

QUENTIN PERROT, EDWIN PARK, JI PARK & ASAD KHALIQ

LOW-FI PROTOTYPING



OVERVIEW

From **mission statement** to **representative tasks** to **prototype** to **the good and the bad**.

MISSION STATEMENT

To be the **invisible facilitator** between people with packed schedules and all the **exciting experiences** that await you in the real-world. With us, you will start **awaiting for excitement** to come to you - and not the other way round.

	Arbor Day Tree Planting Ceremony With Dr. Mote	Environmental Sustainability Career Fair 10 am - 2 pm	EESG Lecture- Shade Grown Coffee	Poton									
		Beyond the Latte - The Ripple Effect of Your Cup of Coffee	Earth Month Celebration Concert										
	14	15	16	17									
Forum - Role of Econ. & Envtl 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			Clean Energy Town Hall with Senator Ben Cardin										
McKeldin Mall 10 am - 4 pm	Sustainability Film Festival												
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:									
M	T	W	Th	F	Sa	S	M	T	W	Th	F	Sa	
1	2	3	4	5	6							1	
8	9	10	11	12	13	2	3	4	5	6	7	8	
15	16	17	18	19	20	9	10	11	12	13	14	15	
22	23	24	25	26	27	16	17	18	19	20	21	22	
29	30	31				23	24	25	26	27	28	29	
						30	31						

