AI Knowledge Transfer

#aiknowledgetransfer

CSC 591, Spring 2024

Description

For our prototyping tool, we decided to use **Figma** as some team members were already familiar with that tool. It also provides a way for us to create dynamic wireframes, collaborate in real time, and there are third party libraries we can use for our design. Below are some screenshots of our prototype.

Click here to interact with the prototype.

Click here to view our demo

More information on our deliverable stages and project can be found in the UX course website

Home Page

On the home page, users will see a hierarchical view of their club's board member structure. They can navigate to either the "Event Scheduler" or "My Files" page on the left side bar. On the bottom right, users can interact with a chatbot either through the auto-generated question boxes or through the text box. The AI response will explain the user's issue in a concise and easily understandable format with referencing or additional material that the user can have access to.

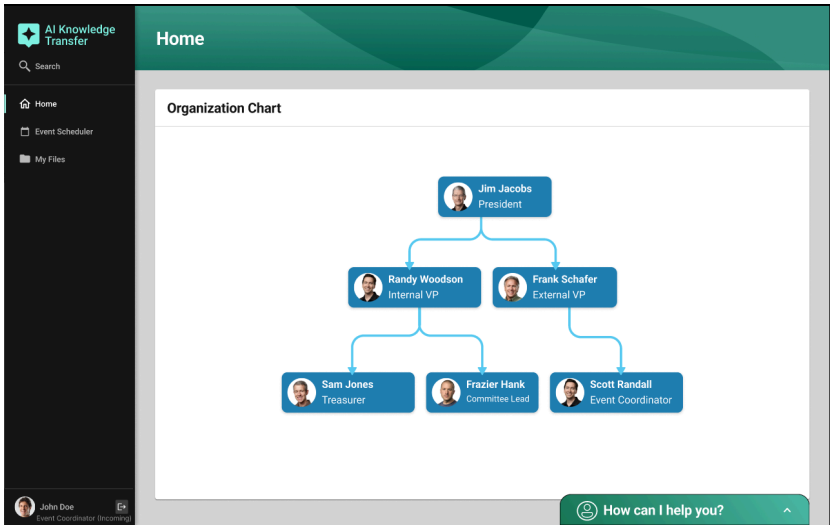


Figure 01: Home Page

Event Scheduler

On the “Event Scheduler” page, onboarding members will be able to help create new events for their club using tasks, additional information, and deadlines provided by the AI. The first step will allows users to create the event name and description, second page will generate tasks to do in preparation for the event, the third page places those task in a calendar to visually see when each task are due relative to each other, the fourth are tasks relating to documents, and the fifths is regarding feedback for the event.

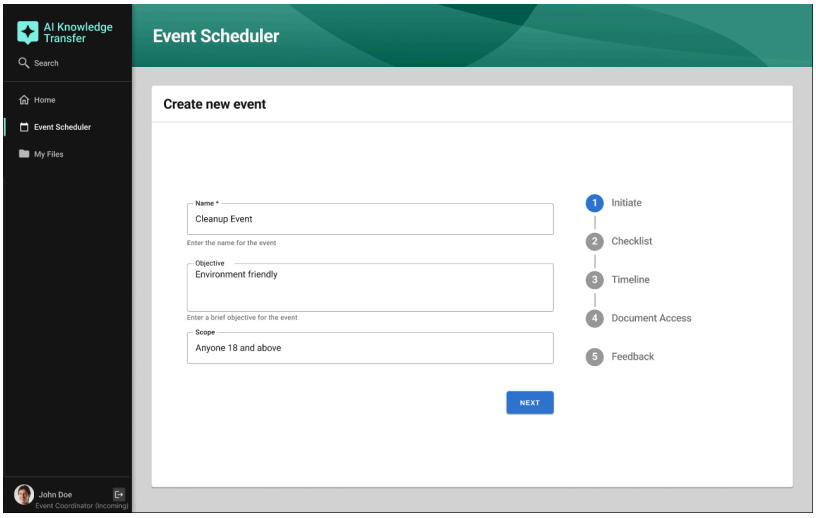


Figure 02: Event Scheduler Page

My Files

The “My Files” page holds club documents and other files that are also used to be trained by the AI model. Uploading tasks are standard and similar to uploading any file online.

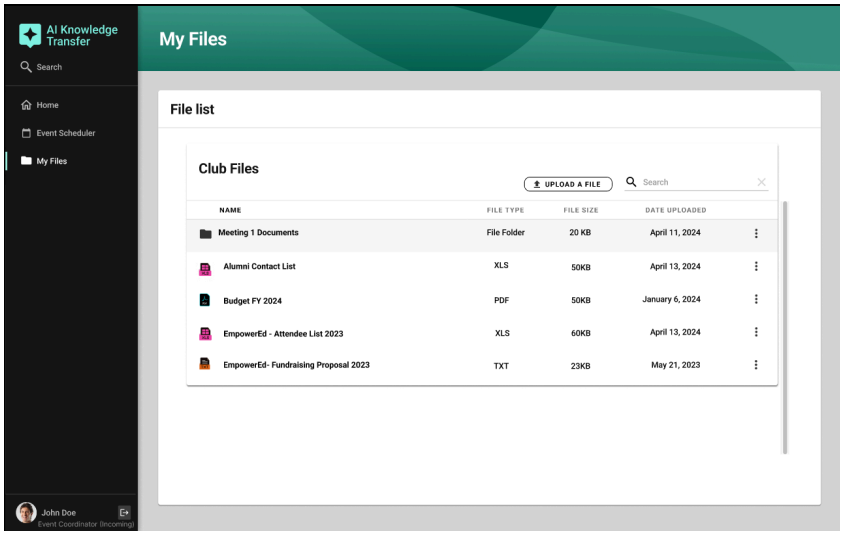


Figure 03: My Files Page