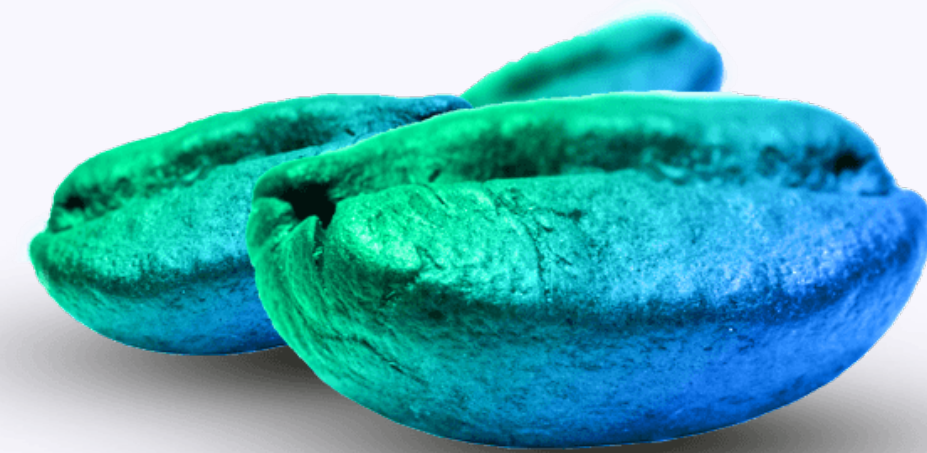




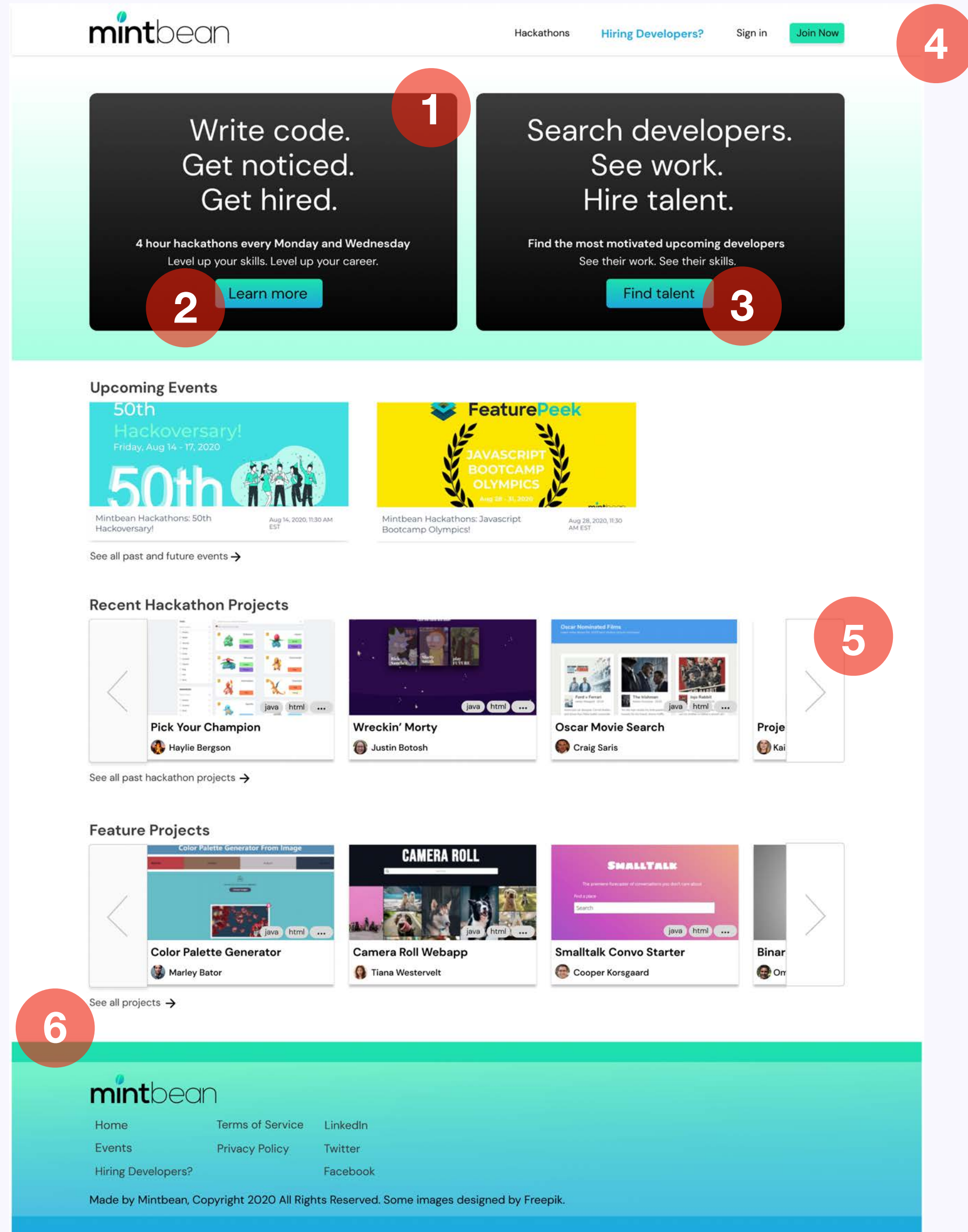
mintbean



Annotated Wireframes

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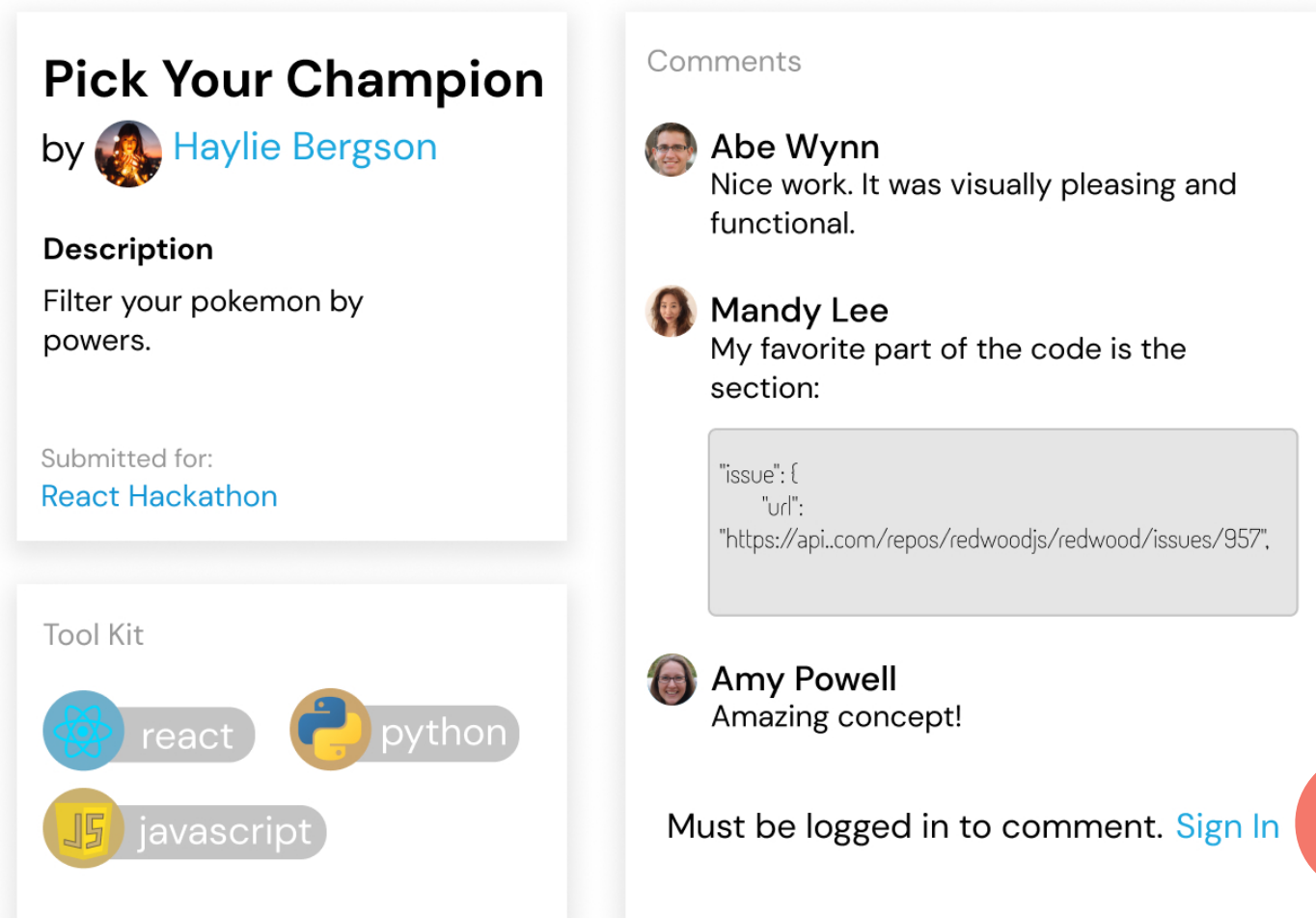
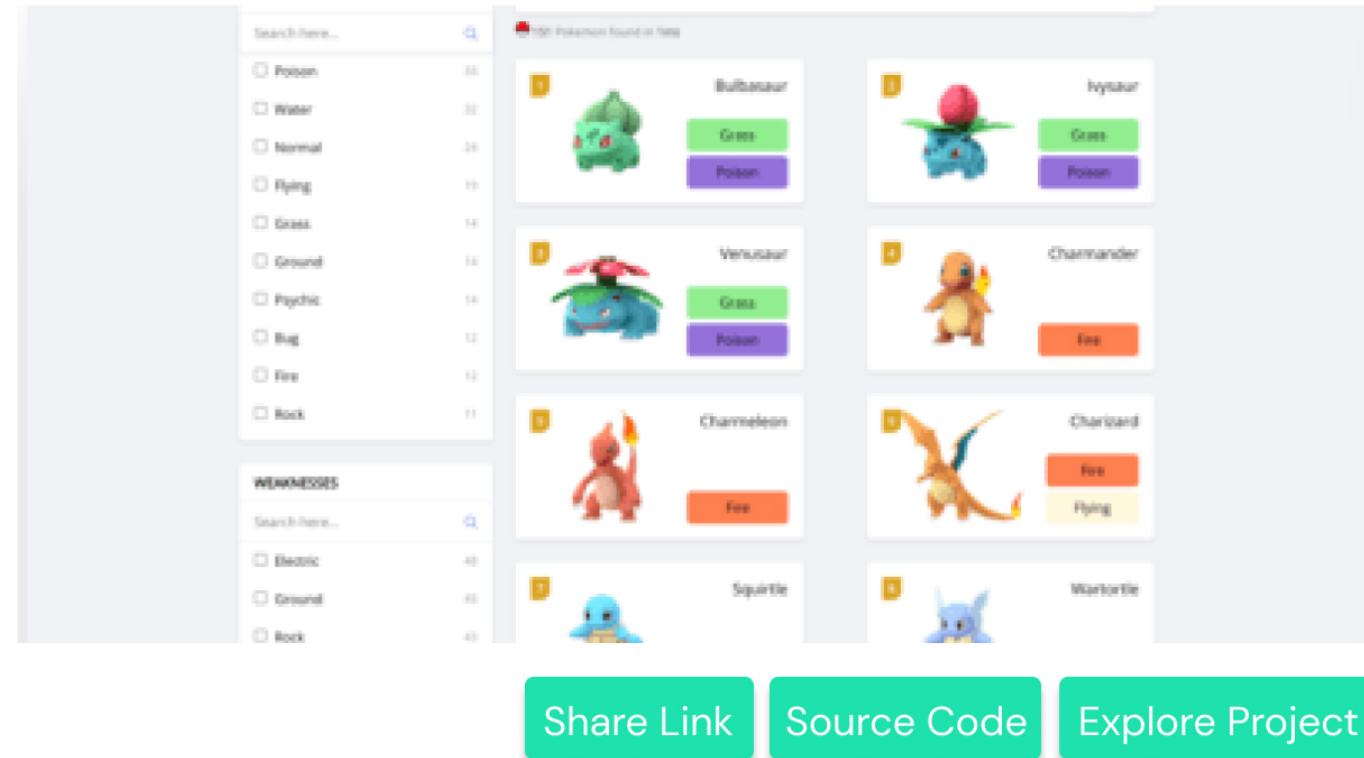


Landing Page

SCENARIO: A first time user goes to the Mintbean website to learn about the platform. They see on the banner at the top that you could use the site to join hackathons and share your projects or you can use the site to look for talent. The user is also able to get a sneak peak at upcoming hackathons and featured projects.

