

Mix

Value Proposition: Discover new and exciting activities while meeting interesting people.

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Development, Documentation

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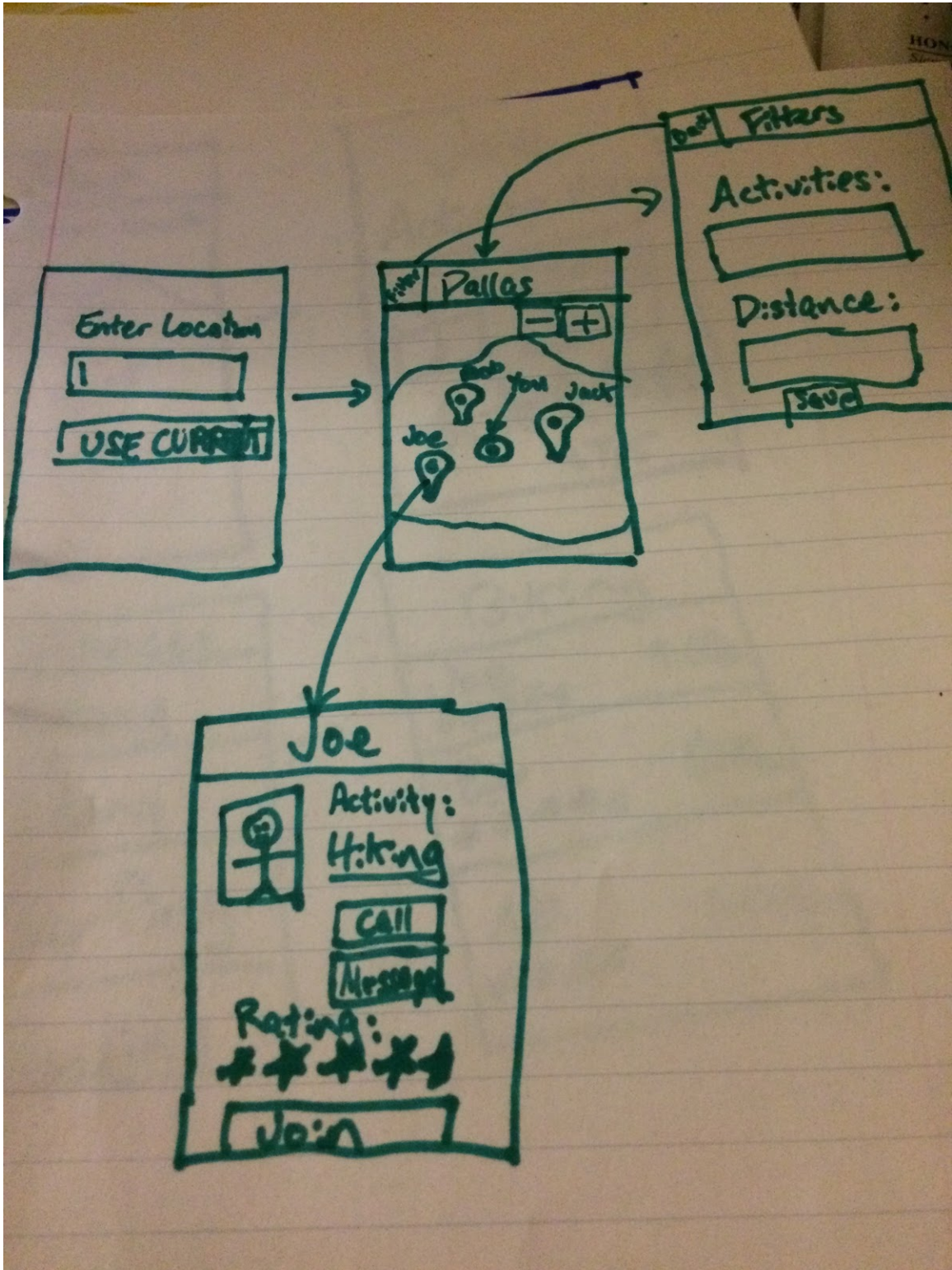
Product Management, Visual

