QUENTIN PERROT, EDWIN PARK, JI PARK & ASAD KHALIQ
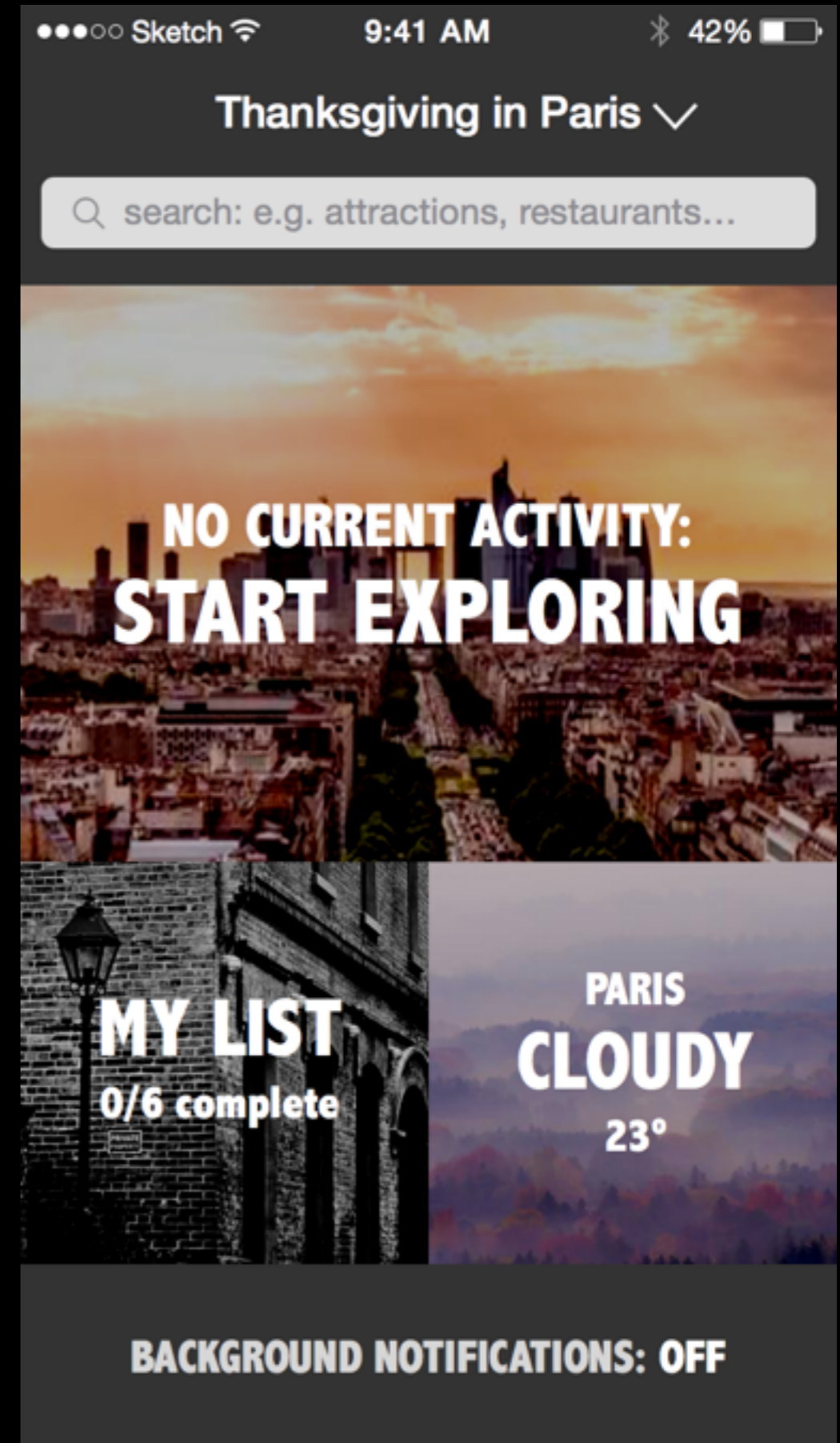
MEDIUM-FI PROTOTYPE
USHER

OVERVIEW

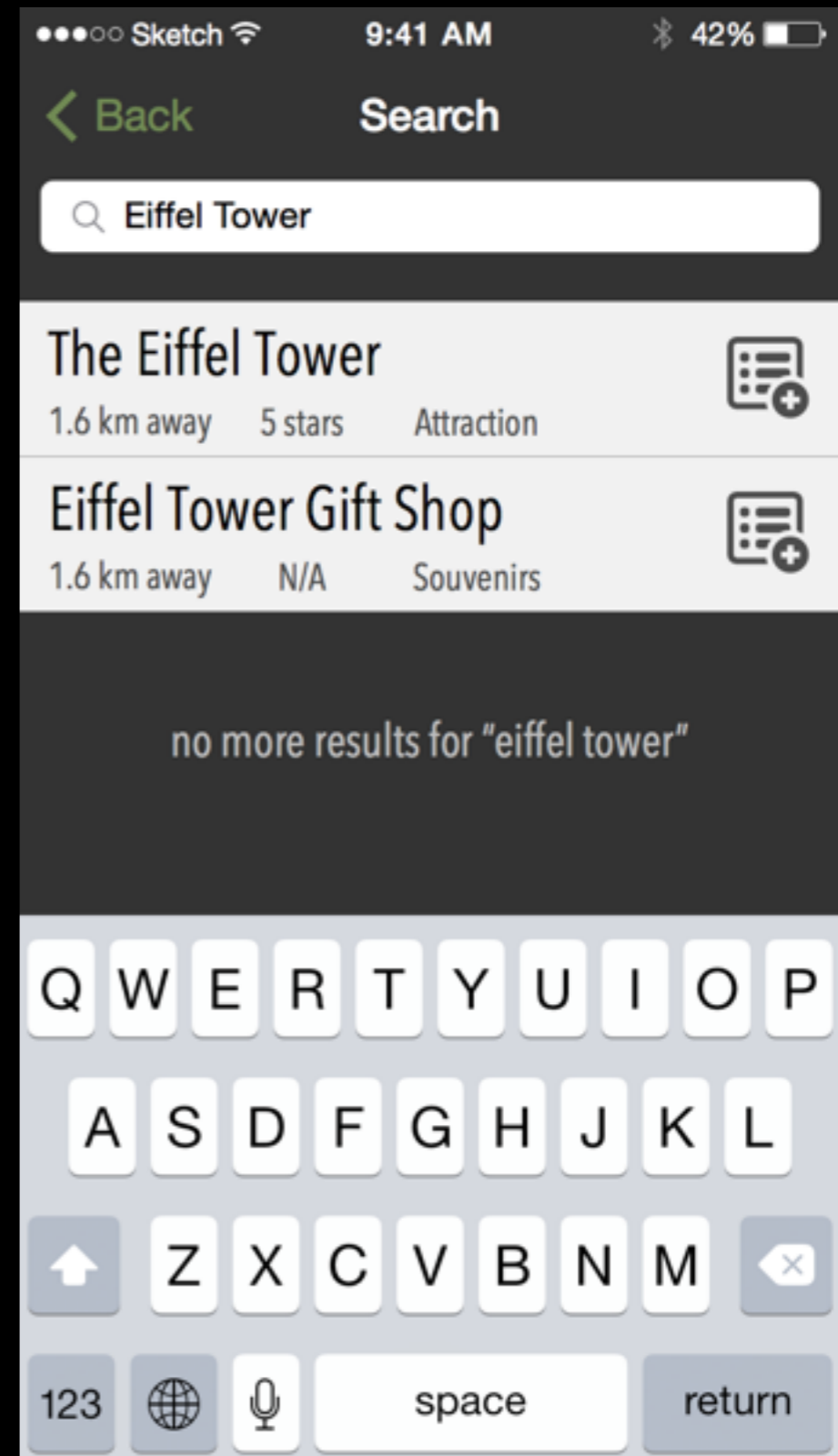From **representative tasks** to **revised UI design** to **scenarios** to **tools used**.

