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(RE)DISCOVERING EFFICIENTLY



OVERVIEW

- Overall problem and solution
- Contextual Inquiry
 - Participants
 - Our thoughts on what this means
- Task Analysis
- Representative Tasks
- Application Ideas
- Sketches

OVERALL PROBLEM AND SOLUTION

our hectic lives mean we can't focus on discovering "experiences" as efficiently and socially as we'd like because we don't record and organize well. but we can change that...

	Arbor Day Tree Planting Ceremony With Dr. Mote	Environmental Sustainability Career Fair 10 am - 2 pm	EESG Lecture- Shade Grown Coffee	Potor
		Beyond the Latte - The Ripple Effect of Your Cup of Coffee	Earth Month Celebration Concert	
	14	15	16	17
Forum - Role of Econ. & Envl Religion		Division of Student Affairs Day of Service		
ing the Wooded Hilllock	Environmental Injustice In Our Backyard?	Lunch & Learn on Civic Engagement	EESG Lecture- Bioenergy use in habitat restoration in Namibia	
		Pick Up America		
	21	22	23	24
udo's Market	GM VOLT on campus! Lecture and test drives Time: TBD	Engineering Sustainability Workshop Focus on Water	Tour of Knight Hall	Ear
Earth Day McKeldin Mall 10 am - 4 pm			Clean Energy Town Hall with Senator Ben Cardin	
Chesapeake Project Faculty Learning Community Gathering	28	29	30	
@Smith Speaker Barbara Krumsiek		Appalachia is Disappearing: A Panel on Mountain Top Removal Mining	EESG Lecture- China's Environment	
ert Group, Ltd			Rain Barrel Workshop	
		Solving Converging Global Crises		
March 2010		May 2010	Notes:	
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PARTICIPANT 1

STANFORD STUDENT, 20

WHY: loves exploring the bay area, undergraduate who lives off campus and therefore has very different sets of friend groups.

HOW: friend of a team member

WHERE: observed while he went over his process for discovering and keeping track of things he'd like to do



PARTICIPANT 2

RESEARCHER, 24

WHY: she tends to forget little / low priority things, particularly when swamped with work. wants to keep up with the interests of her friends

HOW: friend of a team member

WHERE: at a cafe, talked us through her process for keeping track of things she wants to remember



PARTICIPANT 1

RICE U STUDENT, 22

WHY: very interested in new technology and products, has attempted to expand hobbies but not managed to commit.

HOW: friend of a team member



CONTEXTUAL INQUIRY RESULTS

it is very easy to forget things we want to do, particularly
when under pressure

there is no centralized way of keeping track of things we
want to discover - we have to "discipline" ourselves

busy schedules mean that the entertainment available to
us are is out of circumstance - leaning toward
spontaneous discovery or the comfort of familiarity

great social potential of shared discovery and exploration

TASK ANALYSIS THE TASKS — **NOW**

HF likes to explore the Bay Area and all the entertainment it has to offer. He tries to keep track of places and things he'd like to explore, but hasn't found a way to efficiently integrate them into his busy schedule and instead relies on large chunks of free time. Even so, he often doesn't get around to doing the things he wants to do - either because he forgets, or because of circumstance.

efficiently record and organize things you want to explore and discover

interactive reminders to discover at the right time and place

discover and organize through your social network

TASK ANALYSIS WHERE TASKS ARE PERFORMED, AND THE DATA DISCONNECT



TASK ANALYSIS TOOLS, COMMUNICATION, LEARNING...

REMINDERS TO
DISCOVER

physical

virtual

social

when and how
often do we get
these reminders?

where do we get
these reminders
and what time
constraints are
there?

TASK ANALYSIS THE TASKS — **DESIRED**

HF likes to explore the Bay Area and all the entertainment it has to offer. He tries to keep track of places and things he'd like to explore, but hasn't found a way to efficiently integrate them into his busy schedule and instead relies on large chunks of free time. Even so, he often doesn't get around to doing the things he wants to do - either because he forgets, or because of circumstance.

