CoCo: Collaborative Collections
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CoCo is a way to collaboratively create digital memories of events.

Team members and roles

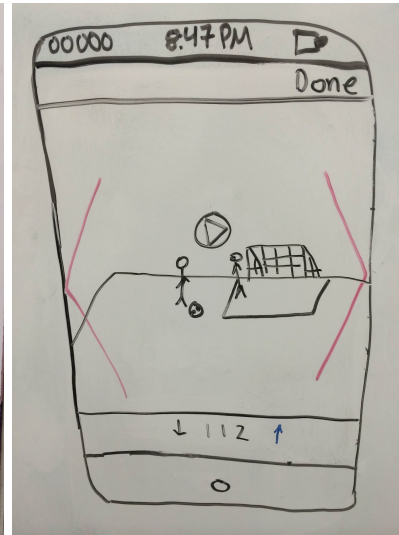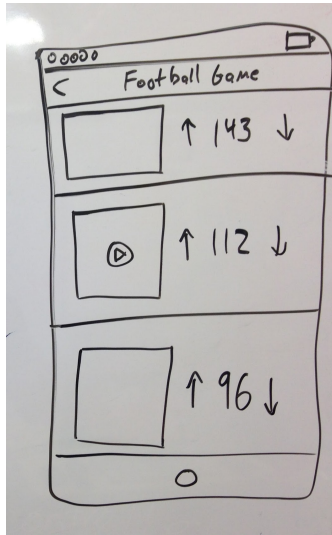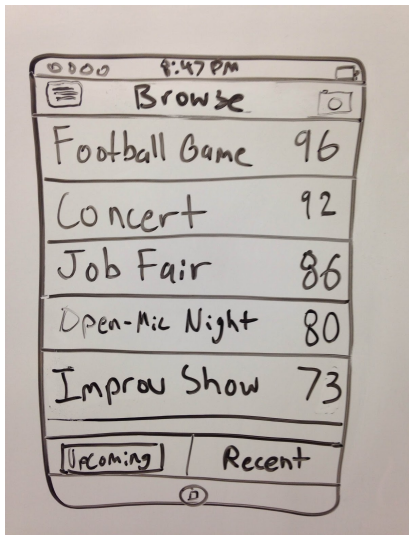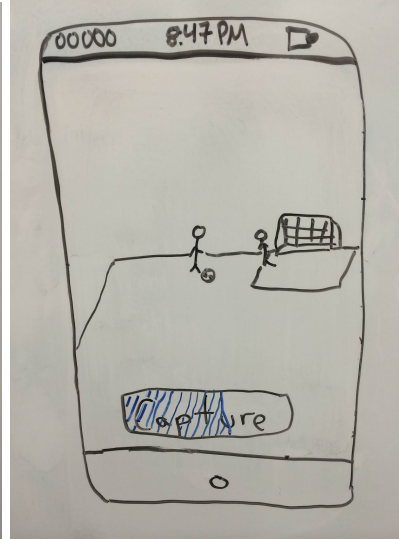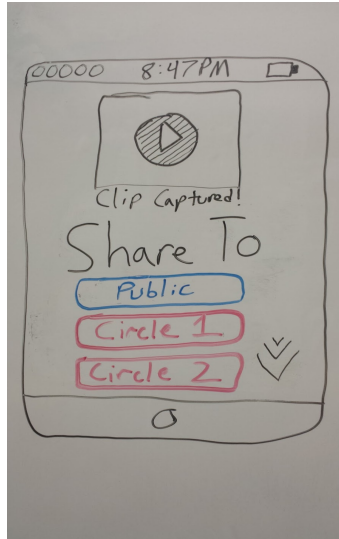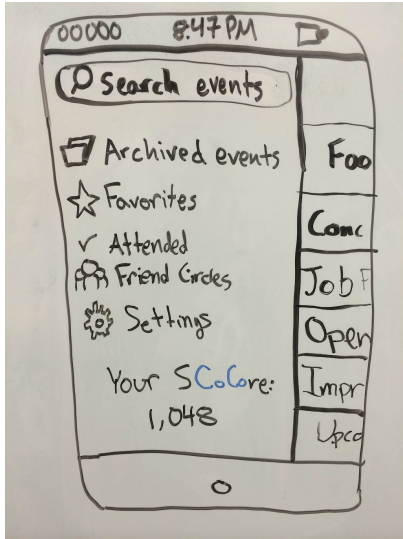Austin -- team manager (both coordination and big picture), design (interaction), development
Jeff -- development, user testing, design (interaction)
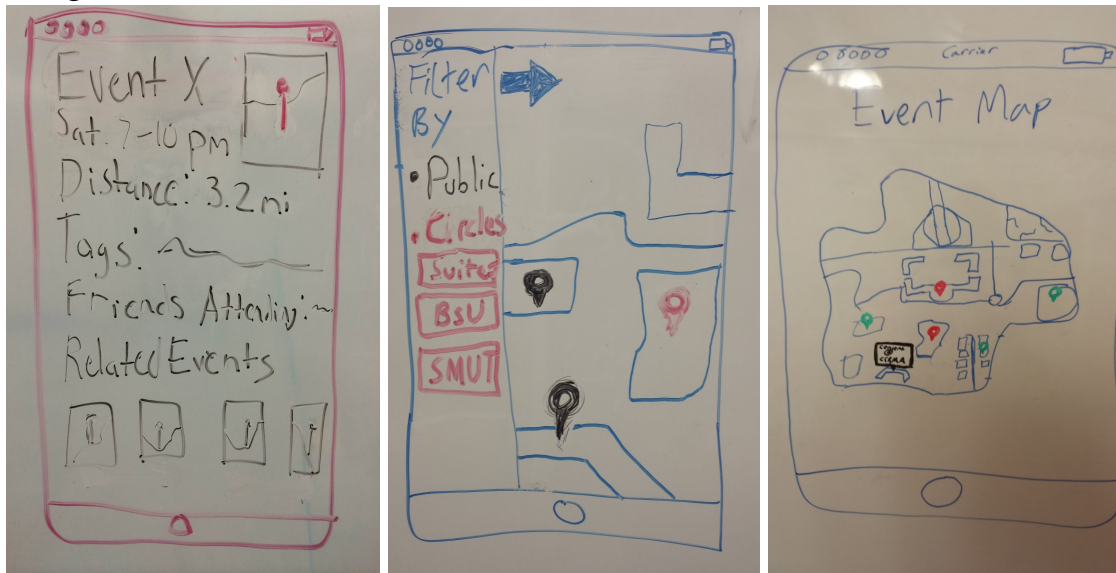Tom -- documentation, design (visual), development

