Bringing families together

KinX

Team Members

Brandon, Development
Jackie, Design
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Problem

• Lacks a social platform
• Culture of working and online communication

Families spending less quality time together
Solution

• Family
• Organization
• Connection

KinX approach this problem by addressing family, organization and connection
Overview

• Heuristic Evaluation Results
• Revised Design
• Prototype Implementation Status
  • Tools
  • Implemented / Unimplemented features
  • Wizard of Oz Techniques
  • Hard-coded Data
• Demonstration
Heuristic Evaluation Results

• Location of Chat button
  • [H2-4 Consistency & Standards] [Severity: 3]

• Calendar invite options limited
  • [H2-3 User Control] [Severity 3]

• Hamburger menu options confusing
  • [H2-8 Aesthetic and minimalist design] [Severity 3]

• Consistency in Family menu
  • [H2-4 Consistency and standards] [Severity 3]

Consistency, user control, and aesthetic design are the main issues we need to address in high-fi
Revised Design

• Added purple color
• Removed non-core functionality (Album, Camera and Location). Kept Chat, Notes, and Events
• Moved Home, Chat, Notes, and Events to bottom of screen
• Replaced Setting in top left for Back functionality.
Revised Design

Jackie posted a Note

Rosemary Potatoes

1 Day Ago

You created an Event

Thanksgiving at Michelle's

2 Days Ago
Bringing families together

Revised Design

Jackie posted a Note
Rosemary Potatoes
1 Day Ago

You created an Event
Thanksgiving at Michelle's
3 Days Ago

Immediate Family
What time is dinner?
Sisters
Hello!
Grandparents
Can't wait to see you guys!
Dad
Thanksgiving is going to be great

Hey! What's up?
Prototype Implementation

• Tools Being Used
  • XCode, Objective-C

• Implemented Features
  • Home Screen
  • Chat – Add New Chat, Check previous chats. Note, at this point you can add type in text boxes but clicking send doesn’t do anything. The chat information is currently hard coded.
  • Clicking Events/Notes goes to pages, but the pages are empty
Prototype Implementation

• Brought the prototype from InVision to XCode (actual IOS implementation)
• Home Screen redone, added color scheme
• Chat interface is there but isn’t fully functional
Unimplemented Features & Plan

• Functionality of Chat and fixing the text field movement with keyboard

• Text field currently moves up for keyboard but sometimes goes under keyboard

• Creating / accessing events

• Creating / accessing notes
Limitations

• Wizard of Oz techniques
  • A lot of the info is currently hardcoded and doesn’t mean much

• Hard-coded Data
  • As of now, all chat information is hard coded. Data does not persist
Demonstration