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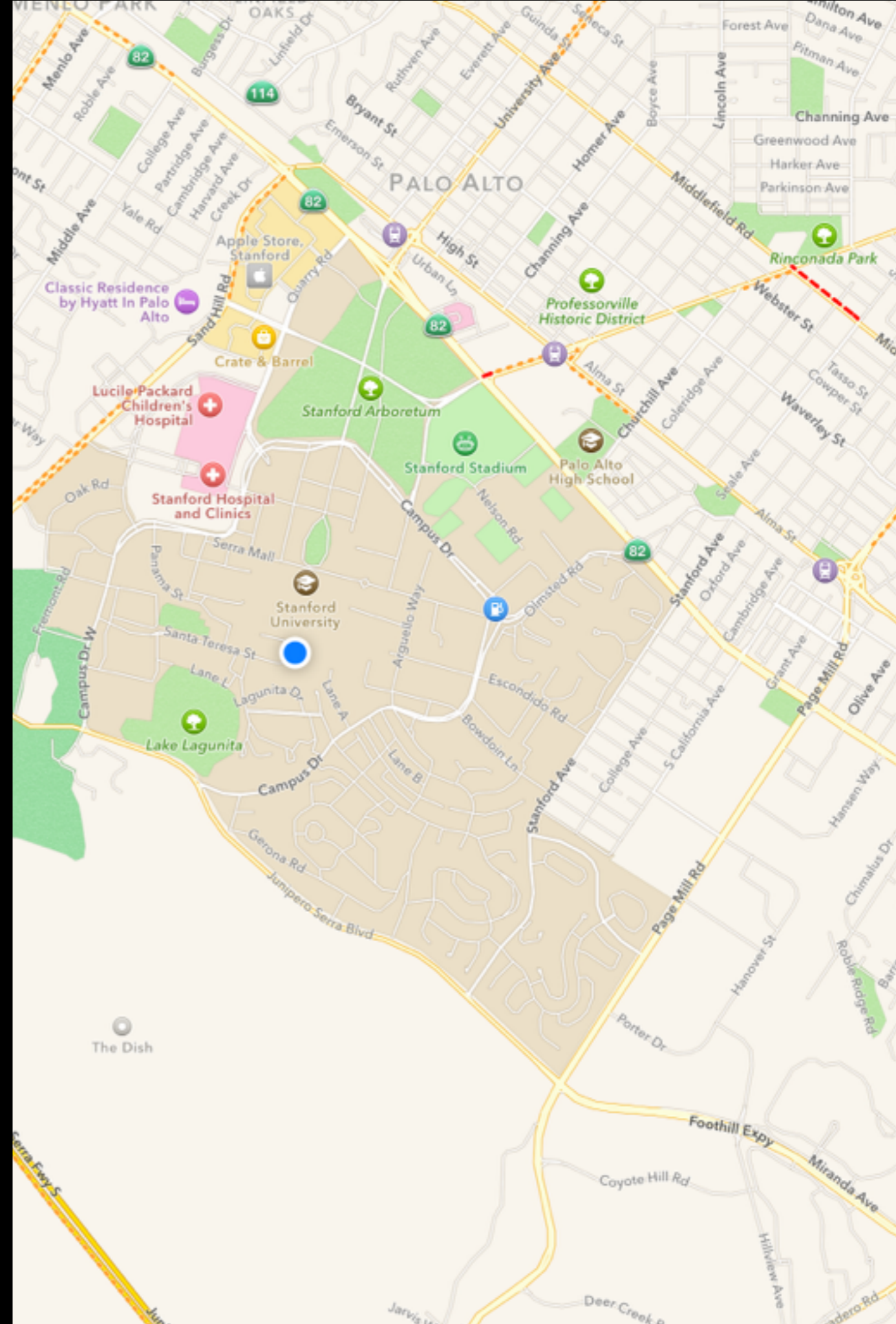
REPRESENTATIVE TASK 1

SIMPLE, HIGH FREQUENCY, HIGH IMPORTANCE

recording, organizing, and viewing discoveries

the user inputs what they would like to explore and discover into one centralized location

sort by time, location, type, social involvement, etc.