Problem and Solution Overview

When people go to an event, they can only experience it once. There are currently very few ways to relive the event. One can either purchase a professionally made video documenting it, which not only comes with a price but is also available for only a small percentage of large events, or look through some sparse pictures or videos from either their friends' or their own cameras, a solution that usually does not involve any more discovery or nearly enough footage to truly re-experience the event. We are proposing an application that uses pictures and video from various event goers to create a highlight reel of the best footage from the event to be shared and archived to be viewed later. The events will be posted by users, eliminating the harsh selection of which events get their own highlight reels, and the content can be submitted by anyone who attends the event, allowing for a wide spectrum of footage that helps the user view previously unseen parts of the event. The best content will be curated through a voting system to ensure that the final product is truly the best representation of what it was like to attend.

Design 1

Screen 1 (top left):
- ⌕ Search events
- 🗃 Archived events
- ☆ Favorites
- ✓ Attended
- 👥 Friend Circles
- ⚙ Settings
- Your SCoCore: 1,048

Side tabs: Foo, Conc, Job F, Open, Impr, Upco

Screen 2 (top middle):
- ▶
- Clip Captured!
- Share To
- Public
- Circle 1
- Circle 2

Screen 3 (top right):
- Capture

Screen 4 (bottom left):
- Browse
- Football Game   96
- Concert   92
- Job Fair   86
- Open-Mic Night   80
- Improv Show   73
- Upcoming | Recent

Screen 5 (bottom middle):
- Football Game
- ↑ 143 ↓
- ↑ 112 ↓
- ↑ 96 ↓

Screen 6 (bottom right):
- Done
- ↓ 112 ↑

Design 2

Selected Interface Design

Between the two design choices, the group decided to proceed with the list based design in design one. The differences between the two user interfaces are the most prominent in the Upcoming Events page, which is what pushed our decision. In the list based design, the user has the ability to view events in a particular order, allowing us to implement a relevance score so that the user sees more events that would interest him or her. In the map design, the user cannot see the events in any sort of ranked order, but rather grouped in categories either through filters or through different colored map pins. The user must sift through all the pins to see all the events available and then make his or her own decision on what is the most appealing; doing so adds a good deal of wasted time to the user experience, almost creating a game of memory if he or she decides to look at a previously viewed pin and must find it a second time.