MODERATE, HIGH FREQUENCY, HIGH
IMPORTANCE

recording information

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

backed by TripAdvisor
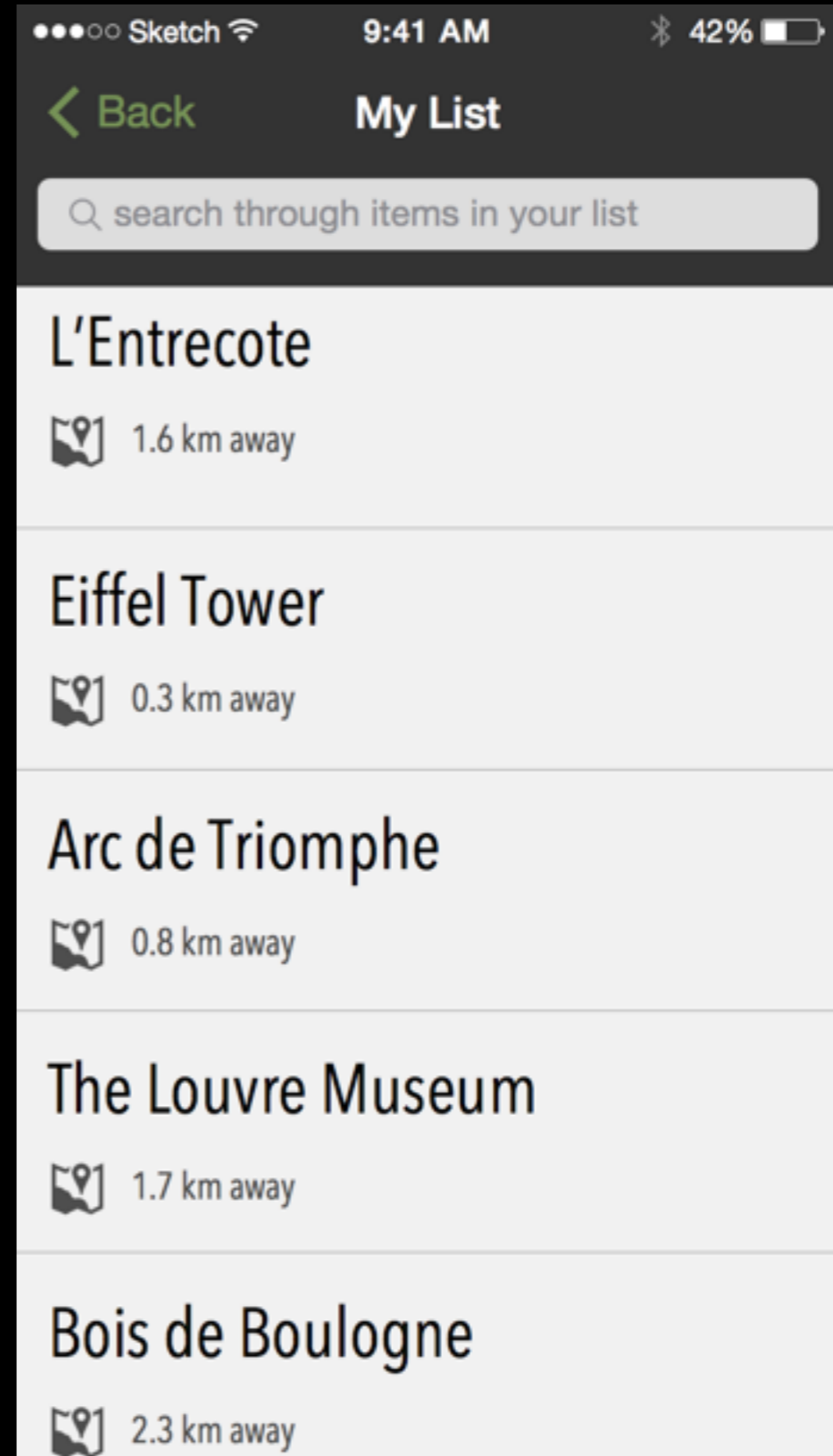
quick, fluid, and painless

SIMPLE, LOW FREQUENCY, MEDIUM
IMPORTANCE

**organizing and viewing
data**

easily view and edit list of
your activities. if you're
looking for something, find it.
if you find something, do it.

