

# CoCo

## Collaborative Collections

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# Problem

- Currently there is no way to re-experience an event from the people's perspective.
- Official videos are sparse, sometimes cost money, and do not include the attendee's perspective

# Solution

CoCo uses short clips and photos submitted anonymously to create a digital collection of memories and experiences of an event.

It's free of charge

It's for any event

It mirrors the experience



# Presentation Overview

- Heuristic Evaluation results
- Revised user interface
- Current prototype status
- Demonstration

# Heuristic Evaluation Results

- The app never allows the user to associate the content to an event
- Ambiguous share function. Users were confused whether they were sharing with friends or setting visibility options

# Heuristic Evaluation Results

- There is no way to back out of the share screen
- There is no way to remove content
- Voting page is only sorted in descending votes (i.e. no way to view recently submitted content)
- The purpose / distinction of the three main event categories was still unclear.

# Overview of Revised Design

- Made the user select an event near them before they could submit a picture or video
- Removed all friend circles. Content can be shared anonymously to the public or not shared at all, streamlining the share process

# Overview of Revised Design

- Gave the users the option to remove any of the content that they had previously submitted
- Added categories for submitted content and events. New/Top for content. New/Hot for events.



# Overview of Revised Design

- Simplified three event categories into a list of the  $X$  most recent events where users can constantly vote on content
- With this change, the final collection will constantly update to be a collection of current top 10 submissions

# Overview of Revised Design

Three tasks have changed:

Simple: Favoriting an event to view it later

Medium: Voting and viewing content for event

Complex: Submitting content for event

# Prototype Implementation


Tools being used:

Swift Language  
Xcode



# Prototype Implementation

## Implemented Features:

- Trendy flat UI color scheme 
- Most classes and logic done
- Ability to sort events by New/Hot and content by New/Top
- Basic Table View of Events

# Prototype Implementation

## Unimplemented Features:

- Page Navigation
- Submission of Content
- Curation of Content

Once page navigation is figured out, should go more smoothly

# Prototype Implementation

## Wizard of Oz Techniques:

- No location pins implementation
- No central database to be used with every user
- User data resets with every use of app

# Prototype Implementation

## Hard Coded Data:

- All events are already included
- All content (and votes) are already included

# Prototype Implementation

## Issues:

- Biggest - Learning to work with Xcode, mainly associating visuals with code, page navigation
- Team separation (currently and over break)



# Prototype Demonstration

Simple task: Favoriting an event