This is heavily related to the second reason we chose the list design: the user can see the title of each event before selecting it. In the map design, the user must select the event to first catch a preview of its page in order to see what the event is. In the list desing, the names of the events are clearly displayed, allowing the user to immediately discern which events are worth his or her time.

Lastly, the list design, apart from being more aesthetically and visually appealing, allows for many more options for intuitive controls. In the maps view, the user is rather limited to tapping with his or her finger, since swiping and pinching are dedicated to moving and zooming in or out of the map, respectively. With tapping used for selecting items, not much more can be done by the user until he or she transitions to another page. Conversely, in the list design, swipes can be used in a much more useful way. A swipe left from the right edge can bring up the camera, a swipe right from the left edge can bring up the settings menu, a shorter swipe to the right can pull up an option to hide the swiped event (without changing screens), and a shorter swipe to the right can bring up a button to save the event

for future reference. These swiping options give the user much easier controls when navigating the application, which is always one of the top priorities.
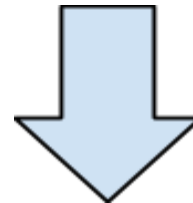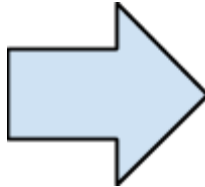
	List Design	Map Design
Browse by Upcoming Events	X	X
View Event Location on Map		X
See Related Events	maybe (through tags)	X (through suggestions)
Order Events by Relevance	X	
Vote on Submitted Content	X	X
Share Montages with Friends	X	X

UI Storyboards

Simple Task: Submitting content

Swipe left

When done capturing the share page will open.
After the moment has been shared the
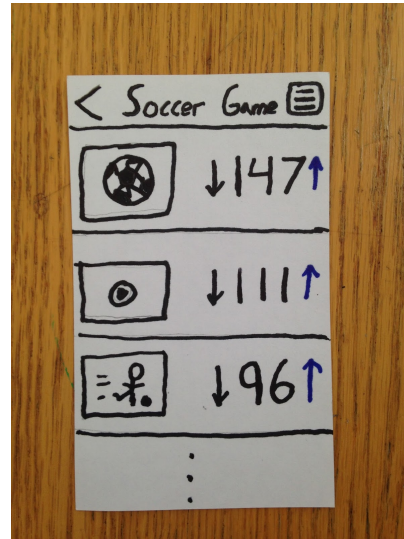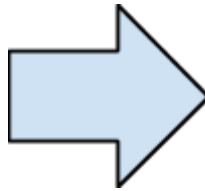app will go back to the initial screen.

Moderate Task: Curating Content

(This screen would look very similar
but "Recent" would be selected
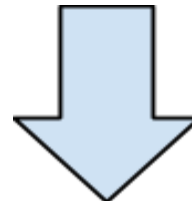and it would show events that just
happened)

Can vote on this screen too

Tap "Soccer Game"

Tap video to watch

Use back button in top left
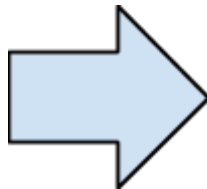to get back to previous screens

Tap up/down to vote

Complex Task: Sharing Events (This is not the same complex task as before but we thought it would be better to show)
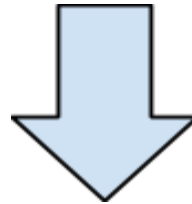
(This screen would look very similar but "Finished" would be selected and it would show events which have been completed and the collection is made.)

Upcoming Events

Soccer Game — 97
Snoop Dogg Concert — 94
Mausoleum — 88
Open Mic Night — 85
Football Game — 82
Art Show — 77

Upcoming | Recent | Finished

Tap "Soccer Game"