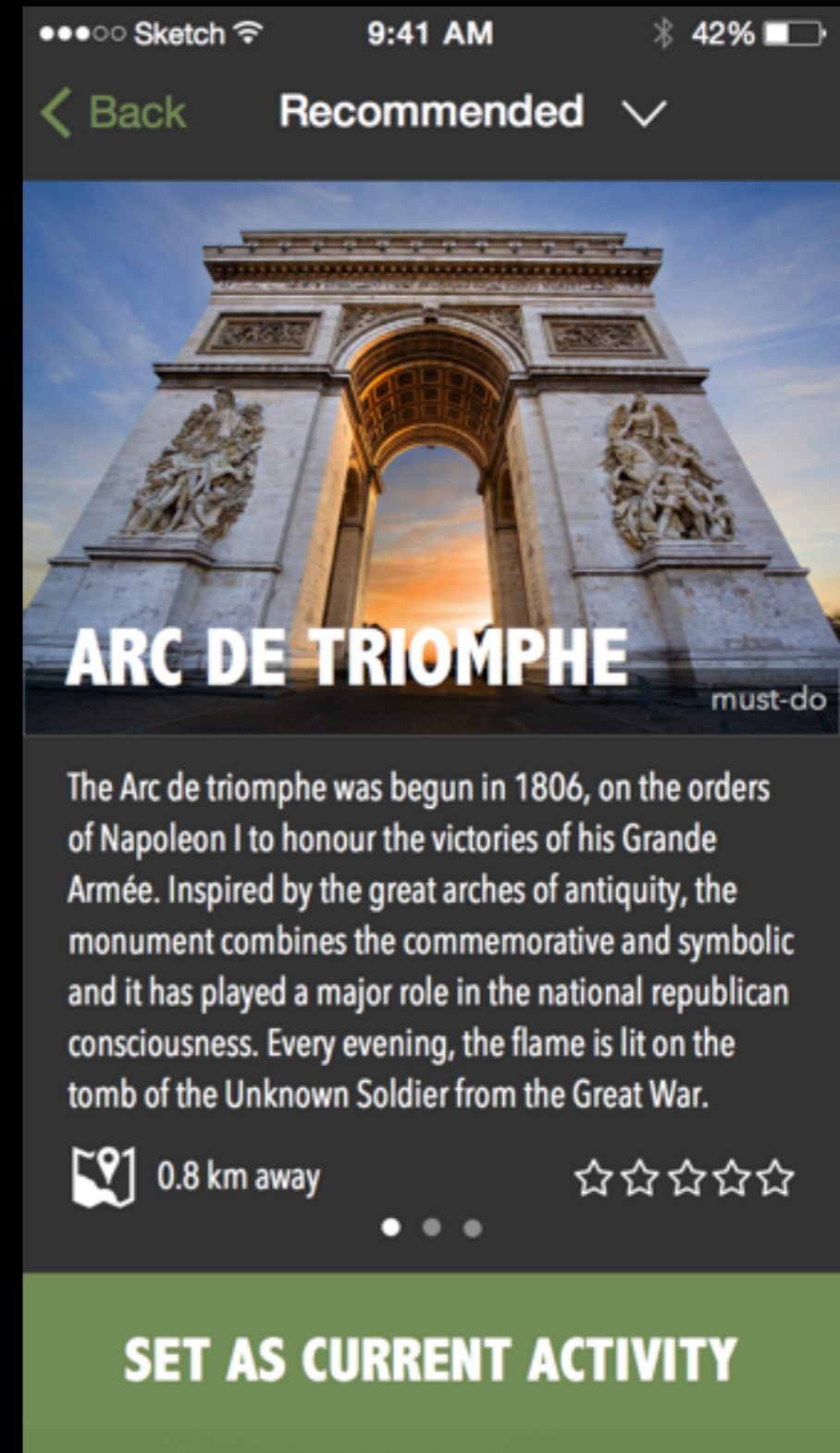More interactive detail

COMPLEX, HIGH FREQUENCY, HIGH IMPORTANCE

interacting with app recommendations

recommendations based on your location, time, and people with similar lists.