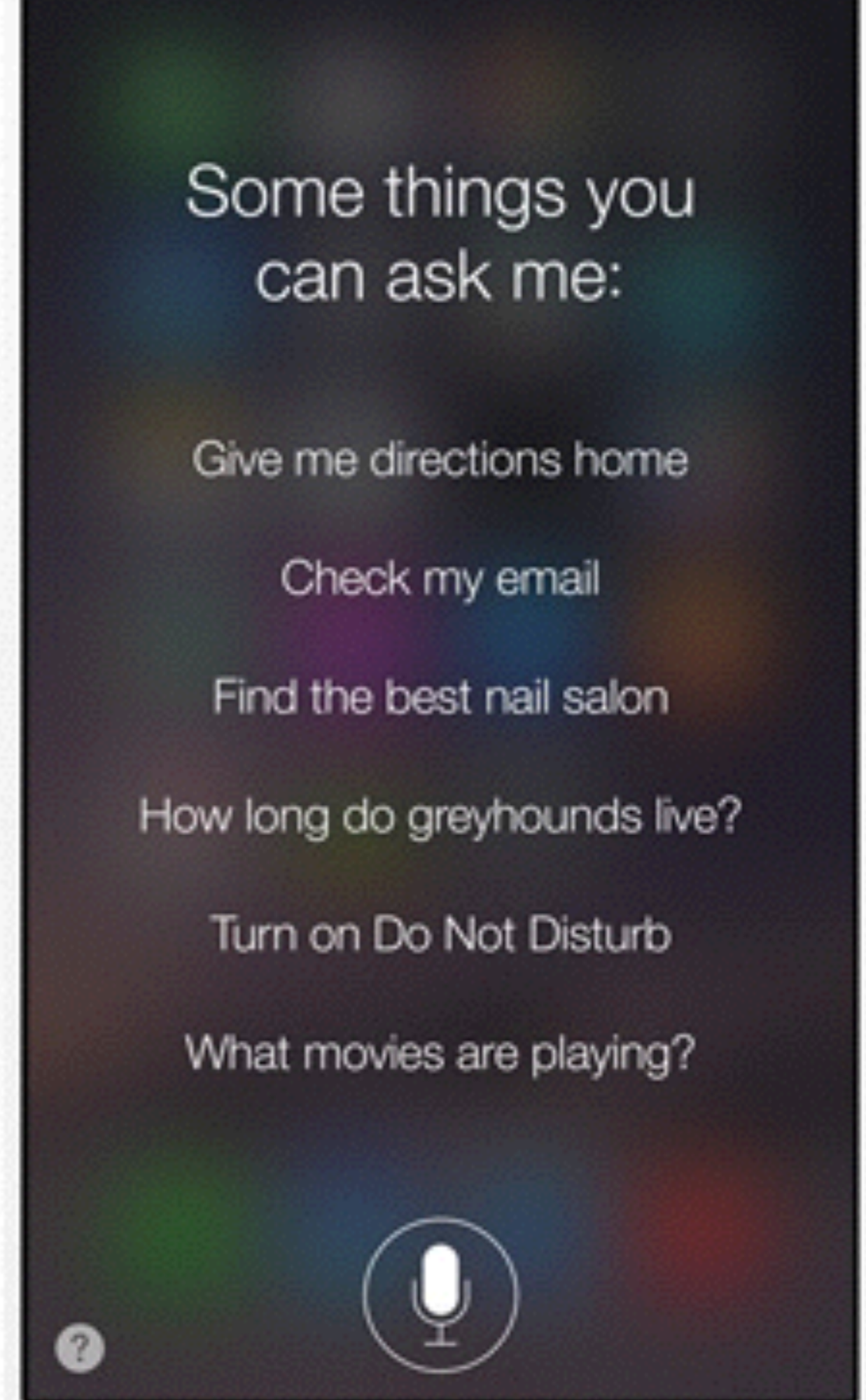


REPRESENTATIVE TASK 2

COMPLEX, MODERATE FREQUENCY, HIGH IMPORTANCE

interacting with automatic app recommendations

automatic recommendations based on your location, schedule, and your interaction with them. (dismiss? choose to do? ask for other recommendations?)