Problem and solution overview

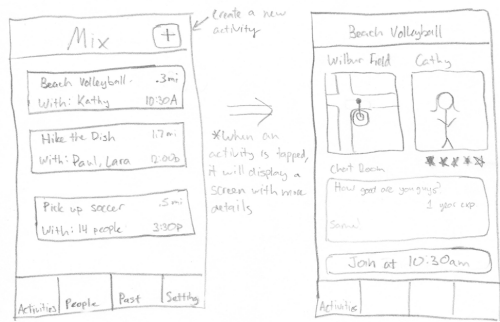
One of the biggest problems we want to solve for is helping people meet others. While it sounds like a simple task, a lot of us are reluctant to meet new people outside of the classroom, sports team, or club group. We noticed that you cannot put strangers together in a room and expect them to become friends - they need a common thread. Our solution plays heavily on this by providing a posting forum where participants can tell their community about an activity they are doing which acts as the common thread. If a user is interested in said activity, they can join the original poster in the activity. Not only does this help connect people, but it also helps them discover new activities.

UI Sketches of 2 different UI ideas

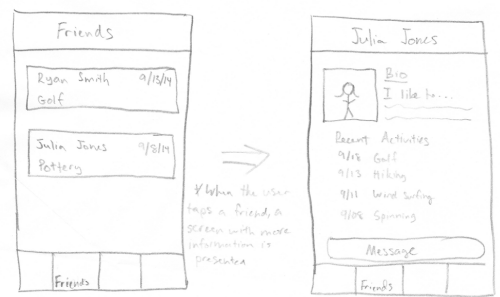
William's Design - Uber influenced



Kirby's Design - Tab bar centric

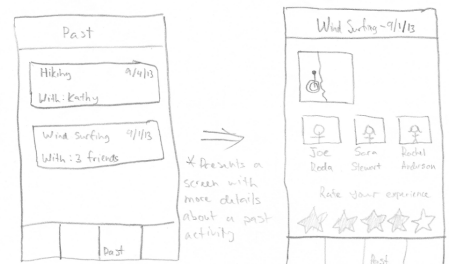


*Main screen that shows all up coming activities



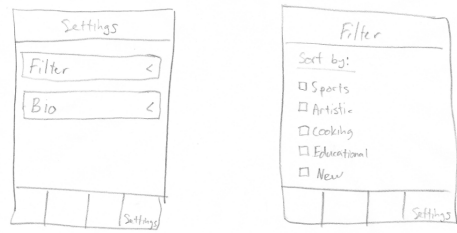
*Shows all the friends you have made from the activities you have done

Shows a friend's recent activities as well as the opportunity to message the friend



*Shows all the recent activities the user has done

Shows the activity's location, participants, and an opportunity to rate the event



Selected Interface Design

The two designs we considered were the traditional tab bar centric design and the Uber-style design. While both had their pros and cons, we decided that the traditional tab bar centric design was the better of the two. We liked this design because it solved our three tasks better. For example, our first task is to find an activity. Both designs offer a filter function (sort by sport, artistic, cooking, etc) for activities, but the tab bar design offers better exploration of available activities. All activities are presented in a table view that easily allows the user to scroll to find activities, while the Uber design only displays an activity's location. It does not contain an aggregated list of activities, which hinders our goal of activity discovery.

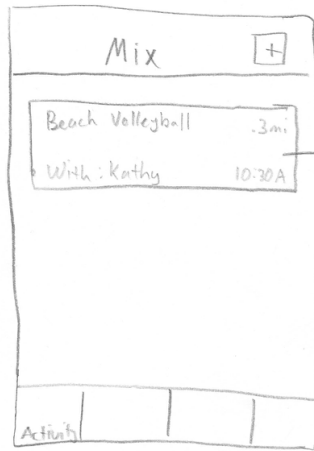
We also liked the tab bar centric design more because it allows users to connect in more ways. Before users commit to an activity, they can chat with the original poster of the activity to make sure they are compatible (i.e. experience level of activity, basic personality check). Also, this design allows users to stay in touch once the activity is over - they can message each other and schedule another activity. We liked this because it promotes friendship among users, not just a one time interaction.