ANNOTATIONS:

- 1 The banner is split into two sections, one for developers and one for hiring managers, to show who the platform is for.
- 2 The "Learn more" button leads to the About page that gives more information about Mintbean's goals and how to join Mintbean's hackathons.
- 3 The "Find talent" leads users to the Hiring Manager Sign up page.
- 4 The header is updated to show call to actions. "Hackathons" leads to the About page, "Hiring Developers?" Leads to the Hiring Manager Sign up page.
- 5 Arrows have been added to the slider to assist users in knowing it's interactive.
- 6 Links are included below the sliders to allow users to explore more projects.



Individual Project Overlay (Not signed in)

SCENARIO: When a new user is not signed in and clicks on a project, they're able to view the project, but is unable to comment until they sign in.

ANNOTATIONS:



“Sign in” is hyperlinked to signify them to join the platform in order to engage in the comments section.

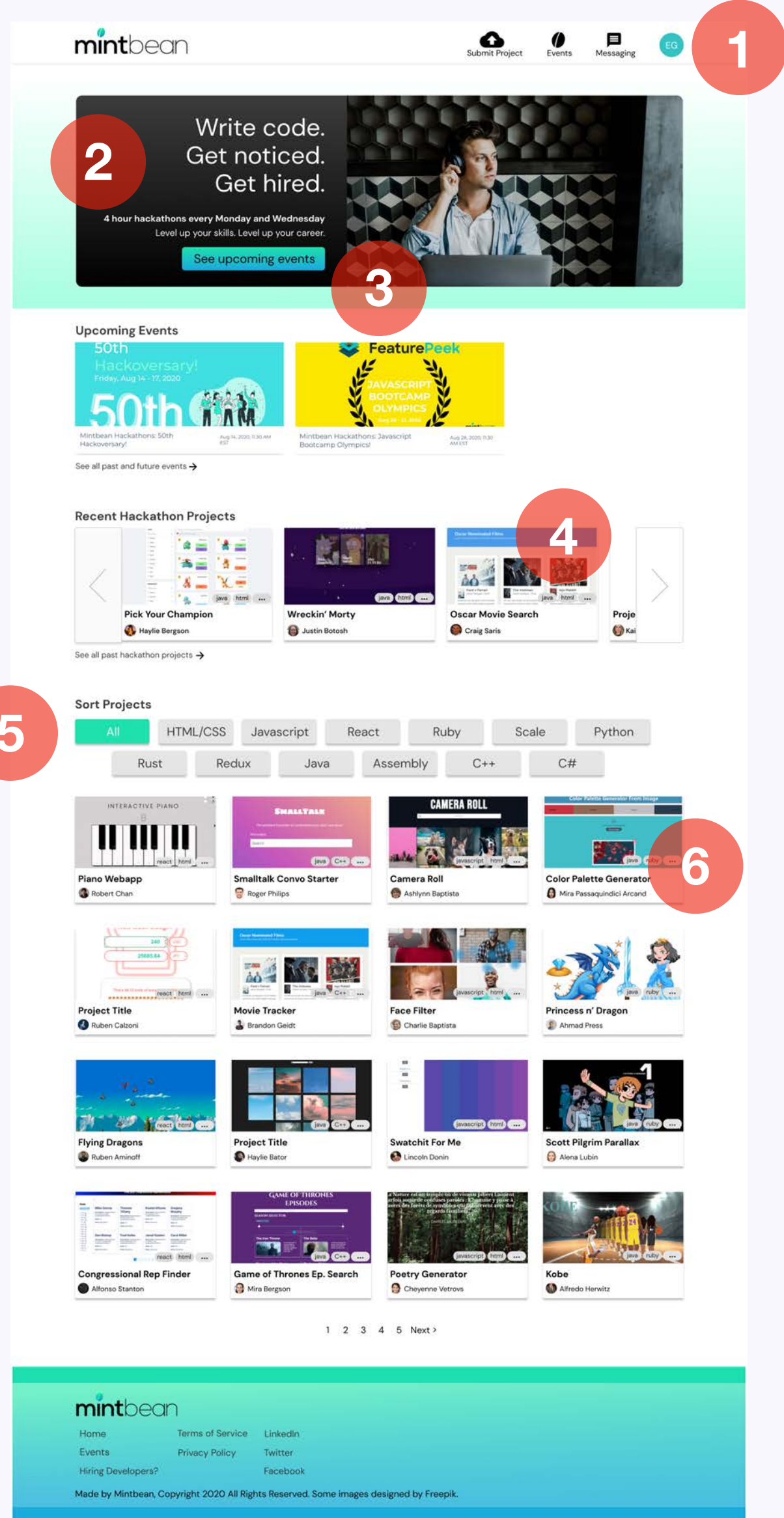


About Page

SCENARIO: A first-time user learns more about Mintbean's goals and why Mintbean's hackathons are unique on the About page. They can also watch a video to learn more about how to join the hackthons.

ANNOTATIONS:

- 1** Mintbean goals are listed on the top to give users clarity on the site. It lets them know the site helps developers gain skills, recruiters find talent, and that the site matches the two groups up.
- 2** Reasons to join Mintbean are listed in the About page to showcase that membership is free, hackathons are only 4 hours long, and the sense of community users can belong to.
- 3** An embedded video about Mintbean hackathons visually explains more information about its hackathons.
- 4** A call to action button helps navigate users to the sign up page.