REPRESENTATIVE TASK 3

MODERATE, MODERATE FREQUENCY, MEDIUM IMPORTANCE

sharing recommendations with friends

recommend discoveries and have them recommended to you

automatic recommendations based on the availability of **all** people who want to explore something



APP IDEAS THE TASKS — **NOW**

simple recommendation organizer

put in things you want to do, and organize them by measures such as location and time

SIGNIFICANCE	FEASIBILITY	INTEREST
N	Y	N

APP IDEAS THE TASKS — NOW

**recommendation engine
based on data / time /
location**

taking into account the
things you want to do,
automatically get
information on price,
location, and schedules
to recommend when and
what to explore

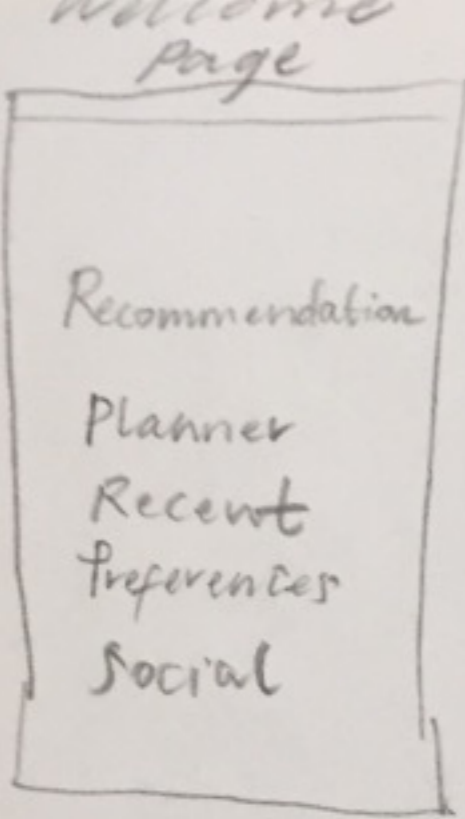
SIGNIFICANCE	FEASIBILITY	INTEREST
Y	Y	Y

APP IDEAS THE TASKS — **NOW**

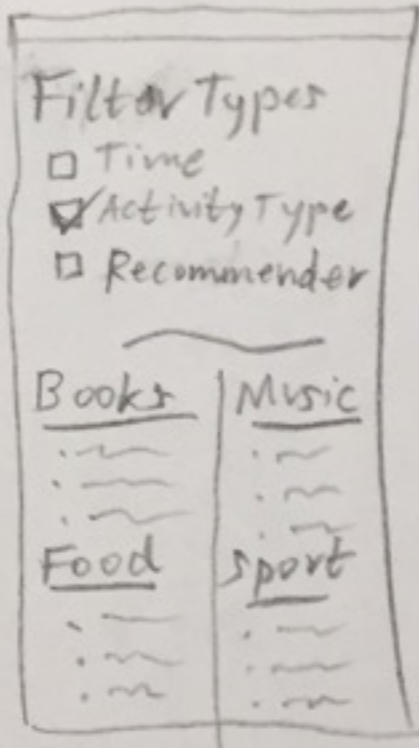
social recommendation hub

crowdsource popular recommendations and interact with your friends to find things to discover and explore. deep social theme - rankings, leaderboards, etc.

