



Interactive High-fi Prototype

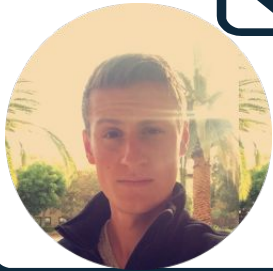




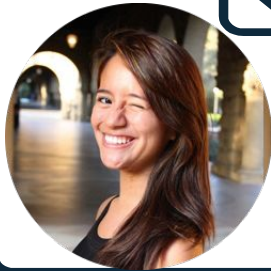
Fuss less, Dine more



Team Muncher



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Developer



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Value Proposition

**Muncher's mission is to help you
decide where to eat in groups.
With the help of human-based
artificial intelligence, Muncher
understands your preferences and
makes the hard decisions for you.**



Problem & Solution

Problem	Solution
Hard to decide where to eat in groups	Human-based artificial intelligence

THREE REPRESENTATIVE TASKS:





Overview

1. Heuristic Evaluation: Results & Revised Design
2. Prototype Implementation Status
3. Demonstration of Prototype
4. Summary

A decorative graphic on the left side of the slide consists of a cluster of hexagons in various shades of blue and cyan. Some hexagons contain white icons: a lightbulb, a thumbs-up, a smartphone, a magnifying glass, and a gear. A network of dots and lines is also visible. A large cyan hexagon in the center of this cluster contains the white number '1'.

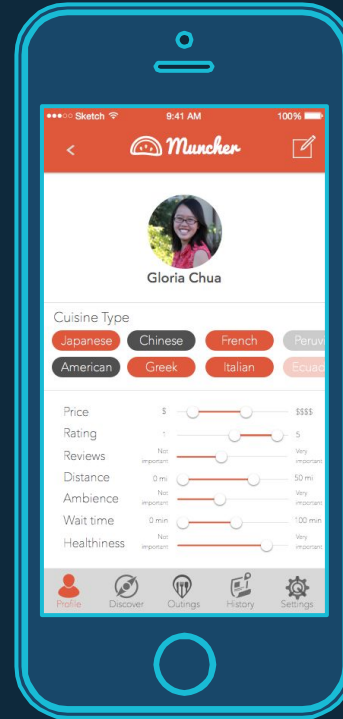
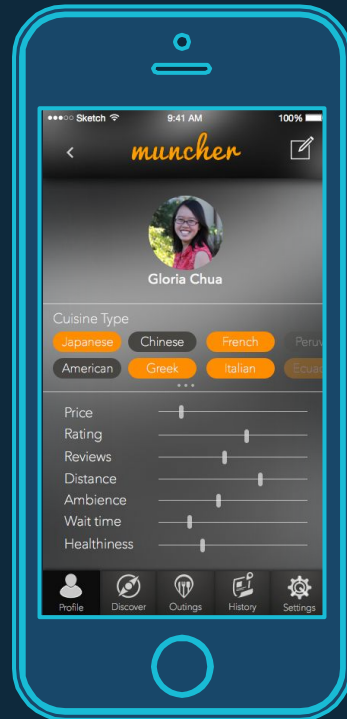
1

Heuristic Evaluation: Results & Revised Design

Focus on level 3-4 issues

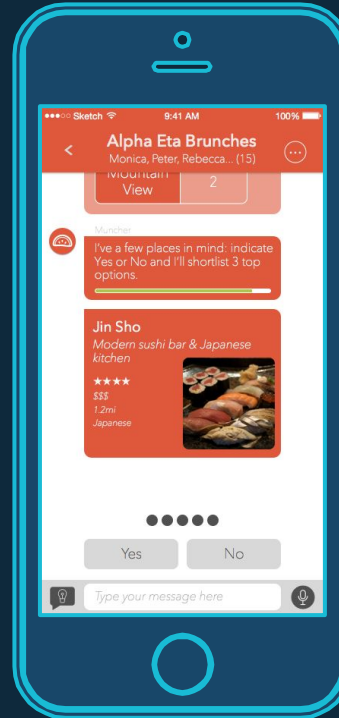
H2-2: In the profile, it is unclear what the ranges are for the values, so the user could not properly gauge their interests