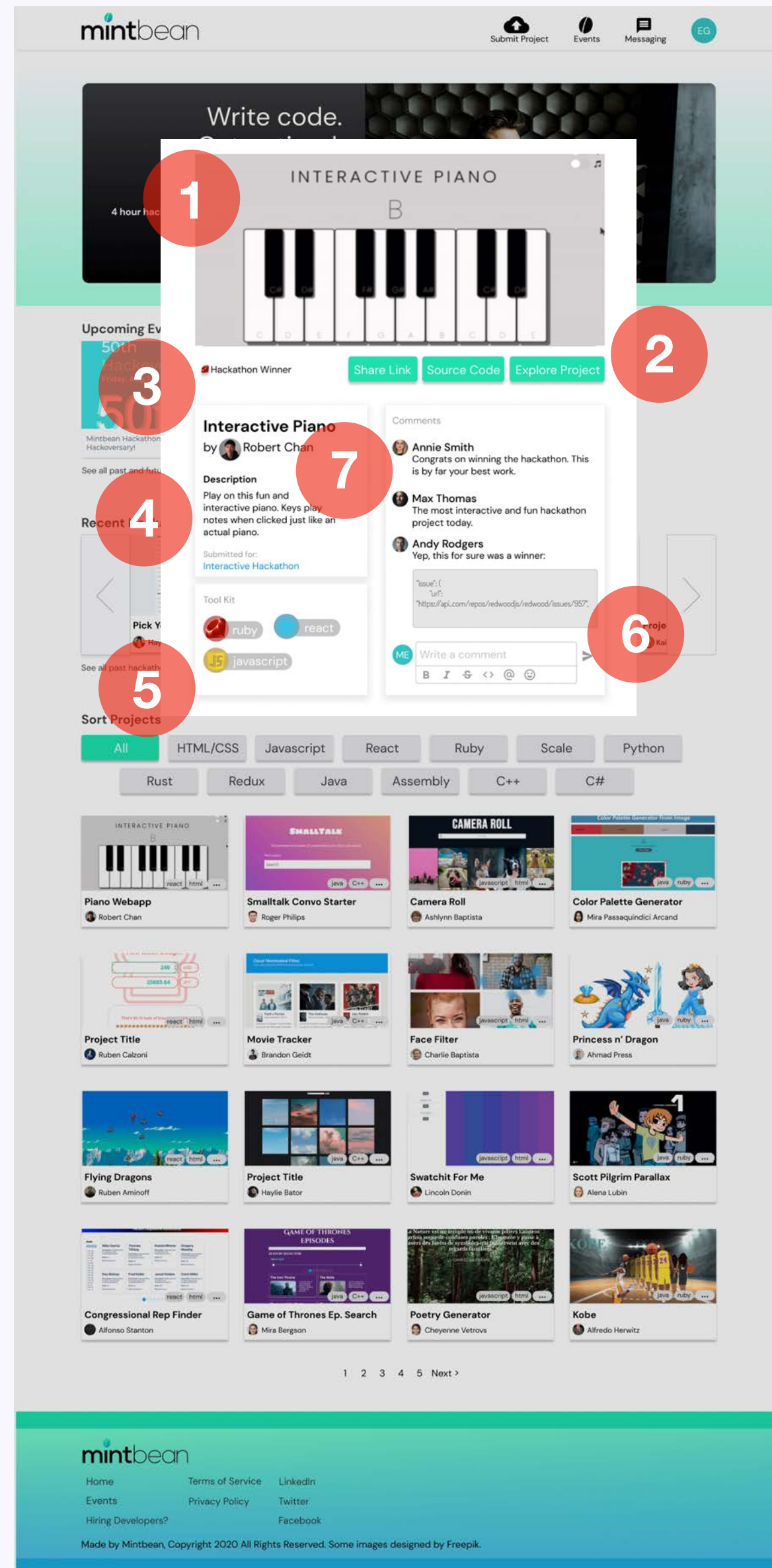


Homepage (Developer view)

SCENARIO: A new developer signs into the site for the first time. They're able to scroll down to upcoming events and Recent Hackathon Projects. In the slider they're are more project cards. Each project card is clickable and has the project title and the developer's name and avatar. They're also able to sort through the projects by language to see what other users have created during the hackathons.

ANNOTATIONS:

- 1 Most commonly used tasks are in the header to create ease of navigation for users.
- 2 The copy in the header reiterates the unique 4 hour hackathons to separate Mintbean from other hackathon competitors.
- 3 See upcoming events is still the button in the banner because current users said it was one of the main reasons they used the site for: to find hackthon dates and times.
- 4 Images on project cards are clickable per user feedback and open up in an overlay. Project cards also show some of the languages used to create the projects in grey pills. Also shown are a title and the user's avatar and name.
- 5 A filter system is implemented by languages. When click on, buttons turn green and project cards filter out according to the language.
- 6 The names and avatars of users are clickable and lead to each user's profile page, which highlights the work that they have done.