SIGNIFICANCE	FEASIBILITY	INTEREST
Y	N	Y

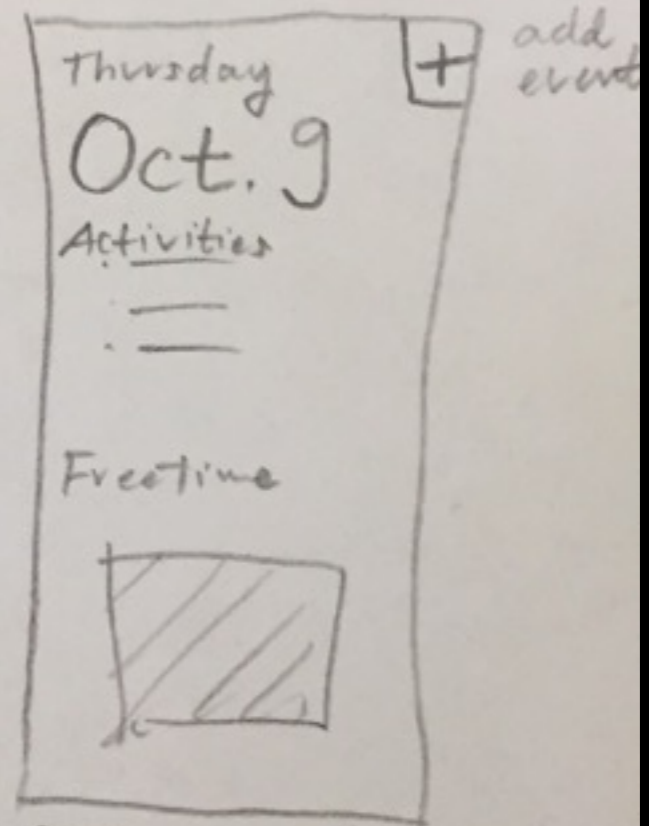


(1) Recommendation