- ◇ Suggested fix: Two indicators on the bar, one for min and one for max



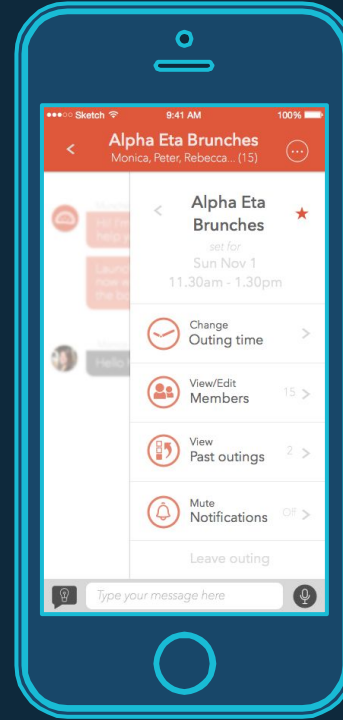
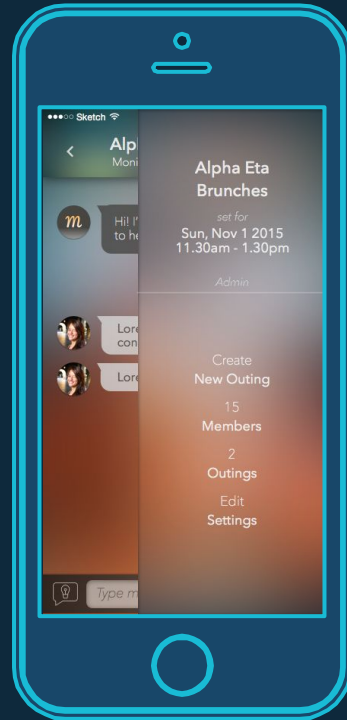
H2-3: Binary options on polls doesn't allow for user to express opinion if they don't like either options

- ◇ Suggested fix: provide another option to allow for user input
- ◇ Our premise: limited choice
 - don't want users to input too much
- ◇ Option to reject the final decision
 - pulls out the next best restaurant option



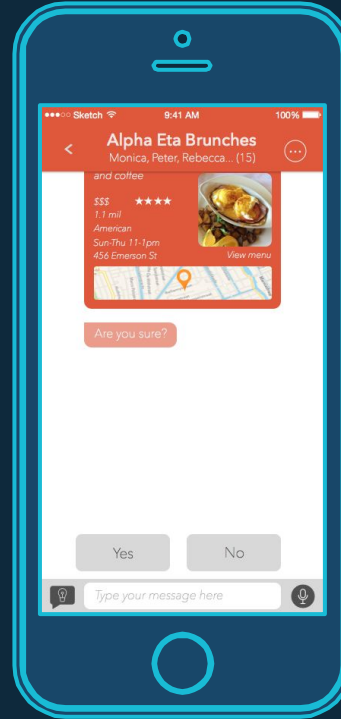
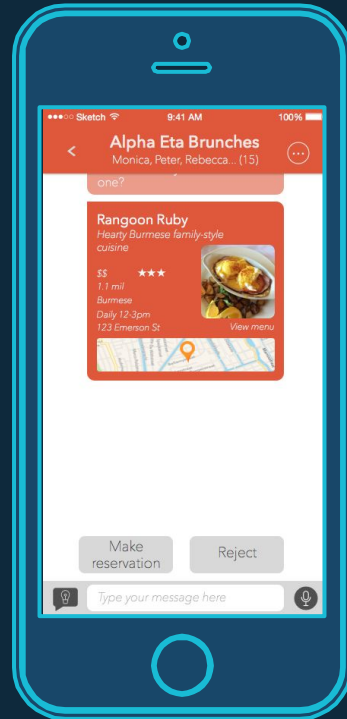
H2-3: No way to return after modifying settings with the (...) button. Clicking back on the conversation is not intuitive