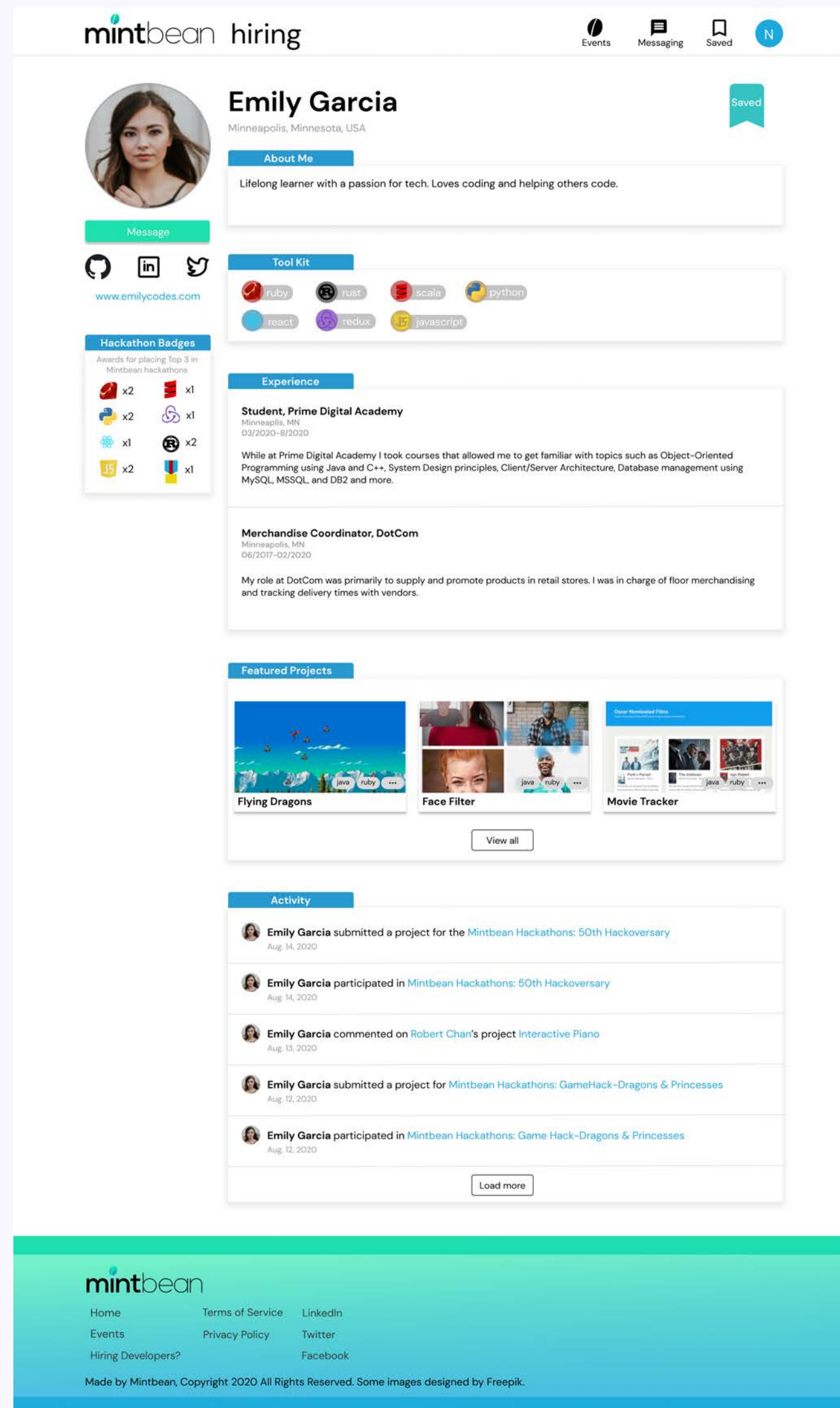


Project Overlay

SCENARIO: A user sees a project that interests them and clicks on it. An overlay will appear with information and links about the project.

ANNOTATIONS:

- 1 A gif or jpg of the project will be at the top to give a sneak peak at the entire project.
- 2 Buttons for commonly used tasks on projects will appear here. “View Project” is changed to “Explore Project” to let users know it will be an interactive experience.
- 3 A badge system is developed to showcase winners of hackathons and will be indicated on projects and profiles.
- 4 A description is added to the projects per feedback from hiring managers about wanting to know more about the projects. Right below that is a link to the direct hackathon the project was submitted for.
- 5 A tool kit section is added to projects to showcase the languages and tools used to complete projects. This will help developers learn how to create certain projects and help hiring managers know what tools are used in the projects.
- 6 The comment section is elevated with the ability to add code blocks and emoji’s. This will help developers banter back and forth to bring to life the community of fun and learning.
- 7 The names and avatars of users are clickable and lead to each user’s profile page, which highlights the work that they have done.

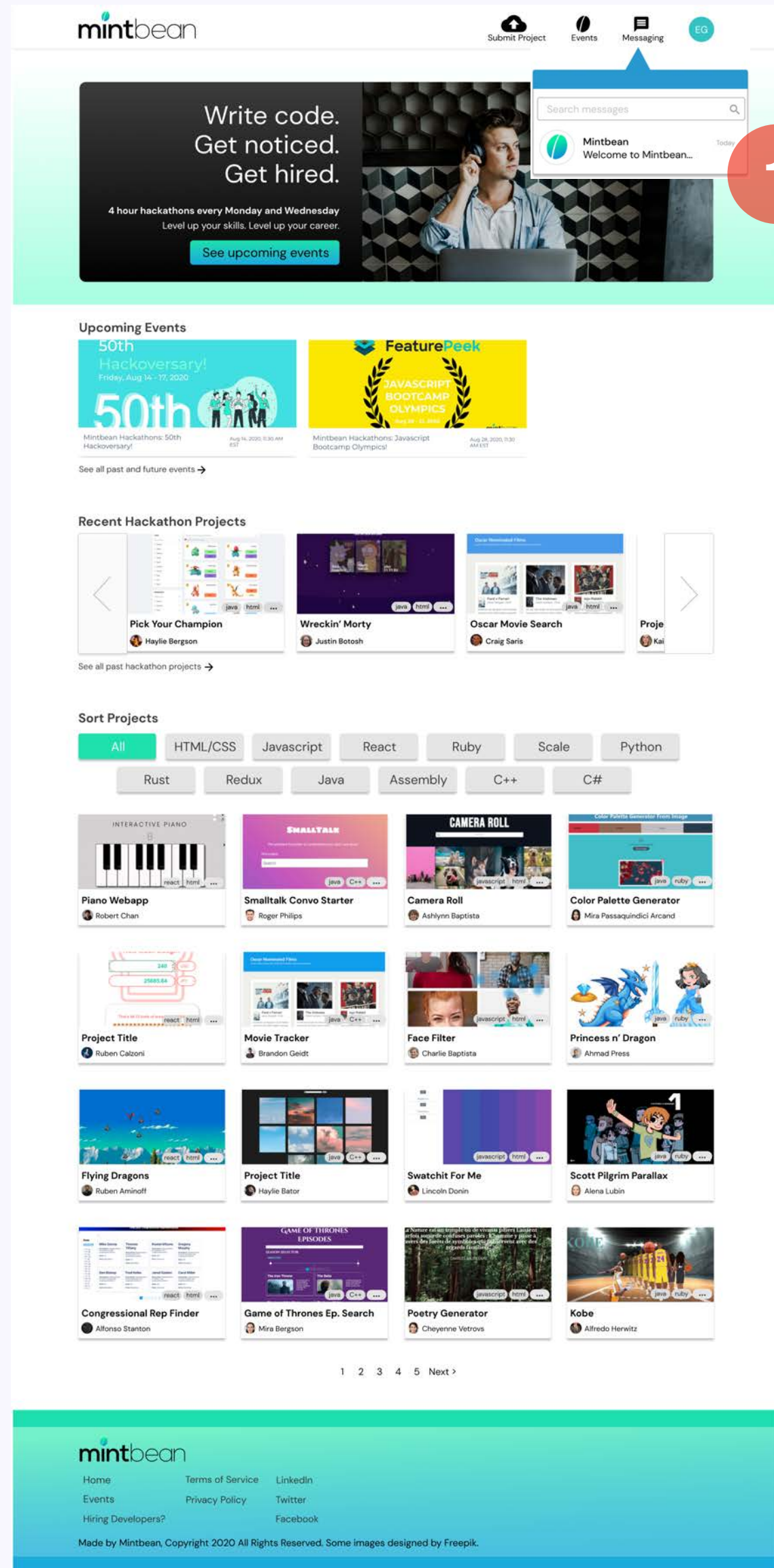


Profile Page

SCENARIO: A hiring manager is interested in interviewing a developer and clicks on the developer's profile page. After scanning the profile they click "Save" to refer back to later.