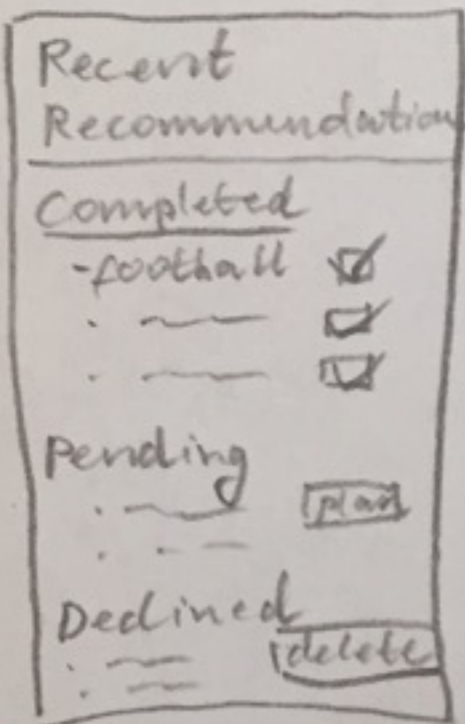
Data Organizer

(2) Planner



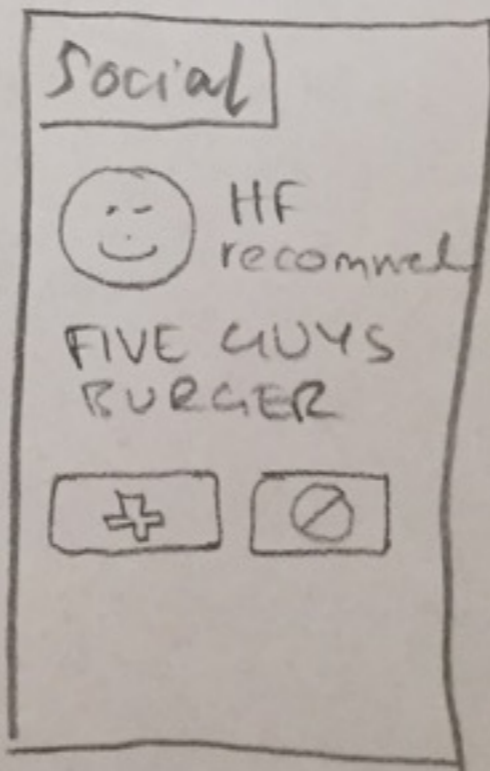
Recommendation