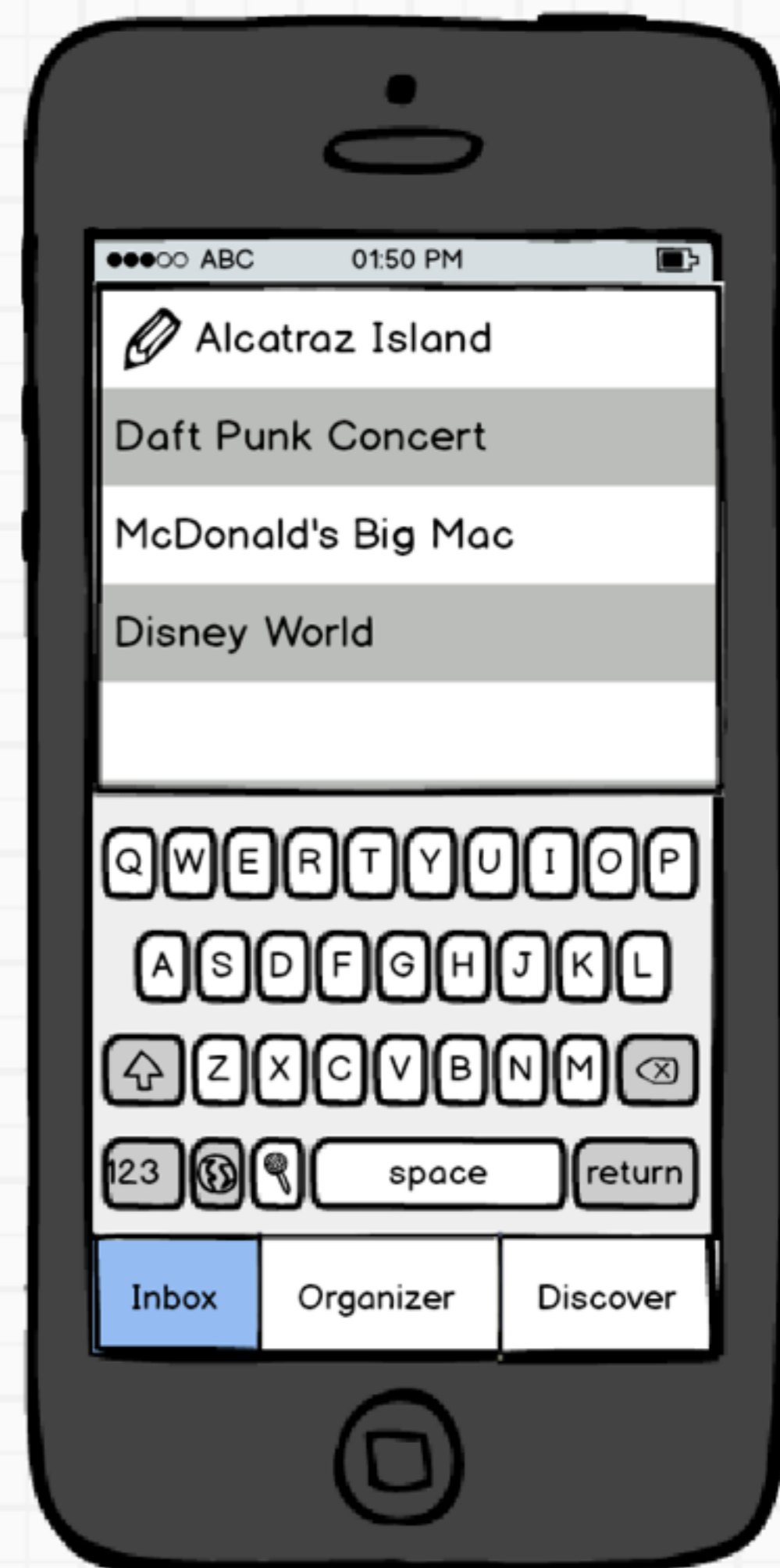


REPRESENTATIVE TASK 1

SIMPLE, HIGH FREQUENCY, HIGH IMPORTANCE

recording and detailing recommendations

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

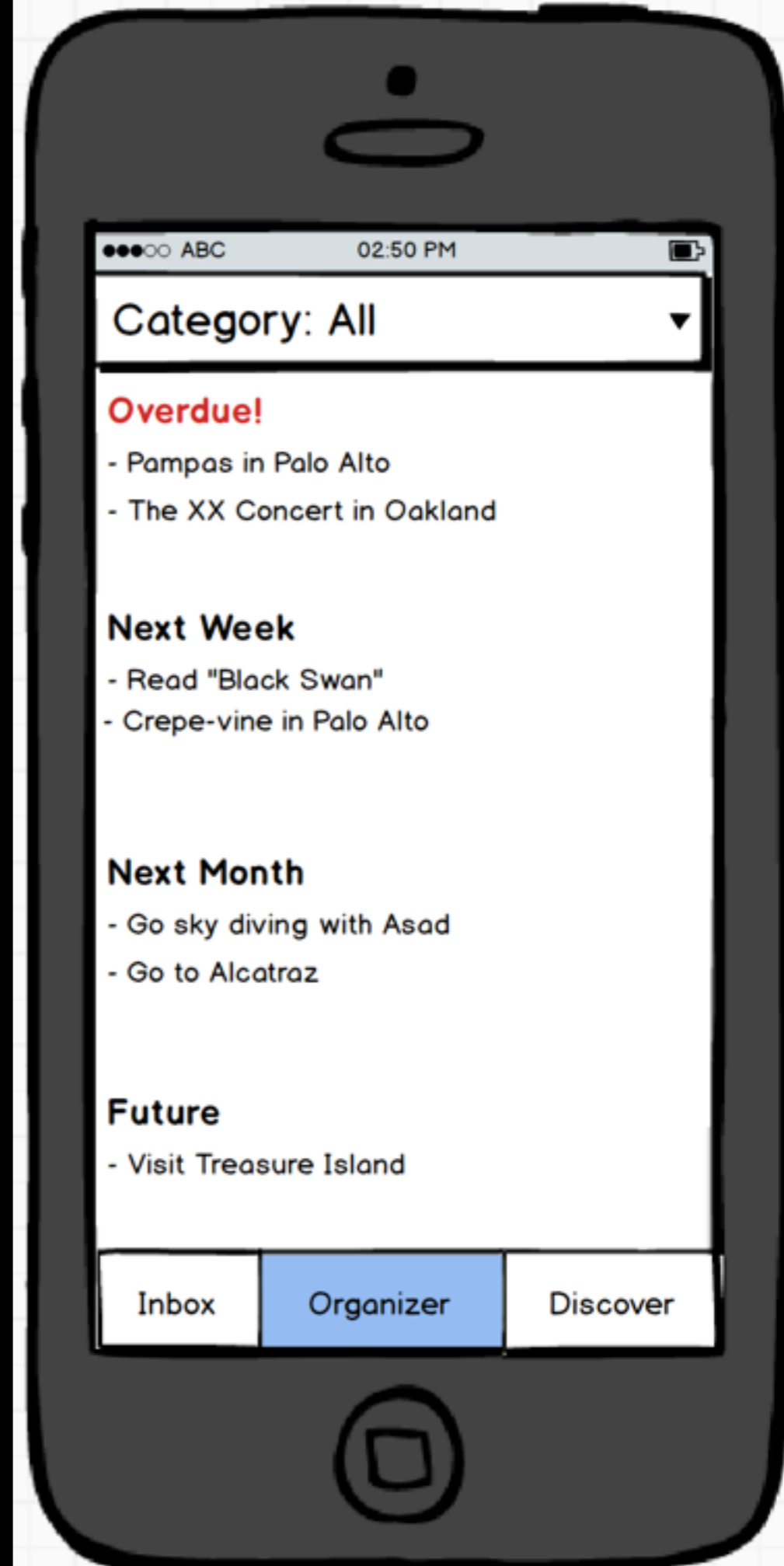


REPRESENTATIVE TASK 2

MODERATE, MODERATE FREQUENCY,
MEDIUM IMPORTANCE

organizing and viewing recommendations

easily view, edit and filter
recommendations. if you're
looking for something, find it.
if you find something, do it.