Functionality table

- quickly post a new activity
- easily view all available activities
- look at participants bio's to make sure you are comfortable doing an activity with this person
- each activity has its own chat room so prospective participants can converse about experience level of said activity or chat to get to know the other participants
- look at all the friends the user has done activities with to stay connected with
- apply a search filter on activities (i.e. sports only)
- rate/review participants to verify user's reputation (i.e. prevent participants doing activities with creepy users)

UI Storyboards of 3 tasks for the best UI design

Task 1: Finding an activity

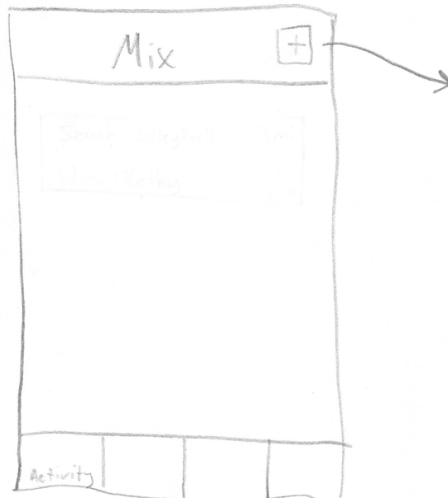


* This is the main screen that shows all the activities that have been posted. Any user is allowed to join any posted activity.

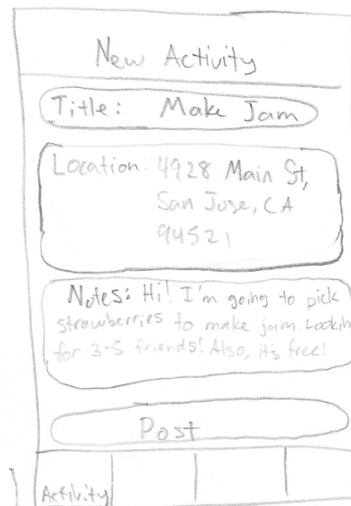


* This screen shows more information about the activity. It gives the prospective participant a chance to look at the poster's (Kathy) bio and allows the two to converse to make sure they are compatible partners.

Task 2: Finding new friends

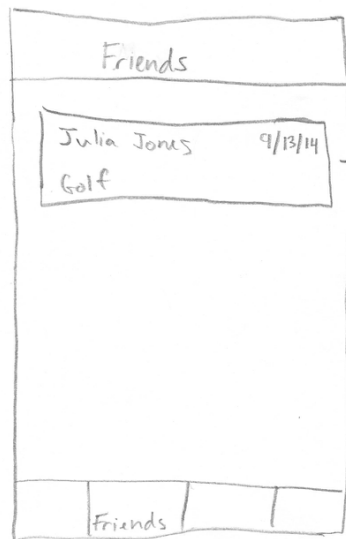


* To find new friends, the user can post about an activity they want to do.



* The user can add a note to the activity to give more information to prospective participants.

Task 3: Keeping in touch with friends



* Shows all the friends you have done activities with



* Shows more detail about the person selected. Gives users a chance to message each other and stay in touch, like friends do.

Video Planning Storyboards

Task 1: Find new activity



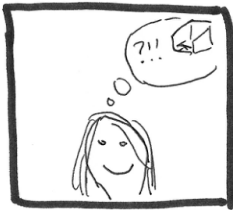
- Bam . waking up,
- "Ah, what is my plan for today?" [voice over]



- pull out phone and scroll through ical.
- "oh, I'm free at 5! I should try do something fun then!" [voice over]



- "I'm going to scroll through mix to see if anything fun is happening @ 5!"



- "Ah squash! haven't done this in a while!"
- Type on phone to join.



- presses "join!" button
- Super excited to do the activity!

Location

- in room, w/ phone

Task #2: Find new friends.



- Shots of being/looking Bored in room.
- playing w/ racket.
- looking at watch
- "wow, I really feel like playing squash!" [voiceover]



- Show him texting
→ in the corner of the screen the text can show.
→ show him getting rejected, and looking disappointed.