+
Calendar synthesis

(3) Recent

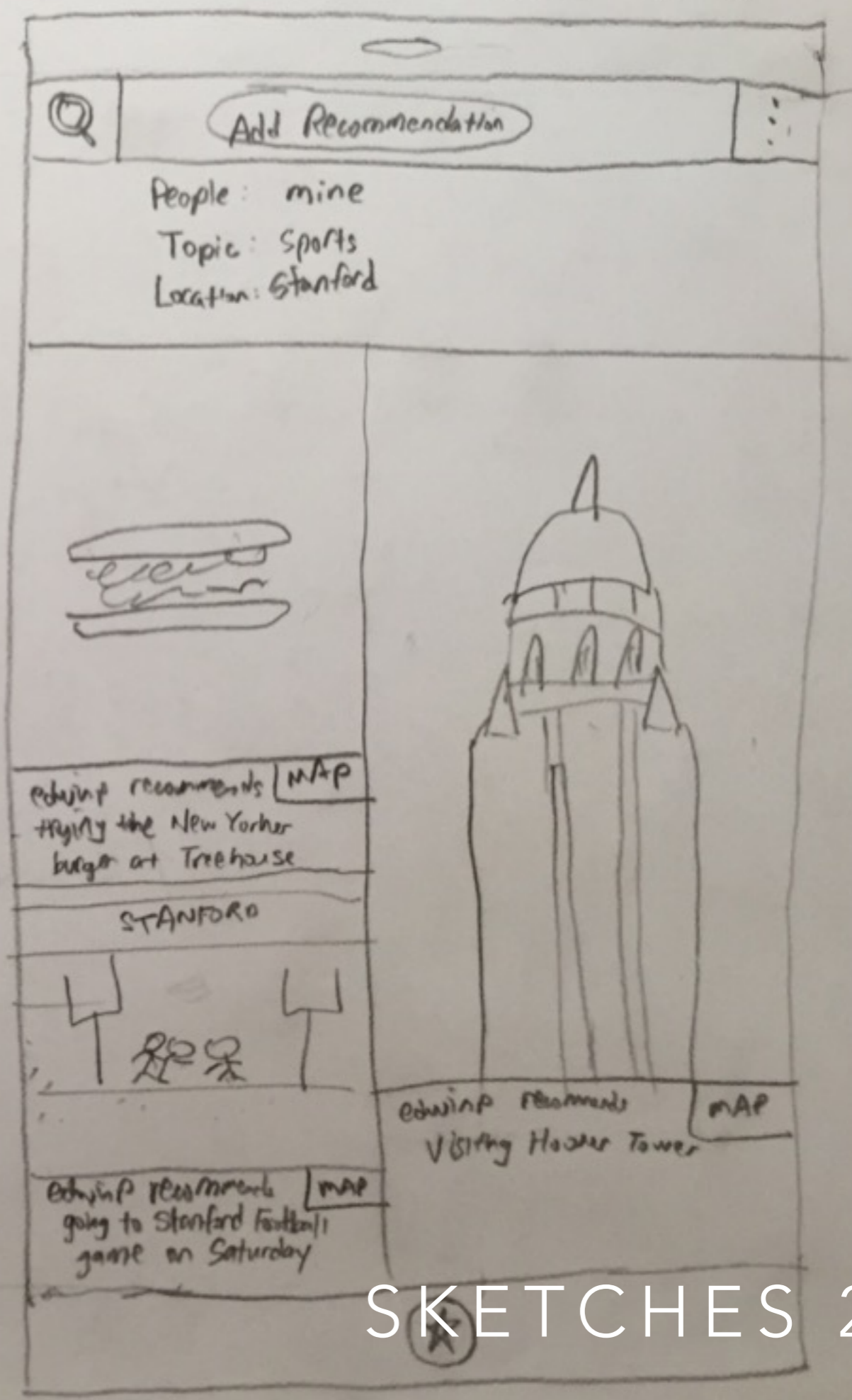
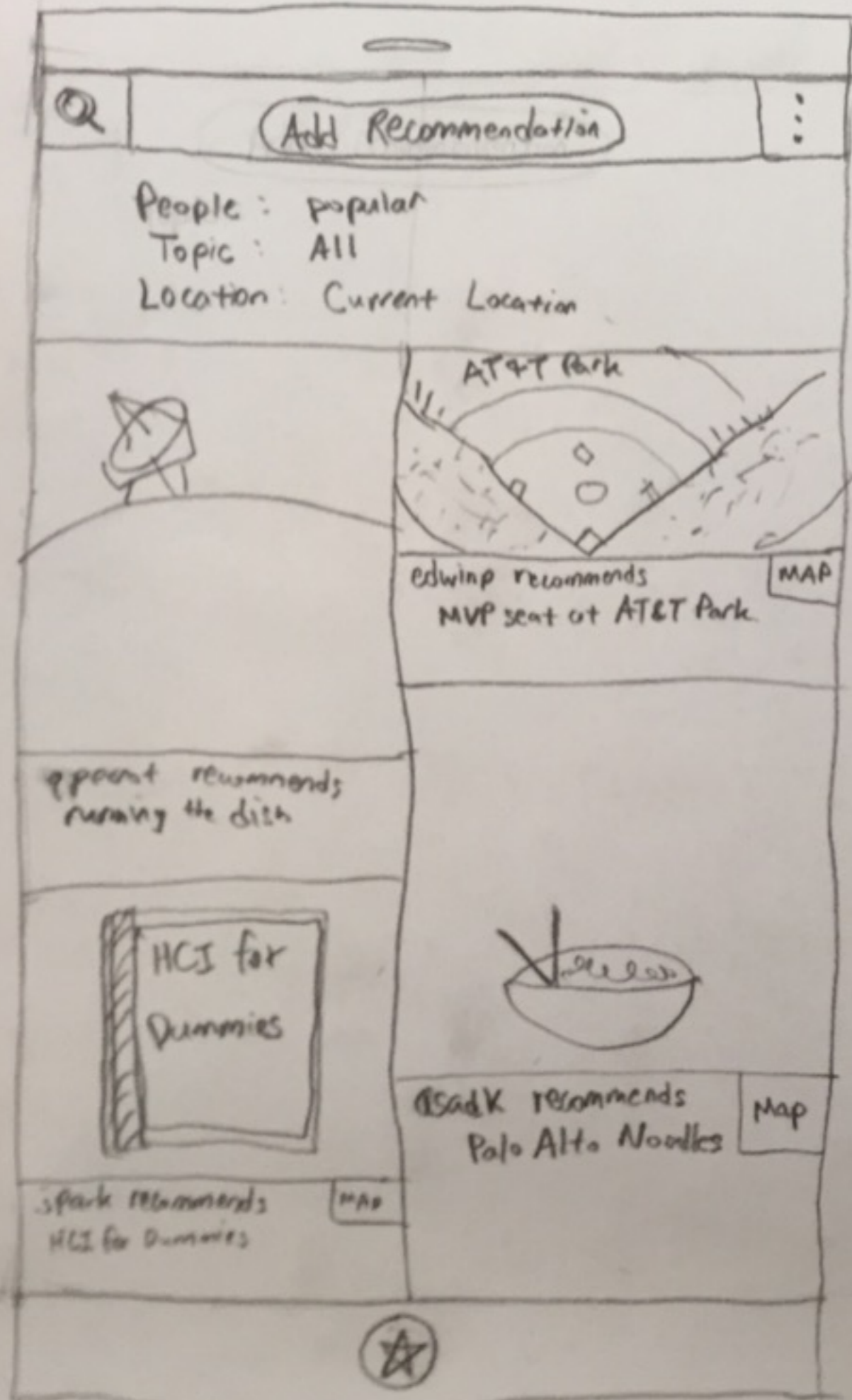