ANNOTATIONS:

- 1 Both developers and hiring managers can view profile pages. The difference is that hiring managers can save a profile. If saved, the profile added to the Saved page.
- 2 A developer's photo, name, location, bio, and experience will be shared on the profile page per feedback from hiring managers. Research showed hiring managers wanted to learn more about the developer's personality.
- 3 Buttons to the user's message system, Github, LinkedIn, Twitter, and personal website are shared, as they are preferred social media links of hiring managers.
- 4 Tool kits were expressed as very needed information about a developer so this section is moved closer to the top.
- 5 Top 3 featured projects are shown on the Profile page, but when "View all" is click all projects will show.
- 6 An activity feed is added to the profile page to show engagement on the platform. Hiring managers commonly asked for a way to

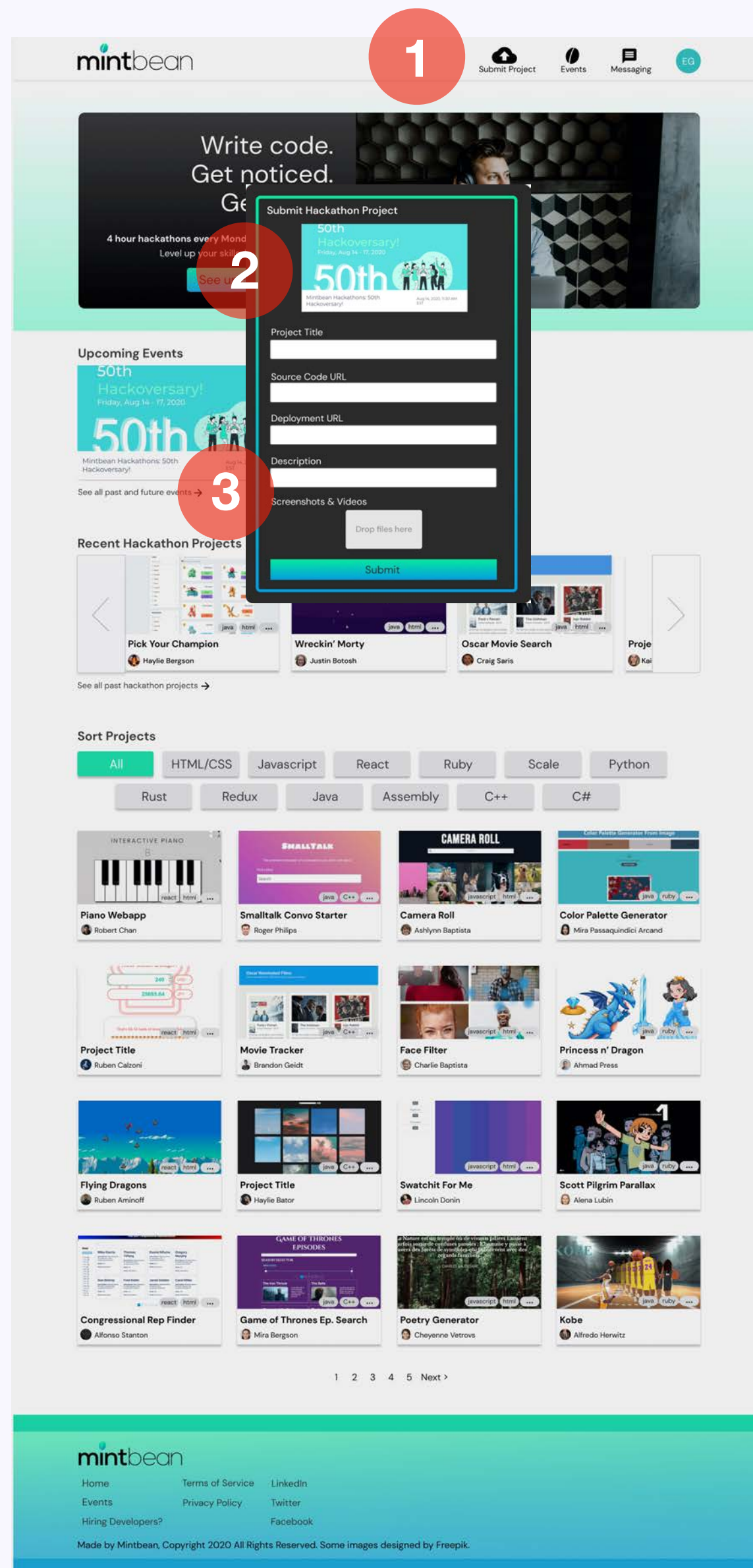


Messaging

SCENARIO: A user wants to message another user about how they enjoy their work. They click the Messaging icon in the header to open up the Messaging system.

ANNOTATIONS:

1 Messaging opens up in a small overlay from the Messaging icon in the header. It allows users to connect with other developers. It also allows users to receive messages from hiring managers and recruiters.

