

# Drop

CS147: Lo-fi Prototype Presentation

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# Overview

our team's mission → our app's mission → how our app works → what did people think? → what will we change?

# Mission Statement

“Drop aims to create a new way of envisioning and understanding resource usage and to alter behavior through that vision.”

# Tasks

<b>High-Level Task</b>	<b>Specific Action</b>
<i>See where your resources come from</i>	Find out the source of your water
<i>Learn about political activity in your area</i>	Vote on a California Proposition that affects one of your supply sources
<i>Understand your usage</i>	Add your water bill/usage information, compare your use to others and your historical data

# Prototype Overview

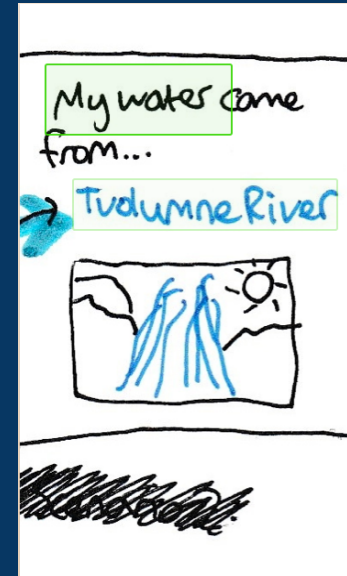
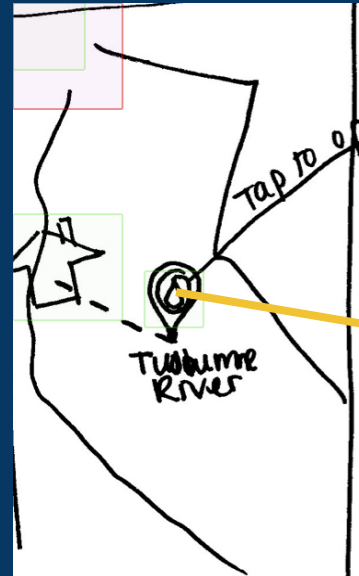
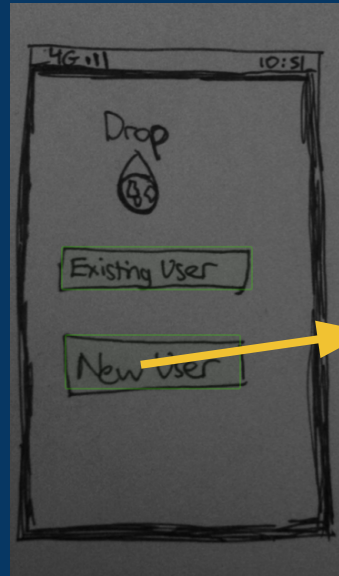
- used POP (Prototyping on Paper)
- about 20 screens in our first iteration





