

CoCo

Collaborative Collections

Overview

- Important Tasks
- Lo-fi structure
- Experiment Results
- Suggested UI Changes



Team Mission Statement

CoCo is a way to collaboratively create digital memories of events

Three Different Tasks

Task 1: Capture and share content

Task 2: View and vote on submitted content

Task 3: Share finished collections of content

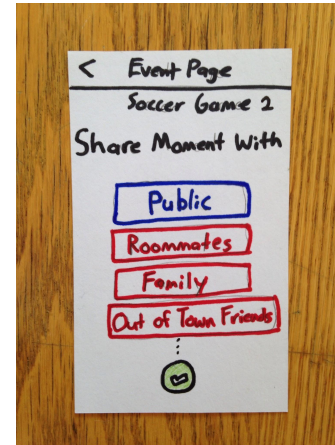
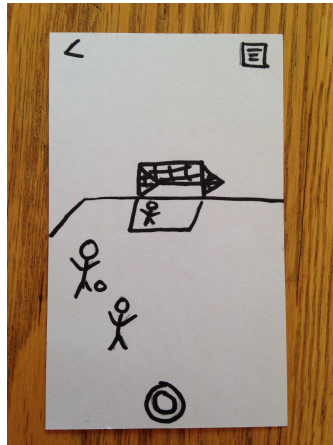
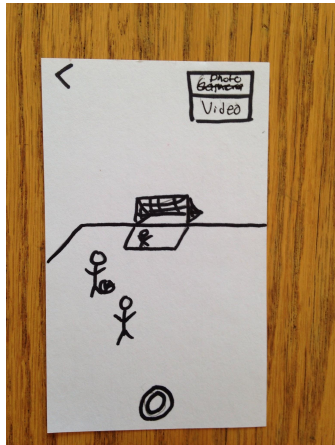
Also, viewing upcoming events

Task 1: Capture and Share Content

A hand-drawn interface for a 'Finished' list. At the top, it says 'Finished' with a camera icon and a list icon. Below is a table with columns 'NAME' and 'RELEVANCE'. The table contains five rows of data. At the bottom, there are three tabs: 'Upcoming', 'Recent', and 'Finished'.

NAME	RELEVANCE
Soccer Game 3	97
~~~~~	92
~~~~~	88
~~~~~	84
~~~~~	79
~~~~~	78

Upcoming   Recent   Finished



# Task 2: View and Vote

A hand-drawn mobile app interface for a 'Finished' list. It features a title 'Finished' with a menu icon on the left and a camera icon on the right. Below the title is a table with two columns: 'NAME' and 'RELEVANCE'. The table contains six rows of data, with the first row being 'Soccer Game3' with a relevance of 97. The other rows have wavy lines for names and relevance values of 92, 88, 84, 79, and 78. At the bottom, there are three tabs: 'Upcoming', 'Recent', and 'Finished', with 'Finished' highlighted in blue.

NAME	RELEVANCE
Soccer Game3	97
~~~~~	92
~~~~~	88
~~~~~	84
~~~~~	79
~~~~~	78

Upcoming Recent **Finished**

A hand-drawn mobile app interface for a 'Recent' list. It features a title 'Recent' with a menu icon on the left and a camera icon on the right. Below the title is a table with two columns: 'NAME' and 'RELEVANCE'. The table contains six rows of data, with the first row being 'Soccer Game2' with a relevance of 95. The other rows have wavy lines for names and relevance values of 91, 87, 84, 81, and 77. At the bottom, there are three tabs: 'Upcoming', 'Recent', and 'Finished', with 'Recent' highlighted in blue.

