# LOW-FI PROTOTYPING & PILOT USABILITY TESTING



## TEAM MUNCHER



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### OUR PROGRESS



Mission Statement

Interface Brainstorming

Lo-fi Prototyping

Experimental Results

Ul Changes



## MISSION STATEMENT

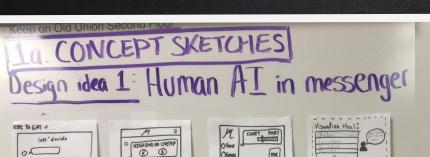
Value Proposition





## INTERFACE BRAINSTORMS

More is more



#### Design idea 2: Voice controls







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#### Design idea 3: Location based services through wearables



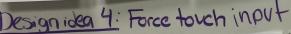




























## Design idea 5: Virtual Reality



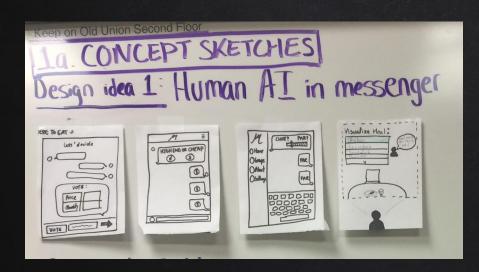


## SELECTED INTERFACE

HUMAN AI THROUGH MESSAGING



#### HUMAN AI THROUGH MESSAGING

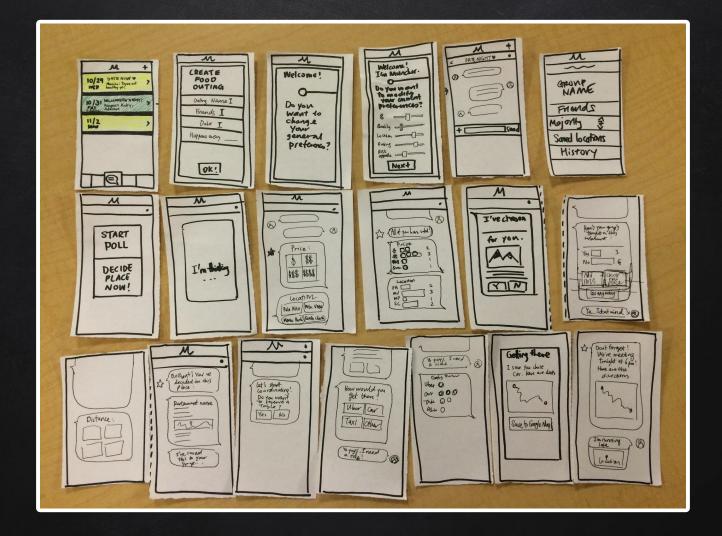


#### **REASONS**

- Mediator helps streamline decisions
- Most personable & friendly
- Most applicable for on-the-gouse



## LOW-FI PROTOTYPE





## 3 TASKS

Task flow using Low-Fi Prototype

#### THE THREE TASKS



Deciding a place to eat

Moderate

Dealing with user discontent

Complex

Coordinating the actual plans

Simple



#### Task 1: Deciding a place to eat



Start food outing

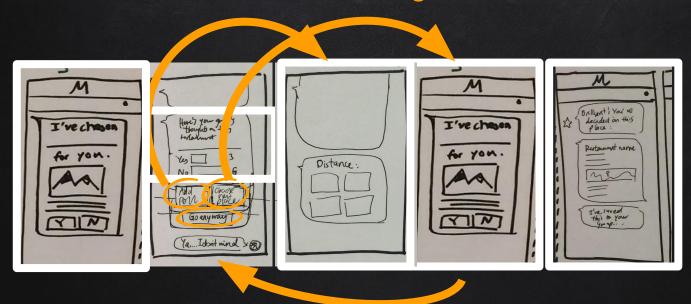
Input initial preferences

Polling: Genie collects and displays votes

Genie selects location



#### Task 2: Dealing with user discontent





User votes displayed

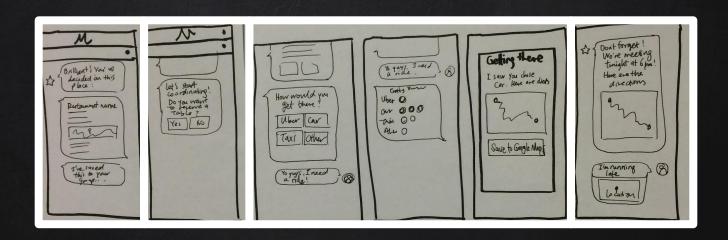
Add new poll

Choose new place

Go anyway Choose what is majority



#### Task 3: Coordinating Actual Plans



Display final decision

Make reservations

Navigation and directions

Reminders before event



## EXPERIMENTAL METHOD



3 interviews

Working adult
College student
High school
student

2 principles

Think aloud Think social 3 questions

Usefulness of features
Usability (Ease & time)
Personality of genie



#### OUR PROCESS







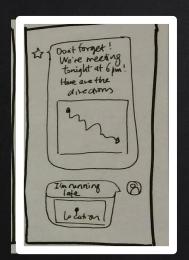


## EXPERIMENTAL RESULTS



#### **Usefulness of features**

(+) Reminder before outing



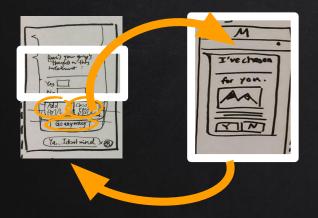
(-) Multiple options instead of one



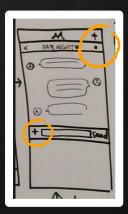


#### **Usability & intuitiveness**

(–) Users lost patience after a while



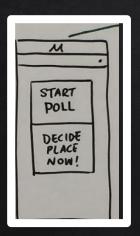
(–) Navigation buttons are vague and confusing



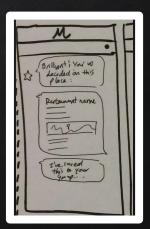


#### Personality

(+) Users really like how someone else made the decisions



(-) The human aspect was not yet very obvious





## UI CHANGES

Suggested from prototype testing



Personality

Make the human aspect of the genie more immediately apparent

Usability

Shorten the user flow, and reduce number of cycles

Usefulness

Provide multiple options at the decision screen, instead of 1

#### SUMMARY Key Takeaways

Concept sketching our app led to implementing human AI in messaging

User testing gave us key, actionable insights

Streamlining process flows will be key to improve usability



THANKS!

Any questions?