REPRESENTATIVE TASK 3

COMPLEX, MODERATE FREQUENCY, HIGH IMPORTANCE

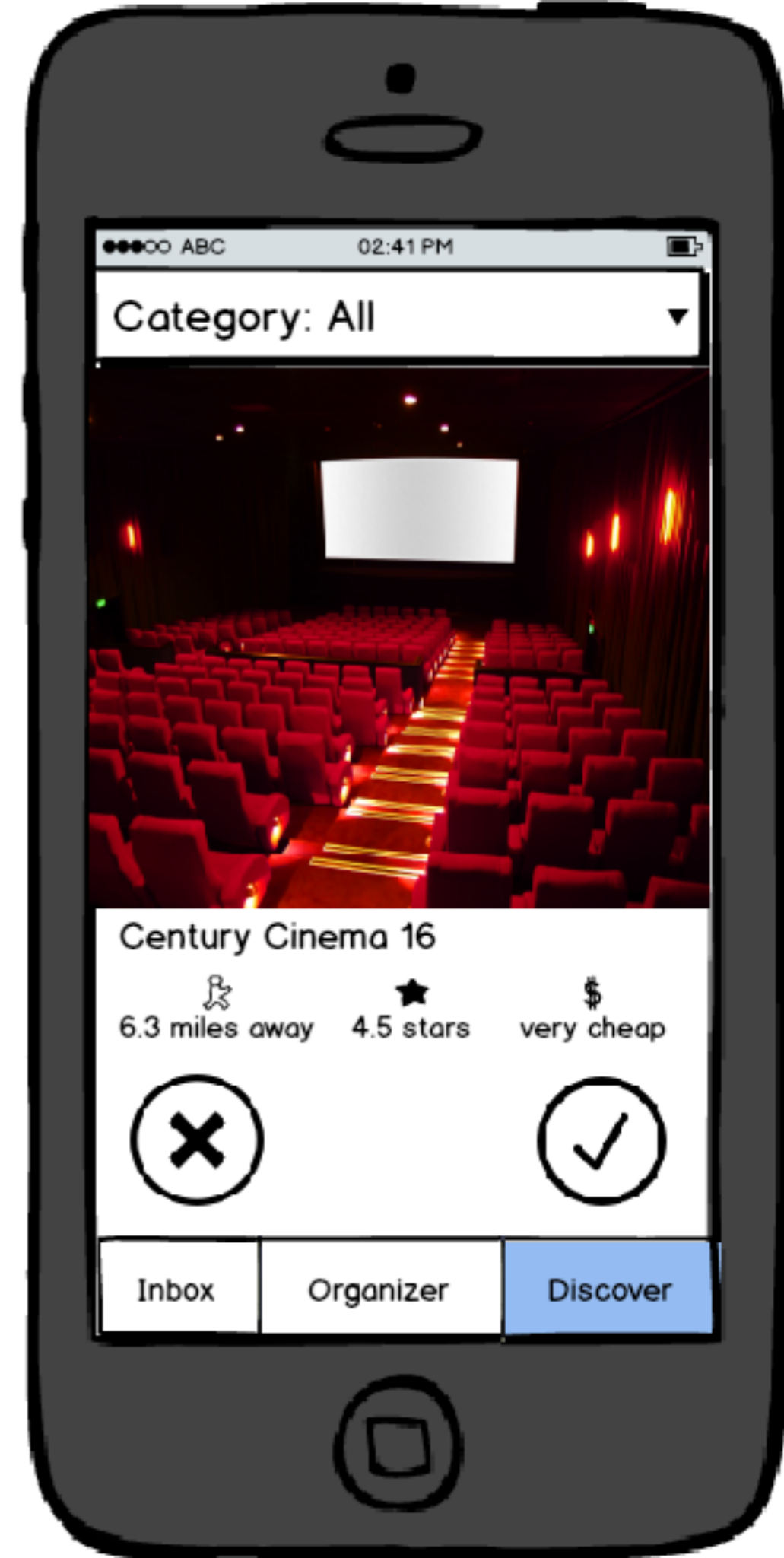
interacting with automatic app recommendations

automatic recommendations based on your location, schedule, and your interaction with them.

(1) get a notification

or

(2) just use our *Discover* tab



SCENARIO

Hear a something you wanna do? *Inbox.*



Have a little free time? *Organizer.*



Feel like doing something you've always wanted to do?

