

GENERAL USAGE NOTES

- ChoreoLab only supports iPhone 6 and iOS 9.0 or above. ChoreoLab may be deployed on an iPhone 6 running iOS 8.0 but may not be stable (recording functionality may malfunction).

INSTALLATION INSTRUCTIONS

1. Connect the testing device to a Mac running iTunes.
2. Double-click the ChoreoLab.ipa file.
3. In iTunes, click the device in the upper-left corner of the window.
4. Click the Apps button. The app appears in the iTunes Apps list.
5. Under Apps, choose "Sort by Name" or "Sort by Kind" from the pop-up menu.
6. An Install or Remove button appears adjacent to the app.
7. If an Install button appears, click it.
8. The button text changes to Will Install.
9. Click the Apply button or the Sync button in the lower-right corner to sync the device.
10. The app is uploaded to the device so that the user can start testing.

OPERATING INSTRUCTIONS

On opening the app, the user is directed to the **Discover** home page. The user can navigate amongst the various features using the tab bar controller. In addition to the **Discover** tab, the app includes **Feed**, **Create**, **Notifications**, and **Profile** tabs. At present, the **Feed** and **Profile** tabs have no implemented functionality and only display static, non-interactive content. These tabs, however, are not essential to our three implemented task flows.

- Task 1: Discover
 1. From the **Discover** tab, tap on a project card, which will redirect to a project watch page.
 2. On the project watch page, tap the video player to watch the video. Scanning through the video is facilitated by the scrubber below the video.
 3. Tap the "heart" icon to like the video.
 4. View contributor descriptions and user comments below the video.
- Task 2: Create
 1. From the **Create** tab, select a song from the popular songs library. Songs may be previewed by hitting the play button next to the song title. Once a song has been selected, tap the next button.
 2. Select the starting time within the song for your project. Swipe the waveform to adjust the timestamp. The user can preview the portion of the song starting at the selected timestamp by hitting the play button in the

song information panel at the bottom of the screen. Once the appropriate time has been selected, tap the next button.

3. Select the end time within the song for your project. Interactions on this page are analogous to those in the start time selection page. Tap the next button, once the appropriate time has been selected.
4. Record yourself dancing. When the record button is tapped, a 5-second countdown is provided before the recording begins. Tap the record button a second time to stop the recording and redirect to the video-editing page.
5. Use the trimmer to adjust the end point of your video. This trimming is intended to remove the portion of a recording where a user may be walking back to their phone after setting it down to record. Filters can be applied to the videos by tapping on the various filter buttons below the trimmer. Once the satisfied video clipping/filtering has been made, tap the next button.
6. On the project settings page, preview your video once more by tapping on the thumbnail image, which opens up a video player modal. Enter text into the description field. Tap on the dropdown selectors to edit who can view a project and when to receive notifications. Tap the continue button when finished.
7. On the sharing page, select a user to share the project with. To broadcast the project, select the “broadcast all” option. Tap the send button to pass the project on to the selected user.

- Task 3: Contribute

1. From the notifications tab, tap on a contribution request card in the topmost section, which will redirect to the project watch page.
2. On the project watch page, tap the “add on” button to contribute. You will be redirected to the recording page.
3. Record yourself dancing. When the record button is tapped, a 5-second countdown is provided before the recording begins. Tap the record button a second time to stop the recording and redirect to the video-editing page.
4. Use the trimmer to adjust the end point of your video. This trimming is intended to remove the portion of a recording where a user may be walking back to their phone after setting it down to record. Filters can be applied to the videos by tapping on the various filter buttons below the trimmer. Once the satisfied video clipping/filtering has been made, tap the next button.
5. Preview your video merged with the prior compilation video by tapping on the thumbnail image. Enter a description and edit when you want to receive notifications. Tap the continue button when finished.
6. On the sharing page, select a user to share the project with. To broadcast the project, select the “broadcast all” option. Tap the send button to pass the project on to the selected user. The current implementation assumes that there is still time left in the project, so it must be sent to another person.

LIMITATIONS

- HARDCODED DATA

In the current version of ChoreoLab, project data is hardcoded. Due to the overhead of manually creating compilation videos, all project cards redirect to the same project watch page. The user can only interact with the “Uptown Funk” project. Currently, the application of filters is also time-consuming; future versions of ChoreoLab will look into optimizing the filter process. Also, if filters are repeatedly applied (~20 times in a row), the application is prone to crashing due to a memory issue in the filter library. Lastly, the number of songs available to select from at the moment is also currently limited.

- BACKEND

The current version of ChoreoLab does not have an implemented backend. As a result, all project sharing is simulated. We do note, however, that the recording process is fully functional and representative of the expected user experience.

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The CHOREOLAB project can be accessed at:

<http://hci.stanford.edu/courses/cs147/2015/au/projects/creation/choreolab/>