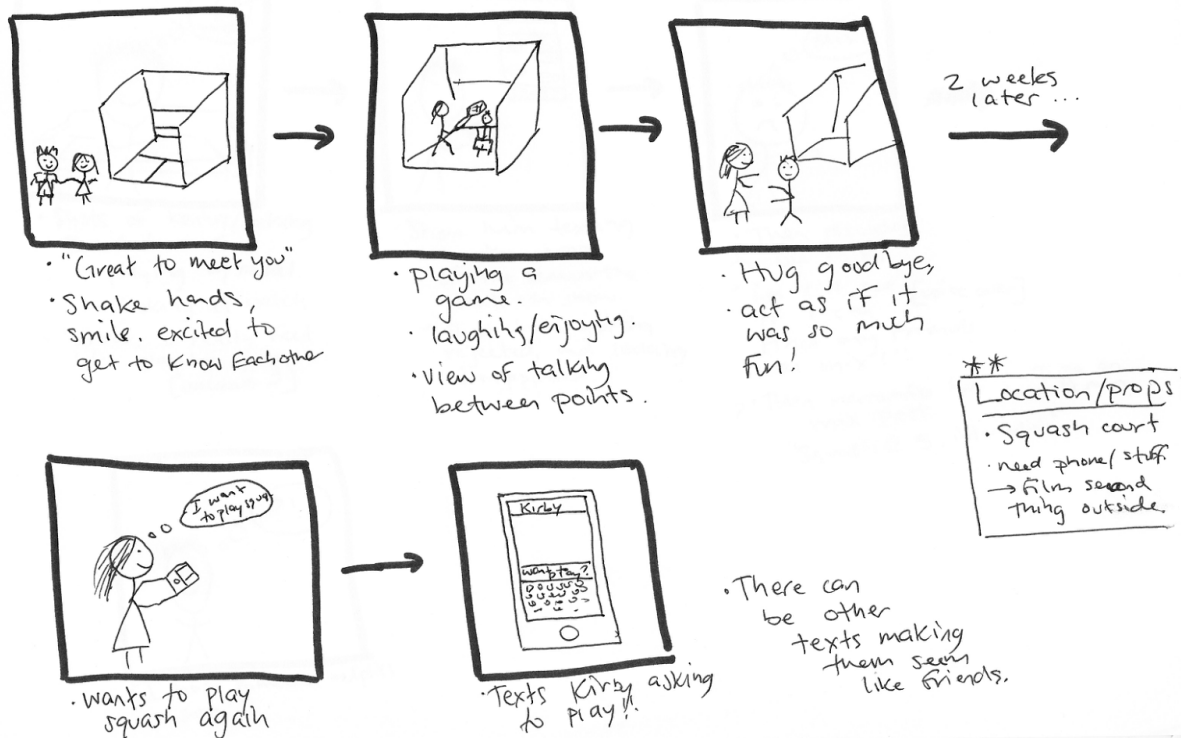


- Then decides to use mix.
- "hm i'll see [voice over] if i can find any friends on mix!"
- ? Then narrates his mix post... ← Type on screen
"Squash @ 5, Intermediate"



"I hope someone replies soon!"

Task 3: Keeping in touch w/ friends.



Concept Video Description

1. What was difficult?

The hardest part about the assignment this week was deciding how we were going to demonstrate to the audience a specific use case for our product without confusing them with extraneous bits of information. We debated a long time whether or not to do monologues for each character or a narrator. We were worried that the audience would perceive our app as a dating app (1 male and 1 female character) so we spent a long time sketching each scene to prevent this notion.

2. What worked well?

The two best decisions we made in our video were narrating the story and adding music to the background. We liked the narrator because it was easier to tell a story from both perspectives shown in our video. When we first added the music to the background, that's when we really got excited about

our video. We had a few scenes drag on for a tad too long, so the music definitely helped with that.

3. How long did it take for each phase of design prep, shooting, editing?
Design prep took about an hour, shooting took two hours, and editing took five hours.

Video: <http://youtu.be/hiazWFTAwdI>