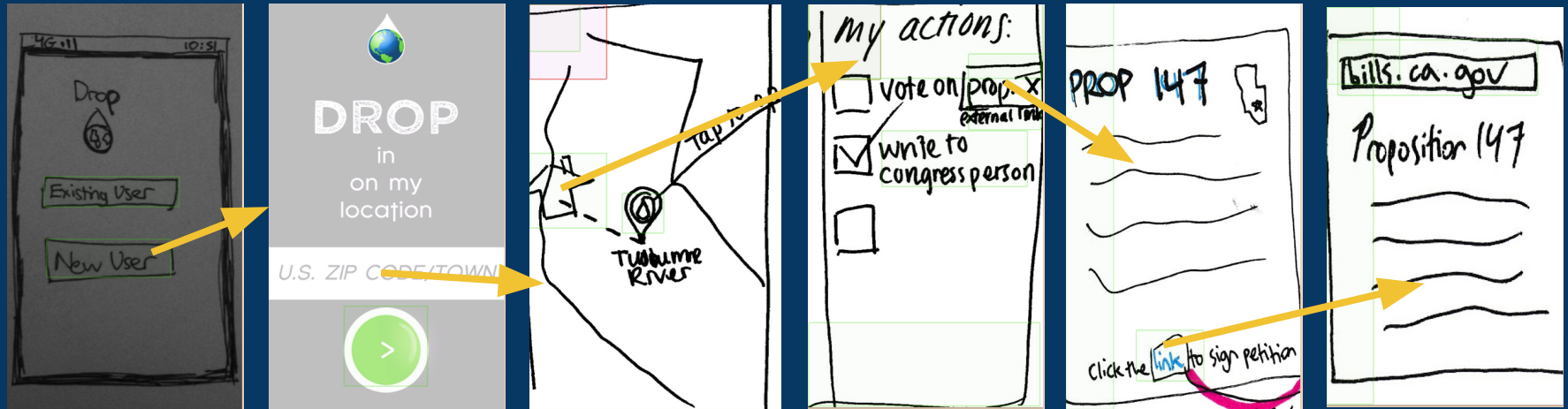
# Scenario A

“Find out the source of your water.”



# Scenario B

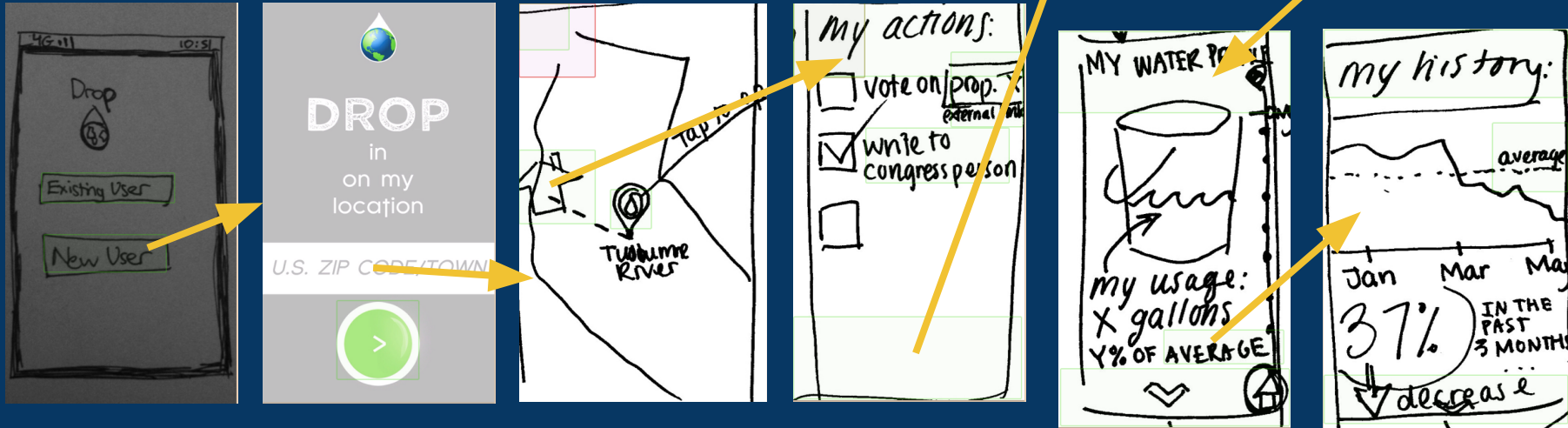
“Vote on a California Proposition that affects one of your supply sources.”





# Scenario C

“Add your water bill/usage information, compare your use to others and your past use.”



# Experiment

who → n = three participants;  
students with varying mobile experience

what → listened to script,  
given set of tasks to attempt

how → conducted on iPhone in POP app

roles → photographer, scribe, presenter



# Results

## incident severity ratings

0 (no problem) → 4 [positive comments]

1 (cosmetic problem) → 6 [moving forward/back]

2 (minor usability problem) → 5 [screen transitions]

3 (major usability problem) → 1 [couldn't go back]

4 (catastrophe) → 1 [stuck in loop]

# Findings

- confusion in transitions and location within app
- users prefer data-tracking aspect
- users wanted to get to certain features faster
- app more useful for particular demographics

# Summary

## goals for next prototype:

- balance tasks with our mission to create behavior change on several dimensions
- iron out transitioning issues (lo-fi specific?)
- well defined resource graphs and information