Event Page
Soccer Game
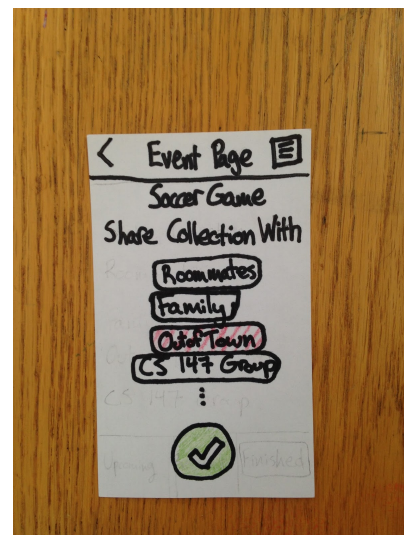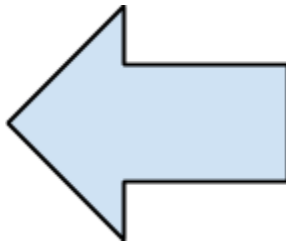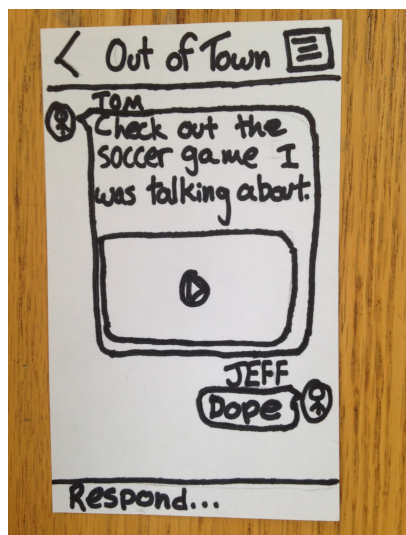Collection

Share

Upcoming | Recent | Finished

Tap video to watch collection

Tap share

Use back button in top left to get back to previous screens

Out of Town

TOM
Check out the soccer game I was talking about.

JEFF
Dope

Respond...

Event Page
Soccer Game
Share Collection With

Roommates
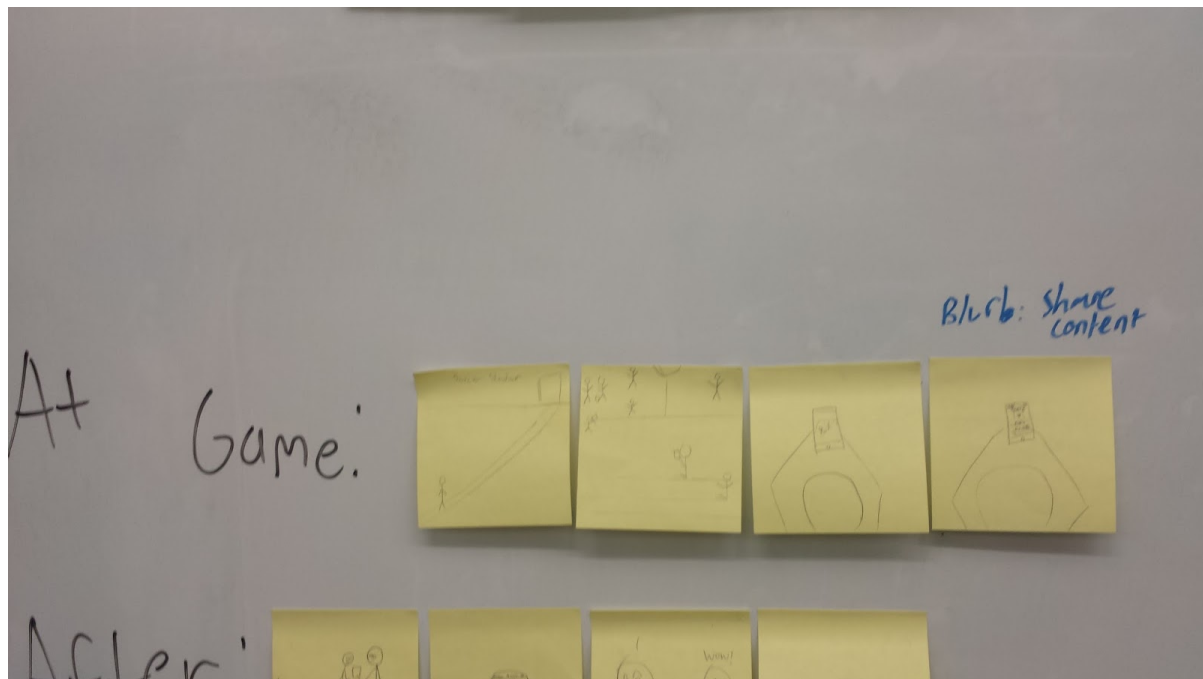Family
Out of Town
CS 147 Group
⋮