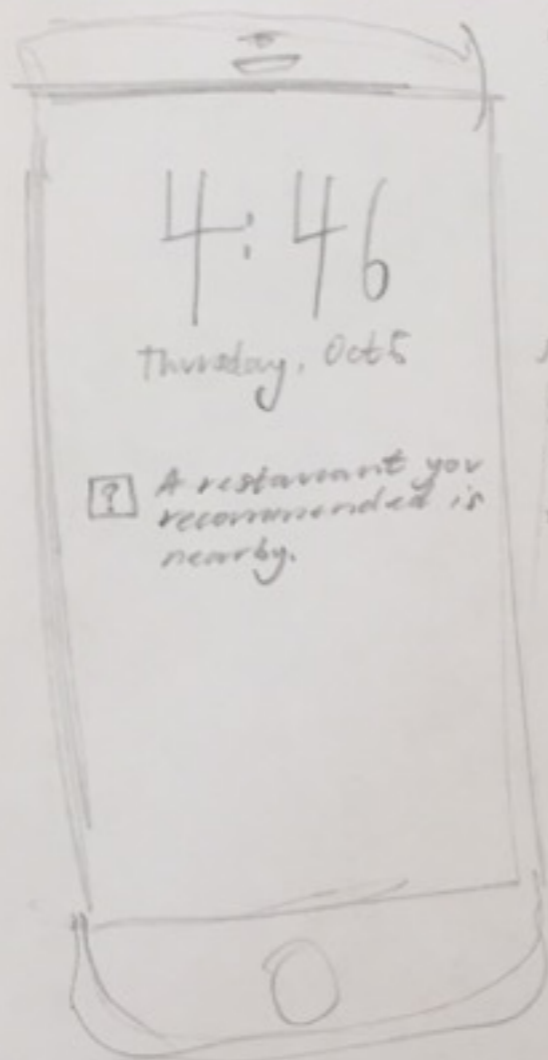
Manage your Recommendations

(4)



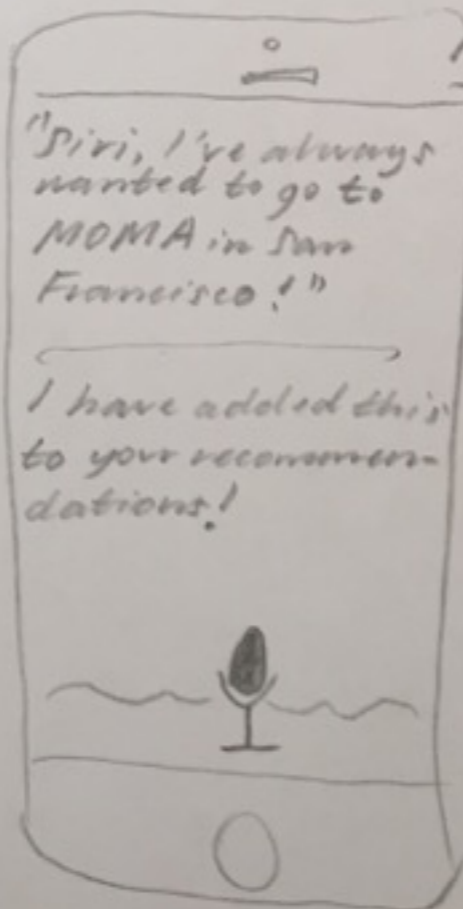
Asad Khaliq





OUTPUT

if you
swipe right
you are
redirected
to directions



INPUT

- speech based
- passive interface
- limited interaction



SUMMARY

efficiently organize your
aspirations to “discover”

we'll help you revisit at
the right time and place

involve your friends in an
interactive exploration