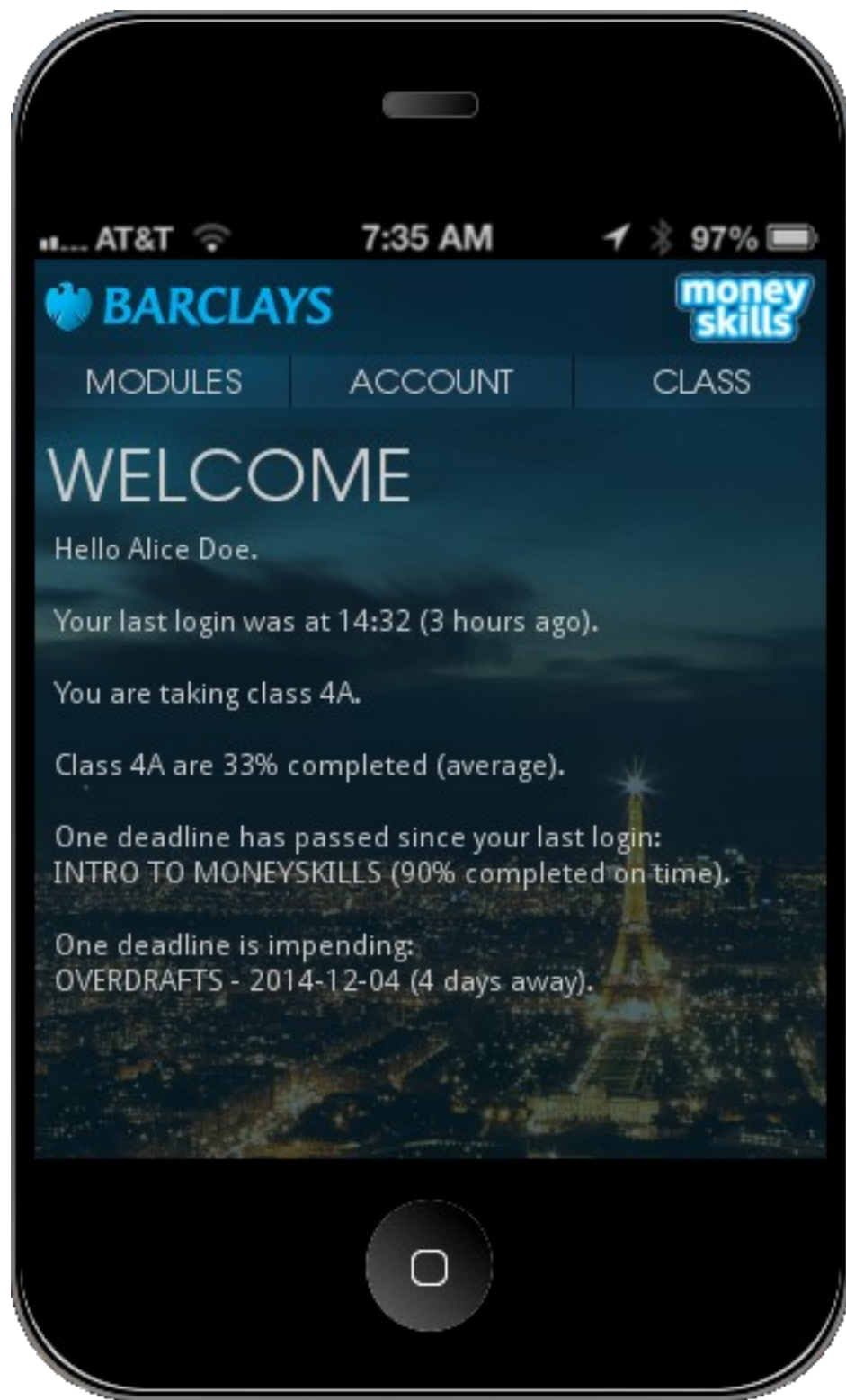


Pressing on a name brings up a box to send them a message to the person

Option to make the message private or public (default private)