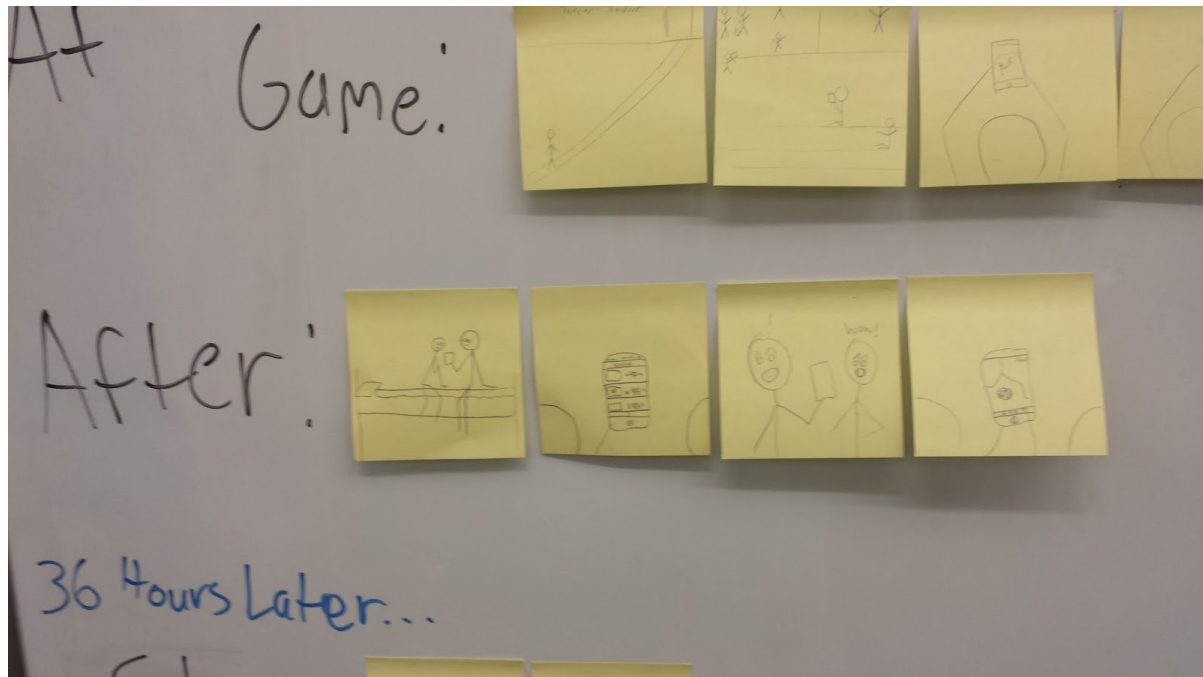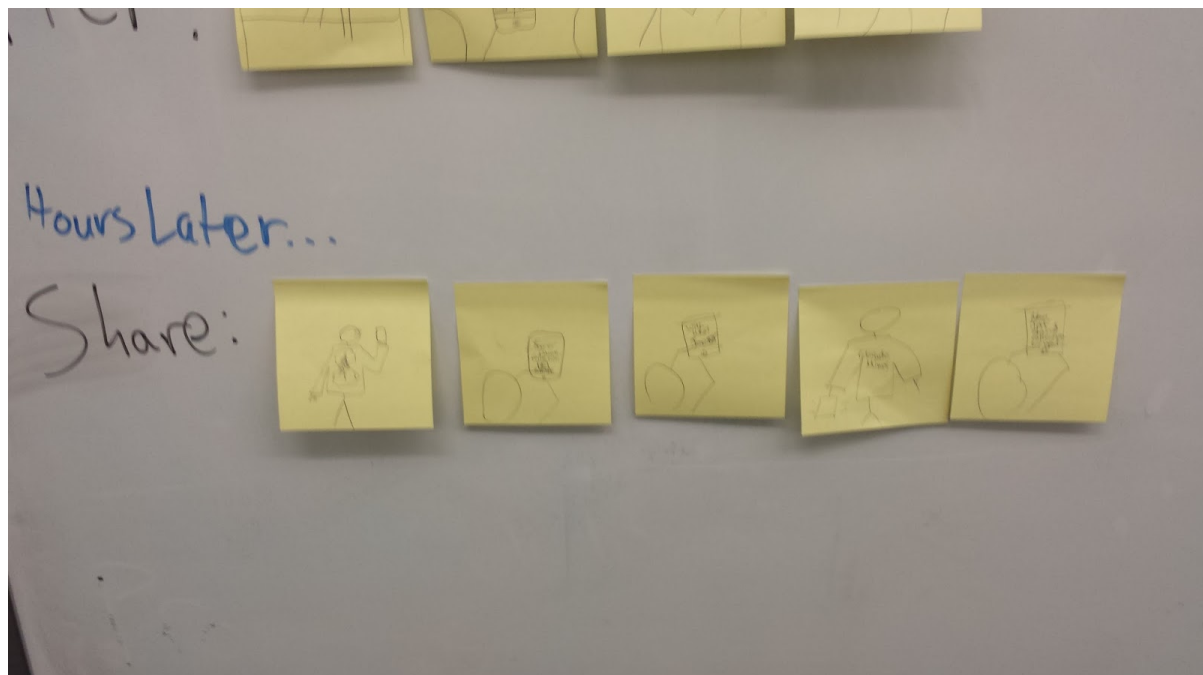**Video Planning Storyboards**