◇ Suggested fix: Consider a < button



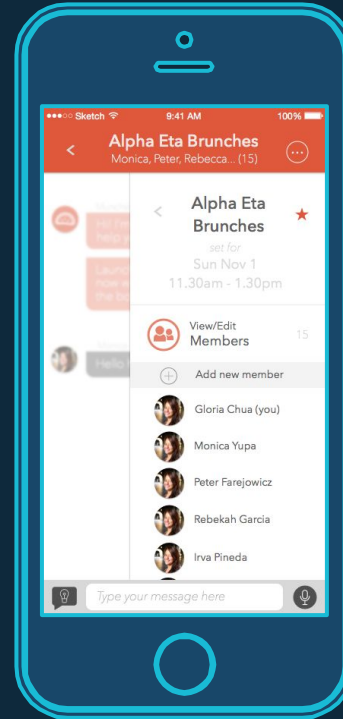
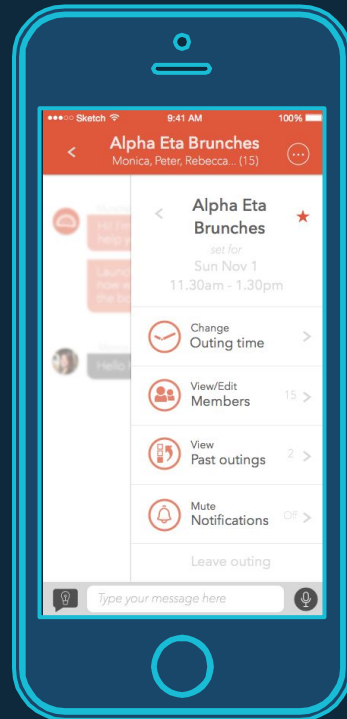
H2-5: Booking a reservation, which is a big step, is only done with one tap

- ◇ Suggested fix: Presenting a confirmation button before committing reservation



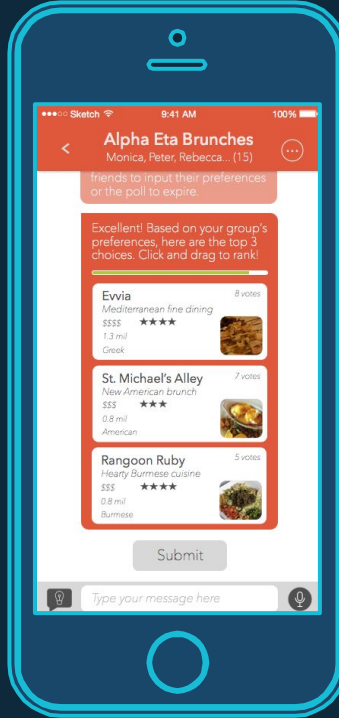
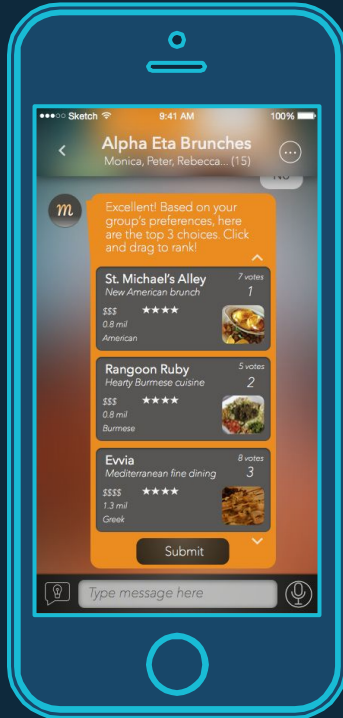
H2-6: On outing info page, there is no clear distinction between actionable vs. non-actionable items. Users have to memorize settings that are clickable