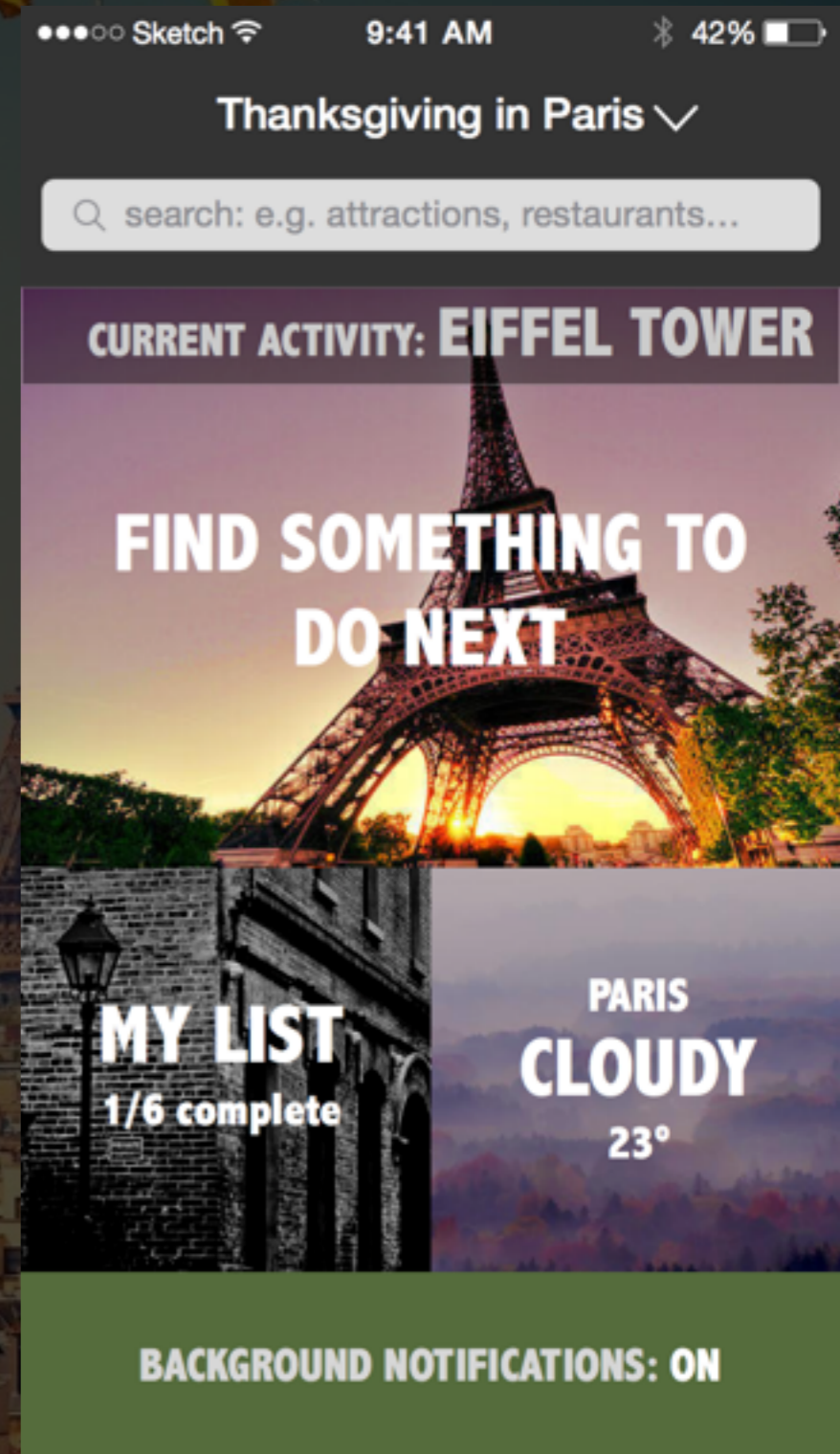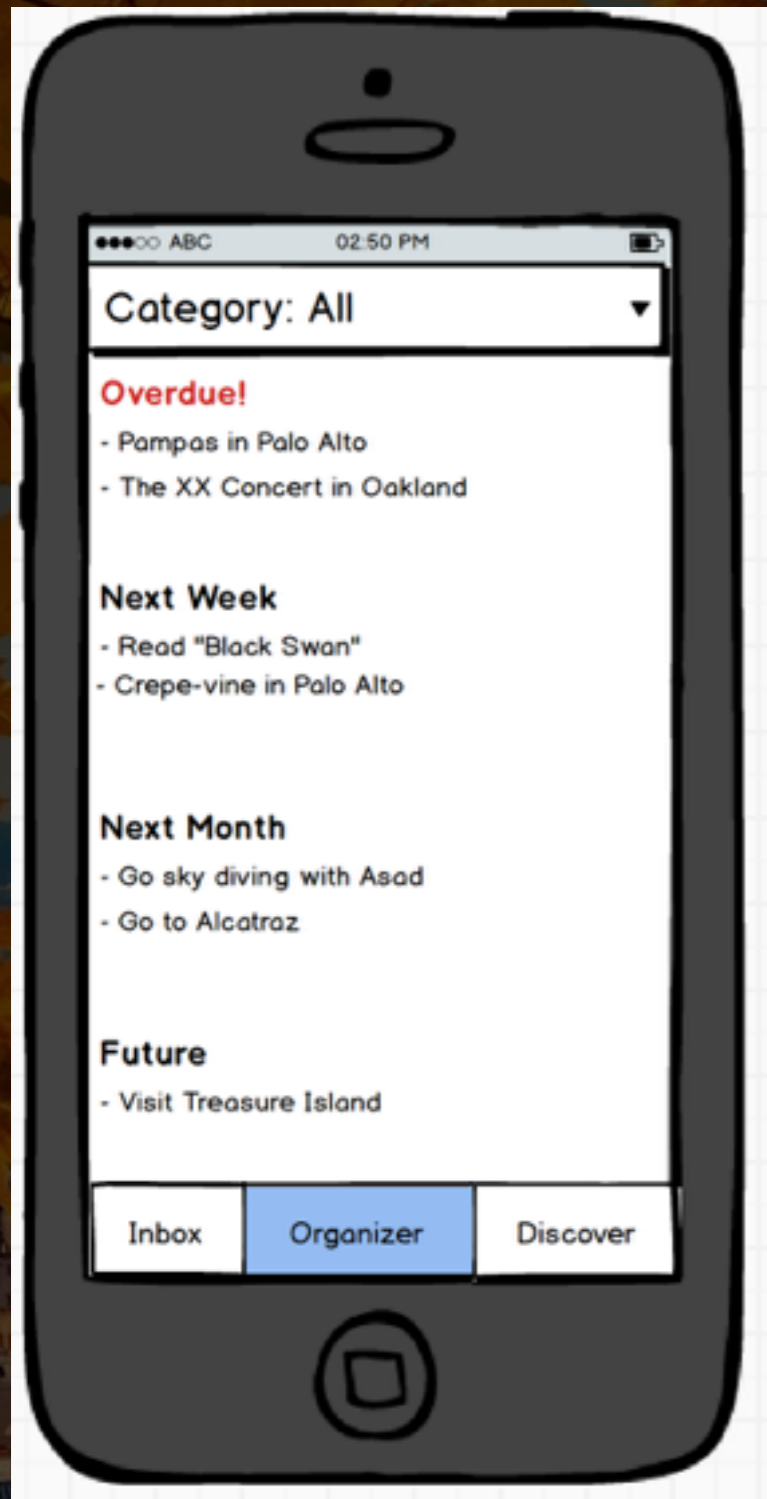(1) "find something to do next"

or

(2) get a notification

a home screen

redefinition of hierarchy of interfaces

Alcatraz Island

Daft Punk Concert

McDonald's Big Mac

Disney World

Inbox | Organizer | Discover

Sketch 9:41 AM 42%

Thanksgiving in Paris

search: e.g. attractions, restaurants...