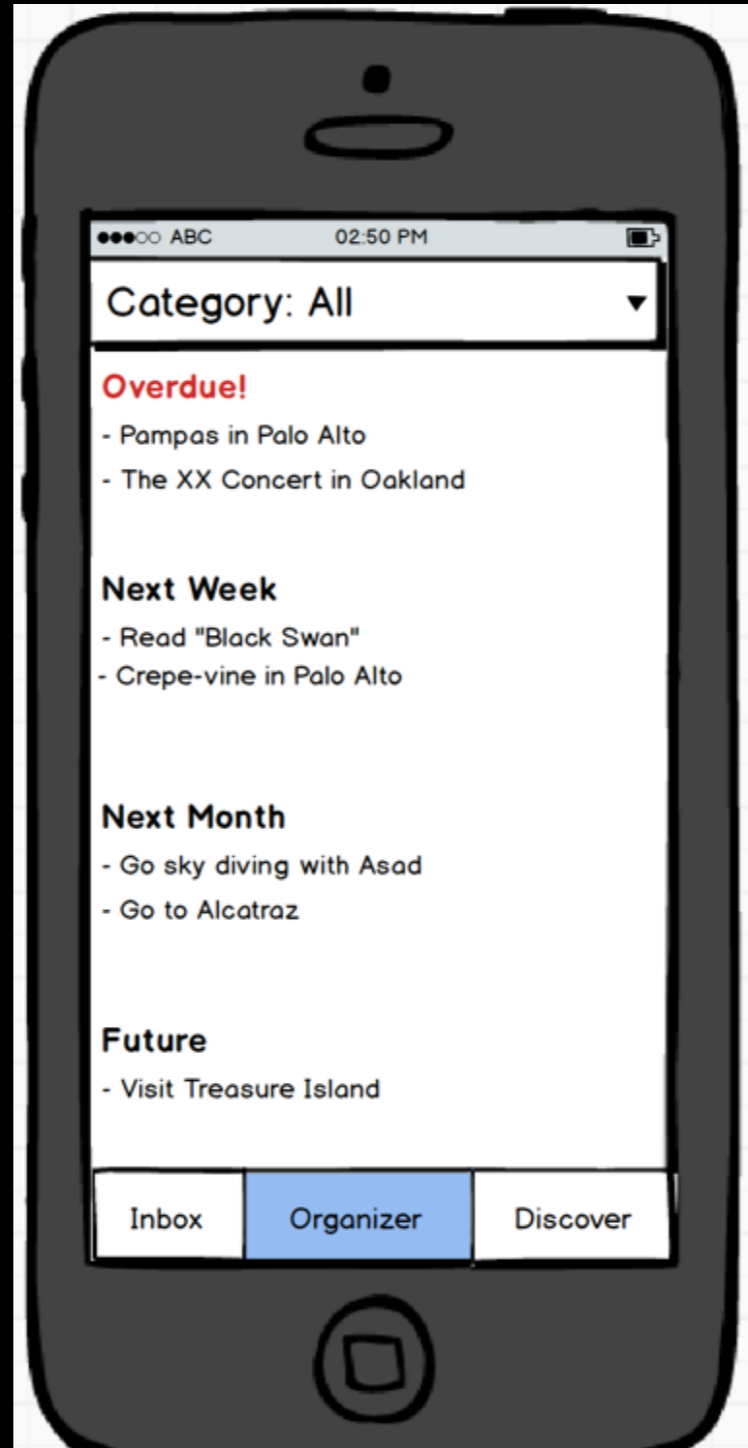
Discover

PROTOTYPE STRUCTURE

Inbox



Organizer



Discover



EXPERIMENTAL METHOD



EXPERIMENTAL RESULTS

unclear directions for swiping "left" / "right"

slow transitions by "computer"