◇ Suggested fix: Make clickable items prominent and different



H2-7: In the drag and drop part, it doesn't seem like the up and down arrows have a function

- ◇ Suggested fix: Remove redundant arrows





H2-5: It would not be convenient to repeat the entire process if the restaurant is not open or unavailable for reservation

- ◇ Suggested fix: NA
- ◇ We assume the backend will deal with this, not the UI
 - Wizard of Oz



H2-9: Chat-based systems aren't irreversible, so there's no way to undo an accidental vote

- ◇ Suggested fix: NA
- ◇ Multiple users input multiple votes, so accidental votes do not have much impact
- ◇ For simplicity
- ◇ Users can reject restaurants at the final step



A decorative graphic on the left side of the slide. It features a large central hexagon with a blue-to-teal gradient, containing the white number '2'. Surrounding this central hexagon are several smaller hexagons of varying shades of blue and teal. Some of these smaller hexagons contain white icons: a lightbulb (top left), a thumbs-up (top left, below the lightbulb), a smartphone (bottom left), a magnifying glass (bottom left, to the right of the smartphone), and a gear (bottom left, below the magnifying glass). There is also a small network-like icon (top left, to the left of the central hexagon) and a speech bubble icon (bottom left, to the left of the central hexagon).

2

Prototype Implementation Status

Tools used



Sketch



Xcode





Feature Implementation

IMPLEMENTED

- ◆ Task 1: Decide a place to eat [Moderate]
 - Click through choices

UNIMPLEMENTED

- ◆ Task 1: Decide a place to eat [Moderate]
 - Messaging keyboard
 - Scrolling
 - Interaction with AI
- ◆ Task 2: Deal with user discontent [Complex]
- ◆ Task 3: Coordinate the actual plans [Simple]

PLAN: Learn more Swift over Thanksgiving!





Wizard of Oz techniques

- ◇ Human-based AI
- ◇ Decision-making ranking algorithm
- ◇ Interaction with multiple users

Hard-coded data

- ◇ Text
- ◇ Polls
- ◇ Results





Issues/Questions

- ◇ How to implement fully responsive messaging function?
 - Genie responses - Natural language processing?
 - Use database of random Siri responses?
- ◇ How to imitate behavior of other users within the group?



A decorative graphic on the left side of the slide. It features a large central hexagon with a blue-to-teal gradient, containing the white number '3'. Surrounding this central hexagon are several smaller hexagons of varying shades of blue and teal. Some of these smaller hexagons contain white icons: a lightbulb (top left), a thumbs-up (top left, below the lightbulb), a smartphone (bottom left), a magnifying glass (bottom left, to the right of the smartphone), a gear (bottom left, below the magnifying glass), and a speech bubble (bottom left, to the left of the gear). There is also a small network-like icon (top left, to the left of the thumbs-up) and a small solid teal hexagon (bottom left, below the gear).

3

Demonstration of Prototype

A decorative graphic on the left side of the slide. It features a large central hexagon with a blue-to-teal gradient, containing the white number '4'. Surrounding this central hexagon are several smaller hexagons of varying shades of blue and teal. Some of these smaller hexagons contain white icons: a lightbulb, a thumbs-up, a smartphone, a magnifying glass, and a gear. There is also a network-like icon with a central node and radiating lines, and a speech bubble icon. The entire graphic is set against a dark blue background.

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Summary



Summary

- ◇ Heuristic Evaluation: Results & Revised Design
 - 5 out of 8 severity-level 3 fixed
- ◇ Prototype Implementation Status
 - Task 1 implemented with Wizard of Oz
 - Missing AI and Messaging features
 - Allow full paths

Learn more iOS to increase app dynamism!





Thanks!

Any questions?