CURRENT ACTIVITY: EIFFEL TOWER

FIND SOMETHING TO DO NEXT

MY LIST 1/6 complete

PARIS CLOUDY 23°

BACKGROUND NOTIFICATIONS: ON

REVISED UI - INTERACTION

swipe technology
more consistent
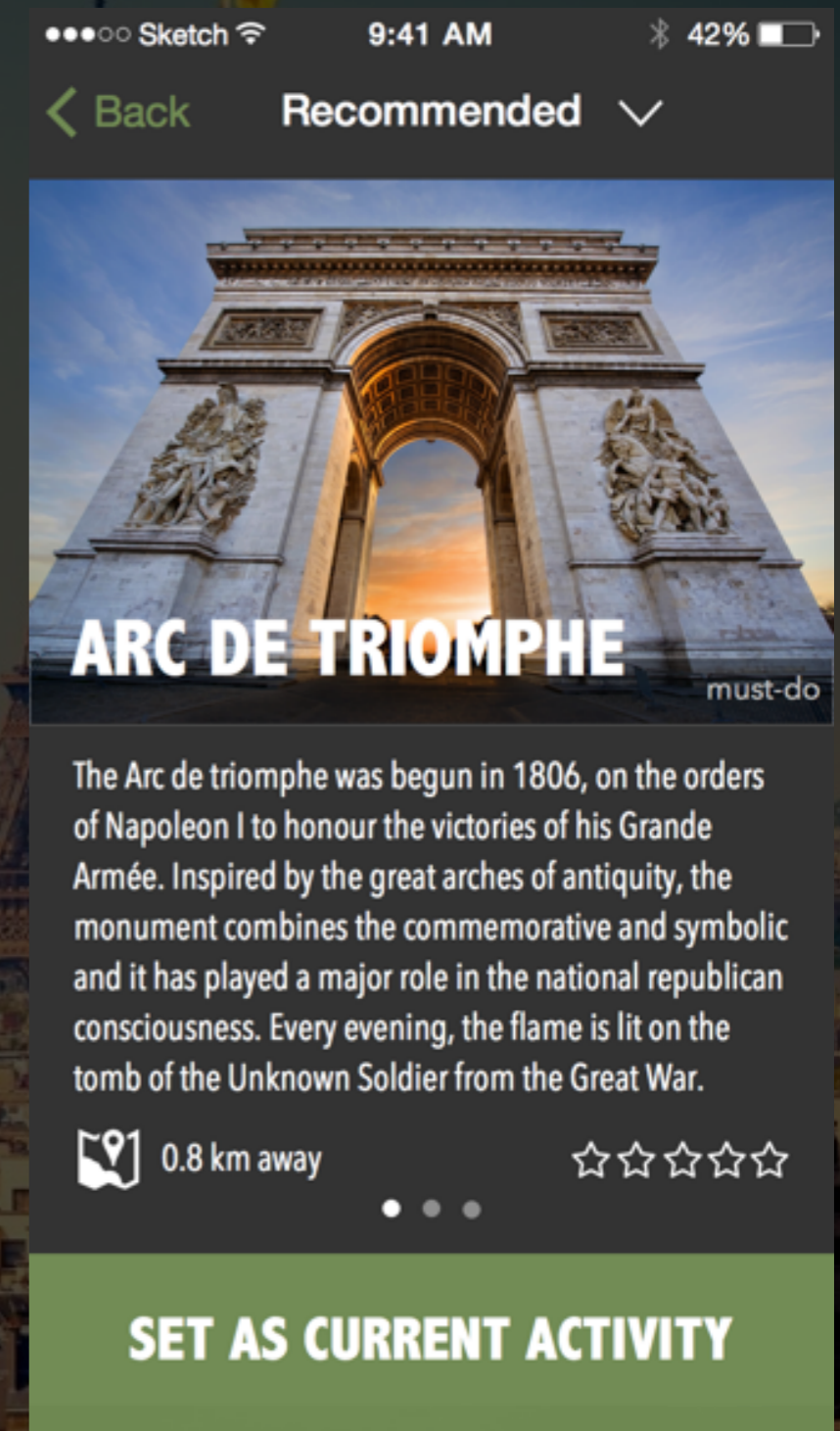with iOS norms