NAME	RELEVANCE
Soccer Game2	95
~~~~~	91
~~~~~	87
~~~~~	84
~~~~~	81
~~~~~	77

Upcoming   **Recent**   Finished

A hand-drawn mobile app interface for a 'Soccer Game' detail view. It features a title '< Soccer Game' with a menu icon on the right. Below the title are three rows of data, each with an icon in a box and a relevance value with up/down arrows. The first row has a soccer ball icon and '↓147↑'. The second row has a target icon and '↓111↑'. The third row has a person icon and '↓96↑'. Below these rows is a vertical ellipsis icon.

	↓147↑
	↓111↑
	↓96↑

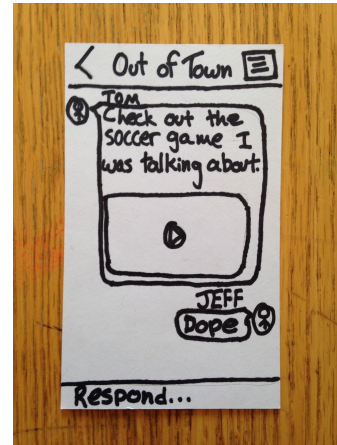
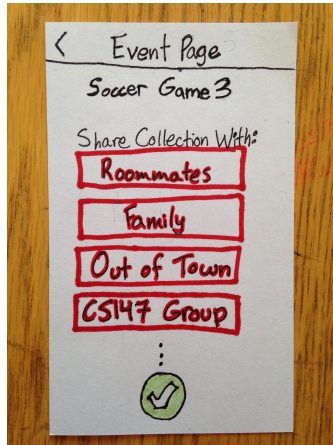
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# Task 3: Share Finished Collections

A hand-drawn mobile app screen titled "Finished". It features a camera icon in the top right corner. Below the title is a table with two columns: "NAME" and "RELEVANCE". The table contains five rows of data, each with a wavy line representing an image and a numerical value. At the bottom, there are three tabs: "Upcoming", "Recent", and "Finished", with "Finished" being the active tab.

NAME	RELEVANCE
Soccer Game 3	97
~~~~~	92
~~~~~	88
~~~~~	84
~~~~~	79
~~~~~	78



Experimental Method

- One person at a time
- Read script to them, ask if they understood
- Present subject with home screen
- Demonstrate unrelated task
- Ask subject to do specific tasks (1, 2, or 3)
- All questions that they asked were recorded
 - Most responses: What do you think?

Experimental Results

- Task 1: Capturing and sharing moments
- Confusion at home screen
 - “Am I adding to an existing event, or making a new event?” - subject 2
 - “I have to pick camera twice to take a picture?” - subject 3
- Once task was initiated, things went more smoothly
 - “I’m guessing that I select any groups and click the green checkmark to send” - subject 2
 - Confusion: “What does it mean to share with public?” - subject 1

Experimental Results

- Task 2: Viewing and Voting on Submitted Content
- Some slight confusion from recent vs finished events
- Afterwards, things went perfectly
 - “Can I vote without even viewing the clip?” (yes) “Oh sweet I’m going to downvote all of them” - subject 2
 - “This one was actually pretty intuitive” - subject 1

Experimental Results

- Task 3: Viewing and Sharing Finished Collections
- Confusion over how Collection is made
 - Also whose content is picked (own, friends', public)
- “I’m glad I can watch it first to see if it’s even worth sending” - subject 1

Suggested UI Changes

- Noticed that Camera icon was not very noticeable
 - “Maybe put ‘New Moment’ above the camera so I don’t try to create a new moment through different tabs” - subject 2
- “How do I change my mind about attending the event?” - subject 1
 - We need a way to “unattend” events too

Suggested UI Changes

- Confusion between Recent and Finished tabs
 - “Are recent events finished? Or still ongoing?” - subject 1
 - Change names: Recent → Voting, Finished → Archived
- Have ability to share upcoming events
 - Let friends know about event ahead of time
 - Notification system

Summary

- Subjects were uncomfortable at beginning of first task
- Quickly learned how to navigate after initial confusion
- Tasks 2 and 3 had fewer issues than task 1
 - Make capturing content easier
- Adding a few small features can create better experience
 - Notifications, renaming tabs, unattend