EXPERIMENTAL RESULTS

confusing vocabulary

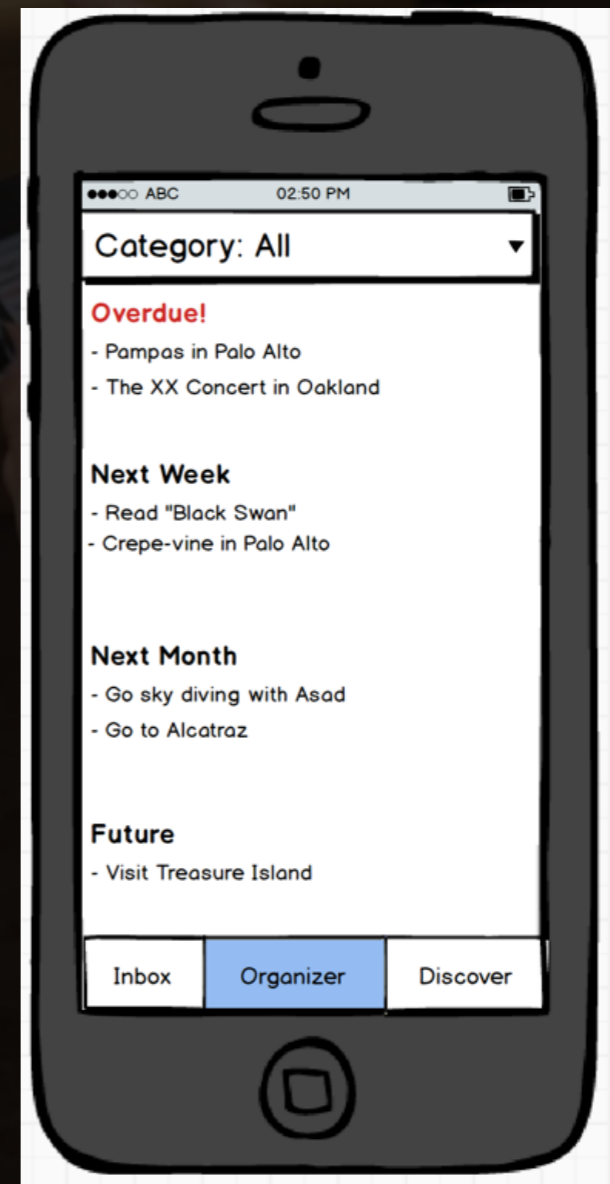
tutorial / more guidance desired



EXPERIMENTAL RESULTS

need for search across screens

disparity between how items can be interacted with
across screens (clicks / swipes)