ability to search
across the
application

use simple buttons
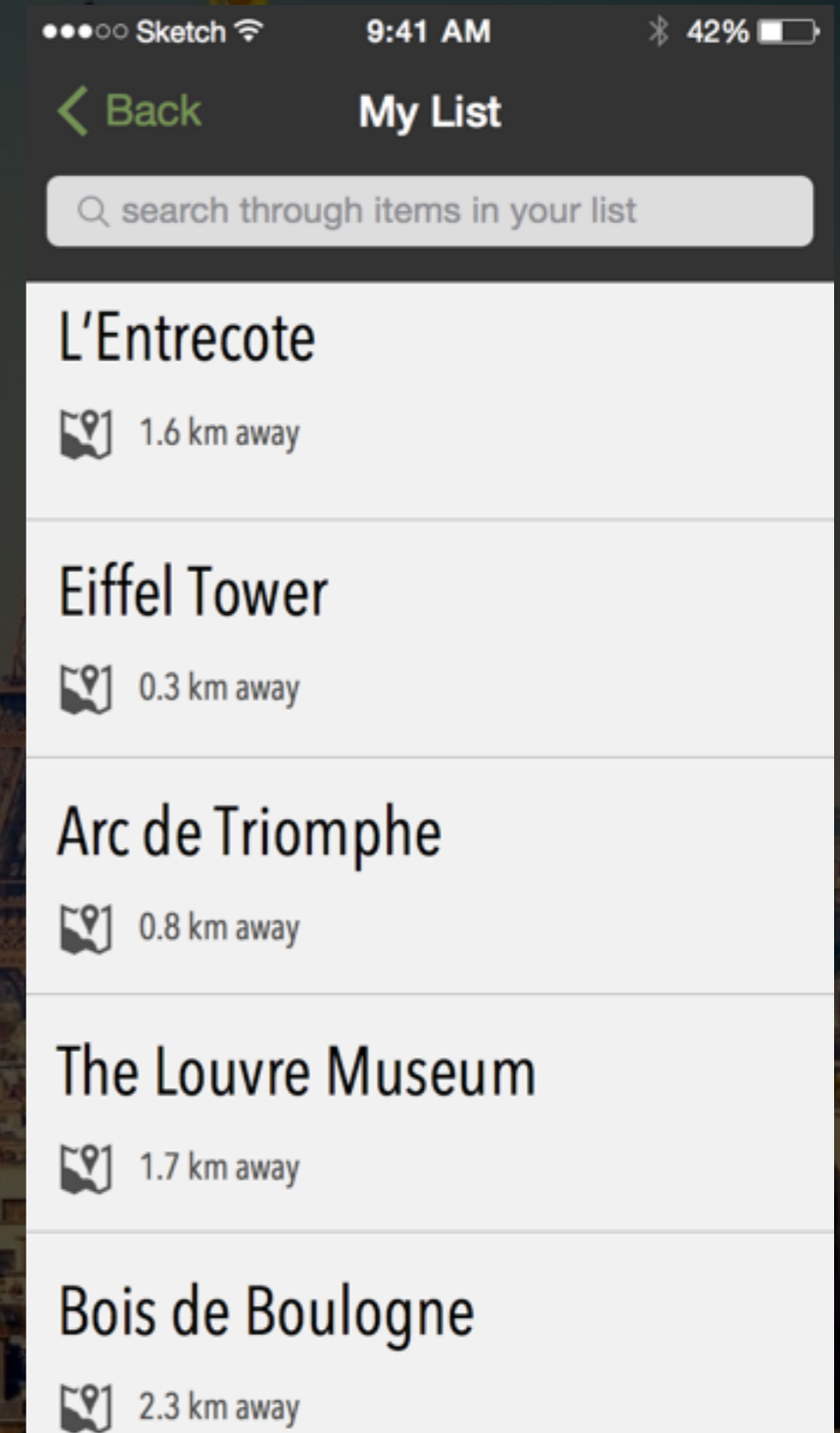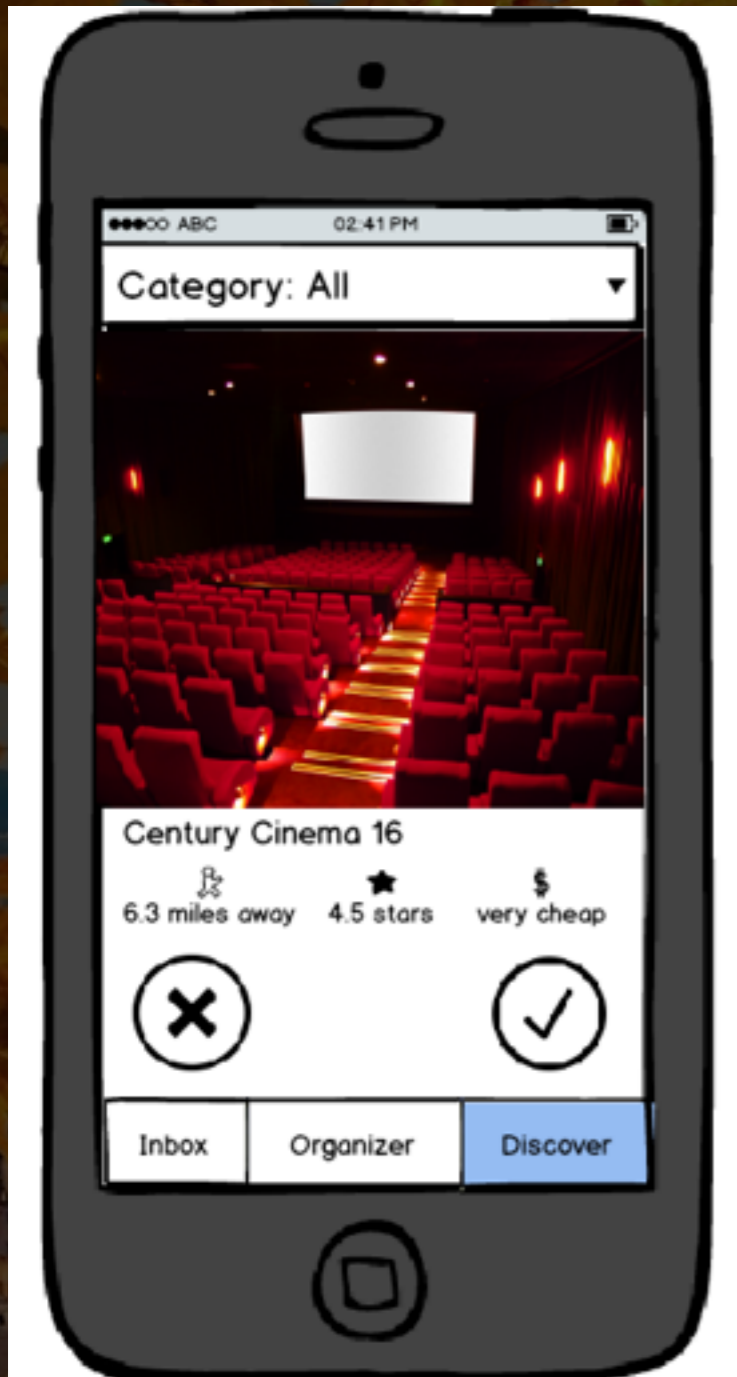
more description and pictures for a recommendation