Before:
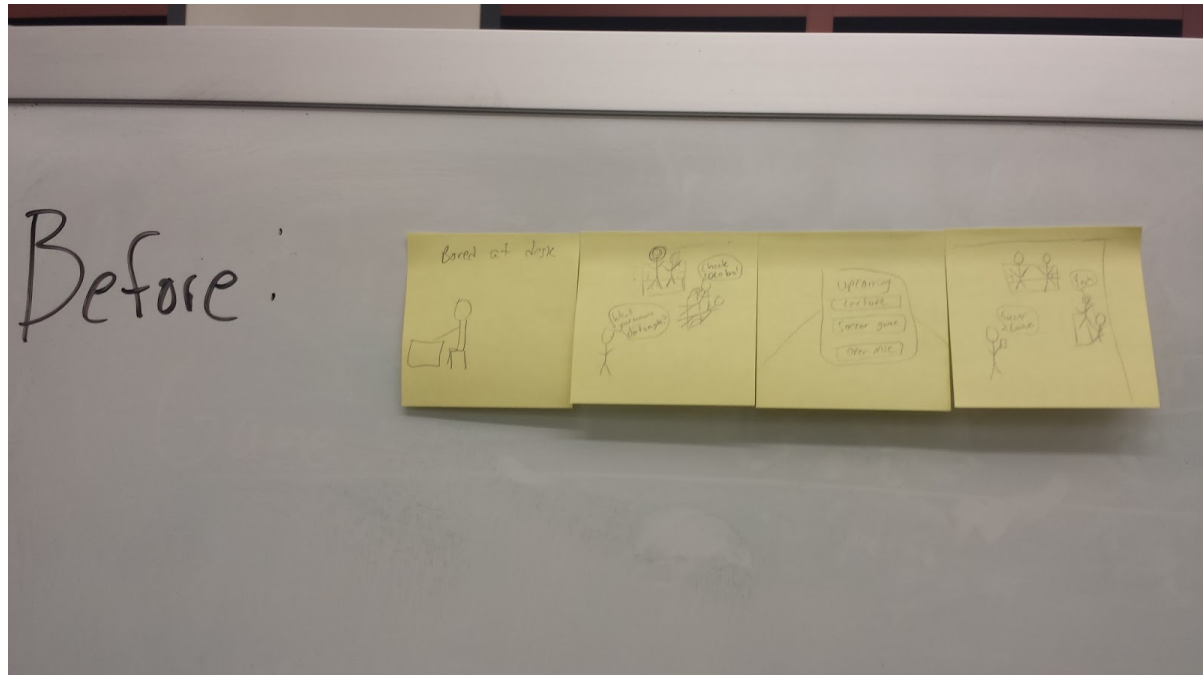
At Game:

After Game:

After event is finished (sharing collection)

Concept Video Description

       The most difficult part of developing the concept video was definitely the editing phase. This was mostly due to technical issues, with programs, video files, operating systems, and other factors all gloriously combusting simultaneously. Luckily, the group members who were in charge of the editing process powered through and submitted a final video that everyone enjoys.

       The storyboarding worked incredibly well. It definitely smoothed out the shooting phase; without a shot by shot storyboard, there would have been much more wasted time on site, but because of the storyboard, the filming was quick and efficient. Our guest actors were especially appreciative of how short their volunteering was.

       The design prep phase, including storyboarding, organizing scenes, and drawing out the cards used as screens, took in total about two and a half hours spread out over two sessions. The shooting was much faster, taking no longer than an hour and a half. This session could have easily taken much longer and yielded much poorer results if it were not for the storyboarding phase beforehand. The editing phase was the longest process, taking about three hours in total. It probably could have been done in only two, but all the technical difficulties caused frustration and delay.