Public messages appear for everyone, simulating people chatting in a classroom

Teacher Experience



Teacher view is largely similar to student view

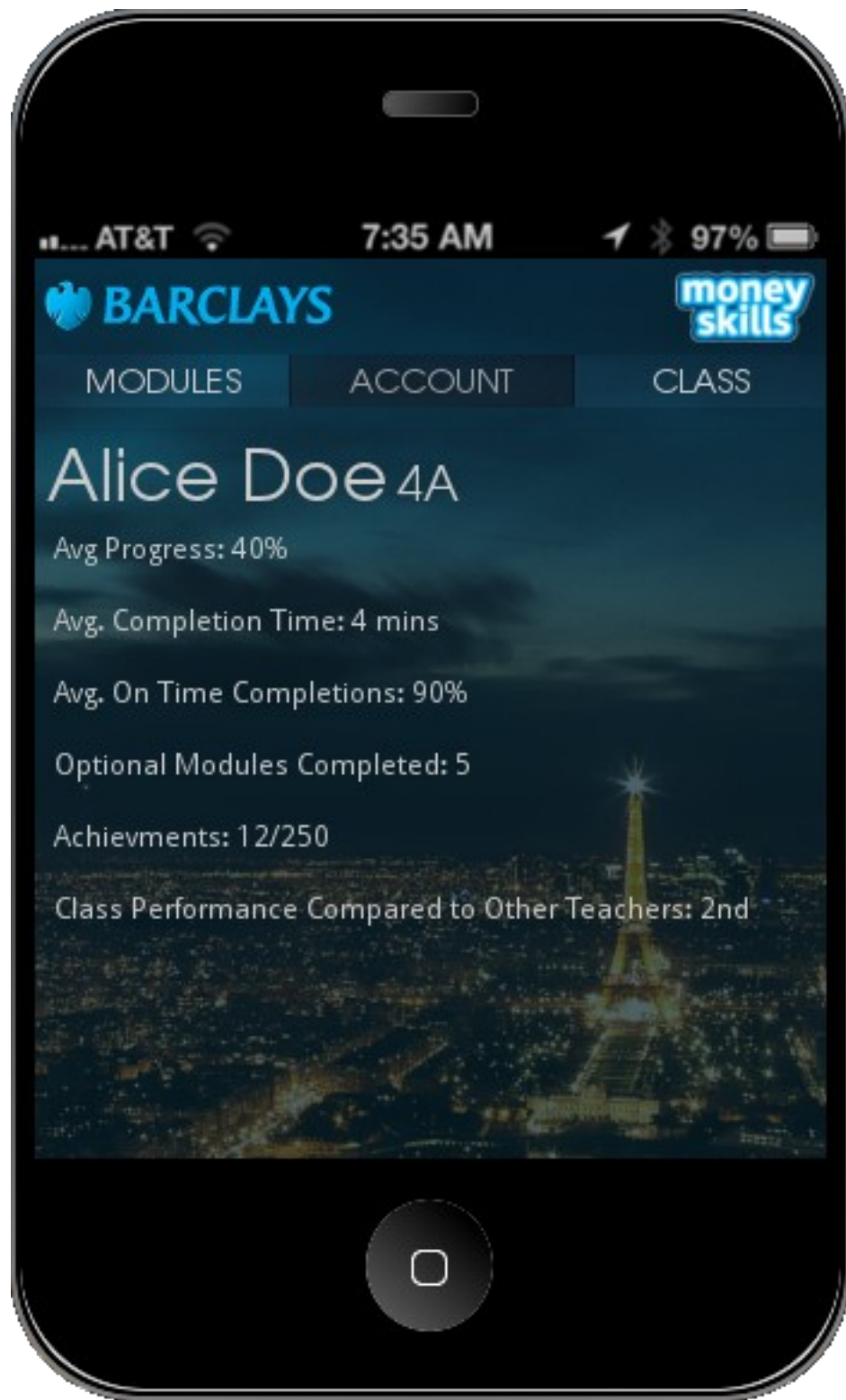
Shows more statistics



Modules page shows number of students which have completed each module

Option to set and remove deadlines

Modules completed by all students are greyed out



Account page shows class stats, such as achievements

Could also compare class performance with that of other classes at the school



Option to add new students on class page

TV appears next to students currently going through modules

Clicking TV allows teacher to monitor them

Other Ideas

“How do we make it likely to lead to future adult Barclays customers”

- One module is about setting up a bank account, has an option to actually set up a Barclays account as they go through or just be given instructions for how to set it up more generally (can select bank if different banks' processes are different)

Other Ideas

- Modules could be quizzes, games, use various features of the phone (e.g. microphone for blowing); variety of activities
- Maybe some are multiplayer