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.
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
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.
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
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**
- Daft Punk Concert
- McDonald's Big Mac
- Disney World

**Organizer**
- **Category: All**
  - **Overdue!**
    - Pampas in Palo Alto
    - The XX Concert in Oakland
  - **Next Week**
    - Read "Black Swan"
    - Crepe-veine in Palo Alto
  - **Next Month**
    - Go sky diving with Asad
    - Go to Alcatraz
  - **Future**
    - Visit Treasure Island

**Discover**
- Natural History Museum
  - 4.0 miles away
  - 2 stars
  - $$$ expensive
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)
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
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
suggest something new in 'Discovery' when the user ran out of the list
concentrate on how to incentivize users to actually discover
question our existing prototype structure division around tasks
find focus and do that super well