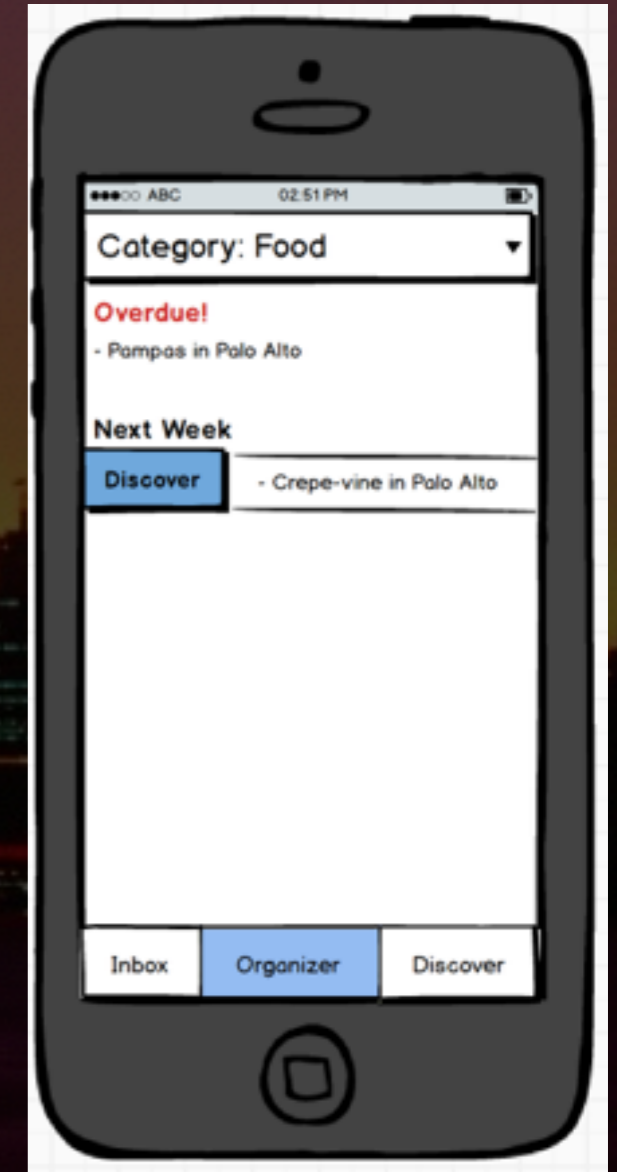


SUGGESTED UI CHANGES-1

consistency in interactivity
(swipes/clicks) across
screens

more intuitive feedback on
swipes, without using
confusing terminology

refining the vocabulary and
phrasing of the UI to aid use

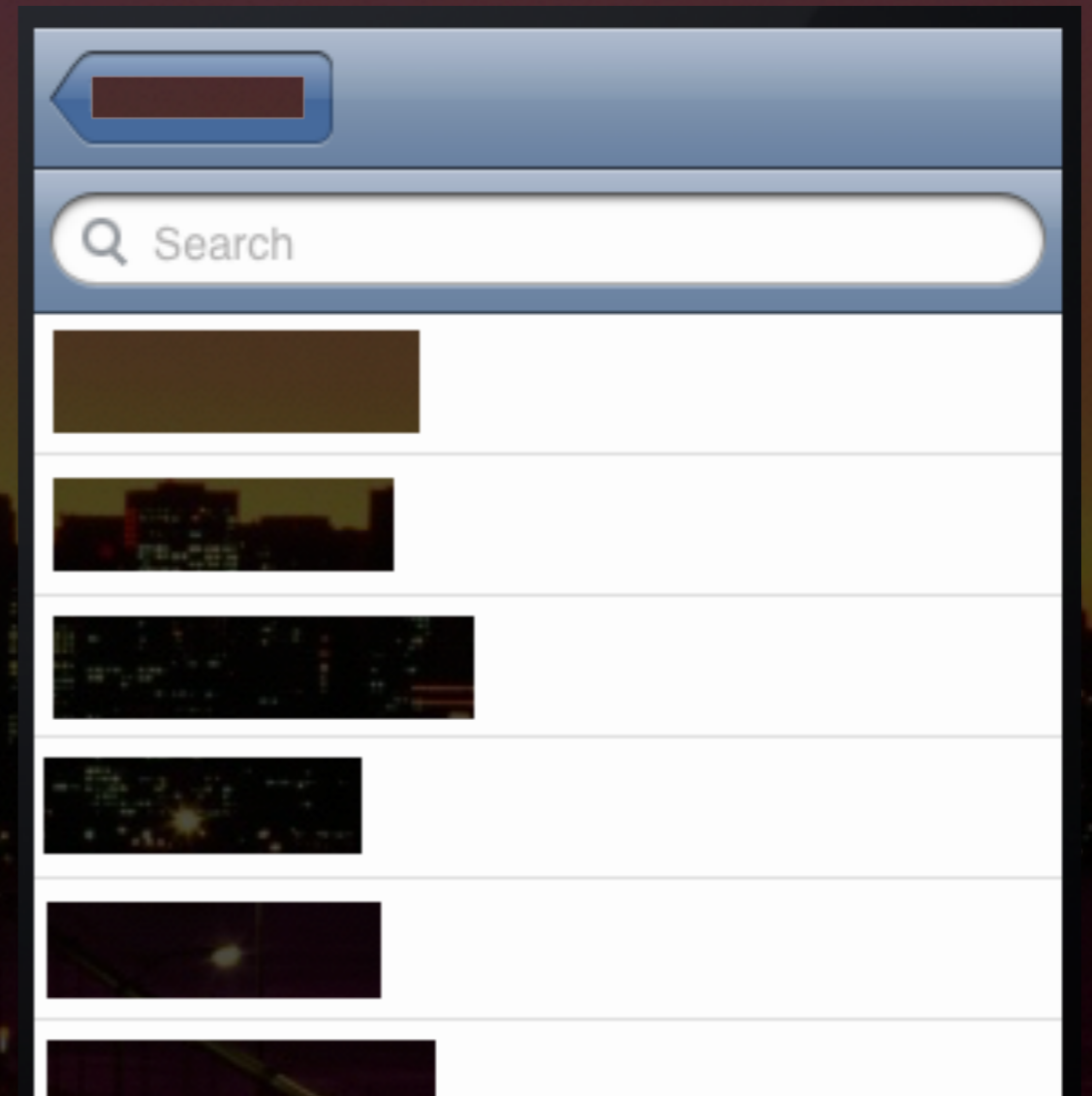


SUGGESTED UI CHANGES-2

initial tutorial upon first use, and guided hints when needed

ability to search across the application

rethink gestures to be more consistent with iOS norms



SUGGESTED UI CHANGES-3

suggest something new
in 'Discovery' when the
user ran out of the list



SUMMARY

concentrate on how to incentivize users to actually
discover

question our existing prototype structure division around
tasks

find focus and do that super well