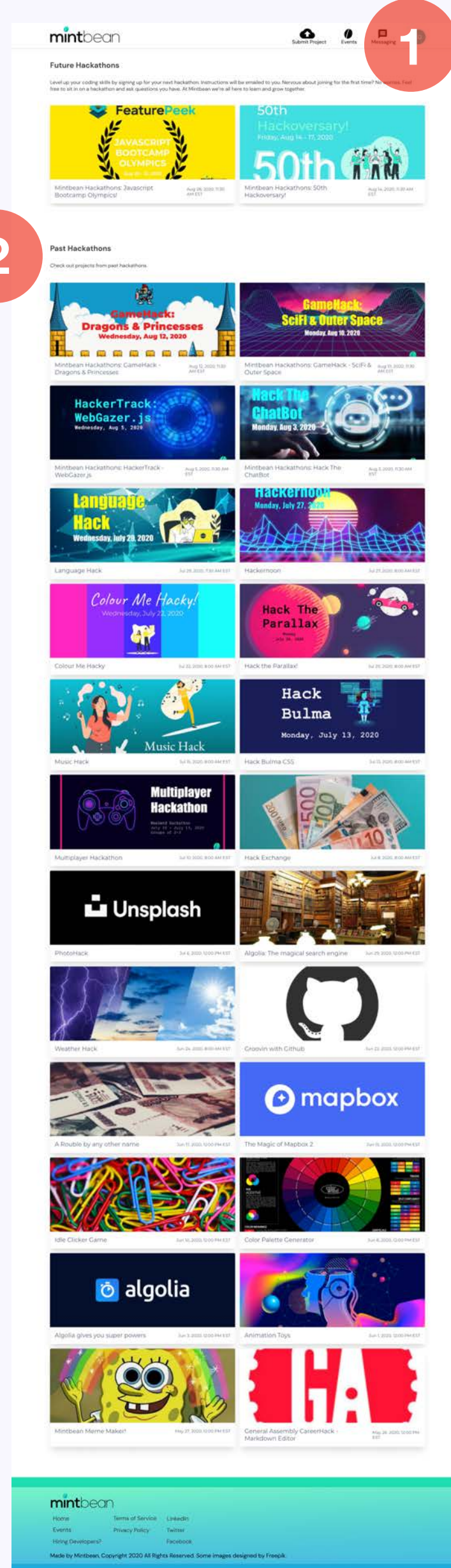


Submit Project

SCENARIO: A user attends a 4-hour Mintbean hackathon and completes a project. They go to the Mintbean site and clicks “Submit Project” icon in the header. An overlay pops up with information to fill out. They click “Submit” and their project is submitted to the hackathon and the project will also be uploaded to their profile page.

ANNOTATIONS:

- 1 From our research users liked have commonly used tasks at the top, with a submission button being one of them. The two most commonly used tasks were uploading projects and seeing events.
- 2 An image of the hackathon with the date is on the submission form to ensure users are submitting for the correct hackathon.
- 3 Users said they would like to see a description of what the project is on the project pages so a description section was added.



Events Page

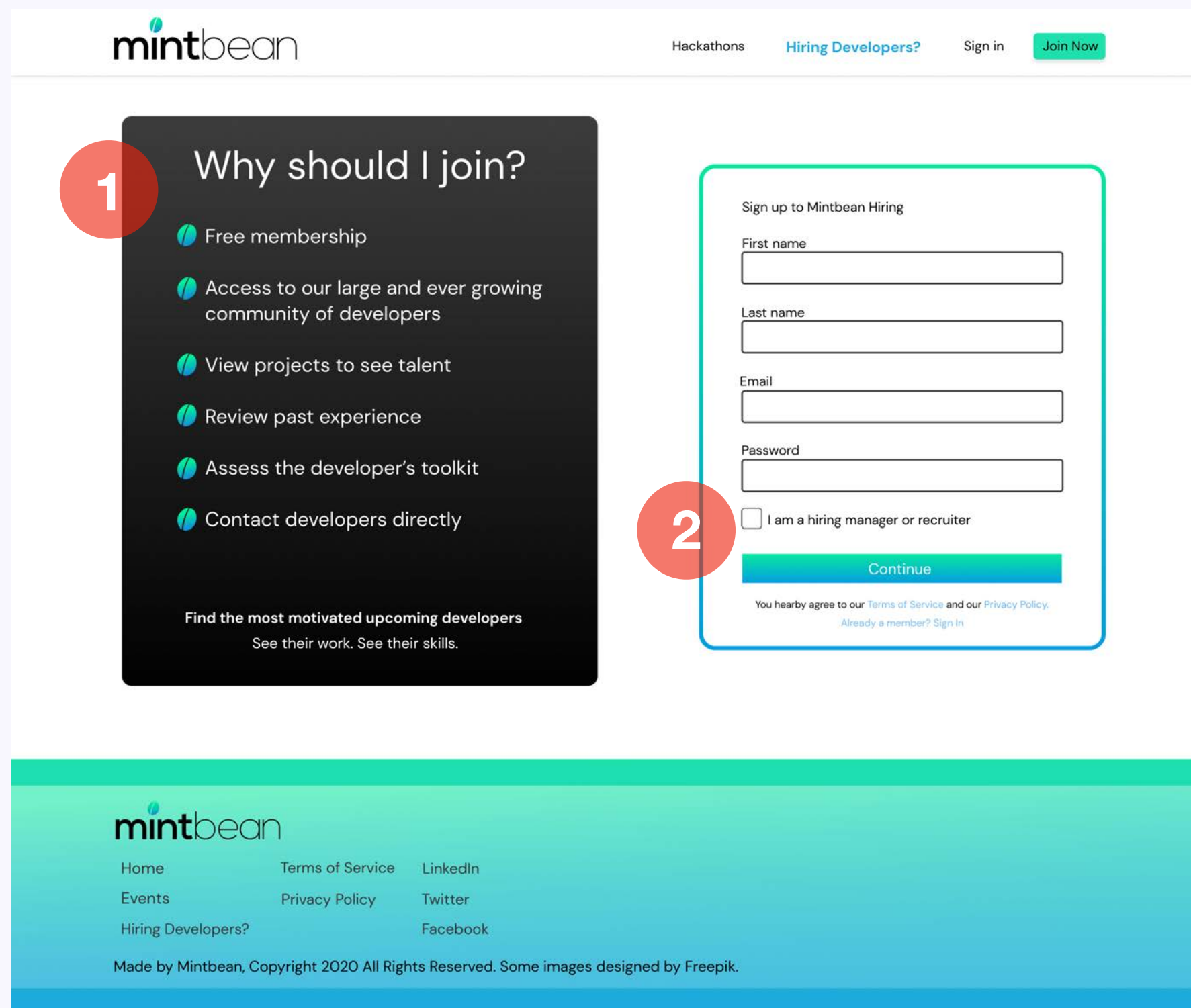
SCENARIO: A user wants to check when the next hackathon is so they can participate. They click the “Events” icon in the header, which takes them to the Events Page. They see the next date and click on it to sign up.

ANNOTATIONS:

- 1 Checking when events are is a very common task. The Events page is signified by a Mintbean icon with the words Events underneath it.
- 2 Having upcoming and past hackathons together can get confusing so it's sectioned off to help users navigate to either find new events or look at projects of old events.