minimize "snooze" notifications

SCENARIO

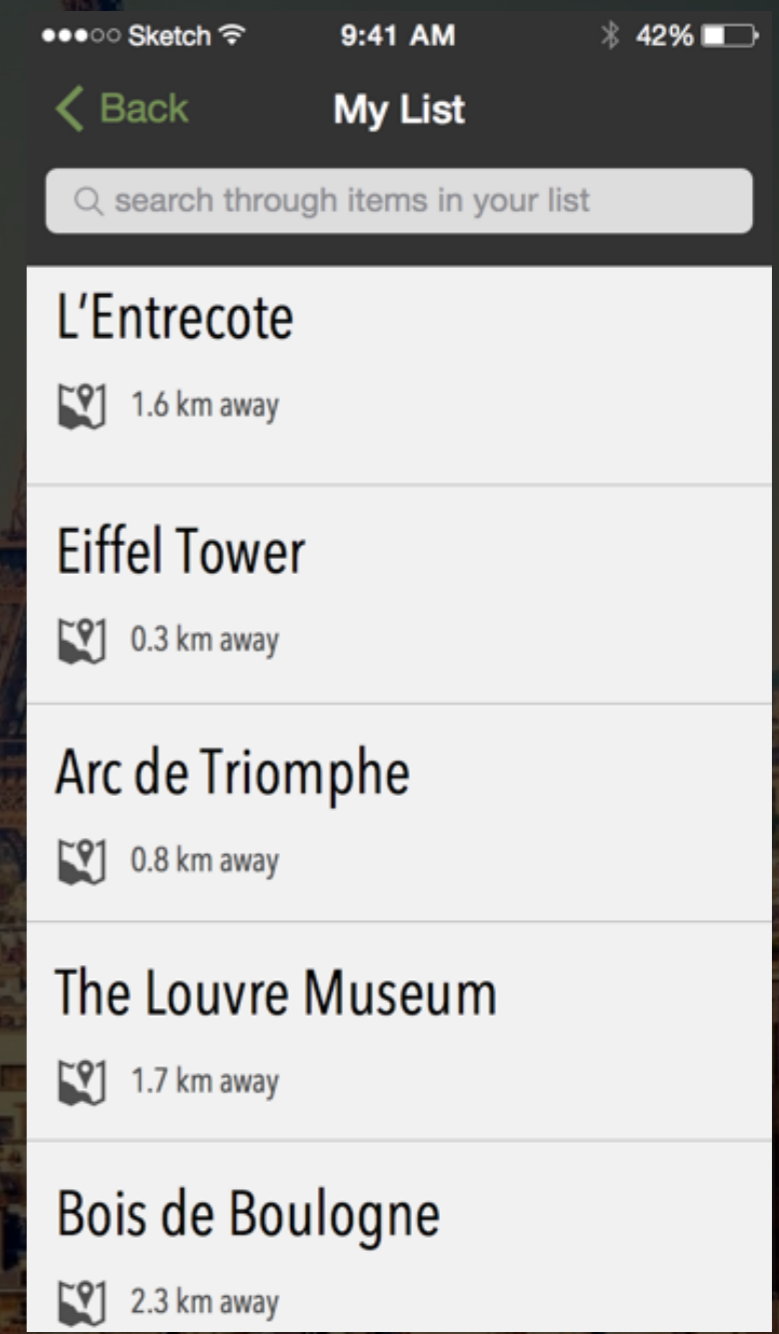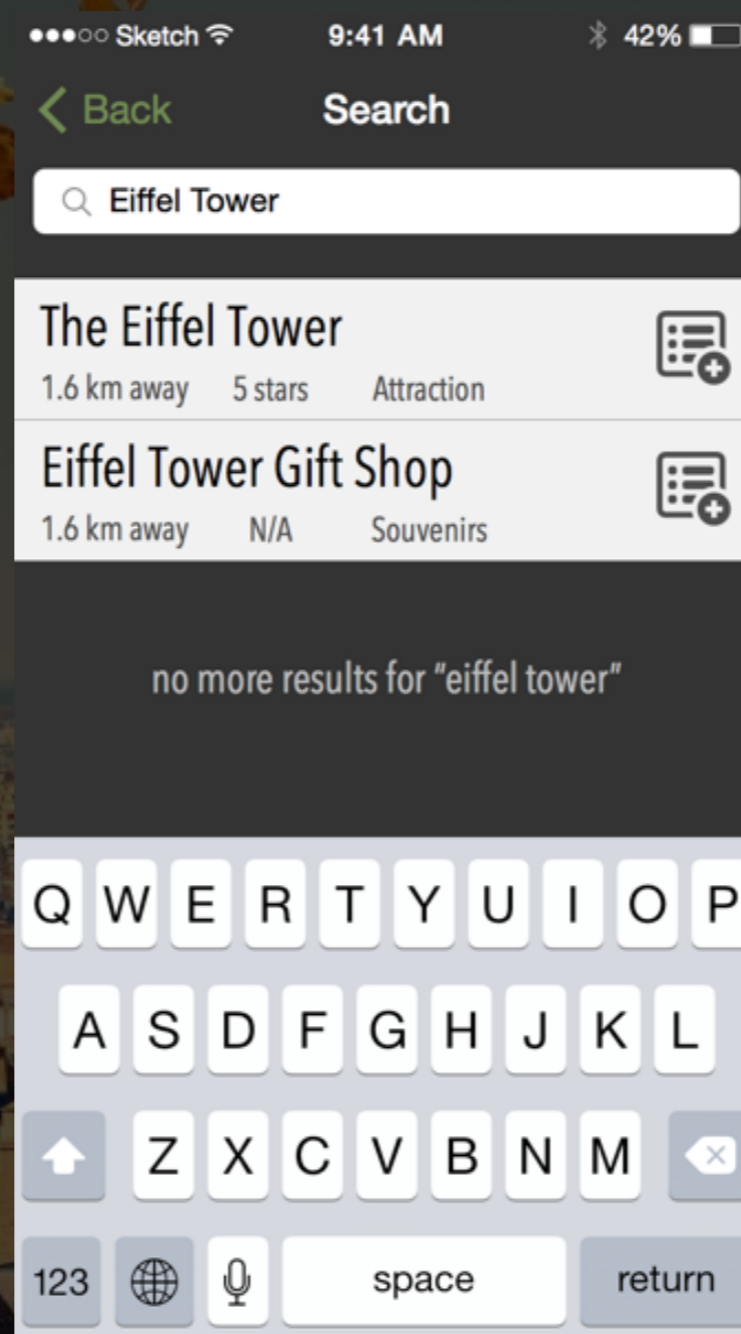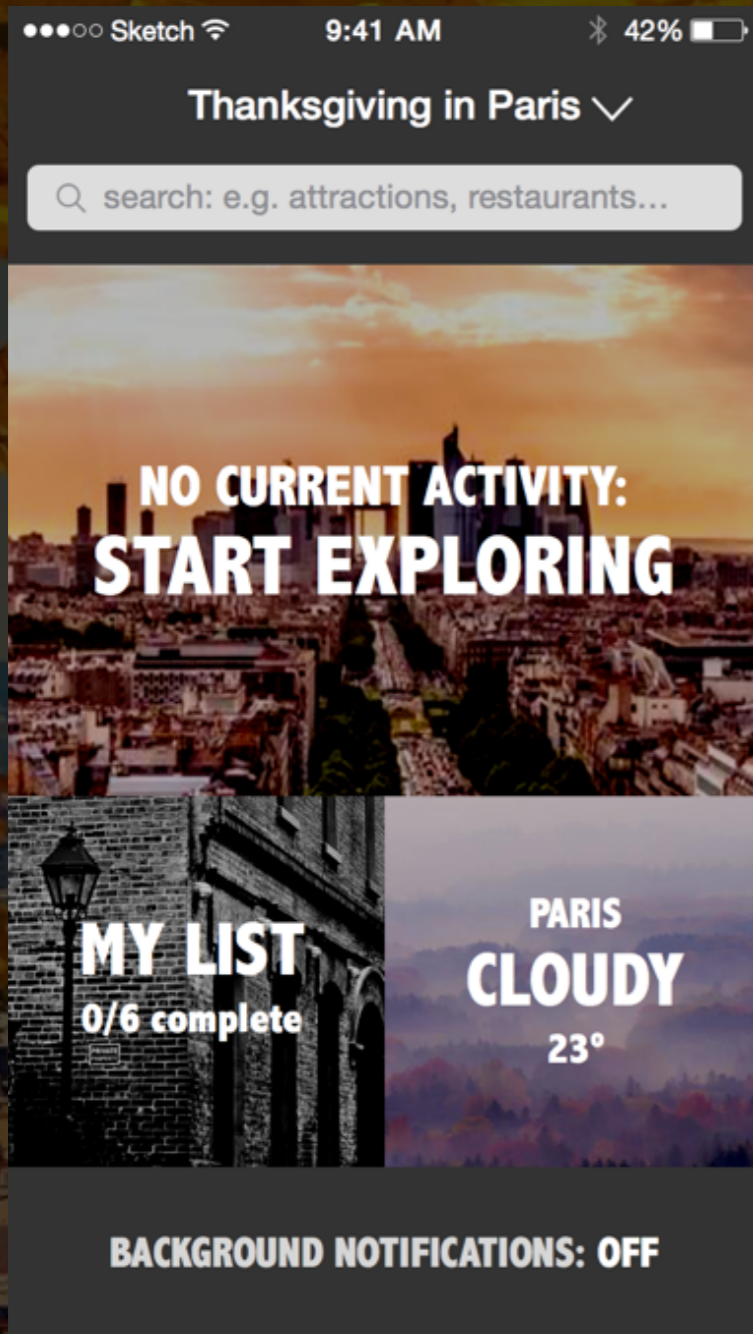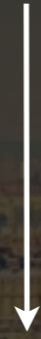Found something you wanna do in a trip to Paris? *Add.*