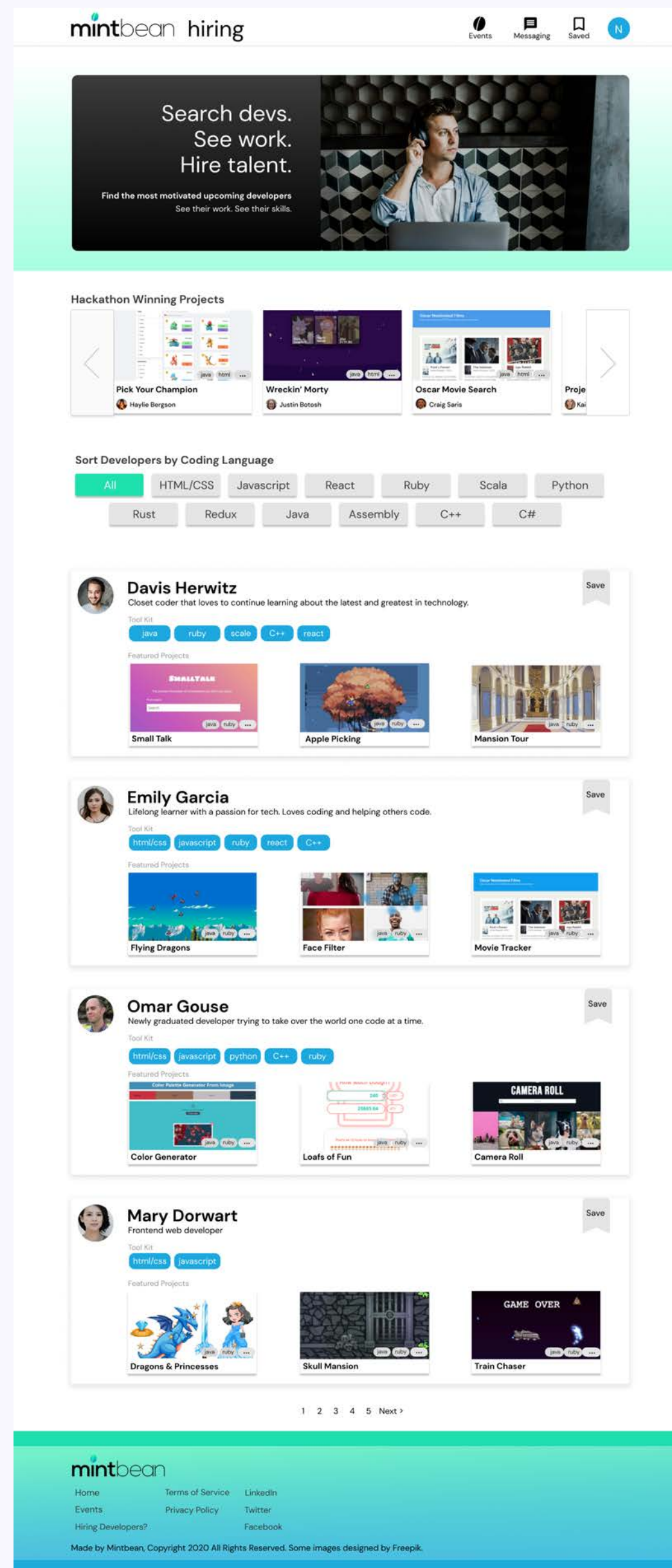
Hiring Manager Sign Up Page

SCENARIO: A hiring manager is contemplating about signing up for Mintbean. They land on the sign up page and read quick bullet points of why they should join. One of the benefits is that the site is free. They immediately sign up.



ANNOTATIONS:

- 1 Short bullet points of what makes Mintbean unique to hiring managers is clearly listed on their sign up to show the benefits of joining Mintbean.
- 2 A checkbox is placed in the sign up page for hiring managers to confirm that they are a hiring manager or recruiter.



Homepage (Hiring Manager View)

SCENARIO: A hiring manager signs into Mintbean to find a candidate for an open position. They click on the filter options according to the languages and tools the candidate must have. They can then explore the projects within each individual developer. If there's a candidate they want to learn more about they can click on the user's name to go to their profile page. They also have the ability to "Save" profiles to view later.

ANNOTATIONS:

- 1 A "Saved" icon is listed at the top of the Hiring Manager's view, which leads to all the candidates they've viewed and are interested in contacting about job openings.
- 2 A "Save" icon is listed on every developer feature card. If clicked, it turns blue and the words change to "Saved". The user will then be saved in the "Saved" pages.
- 3 A photo, name, and description of the developer will be on the developer feature cards to show hiring managers more personality from the developers. This is part of insight hiring managers commonly wanted to see more of from candidates.
- 4 Project cards have pills of a few languages used in projects. They also open up in project overlays with project information including descriptions, and tool kits.
- 5 Hiring managers can sort developers by coding languages they know.
- 6 Developer feature cards also have pills of what's in a developer's tool kit.
- 7 Page numbers are used because hiring managers like to know what pages they're on so they can gauge which users they've seen and not seen.

Saved Page (Hiring Manager View)

SCENARIO: A hiring manager has saved several developer feature cards. Now they can start sorting which developers they want to contact over others. Once that is figured out, they can message the developers about interviewing for a job opening.

ANNOTATIONS:

- 1 Hiring managers can assign users as being Yes, No, Maybe, or Unassigned when sorting through candidates for a job opening.
- 2 To assign a status, users just need to select the dropdown menu.
- 3 The developer feature cards in the Saved pages is compact and simplified. It shows the developer, their bio, and their tool kit.
- 4 Messages will be sent through Mintbean's messaging system, as well as emailed to the intended user's email.

The screenshot displays the 'mintbean hiring' interface. At the top, there are navigation icons for Events, Messaging, Saved, and a notification bell. Below this is the 'Saved Profiles' section. A 'Sort by' dropdown menu is highlighted with a red circle '1', showing options: All (selected), Yes, No, Maybe, and Unassigned. To the left of the profile cards, a separate dropdown menu is shown with a red circle '2', listing 'Unassigned', 'Yes', 'No', and 'Maybe'. The profile cards themselves are highlighted with a red circle '3'. Each card includes a status dropdown, a profile picture, the developer's name and bio, a 'Message' button, and a 'Tool Kit' section with technology tags. The first card is for Emily Garcia (Unassigned), the second for Davis Philips (Maybe), and the third for Brandon George (Yes). A red circle '4' points to the 'Message' button on the third card. The footer contains the Mintbean logo, navigation links (Home, Events, Hiring Developers?, Terms of Service, Privacy Policy, LinkedIn, Twitter, Facebook), and a copyright notice: 'Made by Mintbean, Copyright 2020 All Rights Reserved. Some images designed by Freepik.'