Wanna update your list? Stare and dream? *My List.*

Don't know what to do? Need a little help choosing?

Discover

SCENARIO

Found something you wanna do in a trip to Paris? *Add.*

SCENARIO

Found something you wanna do in a trip to Paris? Add.

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SCENARIO

Wanna update your list? Stare and dream? *My List.*

Found something you wanna do in a trip to Paris? *Add.*

Wanna update your list? Stare and dream? *My List.*

Don't know what to do? Need a little help choosing?

Discover
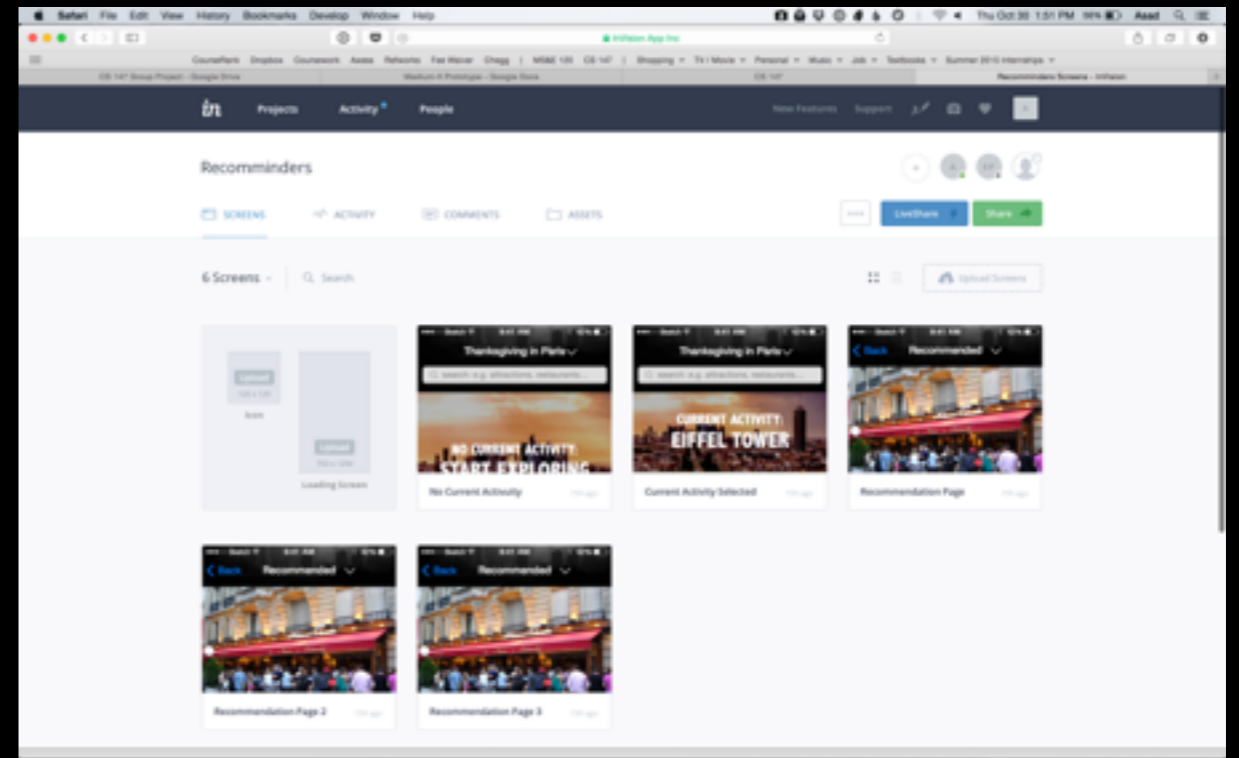
SCENARIO

Don't know what to do? Need a little help choosing?

TOOLS USED

Sketch   *InVision*

- Interaction Limitations
- Limited (hard-coded) data set
- Limited Paths

SUMMARY

narrowed down the focus of our application

concentrated on how to incentivize users to actually discover

questioned our existing prototype structure division around tasks with UI change